

■ About This Document



■ Introduction

This document details the final changes to "SSFIV AE 2012", edited for general readership.

These changes are identical from those previously published, but the phrasing and brevity of their descriptions may be different.

■ Symbols and Terminology

Combat-related terminology that appears in the text is explained below.

Word or Symbol	Meaning or Description
Near / Far	Used to denote short-distance / long-distance
F	Abbreviation of frame. 1F is 1/60th sec.
Startup	The frame in which the attack hitbox(es) appears
Start	The opening portion of a move
Stun	Number of frames after attack hitbox disappears before another action can take place
Landing stun	Number of frames after landing on the ground from mid-air before another action can take place
Active period	The frames during which attack hitboxes are in effect
+1F Advantage / -1F (Dis)advantage / Equal	Used mainly to describe frame advantage / disadvantage for the attacker
Hitbox	Area from which the character's move is effective
Hurtbox	Area where the character is vulnerable
Total invincibility	Hurtboxes have no effect whatsoever
Projectile invincibility	Projectile hurtboxes have no effect
Strike invincibility	Strike hurtboxes have no effect
Throw invincibility	Throw hurtboxes have no effect
Light, medium, heavy	Refers to the light, medium, and heavy buttons
S.C.	Super Combo
U.C.	Ultra Combo
Stick	The lever used to control the character's direction of movement. This means the analog stick when referring to a standard PS3 or XBOX 360 controller.
1,2,3,4,5,6,7,8,9	Indicates the stick displacement direction, as for a standard numeric keypad. ※ For right-handed characters

■ AE-2012 Character Tuning Details

Character Name	Category	Move	Details of Changes
Ryu	U.C.	Metsu Shoryuken	Extended hitbox upward in 3rd active frame.
	Special	Hadoken	Changed light/medium/heavy version damage from 60 to 70. Chip damage is the same as SSFIV AE, at 15. Changed follow-up restrictions when a counter-hit is landed with the EX version so that follow-up is possible with any move.
	Special	Airborne Tatsumaki Sempukyaku	Adjusted timing of trajectory break-point to be 3F behind the previous point when initiated with an angled forward jump.
	Unique	Solar Plexus Strike	Changed damage from 40 + 50 (90 total) to 40 + 60 (100 total).
	Normal	Near Standing Heavy Kick	Equalized normal hit and counter-hit frame advantage.
	Special	Heavy Shoryuken	Made this a 1-hit move. Set damage in 1st and 2nd active frames to 160, and in 3rd to 14th active frames to 60. Made from start to 4th frame totally invincible. Made mid-air follow-up impossible. Removed possibility for EX Focus Attack and super canceling.
	Normal	Crouching Medium Kick	Hit detection extended from 3F to 5F.
Ken	Unique	Target Combo	Expanded hitbox for second hit downward to facilitate connecting with crouching targets. Increased startup of near standing medium punch from 8F to 20F to allow a delay when canceling into a Target Combo.
	Special	EX Shoryuken	Changed damage from 70 + 30 + 30 + 50 (180 total) to 80 + 30 + 30 + 60 (200 total).
	Normal	Crouching Heavy Kick	Total frame count unchanged, but startup altered from 7F to 8F.
	Normal	Far Standing Heavy Kick	Changed startup from 12F to 11F. Shortened attack recovery by 4F, giving a +1F advantage on a hit and a -3F (dis)advantage when blocked.
	Unique	Thunder Kick	Overall length of feint move changed from 27F to 24F.
Chun-Li	Unique	Yosokyaku	Made accessible from stick diagonally forward-down + medium kick as well as from stick down + medium kick.
	Special	Heavy Spinning Bird Kick	Changed damage from 30 * 9 (270 total) to 40 + 20 * 8 (200 total).
	Special		Made the move hit fully when canceled into from a near standing heavy punch.
	U.C.	Kikoken	Changed startup from 10F to 9F.
	U.C.	Hosenka	Made hitboxes match SSFIV.
	Unique	Kintekishu	Lengthened opponent's stun when counter-hit by 3F, giving the attacker a +3F advantage on a counter-hit.
	Unique	Tenkukyaku	Expanded hitbox downward to make it easier to hit crouching targets.
	Normal	Crouching Heavy Kick	Increased stun from 100 to 150.
	Special	EX Hyakuretsukyaku	Increased amount of movement directly following the move's opening and extended attack reach.
	Normal	Near Standing Heavy Punch	Lengthened hit stun by 1F, leaving the attacker with a -2F (dis)advantage on a hit.
	Normal		Shortened hitback distance.
Normal	Crouching Light Kick	Expanded strike hitbox for deep hit.	
E. Honda	Special	Sumo Headbutt	Made upper body totally invincible from start until 14th frame for light version.
	Special		Changed damage until 2nd active frame from 130 to 100 for light version.
	Special		Made medium version from start until 10th frame projectile-invincible and totally invincible around the foot.
	Special	Heavy Hundred Hand Slap	Expanded final hit's hitbox forward, making it easier to connect with all characters.
	U.C.	Orochi Breaker	Changed easy command.
	U.C.	Ultimate Killer Head Ram	Made KO possible even when the move's first hit is double hit.

