














Kazumi

Command	Changes
During Rage ↓☹☹	• Recovery decreased on hit by 6F.
☹☹☹	• Changed from -1F to -3F on block. • Changed from +8F to +6F on hit.
☹☹☹	• Changed from -1F to -3F on block. • Changed from +7F to +5F on hit.
☹☹☹☹	• Changed from +2F to +4F on hit.
☹☹☹☹	• Move comes out 3F slower.
☹☹☹☹	• Opponent closer on block.
☹☹	• Damage changed from 8,8 to 3,7.
☹☹	• Damage changed from 30 to 27. • Active frames decreased by 5F. • Recovery decreased by 22F. • Opponent closer on block.
☹☹	• Recovery decreased by 6F. • Opponent closer on block.
⇨☹☹	• Changed from -6F to -8F on block. • Changed from +7F to ±0F on hit. • Opponent reaction changed on hit.
⇨☹☹	• ⇨☹☹← now transitions to Last Warrior. • Can now also be performed with ⇨⇨☹☹
⇨☹☹	• Recovery increased by 3F. • ⇨☹☹⇨ now transitions to Fearless Warrior
During Fearless Warrior ☹☹	• Damage changed from 21 to 25. • Changed from -13F to -9F on block. • Opponent farther away on block. • Causes Wall Bounce on hit.
During Fearless Warrior ☹☹	• Changed from -6F to -10F on block. • Homing increased.
During Fearless Warrior ☹☹	• Opponent reaction changed on hit.
During Fearless Warrior ☹☹	• Changed from +2F to +4F on block. • Opponent farther away on block. • Opponent reaction changed on hit.
During Fearless Warrior ☹☹	• Command changed from During Fearless Warrior ⇨☹☹ to During Fearless Warrior ☹☹ • Damage changed from 10 to 15.
⇨☹☹	• Changed from -11F to -9F on block. • Changed from ±0F to +2F on hit. • Opponent farther away on hit.
↓☹☹☹	• Changed from -17F to -13F on block. • Opponent closer on block. • Transitions to throw when hitting from the front.

	<ul style="list-style-type: none"> • Startup changed from 20F to 23F. • Damage changed from 15 to 18. • Recovery on block for both players increased by 3F. • Changed from $\pm 0F$ to $-3F$ on hit. • Homing increased.
	<ul style="list-style-type: none"> • Changed from -11 to $-14F$ on block. • Changed from $+8F$ to $+5F$ on hit.
	• Hitbox decreased.
	• Hitbox decreased.
	<ul style="list-style-type: none"> • Changed from $-15F$ to $-11F$ on block. • Opponent reaction on block was changed.
	• Changed from $-16F$ to $-11F$ on block.
	• Jump status start changed from 9F to 13F.
	<ul style="list-style-type: none"> • Recovery on block for both players decreased by 4F. • Opponent reaction on block was changed.
	• Homing decreased.
While rising 	• Opponent closer on block.
While rising 	• Input window changed from 24F to 20F.
Approach enemy 	<ul style="list-style-type: none"> • Timing damage is registered was changed. • Damage on wall hit changed from 32 to 42.
Time with enemy attack 	• Tiger's attack is now faster when opponent's attack is received.