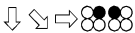










Leo

Command	Changes
	• Opponent reaction on counter hit was changed.
During Jin Ji Du Li	• Changed from -12F to -9F on block. • Changed from +7F to +8F on hit.
During Jin Ji Du Li	• Changed from +14F to +10F on counter hit.
	• Changed from -17F to -14F on block. • Causes Wall Bounce on hit. • Recovery increased by 3F on hit.
	• Damage changed from 20 to 19. • Changed from -15F to -12F on block. • Opponent reaction on hit and counter hit was changed. • Pushback decreased so it hits easier.
	• Changed from +2F to +4F on block. • Changed from +8F to +9F on hit. • Opponent reaction on mid-air hit was changed.
During Fo Bu	• Hitbox expanded downward. • Opponent reaction when hit while downed was changed.
During Fo Bu	• Closer to opponent on hit.
	• Hitbox expanded.
	• Opponent reaction on counter hit was changed.
	• Opponent closer on block.
	• Opponent reaction on counter hit was changed.
	• Changed from -1F to ±0F on block. • Changed from +5F to +6F on hit. • Opponent reaction on counter hit and hit while downed was changed. • Active frames decreased by 1F.
	• Now transitions to Fo Bu
	• Damage was changed from 14 to 17.
	• Changed from -4F to -7F on block. • Recovery increased by 3F on hit. • Opponent reaction when hit while downed was changed.
	• Changed from -12F to -14F on block.
	• Opponent reaction on counter hit was changed. • Opponent closer on block.
	• Damage changed from 13,11,20 to 15,13,25. • Startup changed from 21F to 20F. • Hitbox expanded downward.
	• Damage changed from 13,11,20 to 15,13,30.
	• Opponent reaction on counter hit was changed.

	<ul style="list-style-type: none"> • Changed from -9F to -6F on block. • Changed from +4F to +7F on hit. • Opponent reaction on mid-air hit changed. • Hitbox expanded downward. • Input window changed from 15F-21F to 18F-22F.
While rising 	• Opponent closer on block.
While rising 	• Opponent closer on hit.
While rising 	• Changed from -15F to -10F on block.
While rising 	<ul style="list-style-type: none"> • Changed from -18F to -9F on block. • Recovery decreased by 7F on hit.
While rising 	<ul style="list-style-type: none"> • Changed from -10F to -12F on block. • Opponent closer on block.
While rising 	<ul style="list-style-type: none"> • Startup changed from 28F to 25F. • Changed from -10F to -12F on block. • Recovery increased by 1F on hit. • Opponent closer on block.
While rising 	• Damage changed from 28 to 25.
While crouching 	<ul style="list-style-type: none"> • Damage changed from 24 to 20. • Opponent reaction on hit was changed.