

Universal

- Crowdpush speed reverted
- Royal Woods Cemetery
 - Blast zones and camera zoom now the same as competitive stages
 - Hazards removed
 - Added to competitive stage rotation
- Sewers Slam
 - Added to competitive stage rotation
- Harmonic Convergence
 - Removed from competitive stage rotation
- Sweet Dreams
 - Respawn point lowered

Sandy

- Mid Light
 - First hit blockstun decreased (7 → 4)
 - Second hit blockstun decreased (10 → 7)
- Up Light
 - Base stun decreased (35 → 31)
 - Stun gain increased (0 → 10)
- Down Light
 - Base stun increased (30 → 32)
 - Stun gain increased (0 → 9)
- Aerial Mid Light
 - Stun gain increased (0 → 8)
- Aerial Up Light
 - Base stun increased (25 → 28)
 - Stun gain increased (0 → 11)
- Aerial Down Light
 - Base knockback decreased (80 → 40)
 - Base stun decreased (35 → 25)
 - Stun gain increased (0 → 17)
 - Aerial base knockback increased (80 → 130)
 - Aerial knockback gain decreased (105 → 40)
 - Aerial base stun decreased (35 → 21)
 - Aerial stun gain increased (0 → 3)
- Mid Strong
 - Base stun decreased (35 → 29)
 - Stun gain increased (0 → 21)
- Up Strong
 - Base stun decreased (30 → 28)

- Stun gain increased (0 → 17)
- Down Strong
 - Base stun increased (30 → 31)
 - Stun gain increased (0 → 11)
- Aerial Mid Strong
 - Horizontal speed reduced (30 → 26)
 - Knockback gain decreased (230 → 216)
 - Base stun decreased (30 → 27)
 - Stun gain increased (0 → 13)
- Aerial Up Strong
 - Base knockback decreased (190 → 178)
 - Knockback gain decreased (230 → 225)
 - Base stun decreased (30 → 27)
 - Stun gain increased (0 → 17)
- Aerial Down Strong
 - Base stun decreased (35 → 15)
 - Stun gain increased (0 → 11)
- Mid Special
 - Knockback type changed (Normal → Set)
- Up Special
 - Base stun decreased (30 → 24)
 - Stun gain increased (0 → 12)
 - Landing lag increased (0 → 20)
- Down Special
 - Fixed “super-jump” bug
 - Stun gain increased (0 → 14)
 - Whiff endlag increased by 10 frames
 - Now only stalls once per airtime
- Getup Attack
 - Angle changed (30° → 32°)
 - Base knockback increased (30 → 35)
 - Knockback gain increased (30 → 35)
 - Base stun decreased (30 → 29)
 - Stun gain increased (0 → 6)
- Ledge Attack
 - Angle changed (45° → 38°)
 - Base knockback decreased (60 → 50)
 - Knockback gain increased (30 → 35)
 - Base stun decreased (35 → 25)
 - Stun gain increased (0 → 9)

Aang

- Aerial Up Strong

- Hitbox split to support interpolation
- First hitbox repositioned to hand
- First hitbox size decreased (1.3 → 1)
- Second hitbox size decreased (1.3 → 0.7)
- Base knockback decreased (120 → 110)

Korra

- Mid Light
 - Second hit base stun increased (25 → 27)
- Dash Light
 - Hitlag-self decreased (12 → 5)
- Aerial Mid Light
 - Base stun increased (23 → 25)
- Aerial Up Light
 - Base stun increased (20 → 23)
 - Stun gain increased (9 → 10)
 - Backhit base stun increased (23 → 25)
 - Backhit stun gain increased (11 → 12)
- Aerial Mid Strong
 - Knockback gain increased (200 → 260)
 - Charged knockback gain increased (220 → 280)

Leonardo

- Mid Light
 - Stun gain increased (0 → 6)
 - Tipper stun gain increased (0 → 13)
 - Tipper hitlag increased (4 → 7)
 - Tipper hitlag-self increased (5 → 7)
- Up Light
 - Base knockback increased (70 → 75)
 - Knockback gain increased (127.5 → 130)
 - Base stun increased (20 → 23)
 - Stun gain increased (0 → 11)
 - Tipper knockback gain increased (127.5 → 135)
 - Tipper base stun increased (25 → 28)
 - Tipper stun gain increased (0 → 14)
 - Tipper hitlag increased (4 → 7)
 - Tipper hitlag-self increased (5 → 7)
- Down Light
 - Base knockback decreased (70 → 60)
 - Knockback gain decreased (127.5 → 120)
 - Base stun increased (30 → 31)