	Special	EX Oicho Throw	Changed EX version's stun from 50 + 50 (100 total) to 75 + 75 (150 total).
Blanka	Special		Changed damage from 100 to 110 for light, 110 to 120 for medium, 120 to 130 for heavy, and 110 to 120 for EX version.
	Special	Rolling Attack	Made opponent get knocked down when hit connects within 2F of heavy or EX version's active period.
	Special		Made follow-up possible when hit connects within 2F of EX version's active period.
	Unique	Rock Crusher	Lengthened hit stun by 3F on a max. focus hit, giving the attacker a possible +5F advantage on a hit.
	Unique		Shortened hitback distance on a hit and on a block.
	Unique	Jungle Wheel	Extended total frame count of Blanka's move by 1F on a hit.
	Special	EX Vertical Roll	Made opponent get knocked down on a hit, and made landing point closer to opponent when blocked.
	Special		Lengthened landing stun on a block by 5F from 7F to 12F.
Zangief	Special	Heavy Spinning Piledriver	Increased stun from 100 to 150.
	Special	EX Banishing Flat	Changed damage from 80 + 50 (130 total) to 90 + 50 (140 total).
	Special		Increased stun from 50 + 50 (100 total) to 100 + 50 (150 total).
	Normal	Crouching Heavy Kick	Shrunk mid-move hurtbox.
	Normal	Crouching Light Punch	Expanded strike hitbox for deep hit.
	Normal	Far Standing Heavy Punch	Made opponent get knocked down on a hit.
Guile	Special	Sonic Boom	Abolished counter-hit hurtbox in place from projectile discharge to end of move for all versions. Hurtbox now exists until point of discharge.
	Special	Flash Kick	Changed deep hit damage from 100 to 110 for light, 120 to 130 for medium, and 130 to 140 for heavy version.
	Unique	Flying Mare	Changed startup from 4F to 3F.
	Unique	Flying Buster Drop	Changed startup from 4F to 3F.
	Unique	Spinning Back Knuckle	Changed damage from 90 to 100.
	Unique	Reverse Spin Kick	Made throw-invincible from 6th frame after start until landing.
	Unique		Increased hit stun by 1F, giving the attacker a possible +5F advantage on a hit.
	U.C.	Sonic Hurricane	Changed damage distribution to 90 + 30 * 4 + 90 and increased damage potential of follow-up. No change to overall damage.
Dhalsim	Normal	Standing Light Punch	Increased hit detection period from 1F to 4F.
	Normal		Increased hit stun by 1F, giving the attacker a possible +2F advantage on a hit.
	S.C.	Yoga Inferno	Changed damage from 60 * 5 (300 total) to 75 * 2 + 60 * 3 (330 total).
	Special	Yoga Blast	Changed EX version's damage distribution to 90 + 50. No change to overall damage.
	Special		Shrunk mid-move hurtbox for medium and heavy versions.
	Special		Made follow-up with any move possible after a heavy version hit.
	Special		Shortened post-hit recovery by 10F for light and medium versions.
	Special		Shortened post-hit recovery by 5F for heavy version.
	Special		Made quick-stand impossible on a hit for all versions.
	Special		Made release-triggering impossible for light, medium, and heavy versions.
Balrog	Special		Buffalo Head
	U.C.	Dirty Bull	Increased damage from 300 to 399.
	U.C.		Made easy command mode input the same as SSF4.
	Special	Dash Swing Blow	Shortened hitback distance when hitting opponents on the ground, and eased linking with crouching medium punch, etc.
	Normal	Near Standing Heavy Punch	Expanded hitbox downward, enabling contact at close range with Ryu, etc. when crouching.
Vega	Unique	Crouching Heavy Kick	Increased damage from 90 to 110.
	Unique	Cosmic Heel	Lengthened block stun by 1F, leaving attacker with a -3F (dis)advantage when blocked.

