

## Jack-7

Command	Changes
During Rage ◀⊗⊗	•Timing opponent hits wall was changed.
⊗⊗	•Damage changed from 14 to 11.
⊗⊗⊗	•Changed to chain hit. •Damage changed from 28 to 25. •Changed from -12F to -14F.」に変更しました
⊗⊗	•Opponent closer on hit.
⇒⊗⊗	•Changed from -10F to -7F on block. •Opponent reaction on counter hit was changed.
⇒⊗⊗⊗	•Changed from -13F to -9F on block. •Opponent reaction on hit was changed.
⇒【⊗⊗⊗】	•Attack property changed from Unblockable to Unblockable High.
↘⊗⊗	•Opponent closer on block.
↘⊗⊗	•Damage changed from 30 to 28.
↘⊗⊗	•Changed from -11F to -12F on block. •Changed from +3F to +2F on hit.
↘⊗⊗⊗	•Changed from -11F to -12F on block.
↘⊗⊗⊗⊗	•Changed from ±0F to -1F on hit.
↘⊗⊗	•Changed from ±0F to +3F on hit.
◀⊗⊗	•Damage changed from 20 to 17. •Changed from -10F to -8F on block. •Opponent reaction on counter hit was changed. •Hitbox expanded.
◀⊗⊗ Hold	•Hitbox expanded downward.
◀⊗⊗⊗	•Hitbox expanded downward.
⇒→⊗⊗	•Damage changed from 30 to 25. •Homing decreased.
⇒→⊗⊗	•Changed to Power Crush. •Decreased active frames by 1F. •Changed from -9F to -14F on block.
◀↘↓↘⊗⊗	•Damage changed from 42 to 32. •Causes Wall Bounce on hit.
⇒⇒⇒⊗⊗	•Startup changed from 25F to 22F. •Opponent closer on block.
While rising ⇒⊗⊗⊗↘⊗⊗	•1st hit, 3rd attack counter hit damage changed to 12.
While crouching ↘⊗⊗	•Hitbox expanded.
While crouching ↘⊗⊗	•Opponent closer on block.