- Stun gain increased (0 → 6)
 - Aerial base stun decreased (30 → 27)
 - Aerial stun gain increased (0 → 8)
- Dash Light
 - Angle changed (10° → 14°)
 - Base knockback decreased (120 → 105)
 - Base stun decreased (40 → 28)
- Aerial Mid Light
 - Base stun decreased (30 → 26)
 - Stun gain increased (0 → 6)
 - Tipper knockback gain increased (135 → 145)
 - Tipper base stun decreased (30 → 29)
 - Tipper stun gain increased (0 → 8)
 - Tipper hitlag increased (4 → 7)
 - Tipper hitlag-self increased (5 → 7)
- Aerial Up Light
 - Angle changed (70° → 65°)
 - Base stun increased (20 → 22)
 - Stun gain increased (0 → 11)
- Aerial Up Light tip
 - Tipper base stun increased (20 → 27)
 - Tipper stun gain increased (0 → 13)
 - Tipper hitlag increased (4 → 7)
 - Tipper hitlag-self increased (5 → 7)
- Aerial Down Light
 - Endlag decreased by 4 frames
 - Knockback gain decreased (150 → 100)
 - Base stun decreased (30 → 25)
 - Stun gain increased (0 → 14)
 - Aerial base knockback decreased (120 → 110)
 - Aerial knockback gain decreased (112.5 → 40)
 - Aerial base stun decreased (30 → 23)
 - Aerial stun gain increased (0 → 3)
 - Tipper base stun decreased (30 → 26)
 - Tipper stun gain increased (0 → 17)
 - Tipper hitlag increased (4 → 7)
 - Tipper hitlag-self increased (5 → 7)
 - Tipper aerial base stun decreased (30 → 21)
 - Tipper aerial stun gain increased (0 → 2)
 - Tipper aerial hitlag increased (4 → 7)
 - Tipper aerial hitlag-self increased (5 → 7)
- Mid Strong
 - Active frames increased (3 → 4)
 - Angle changed (15° → 22°)

- Base stun decreased (30 → 26)
- Stun gain increased (0 → 14)
- Tipper angle changed (35° → 30°)
- Tipper knockback gain increased (220 → 265)
- Tipper base stun decreased (30 → 29)
- Tipper stun gain increased (0 → 21)
- Tipper hitlag increased (13 → 15)
- Tipper hitlag-self increased (12 → 15)
- Up Strong
 - Base stun decreased (30 → 28)
 - Stun gain increased (0 → 13)
 - Tipper base knockback increased (100 → 125)
 - Tipper base stun increased (30 → 32)
 - Tipper stun gain increased (0 → 16)
 - Tipper hitlag increased (13 → 15)
 - Tipper hitlag-self increased (12 → 15)
- Down Strong
 - Base stun increased (30 → 33)
 - Stun gain increased (0 → 11)
 - Tipper base knockback increased (110 → 150)
 - Tipper base stun decreased (30 → 24)
 - Tipper stun gain increased (0 → 4)
 - Tipper hitlag increased (13 → 15)
 - Tipper hitlag-self increased (12 → 15)
- Dash Strong
 - Angle changed (10° → 18°)
 - Base knockback increased (60 → 145)
 - Base stun increased (30 → 33)
 - Hitlag-self decreased (15 → 12)
 - Tipper base knockback increased (110 → 170)
 - Tipper base stun increased (30 → 36)
 - Tipper hitlag increased (13 → 15)
 - Tipper hitlag-self increased (12 → 15)
- Aerial Mid Strong
 - Active frames increased (2 → 3)
 - Angle changed (15° → 20°)
 - Base knockback decreased (90 → 80)
 - Base stun increased (30 → 31)
 - Stun gain increased (0 → 13)
 - Tipper angle changed (35° → 32°)
 - Tipper base knockback increased (110 → 115)
 - Tipper knockback gain increased (220 → 255)
 - Tipper base stun increased (30 → 33)
 - Tipper stun gain increased (0 → 14)

- Tipper hitlag increased (13 → 15)
 - Tipper hitlag-self increased (12 → 15)
- Aerial Up Strong
 - Base stun decreased (30 → 27)
 - Stun gain increased (0 → 13)
 - Tipper angle changed (70° → 90°)
 - Tipper base knockback increased (110 → 130)
 - Tipper knockback gain increased (210 → 265)
 - Tipper stun gain increased (0 → 15)
 - Tipper hitlag increased (13 → 15)
 - Tipper hitlag-self increased (12 → 15)
- Aerial Down Strong
 - Base stun decreased (30 → 15)
 - Stun gain increased (0 → 13)
 - Tipper base knockback increased (110 → 145)
 - Tipper base stun decreased (30 → 19)
 - Tipper stun gain increased (0 → 12)
 - Tipper hitlag increased (13 → 15)
 - Tipper hitlag-self increased (12 → 15)
- Mid Special
 - Initial hit hitlag increased (4 → 7)
 - Initial hit hitlag-self increased (4 → 7)
 - Mid hit stun gain increased (0 → 9)
 - Mid hit tipper base stun increased (20 → 24)
 - Mid hit tipper stun gain increased (0 → 13)
 - Mid hit tipper hitlag increased (4 → 7)
 - Mid hit tipper hitlag-self increased (5 → 7)
 - Up hit base stun increased (20 → 23)
 - Up hit stun gain increased (0 → 5)
 - Up hit tipper angle changed (70° → 80°)
 - Up hit tipper base stun increased (20 → 26)
 - Up hit tipper stun gain increased (0 → 9)
 - Up hit tipper hitlag increased (4 → 7)
 - Up hit tipper hitlag-self increased (5 → 7)
 - Down hit base stun decreased (20 → 18)
 - Down hit stun gain increased (0 → 6)
 - Down hit tipper base knockback increased (90 → 110)
 - Down hit tipper base stun decreased (20 → 19)
 - Down hit tipper stun gain increased (0 → 7)
 - Down hit tipper hitlag increased (4 → 7)
 - Down hit tipper hitlag-self increased (5 → 7)
 - Back hit angle changed (15° → 24°)
 - Back hit base stun increased (20 → 24)
 - Back hit stun gain increased (0 → 6)