	U.C.	Bloody High Claw	Expanded hitbox after knee connects in the first part of the attack to avoid unexpected drop-out.
	U.C.		Allowed combos to link with a Cosmic Smart hit.
	U.C.	Splendid Claw	Changed startup from 9F to 8F.
	Special		Made opponent get knocked down on a hit for all versions.
	Special	Sky High Claw	Expanded EX version hitbox downward, making it possible to hit Chun-Li, etc. when crouching.
	Unique	Focus Attack	Expanded strike hitbox for deep hit.
Sagat	Unique	Angry Charge	Changed Tiger Uppercut damage during an Angry Charge from 140 to 150 for light, 160 to 170 for medium, and 240 to 250 for EX version.
	Normal	Crouching Medium Punch	Expanded strike hitbox for deep hit.
M. Bison	Special	Double Knee Press	Changed light/medium/heavy stun from 50 + 50 (100 total) to 100 + 50 (150 total). Lengthened hit stun by 1F on first hit for all versions, giving the attacker a possible +5F advantage when completing the fastest possible Double Knee Press→EX Focus→Dash.
	Normal	Near Standing Heavy Kick Far Standing Heavy Kick	Changed shallow hit damage from 80 to 90.
C. Viper	U.C.	Burst Time	Changed damage from 480 to 441.
	U.C.		Moved position of hitbox to make the move easier to hook in combos.
	U.C.	Burning Dance	Changed damage from 380 to 410.
	Special		Changed EX version's startup from 27F to 25F.
	Special	Thunder Knuckle	Lengthened Viper's stun by 2F on an EX version hit.
	Special		Changed medium version damage from 120 to 110.
	Special		Made throw-invulnerable until first active frame for heavy version.
	Special	EX Seismic Hammer	Changed damage from 120 to 100. Eliminated throw invincibility.
	Special		Changed normal damage from 100 to 90.
	Special	Aerial Burning Kick	Made follow-ups with Heavy Thunder Knuckle or Burst Time possible after EX version fully hits.
Rufus	U.C.	Big Bang Typhoon	Adjusted number of hits against airborne opponents to a maximum of 10.
	Special	Messiah Kick	Made light derivation combo on a medium hit.
	Unique	Target Combo	Expanded second hit's hitbox downward to facilitate connecting with Blanka, etc. when crouching.
	Special	EX Galactic Tornado	Increased opponent's stun by 7F when hit by the suction part of the move. Gives attacker a possible +8F advantage when completing EX Focus→Dash in shortest possible time.
El Fuerte	Special	Propeller Tortilla	Made strike- and projectile-invulnerable from start until 13th frame.
	Special		Made EX version's counter-hits lead to wall bounce damage.
	Special	Quesadilla Bomb	Reduced EX version's charge time from 390 to 210F.
	Special		Shortened recovery by 10F when EX version or normal move hits at full charge.
	Special	Calamari Slide	Fixed issue whereby using a Heavy Punch→Calamari Slide combo against a crouching Balrog, etc. wasn't hitting the opponent.
	Normal	Crouching Light Punch	Made all light version attacks rapid-fire cancelable.
	Special	Guacamole Leg Throw	Reduced landing stun from 13F to 10F.
Abel	Normal	Crouching Heavy Punch	Expanded hitbox upward to ease use as an anti-air move.
	Special	Tornado Throw	Changed damage from 150 to 160 for light, 170 to 180 for medium, and 190 to 200 for heavy/EX versions.
	U.C.	Breathless	Made strike-invulnerable from start of dash to just before hit detection.
	U.C.		Eliminated throw invincibility after start of dash.
	Special	Second Low	Extended hit stun by 2F, giving a possible +9F advantage when completing EX Focus→Dash in the shortest possible time.
Seth	Normal	Jumping Heavy Punch	Changed hitbox active time from 2F to 4F.
	Normal	Forward Jumping Medium Kick	Made foot region invulnerable to projectiles from end of active period to landing.

	Special	Shoryuken	Shortened block stun by 2F on second normal Shoryuken hit, leaving the attacker with a -3F (dis)advantage on EX Focus→Dash. No change to first hit's block stun.
	U.C.		Made Seth become totally invincible at a certain point in the attack.
	U.C.	Tanden Stream	Made fully hit when combo launched from crouching heavy punch.
	U.C.		Changed damage from 380 to 340.
Akuma	Unique	Forward Throw	Increased Akuma's total frame count on a hit by 2F.
	U.C.	Demon Armageddon	Changed hit damage when canceling out of Ashura Senku from 400 to 421.
	Special	Hyakki Goshō	Changed from an overhead attack to a mid attack.
	Normal		Changed damage from 60 + 40 (100 total) to 50 + 30 (80 total).
	Normal	Far Standing Heavy Kick	Shortened block stun by 2F on second block, giving the attacker a -2F (dis)advantage when blocked.
	Special	EX Hyakkishu	Made EX Zanku Hadoken cancelable from immediately after start of move.
Gouken	Special		Expanded light version's hitbox forward.
	Special	Senkugoshoha	Changed medium version's characteristics to match SSF4's light version.
	Special		Changed heavy version's characteristics to match SSF4's medium version.
	Normal	Crouching Heavy Punch	Lengthened hit stun by 1F.
	U.C.		Made fireball speed variable by 3 steps by shaking the stick before start of hit detection.
	U.C.	Denjin Hadoken	Increased final damage by 45 for all charge levels.
	U.C.		Unified charge time required to launch all versions of attack, regardless of Ultra Meter level.
	Special		Expanded counter hitbox for medium and heavy versions.
	Special	Kongoshin	Set stun to 200 for all versions.
	Normal	Near Standing Medium Kick	Fixed issue whereby simultaneous near standing medium kicks in Gouken-Gouken attacks would miss each other.
	Unique		Expanded hitbox downward.
	Unique		Changed hitbox active period from 2F to 4F.
	Unique	Sakotsukudaki	Shrunk hurtbox on upper arm.
	Unique		Aligned hit stop time with length of heavy attack.
	Normal	Near Standing Heavy Kick	Changed first hit active period from 2F to 5F.
	S.C.	Forbidden Shoryuken	Changed startup from 11F to 3F.
Normal		Made Special Move cancelable.	
Normal	Far Standing Medium Punch	Lengthened hit stun by 1F, giving the attacker a possible +5F advantage on a hit.	
Normal	Far Standing Heavy Punch	Changed hitbox active period from 3F to 5F.	
Cammy	Special	Heavy Spiral Arrow	Changed active periods from (first hit) 2F + 17F to 7F + 12F. (Overall active period unchanged.)
	Special	Quick Spin Knuckle	Decreased distance all versions push back when blocked.
Fei Long	Special		Set chip damage from first and second hits to 6 for light version.
	Special		Set chip damage from first and second hits to 7 for medium version.
	Special	Rekkaken	Decreased distance of block push for second light/medium/heavy hit.
	Special		Reduced block stun for second light/medium/heavy hit, giving the attacker a frame (dis)advantage of -8F for light, -10F for medium, and -12F for heavy hits.
	Special		Changed light version deep hit damage from 120 to 110.
	Special		Changed medium version deep hit damage from 140 to 120.
	Special	Shienkyaku	Changed heavy version damage from 100 + 60 (160 total) to 100 + 50 (150 total).
	Special		Changed EX version damage from 100 + 50 + 50 (200 total) to 100 + 50 + 40 (190 total).
	Special		Shortened first hit block stun by 1F for all versions.
	Special	Rekkukyaku	Changed heavy version damage from 40 + 40 + 60 (140 total) to 35 + 35 + 30 (100 total).
	Special		Stopped hit connecting after cross up for all versions.