- Back hit tipper angle changed (25° → 12°)
 - Back hit tipper base knockback increased (80 → 95)
 - Back hit tipper knockback gain increased (200 → 230)
 - Back hit tipper base stun decreased (20 → 18)
 - Back hit tipper stun gain increased (0 → 5)
 - Back hit tipper hitlag increased (4 → 7)
 - Back hit tipper hitlag-self increased (5 → 7)
- Up Special
 - Landing lag increased (0 → 15)
 - Tipper base knockback increased (80 → 95)
 - Tipper base stun increased (20 → 26)
 - Tipper hitlag increased (4 → 7)
 - Tipper hitlag-self increased (5 → 7)
- Down Special
 - Base stun decreased (30 → 17)
 - Stun gain increased (0 → 13)
- Getup Attack
 - Angle changed (30° → 35°)
 - Base knockback increased (30 → 35)
 - Knockback gain decreased (20 → 15)
 - Base stun decreased (30 → 27)
 - Stun gain increased (0 → 5)
- Ledge Attack
 - Knockback gain increased (20 → 30)
 - Base stun decreased (30 → 25)
 - Stun gain increased (0 → 7)

Michelangelo

- Mid Light
 - Angle changed (325° → 20°)
 - Base stun increased (20 → 25)
 - Stun gain increased (0 → 9)
 - Can now force jab resets
 - Aerial base stun increased (20 → 22)
 - Aerial stun gain increased (0 → 4)
 - Can now force jab resets
- Up Light
 - Knockback gain decreased (112.5 → 105)
 - Base stun increased (20 → 24)
 - Stun gain increased (0 → 14)
 - Can no longer force jab resets
- Down Light
 - FAF window extended by 7 frames

- Angle changed (25° → 58°)
 - Base knockback decreased (90 → 75)
 - Knockback gain decreased (97.5 → 80)
 - Base stun increased (25 → 37)
 - Stun gain increased (0 → 12)
 - No longer classified as a finishing blow
- Dash Light
 - Base knockback decreased (120 → 85)
 - Base stun decreased (40 → 26)
- Aerial Mid Light
 - Knockback gain increased (112.5 → 115)
 - Now creates a directional effect
- Aerial Down Light
 - Base stun decreased (30 → 23)
 - Stun gain increased (0 → 11)
 - Aerial knockback gain decreased (97.5 → 80)
 - Aerial base stun decreased (30 → 23)
 - Aerial stun gain increased (0 → 3)
 - Now creates a directional effect
- Mid Strong
 - First hit hitlag increased (5 → 24)
 - First hit hitlag-self increased (5 → 12)
 - Angle changed (70° → 40°)
 - Can no longer be reversed
 - Base stun decreased (30 → 29)
 - Stun gain increased (0 → 18)
- Up Strong
 - Base stun increased (30 → 31)
 - Stun gain increased (0 → 16)
 - Weakhit base stun decreased (30 → 28)
 - Weakhit stun gain increased (0 → 13)
- Down Strong
 - Base stun increased (30 → 32)
 - Stun gain increased (0 → 11)
- Dash Strong
 - Angle changed (15° → 18°)
 - Base knockback increased (100 → 125)
 - Base stun increased (30 → 31)
- Aerial Mid Strong
 - Base stun decreased (30 → 29)
 - Stun gain increased (0 → 13)
 - Second hit angle changed (120° → 156°)
 - Second hit base stun decreased (30 → 27)
 - Second hit stun gain increased (0 → 19)

- Aerial Up Strong
 - Base stun decreased (30 → 25)
 - Stun gain increased (0 → 11)
 - Second hit base stun decreased (30 → 27)
 - Second hit stun gain increased (0 → 16)
- Aerial Down Strong
 - Base stun decreased (30 → 21)
 - Stun gain increased (0 → 15)
- Up Special
 - No longer cancelable on whiff
- Getup Attack
 - Angle changed (290° → 65°)
 - Stun gain increased (0 → 5)
- Ledge Attack
 - Base stun decreased (30 → 29)
 - Stun gain increased (0 → 8)

April O'Neil

- Mid Light
 - Knockback gain decreased (127.5 → 90)
 - Stun gain increased (0 → 8)
- Up Light
 - Base knockback increased (60 → 65)
 - Knockback gain increased (112.5 → 115)
 - Base stun decreased (30 → 26)
 - Stun gain increased (0 → 13)
- Down Light
 - Knockback gain decreased (120 → 80)
 - Base stun decreased (40 → 33)
 - Stun gain increased (0 → 7)
- Dash Light
 - Angle changed (5° → 17°)
 - Base knockback decreased (160 → 85)
 - Base stun decreased (40 → 22)
- Aerial Mid Light
 - Base stun increased (20 → 21)
 - Stun gain increased (0 → 9)
- Aerial Up Light
 - Base stun increased (20 → 24)
 - Stun gain increased (0 → 10)
- Aerial Down Light
 - Base knockback decreased (50 → 40)
 - Knockback gain decreased (120 → 100)