	Normal	Crouching Medium Punch	Changed damage from 65 to 55.
	Normal	Near Standing Medium Punch	Prevented first (Heavy/EX) Rekkukyaku canceled from near standing medium punch from hitting.
	Normal	Near Standing Light Punch Far Standing Light Punch	Shortened hit stun by 1F, giving the attacker a possible +5F advantage on a hit.
	Unique	Chokkarakusho	Changed damage from 60 to 70.
	Unique	Engekishu	Changed damage from 90 + 60 (150 total) to 80 + 50 (130 total).
	Unique		Made second hit super-cancelable.
Sakura	Special	EX Hadoken	Changed level 1 damage from 40 + 60 (100 total) to 60 + 60 (120 total).
	Special		Changed level 2 damage from 50 + 70 (120 total) to 60 + 70 (130 total).
	Special	EX Shunpukyaku	Fixed issue whereby opponent could be passed through when hit in standing position after certain combos.
	Special	Sakura Otoshi	Increased command input difficulty, and made release-triggering impossible.
Rose	U.C.	Soul Satellite	Changed startup from 7F to 5F.
	U.C.		Fixed issue whereby EX Soul Reflect could be triggered accidentally.
	Normal	Near Standing Medium Kick	Extended hit stun by 1F, giving the attacker a possible +4F advantage on a hit.
	Special	Soul Spark	Changed Super Meter build-up from 20 to 30 for light, medium, and heavy versions.
	Unique	Soul Piede	Changed total action frames from 33F to 29F.
	Unique		Increased reach by moving hitbox forward.
	Unique		Shrunk active period hurtbox.
	Normal	Crouching Medium Kick	Fixed issue whereby counter-hit damage was taken when attacked in any frame after hit detection started.
	Special	EX Soul Reflect	Made invincible to projectiles from start until 7th frame.
	Special		Activated projectile return hitbox from 5th frame onward.
Special	EX Soul Spiral	Changed damage from 100 to 120.	
Gen	Normal	(Crane) Crouching Heavy Punch	Changed counter-hit damage to be the standard 1.25 times normal damage.
	Normal	(Crane) Crouching Heavy Kick	Changed hitbox active period from 3F to 5F.
	U.C.	Shitenketsu	Changed startup from 9F to 7F.
	Special	Gekiro	Given Super Meter a +10 bonus when medium or heavy versions make it to the final hit.
	Special		Made quick-stand impossible on final hit of heavy version.
	Special	Jyasen	Varied number of hits when using EX version depending on punch button combination (light + medium or medium + heavy or light + heavy).
	Special		Made EX version projectile-invulnerable until end of active period.
	Special		Increased opponent's stun by 4F on the penultimate hit or block of the rolling portion of the attack for light/medium/heavy version. Following the fastest possible EX Focus→Dash, this gives the attacker a +6F advantage on a hit, or a +2F advantage when blocked.
	Special		Increased hit stun by 5F and block stun by 4F on the penultimate hit of the rolling portion of the attack for the EX version. Following the fastest possible EX Focus→Dash, this gives the attacker a +8F advantage on a hit, or a +2F advantage when blocked.
	Unique	(Mantis) Focus Attack	Lengthened hit stun by 3F on a level 1 hit, giving equal frame advantage/disadvantage on a hit after completing the fastest possible Dash.
	Unique	(Crane) Focus Attack	Lengthened block stun by 3F on a level 1 block, giving equal frame advantage/disadvantage on a block after completing the fastest possible Dash.
	Normal	(Crane) Crouching Medium Kick	Made +1F advantage on a hit and -1F (dis)advantage when blocked.
	Normal		Shrunk mid-move leg hurtbox.
	Special	EX Oga	Changed damage from 100 to 150.
	Special	EX Oga	Increased movement speed.
Special	EX Oga (Far Kick)	Changed startup after wall bounce from 12F to 7F.	

	Special	EX Oga (Far Kick)	Made follow-up possible on a hit.
Dan	Special		Made EX Airborne Dankukyaku fully hit after EX Focus canceling a Koryuken.
	Special	Airborne Dankukyaku	Changed heavy version's damage from 50 + 40 + 30 (120 total) to 50 * 3 (150 total).
	Special		Changed EX version's height restrictions, allowing it to be activated 1F earlier.
	Special		Changed EX version's stun from 100 * 3 (300 total) to 100 + 75 + 75 (250 total).
	Special	Dankukyaku	Changed heavy version's damage from 50 + 40 + 30 (120 total) to 50 + 40 + 40 (130 total).
	S.C.	Hissho Buraiken	Adjusted to fully hit when used up close against any character.
	Unique	Ducking Taunt, Jumping Taunt	Made Super Meter bonus +70 on a hit and +30 on a block.
	Normal	Close Standing Medium Punch	Changed startup from 6F to 5F. Takes the total frame count to 23F.
	Normal	Close Standing Heavy Kick	Shortened hitback distance on standing or crouching hit.
	Normal	Crouching Heavy Kick	Changed startup from 12F to 10F. Takes the total frame count to 33F.
T. Hawk	Normal	Crouching Heavy Kick	Adjusted block stun to be 2F longer when first hit is blocked. Made hurtbox (only) near head invincible to projectiles during the move. As a result, Sagat's High Tiger Shot and similar moves can now be avoided.
	Special	Medium Tomahawk Buster	Made throw-invincible from the start of the move until airborne.
	Unique	Heavy Body Press	Allowed activation from vertical jump.
	Unique	Heavy Shoulder	Allowed activation from vertical jump.
	Unique	Thrust Peak	Increased hit stun by 1F, leaving attacker with a -4F (dis)advantage on a hit.
	Special	EX Condor Dive	Made projectile invincibility last until the end of the move on a hit. As before on a block.
	Normal	Close Standing Heavy Kick	Changed startup from 8F to 7F, making the move's total frame count 1F shorter at 23F. Changed to inflict knockdown damage on a hit, and made EX Tomahawk Buster the only move that can hit the knocked down opponent in that case.
U.C.	Raging Slash	Made easy command mode input the same as SSF4.	
Dee Jay	Special	Air Slasher	Abolished counter-hit hurtbox in place from projectile discharge to end of move for all versions. Hurtbox now exists until point of discharge.
	Normal	Far Standing Medium Punch	Expanded hitbox to end of glove, and made cancelable into a special move.
	U.C.	Sobat Festival	Made canceling into this move possible on penultimate hit of Sobat Carnival Super Combo.
	Special	Double Rolling Sobat	Expanded hitbox along attacking foot for medium version's second hit only when first hit connected. Changed damage from 80 to 90 for light, 100 to 110 for medium, and 120 to 130 for heavy version.
	Normal	Close Standing Heavy Kick	Made first hit do forcible stand-up damage when it connects with opponents on the ground. Expanded second hit's hitbox downward. Made attacker have a -2F (dis)advantage when second hit is blocked. Made second hit super-cancelable.
Guy	Misc	Retreat	Increased speed of retreat.
	Special	EX Bushin Senpukyaku	Expanded first hit's hitbox and increased active period from 1F to 2F to make the move easier to land.
	Special	Elbow Drop	Made attack activate not only from stick down + medium punch, but also from stick down-forward + medium punch or stick down-back + medium punch.
	Special	Bushin Izuna Otoshi	Reduced landing stun for all versions when additional button input was missed.
	Unique	Grab Throw / Shoulder Throw	Expanded hitbox forward slightly.
	Normal	Vertical Jump Heavy Punch	Expanded hitbox up and down.