- Base stun decreased (30 → 24)
 - Stun gain increased (0 → 16)
 - Aerial base knockback decreased (120 → 115)
 - Aerial knockback gain decreased (90 → 50)
 - Aerial base stun decreased (30 → 21)
 - Aerial stun gain increased (0 → 2)
- Mid Strong
 - Knockback gain increased (210 → 215)
 - Stun gain increased (0 → 14)
- Up Strong
 - Base stun decreased (30 → 29)
 - Stun gain increased (0 → 12)
- Down Strong
 - First hit base stun increased (30 → 31)
 - First hit stun gain increased (0 → 12)
 - Second hit base stun increased (30 → 31)
 - Second hit stun gain increased (0 → 12)
 - Third hit base stun increased (30 → 31)
 - Third hit stun gain increased (0 → 12)
- Dash Strong
 - Angle changed (20° → 22°)
- Aerial Mid Strong
 - Knockback gain decreased (200 → 185)
 - Base stun decreased (30 → 27)
 - Stun gain increased (0 → 13)
- Aerial Up Strong
 - Angle changed (70° → 65°)
 - Knockback gain decreased (220 → 210)
 - Base stun decreased (30 → 27)
 - Stun gain increased (0 → 10)
- Aerial Down Strong
 - First hit base stun decreased (30 → 28)
 - First hit stun gain increased (0 → 10)
 - Second hit base stun decreased (30 → 28)
 - Second hit stun gain increased (0 → 10)
 - Third hit base stun decreased (30 → 28)
 - Third hit stun gain increased (0 → 10)
- Mid Special
 - Uncharged hitlag decreased (12 → 5)
 - Uncharged hitlag-self decreased (12 → 5)
 - Charge 1 base stun decreased (30 → 27)
 - Charge 1 stun gain increased (0 → 15)
 - Charge 2 base stun increased (30 → 31)
 - Charge 2 stun gain increased (0 → 18)

- Charge 2 hitlag increased (12 → 15)
 - Charge 2 hitlag-self increased (12 → 15)
 - Charge 3 base stun increased (30 → 33)
 - Charge 3 stun gain increased (0 → 21)
 - Charge 3 hitlag increased (12 → 20)
 - Charge 3 hitlag-self increased (12 → 20)
- Getup Attack
 - Base stun decreased (30 → 27)
 - Stun gain increased (0 → 5)
- Ledge Attack
 - Base knockback decreased (60 → 55)
 - Knockback gain increased (20 → 25)
 - Base stun decreased (30 → 25)
 - Stun gain increased (0 → 11)

Shredder

- Up Strong
 - Can no longer grab a blocking opponent

Lucy Loud

- Aerial Down Strong
 - Can now grab ledges

Ren & Stimpy

- Mid Light
 - Angle changed (40° → 32°)
 - Base stun increased (20 → 24)
 - Stun gain increased (0 → 9)
- Up Light
 - Knockback gain increased (142.5 → 145)
 - Base stun increased (20 → 27)
 - Stun gain increased (0 → 16)
 - Backhit stun gain increased (0 → 6)
 - Backhit aerial base stun decreased (30 → 20)
 - Backhit aerial stun gain increased (0 → 7)
- Down Light
 - Base knockback decreased (80 → 60)
 - Knockback gain decreased (142.5 → 130)
 - Base stun decreased (40 → 31)
 - Stun gain increased (0 → 12)
- Down Light air

- Aerial Knockback gain increased (127.5 → 135)
 - Aerial base stun decreased (40 → 33)
 - Aerial stun gain increased (0 → 10)
 - Backhit base stun decreased (30 → 21)
 - Backhit stun gain increased (0 → 11)
- Dash Light
 - Angle changed (10° → 12°)
 - Base stun decreased (40 → 27)
- Aerial Mid Light
 - Knockback gain decreased (142.5 → 130)
 - Base stun increased (20 → 21)
 - Stun gain increased (0 → 6)
- Aerial Up Light
 - Tongue tip hitbox size reduced (1.1 → 0.85)
 - Tongue middle hitbox size reduced (1.1 → 1)
 - Base knockback decreased (80 → 75)
 - Knockback gain decreased (142.5 → 130)
 - Base stun increased (20 → 23)
 - Stun gain increased (0 → 9)
 - Backhit base stun decreased (30 → 27)
 - Backhit stun gain increased (0 → 5)
 - Backhit aerial base stun decreased (30 → 20)
 - Backhit aerial stun gain increased (0 → 7)
- Aerial Down Light
 - Knockback gain decreased (142.5 → 140)
 - Stun gain increased (0 → 10)
- Aerial Down Light air
 - Aerial base knockback decreased (120 → 110)
 - Aerial knockback gain decreased (127.5 → 120)
 - Aerial base stun decreased (30 → 25)
 - Aerial stun gain increased (0 → 7)
 - Backhit base knockback decreased (60 → 50)
 - Backhit knockback gain decreased (150 → 140)
 - Backhit stun gain increased (0 → 9)
- Mid Strong
 - Base stun decreased (25 → 23)
 - Stun gain increased (0 → 19)
 - Backhit stun gain increased (0 → 15)
- Up Strong
 - Stun gain increased (0 → 9)
 - Weakhit base stun decreased (30 → 26)
 - Weakhit stun gain increased (0 → 15)
- Down Strong
 - Base stun decreased (40 → 21)

- Stun gain increased (0 → 27)
 - Second hit base stun decreased (30 → 29)
 - Second hit stun gain increased (0 → 10)
- Aerial Mid Strong
 - Base stun decreased (25 → 21)
 - Stun gain increased (0 → 17)
 - Backhit base stun decreased (35 → 32)
 - Backhit stun gain increased (0 → 9)
- Aerial Up Strong
 - Stun gain increased (0 → 10)
 - Second hit base stun decreased (30 → 25)
 - Second hit stun gain increased (0 → 9)
- Aerial Down Strong
 - Base stun decreased (30 → 15)
 - Stun gain increased (0 → 12)
 - Landing hit base stun decreased (30 → 21)
 - Landing hit stun gain increased (0 → 9)
- Down Special
 - Hurtbox changed from invincible to super-armor
 - Base stun decreased (35 → 24)
 - Stun gain increased (0 → 22)
- Getup Attack
 - Base stun decreased (30 → 28)
 - Stun gain increased (0 → 4)
 - Backhit base stun decreased (30 → 29)
 - Backhit stun gain increased (0 → 5)
- Ledge Attack
 - Base stun decreased (30 → 26)
 - Stun gain increased (0 → 4)

Powdered Toast Man

- Mid Light
 - Angle changed (30° → 32°)
 - Base stun decreased (40 → 31)
 - Stun gain increased (0 → 9)
- Up Light
 - Knockback gain decreased (142.5 → 140)
 - Base stun decreased (30 → 26)
 - Stun gain increased (0 → 12)
- Down Light
 - Base stun decreased (40 → 34)
 - Stun gain increased (0 → 4)
 - Aerial knockback gain decreased (127.5 → 120)

- Aerial base stun decreased (40 → 23)
 - Aerial stun gain increased (0 → 9)
- Dash Light
 - Base knockback decreased (100 → 80)
 - Base stun decreased (40 → 28)
- Aerial Mid Light
 - RNG angle replaced with fixed 30° angle
 - Knockback gain decreased (142.5 → 142)
 - Base stun increased (20 → 21)
 - Stun gain increased (0 → 6)
- Aerial Up Light
 - Base stun increased (20 → 24)
 - Stun gain increased (0 → 11)
- Aerial Down Light
 - Knockback gain decreased (142.5 → 142)
 - Base stun decreased (30 → 25)
 - Stun gain increased (0 → 15)
 - Aerial base stun decreased (30 → 24)
 - Aerial stun gain increased (0 → 5)
- Mid Strong
 - Angle changed (30° → 25°)
 - Base stun increased (30 → 31)
 - Stun gain increased (0 → 21)
- Up Strong
 - Base stun increased (30 → 31)
 - Stun gain increased (0 → 15)
- Down Strong
 - Base stun increased (30 → 33)
 - Stun gain increased (0 → 18)
- Aerial Mid Strong
 - Angle changed (20° → 25°)
 - Base knockback decreased (220 → 205)
 - Stun gain increased (0 → 20)
- Aerial Up Strong
 - Base stun decreased (30 → 28)
 - Stun gain increased (0 → 13)
- Aerial Down Strong
 - Maximum landing lag increased (24 → 27)
 - Base stun decreased (30 → 15)
 - Stun gain increased (0 → 13)
 - Back hit base stun increased (30 → 31)
 - Back hit stun gain increased (0 → 17)
- Getup Attack
 - Base stun decreased (30 → 29)

- Stun gain increased (0 → 5)
- Ledge Attack
 - Base stun increased (30 → 31)
 - Stun gain increased (0 → 6)

Nigel Thornberry

- Mid Light
 - Base stun decreased (30 → 27)
 - Stun gain increased (0 → 11)
- Up Light
 - Base stun decreased (30 → 26)
 - Stun gain increased (0 → 12)
- Down Light
 - Knockback gain decreased (127.5 → 120)
 - Base stun decreased (40 → 31)
 - Stun gain increased (0 → 11)
 - Aerial knockback gain increased (97.5 → 105)
 - Aerial base stun decreased (40 → 23)
 - Aerial stun gain increased (0 → 9)
- Dash Light
 - Base knockback decreased (130 → 100)
 - Base stun decreased (35 → 27)
- Aerial Mid Light
 - Base stun decreased (20 → 19)
 - Stun gain increased (0 → 6)
- Aerial Up Light
 - Base stun decreased (25 → 21)
 - Stun gain increased (0 → 9)
- Aerial Down Light
 - Knockback gain decreased (112.5 → 110)
 - Base stun decreased (20 → 16)
 - Stun gain increased (0 → 8)
 - Aerial knockback gain increased (52.5 → 60)
 - Aerial base stun decreased (20 → 19)
 - Aerial stun gain increased (0 → 6)
- Mid Strong
 - Base stun decreased (30 → 29)
 - Stun gain increased (0 → 19)
- Up Strong
 - Base stun increased (30 → 31)
 - Stun gain increased (0 → 16)
- Down Strong
 - Base stun increased (30 → 35)