	Normal	Angled Jump Heavy Kick	Expanded hitbox up, down, and to the front, and expanded hurtbox accordingly.
	Normal	Angled Jump Medium Punch	Expanded hitbox up, down, and to the front, and expanded hurtbox accordingly.
	U.C.	Bushin Goraisenpujin	Slightly increased movement amount prior to first hit.
	U.C.	Bushin Muso Renge	Expanded hitbox to the front. Made easy command mode input the same as SSF4.
	Special	Neck Flip	Prevented cross up over E. Honda, Chun-Li, Vega, Rufus, Cammy, Sakura, Adon, and Juri when executed close up and opponent is crouching.
	Unique	Wall Jump	Sped up timing of follow-up input after kicking the wall.
	S.C.	Bushin Hasoken	Expanded the final hit's hitbox, making it easier to fully hit.
Cody	Misc	Advance	Increased speed when moving forward.
	Misc	Retreat	Increased speed of retreat.
	Unique	Hammer Hook (Stick Forward + Heavy Punch)	Increased hit and block stun by 2F. This gives the attacker a +3F advantage on a hit against a standing opponent, a -1F (dis)advantage against a crouching opponent, and a -4F (dis)advantage when blocked.
	Unique		Enabled execution even when holding a knife.
	Unique	Standing Light Punch (With Knife)	Lengthened hit stun, giving the attacker a possible +6F advantage on a hit.
	Unique	Standing Medium Punch (With Knife)	Changed from a 1-hit to a 2-hit attack. No change to action or damage.
	Unique	Standing Heavy Punch (With Knife)	Lengthened hit stun, giving the attacker a possible +3F advantage on a hit.
	Unique	Crouching Medium Punch (With Knife)	Shrunk hurtbox on attacking arm. Also set hitbox active period to 4F. No change to overall frame count.
	Unique	Crouching Heavy Punch (With Knife)	Startup changed from 9F to 7F. Changes total frame count from 24F to 22F.
	Unique	Jumping Light Punch (With Knife)	Increased length of hit detection.
	Unique	Jumping Medium Punch (With Knife)	Expanded hitbox up and down.
	Unique	Pick up Knife	Made transition to block possible during move.
	Unique	Bad Spray	Changed from a 1-hit to a 2-hit attack. No change to overall damage. Also made second hit super-cancelable.
	Special	EX Zonk Knuckle	Increased forward knockdown distance somewhat.
	Special	Ruffian Kick	Expanded medium kick's hitbox forward slightly.
Normal	Angled Jumping Medium Punch	Expanded hitbox up and down.	
Ibuki	Unique	Hammer Kick (Stick Forward + Medium Kick)	Changed startup from 26F to 25F. Changes move's total frame count from 37F to 36F. Accordingly, Target Combo 7's startup is 25F.
	Unique	Bonsho Kick (Stick Forward + Heavy Kick)	Adjusted trajectory to facilitate hitting crouching opponents.
	Unique		Enabled a +1F advantage on a hit and a -3F (dis)advantage on a block.
	Unique		Enabled a possible +5F advantage for the attacker on a counter-hit.
	U.C.	Hashinsho	Made all hits connect with airborne opponents until locked animation sequence.
	U.C.		Made first hit do forcible stand-up damage when it connects with crouching opponents.
	U.C.		Made projectiles fully hit against airborne opponents.
	U.C.	Yoroitoshi	Made easy command mode input the same as SSF4.
Special	Tsuijigoe	Made move throw-invincible from start until 7th frame. Removed all hurtboxes apart from that over the head region from start until 12th frame. Made move super-cancelable from 10th frame after start onward.	
Makoto	Misc	Health	Adjusted from 1000 to 950.
	Special	Fukiage	Adjusted all damage from 100 to 90 when executing light, medium, and heavy versions, and from 140 to 120 for EX version.