- Stun gain increased (0 → 13)
- Aerial Mid Strong
 - Base stun decreased (30 → 27)
 - Stun gain increased (0 → 18)
- Aerial Up Strong
 - Base stun decreased (30 → 29)
 - Stun gain increased (0 → 12)
- Aerial Down Strong
 - Base stun increased (30 → 31)
 - Stun gain increased (0 → 12)
- Up Special
 - Base stun decreased (30 → 28)
 - Stun gain increased (0 → 14)
 - Falling base stun increased (30 → 31)
 - Falling stun gain increased (0 → 17)
 - Falling aerial base stun decreased (30 → 15)
 - Falling aerial stun gain increased (0 → 10)
- Down Special
 - Base stun increased (30 → 37)
 - Stun gain increased (0 → 21)
- Getup Attack
 - Base stun increased (30 → 33)
 - Stun gain increased (0 → 7)
- Ledge Attack
 - Base stun decreased (30 → 25)
 - Stun gain increased (0 → 2)

Danny Phantom

- Mid Light
 - Angle changed (20° → 18°)
 - Knockback gain decreased (112.5 → 110)
 - Base stun increased (20 → 22)
 - Stun gain increased (0 → 7)
- Up Light
 - Knockback gain decreased (97.5 → 95)
 - Base stun increased (30 → 31)
 - Stun gain increased (0 → 15)
- Down Light
 - Base stun decreased (40 → 33)
 - Stun gain increased (0 → 4)
 - Aerial knockback gain increased (67.5 → 70)
 - Aerial base stun decreased (40 → 21)
 - Aerial stun gain increased (0 → 7)

- Dash Light
 - Base knockback decreased (110 → 85)
 - Base stun decreased (40 → 26)
- Aerial Mid Light
 - Stun gain increased (0 → 5)
- Aerial Up Light
 - Stun gain increased (0 → 10)
- Mid Strong
 - Stun gain increased (0 → 21)
- Up Strong
 - Base stun increased (30 → 31)
 - Stun gain increased (0 → 16)
- Down Strong
 - Base stun decreased (30 → 29)
 - Stun gain increased (0 → 14)
- Aerial Mid Strong
 - Base stun increased (30 → 31)
 - Stun gain increased (0 → 15)
- Aerial Up Strong
 - Fixed issue causing a downward rps interaction
 - Base stun increased (30 → 34)
 - Stun gain increased (0 → 19)
- Aerial Down Strong
 - Can now grab ledges
 - Base stun decreased (30 → 15)
 - Stun gain increased (0 → 9)
- Mid Special
 - Base stun decreased (20 → 18)
 - Stun gain increased (0 → 5)
- Up Special
 - Base stun decreased (35 → 29)
 - Stun gain increased (0 → 9)
- Down Special
 - Base stun increased (30 → 34)
 - Stun gain increased (0 → 19)
- Getup Attack
 - Angle changed (30° → 32°)
 - Base stun decreased (30 → 29)
 - Stun gain increased (0 → 4)
- Ledge Attack
 - Angle changed (45° → 40°)
 - Base stun decreased (30 → 28)
 - Stun gain increased (0 → 6)

Reptar

- Mid Light
 - Angle changed ($20^{\circ} \rightarrow 14^{\circ}$)
 - Stun gain increased ($0 \rightarrow 9$)
- Up Light
 - Base stun decreased ($30 \rightarrow 27$)
 - Stun gain increased ($0 \rightarrow 13$)
- Down Light
 - Angle changed ($45^{\circ} \rightarrow 282^{\circ}$)
 - Base stun decreased ($30 \rightarrow 26$)
 - Stun gain increased ($0 \rightarrow 4$)
 - Aerial knockback gain decreased ($142.5 \rightarrow 125$)
 - Aerial base stun decreased ($30 \rightarrow 19$)
 - Aerial stun gain increased ($0 \rightarrow 7$)
 - Can no longer bounce
- Dash Light
 - Angle changed ($5^{\circ} \rightarrow 18^{\circ}$)
 - Base knockback decreased ($140 \rightarrow 115$)
 - Base stun decreased ($40 \rightarrow 27$)
- Aerial Mid Light
 - Angle changed ($40^{\circ} \rightarrow 18^{\circ}$)
 - Base knockback increased ($50 \rightarrow 55$)
 - Knockback gain decreased ($172.5 \rightarrow 165$)
 - Stun gain increased ($0 \rightarrow 16$)
- Aerial Up Light
 - Base knockback increased ($50 \rightarrow 55$)
 - Knockback gain decreased ($172.5 \rightarrow 140$)
 - Base stun increased ($20 \rightarrow 24$)
 - Stun gain increased ($0 \rightarrow 16$)
- Aerial Down Light
 - Base knockback increased ($30 \rightarrow 80$)
 - Base stun decreased ($30 \rightarrow 28$)
 - Stun gain increased ($0 \rightarrow 18$)
 - Aerial knockback gain decreased ($142.5 \rightarrow 90$)
 - Aerial base stun decreased ($30 \rightarrow 20$)
 - Aerial stun gain increased ($0 \rightarrow 4$)
- Mid Strong
 - Base knockback increased ($90 \rightarrow 175$)
 - Base stun increased ($30 \rightarrow 31$)
 - Stun gain increased ($0 \rightarrow 18$)
- Up Strong
 - Base knockback increased ($100 \rightarrow 150$)
 - Base stun increased ($30 \rightarrow 35$)