	S.C.	Tanden Renki	Made attack last 3 seconds longer than previously.
	Normal	Standing Heavy Kick	Extended hitbox downward.
	Unique	Target Combo 1	Made the standing medium kick second hit super-cancelable.
	Normal	Vertical Jump Medium Punch	Extended hitbox and hurtbox forward.
	Special	EX Karakusa	Adjusted size of hitbox to match that of the light version.
	Special	Hayate	<p>【Light Punch Version】 Lengthened attack distance at level 3.</p> <p>Adjusted characteristics at level 4 to match level 4 heavy punch.</p> <p>Added armor break property when charged to level 5. Made same follow-up conditions the same as the EX version when charged to level 5. Changed damage at level 5 to 190, and added voice hint to mark being charged to that level. Lengthened distance of travel at level 5.</p>
	Special		<p>【Medium Punch Version】 Adjusted characteristics at level 4 to match level 4 heavy punch.</p> <p>Unified characteristics at level 5 across light, medium, and heavy punches.</p>
	Special		<p>【Heavy Punch Version】 Adjusted block stun at level 4 to give a -2F (dis)advantage.</p> <p>Unified characteristics at level 5 across light, medium, and heavy punches.</p>
Dudley	Unique Unique	Victory Rose	Made EX Focus Attack possible. Added light attack hit/block effects and sound effects.
	Special	Thunderbolt	Made it easier to fully hit airborne opponents for all versions of the attack. Prevented quick-stand even when hitting airborne opponents for all versions. Shortened horizontal travel when jumping without changing final total horizontal travel. Delayed thunderbolt discharge and sound effect timing for EX version.
	U.C.	Rolling Thunder	Made second and subsequent hits also connect with airborne opponents.
	Special	Short Swing Blow	Shrunk size of lower-body hurtbox after throw-invincibility expires in medium and heavy versions.
	Special		Lengthened hit stun by 2F for medium and heavy versions, giving attacker a possible +2F advantage on a hit.
	Normal	Vertical Jumping Light Punch	Changed hitbox active period from 3F to 5F, and expanded its size.
	Normal	Vertical Jumping Light Punch	Changed startup from 8F to 6F, hit detection from 3F to 4F, and expanded hitbox size.
	Normal	Angled Jumping Light Punch	Changed hitbox active period from 5F to 8F.
	Normal	Angled Jumping Medium Punch	Changed hitbox active period from 3F to 5F.
	Normal	Standing Heavy Kick	Lengthened hit stun by 3F on a counter-hit, giving the attacker a possible +7F advantage on a hit.
	Unique	Focus Attack	Lengthened block stun by 1F for hits charged to level 1. With the fastest possible Dash, this leaves the attacker with a -2F (dis)advantage on a hit or block.
	Normal	Crouching Medium Kick	Changed startup from 10F to 8F, hit detection from 5F to 6F. Takes move's total frame count from 29F to 28F.
	Special	Jet Upper	Changed light and medium version's startup from 6F to 5F, and heavy version's startup from 4F to 3F.
Adon	Unique	Focus Attack	Adjusted position of hitbox to ease hitting of short opponents.
	Normal	Close Standing Medium Punch	Shortened hitback and block push distances. Also made attacker have a -4F (dis)advantage when blocked.