- Stun gain increased (0 → 17)
- Down Strong
 - Base knockback increased (120 → 165)
 - Knockback gain increased (280 → 285)
 - Stun gain increased (0 → 12)
 - Can no longer bounce
- Dash Strong
 - Angle changed (15° → 22°)
 - Base knockback increased (110 → 185)
 - Base stun increased (30 → 37)
- Aerial Mid Strong
 - Base knockback increased (90 → 155)
 - Base stun decreased (30 → 24)
 - Stun gain increased (0 → 15)
- Aerial Up Strong
 - Base stun increased (30 → 36)
 - Stun gain increased (0 → 14)
- Aerial Down Strong
 - Can now grab ledges
 - Base stun decreased (30 → 12)
 - Stun gain increased (0 → 8)
- Mid Special
 - Startup decreased by 2 frames
 - Laser stun gain increased (0 → 12)
 - Laser tipper base knockback increased (110 → 155)
 - Laser tipper knockback gain increased (210 → 225)
 - Laser tipper stun gain increased (0 → 13)
- Up Special
 - Falling base stun decreased (30 → 10)
 - Falling stun gain increased (0 → 4)
- Down Special
 - Aerial base stun decreased (30 → 24)
 - Aerial stun gain increased (0 → 8)
 - Aerial 2 base stun decreased (30 → 26)
 - Aerial 2 stun gain increased (0 → 9)
 - Aerial 3 stun gain increased (0 → 11)
- Getup Attack
 - Angle changed (30° → 36°)
 - Base stun decreased (30 → 29)
 - Stun gain increased (0 → 5)
- Ledge Attack
 - Base knockback increased (60 → 65)
 - Knockback gain increased (20 → 25)
 - Base stun decreased (30 → 25)

- Stun gain increased (0 → 9)

Helga

- Mid Light
 - Angle changed (20° → 12°)
 - Base stun increased (20 → 23)
 - Stun gain increased (0 → 9)
- Up Light
 - Stun gain increased (0 → 16)
- Down Light
 - Angle changed (290° → 46°)
 - Knockback gain decreased (157.5 → 90)
 - Base stun decreased (40 → 39)
 - Stun gain increased (0 → 7)
- Dash Light
 - Base knockback decreased (100 → 85)
 - Base stun decreased (40 → 27)
- Aerial Mid Light
 - Angle changed (40° → 19°)
 - Base knockback decreased (80 → 75)
 - Knockback gain decreased (142.5 → 135)
 - Base stun increased (20 → 25)
 - Stun gain increased (0 → 11)
- Aerial Up Light
 - Knockback gain decreased (157.5 → 150)
 - Base stun increased (20 → 24)
 - Stun gain increased (0 → 15)
- Aerial Down Light
 - Knockback gain increased (157.5 → 165)
 - Base stun decreased (30 → 27)
 - Stun gain increased (0 → 19)
 - Aerial knockback gain decreased (127.5 → 120)
 - Aerial base stun decreased (30 → 20)
 - Aerial stun gain increased (0 → 2)
- Mid Strong
 - Base stun increased (30 → 31)
 - Stun gain increased (0 → 21)
- Up Strong
 - Stun gain increased (0 → 14)
 - Alt hitbox now comes out if strong is held
 - Alt damage increased (16 → 17)
 - Alt angle changed (70° → 55°)
 - Alt base knockback increased (110 → 130)

- Alt knockback gain increased (260 → 305)
 - Alt base stun increased (30 → 32)
 - Alt stun gain increased (14 → 15)
- Down Strong
 - Fixed issue preventing inactive hitboxes coming out
 - Base stun decreased (30 → 26)
 - Stun gain increased (0 → 12)
 - Alt hitbox now comes out if strong is held
 - Alt damage increased (15 → 19)
 - Alt angle changed (320° → 300°)
 - Alt base knockback increased (130 → 135)
 - Alt knockback gain increased (260 → 290)
 - Alt base stun decreased (40 → 29)
 - Alt stun gain increased (0 → 17)
- Dash Strong
 - Angle changed (10° → 14°)
 - Base stun decreased (30 → 29)
- Aerial Mid Strong
 - Base stun decreased (30 → 27)
 - Stun gain increased (0 → 17)
 - Alt hitbox now comes out if strong is held
 - Alt base stun decreased (40 → 38)
 - Alt stun gain increased (0 → 19)
 - Alt hitlag increased (12 → 20)
 - Alt hitlag-self increased (12 → 20)
- Aerial Up Strong
 - Base knockback decreased (180 → 170)
 - Base stun increased (30 → 36)
 - Stun gain increased (0 → 9)
- Aerial Down Strong
 - Base stun decreased (30 → 15)
 - Stun gain increased (0 → 12)
- Up Special
 - Retains up special fall animation when actionable
 - Base stun decreased (30 → 28)
 - Stun gain increased (0 → 11)
- Down Special
 - Hurtbox changed from invincible to super-armor
 - Damage now determined based on the attack being countered multiplied by 2.3
 - Base stun decreased (30 → 29)
 - Stun gain increased (0 → 18)
 - Hitlag increased (5 → 10)
 - Hitlag-self increased (5 → 10)
- Getup Attack

- Base knockback increased (30 → 35)
 - Base stun decreased (30 → 27)
 - Stun gain increased (0 → 3)
- Ledge Attack
 - Stun gain increased (0 → 5)

Zim

- Aerial Light Mid
 - Minimum landing lag decreased (10 → 6)

CatDog

- Mid Light
 - Base knockback increased (30 → 35)
 - Knockback gain decreased (127.5 → 120)
 - Base stun increased (20 → 25)
 - Stun gain increased (0 → 9)
- Up Light
 - Base stun increased (30 → 31)
 - Stun gain increased (0 → 15)
- Down Light
 - Knockback gain increased (127.5 → 130)
 - Base stun decreased (40 → 31)
 - Stun gain increased (0 → 11)
 - Interaction type changed (Grounded → All)
- Dash Light
 - Base knockback decreased (125 → 85)
 - Base stun decreased (40 → 24)
 - Hitlag-self decreased (8 → 5)
- Aerial Mid Light
 - Base stun decreased (20 → 19)
 - Stun gain increased (0 → 9)
- Aerial Up Light
 - Stun gain increased (0 → 5)
- Aerial Down Light
 - Base stun decreased (30 → 20)
 - Stun gain increased (0 → 16)
 - Aerial base stun decreased (30 → 21)
 - Aerial stun gain increased (0 → 3)
- Mid Strong
 - Dog stun gain increased (0 → 22)
 - Cat base stun decreased (30 → 26)
 - Cat stun gain increased (0 → 14)

- Up Strong
 - Base stun decreased (30 → 28)
 - Stun gain increased (0 → 16)
- Down Strong
 - Base stun decreased (30 → 24)
 - Stun gain increased (0 → 9)
- Aerial Mid Strong
 - Active frames reduced (14 → 10)
 - Blockstun decreased (18 → 14)
 - Base stun decreased (30 → 27)
 - Stun gain increased (0 → 19)
- Aerial Up Strong
 - Dog base knockback decreased (200 → 190)
 - Dog knockback gain decreased (250 → 240)
 - Dog base stun increased (30 → 37)
 - Dog stun gain increased (0 → 19)
 - Cat base stun decreased (30 → 29)
 - Cat stun gain increased (0 → 9)
- Aerial Down Strong
 - Can now grab ledges
 - Base stun decreased (30 → 15)
 - Stun gain increased (0 → 13)
- Up Special
 - Falling base stun decreased (30 → 21)
 - Falling stun gain increased (0 → 9)
- Getup Attack
 - Hitboxes repositioned to hand/elbow/shoulder
 - Base stun decreased (30 → 27)
 - Stun gain increased (0 → 5)
- Ledge Attack
 - Base stun decreased (30 → 25)
 - Stun gain increased (0 → 11)

Oblina

- Mid Light
 - Angle changed (15° → 14°)
 - Stun gain increased (0 → 9)
- Up Light
 - Base stun increased (20 → 24)
 - Stun gain increased (0 → 8)
- Down Light
 - Base stun increased (30 → 31)
 - Stun gain increased (0 → 4)

- Aerial base stun decreased (30 → 27)w
 - Aerial stun gain increased (0 → 14)
- Dash Light
 - Base knockback decreased (110 → 90)
 - Base stun decreased (40 → 28)
- Aerial Mid Light
 - Base stun decreased (30 → 28)
 - Stun gain increased (0 → 11)
- Aerial Up Light
 - Base stun increased (20 → 21)
 - Stun gain increased (0 → 6)
- Aerial Down Light
 - Base stun decreased (30 → 25)
 - Stun gain increased (0 → 14)
 - Aerial base stun decreased (30 → 20)
 - Aerial stun gain increased (0 → 2)
- Mid Strong
 - Stun gain increased (0 → 21)
- Up Strong
 - Base knockback increased (120 → 130)
 - Knockback gain increased (200 → 210)
 - Stun gain increased (0 → 14)
- Down Strong
 - Base stun increased (30 → 33)
 - Stun gain increased (0 → 11)
- Aerial Mid Strong
 - Base stun decreased (30 → 28)
 - Stun gain increased (0 → 19)
- Aerial Up Strong
 - Base stun decreased (30 → 29)
 - Stun gain increased (0 → 13)
- Aerial Down Strong
 - Base stun decreased (30 → 24)
 - Stun gain increased (0 → 15)
- Down Special
 - Can now be jump canceled
 - Base stun increased (30 → 31)
 - Stun gain increased (0 → 8)
 - Aerial base stun decreased (30 → 24)
 - Aerial stun gain increased (0 → 6)
- Getup Attack
 - Angle changed (30° → 32°)
 - Stun gain increased (0 → 4)
- Ledge Attack

- Angle changed ($45^\circ \rightarrow 48^\circ$)
- Base stun decreased ($30 \rightarrow 27$)
- Stun gain increased ($0 \rightarrow 6$)

Jenny

- Aerial Light Mid
 - Startup increased by 1 frame
- Down Special
 - Startup decreased by 10 frames

Garfield

- Dash Light
 - Base stun increased ($26 \rightarrow 28$)

Toph

- Up Strong
 - Allowed to be charged while airborne