	U.C.	Jaguar Revolver	Fixed issue whereby the move could slip around to the back of an opponent on the ground when hit up close. Increased the 3rd hit's knockdown distance when fighting airborne opponents.
	Special		Made super-canceling possible on 2nd active frame of first hit for strong version.
	Special	Rising Jaguar	Slightly increased forward knockdown distance on first hit for the light, medium, and heavy versions to fix Adon facing the wrong way on EX Focus→Dash.
	Special		Expanded body hurtbox downward to toe of lowered leg for light and medium versions. Made expanded part of hurtbox invincible to projectiles.
	Special	Jaguar Kick	Changed heavy version's damage from 140 to 130.
Hakan	Misc	Applying Oil	Made it possible to get oiled from start of round. Effect lasts approximately 10 seconds.
	Normal	Vertical Jumping Light Punch	Changed hitbox active period from 3F to 8F.
	Normal	Vertical Jumping Medium Punch	Changed hitbox active period from 2F to 4F.
	Normal	Vertical Jumping Light Kick	Changed hitbox active period from 7F to 11F. Expanded hitbox and moved it upward.
	Normal	Angled Jumping Light Punch	Changed hitbox active period from 6F to 8F.
	Unique	Guard Position	Made move slide when executed from a dash or backstep while oiled.
	Special		Adjusted trajectory and reach of hitbox to bolster heavy and EX versions.
	Special		Changed to fly over crouching opponents (not all characters) when the medium or heavy version is executed at close range.
	Special	Oil Dive	Changed light version's startup from 14F to 9F, EX version's startup from 22F to 19F, and reduced max. power stun.
	Special		Expanded hitbox downward for all versions.
	Normal	Crouching Heavy Punch	Changed to a 2-hit attack. Also altered the total frame count, leaving the attacker with a -3F (dis)advantage on a hit, and a -6F (dis)advantage when blocked.
	Normal	Standing Light Punch	Changed to a +4F advantage when blocked.
	S.C.		Adjusted light version's startup from 18F to 9F, and medium version's startup from 18F to 12F.
	S.C.	Flying Oil Spin	Changed to fly over crouching opponents (not all characters) when the medium or heavy version is executed at close range.
	S.C.		Removed hurtbox around arm at startup.
Unique	Hakan Tackle	Contracted upper hurtbox downward at start of hit detection to match the rest of the active period. Contracted active period front hurtbox backward to match the situation immediately after detection starts.	
Special		Changed to do 100 points of stun when the slide originates from an Oil Shower move.	
Special	Oil Slide	Made Super Meter bonus 30 when the slide originates from an Oil Shower move. Made effect of oil when the slide originates from an Oil Shower move last for 450F (approx. 7.5 seconds).	
Juri	Normal	Close Standing Medium Kick	Expanded 2nd hit's hitbox forward to end of leg.
	Special	Fuhajin	Changed damage from 30 to 50 for all versions when upward kick connects.
	Special		Extended hit stun by 3F on first hit of light kick. Results in a possible +6F advantage for the attacker after the fastest possible EX Focus→Dash.
	Special		Extended hit stun by 3F on first and second hit of medium or heavy kick. Results in a possible +6F advantage for the attacker after the fastest possible EX Focus→Dash.
	Special	Senpusha	Extended hit stun by 5F on second hit of EX version. Results in a possible +7F advantage for the attacker after the fastest possible EX Focus→Dash.
	Special		Extended invincibility of EX version during Feng Shui Engine to cover the period when the first hit's hitbox is up.
	U.C.	Feng Shui Engine	Enabled Super Meter to build up at 1/3 the normal rate for various attacks.

	Unique	Focus Attack	Expanded hitbox downward.
	Special	EX Shikusen	Enabled change of trajectory with special kick button combinations (light + medium, medium + heavy, or light + heavy), but only during a Feng Shui Engine.
	Normal		Adjusted startup to 3F. Takes move's total frame count from 22F to 20F.
	Misc	Dash	Increased travel during a Feng Shui Engine. Overall frame count is unchanged.
Yun	Unique	Target Combo 2	Changed damage from 60 + 40 + 50 (150 total) to 50 + 30 + 40 (120 total).
	Unique	Target Combo 3	Changed damage from 80 + 70 (150 total) to 65 + 55 (120 total).
	Unique		Made super-cancelable off second hit.
	Unique	Target Combo 4	Changed damage from 50 + 50 + 60 (160 total) to 50 + 35 + 48 (133 total) when executed from a far standing medium punch.
	Unique		Increased 2nd hit recovery by 2F, leaving attacker with a -6F (dis)advantage on a block.
	Unique	Target Combo 5	Changed damage from 20 + 30 + 40 (90 total) to 20 + 20 + 32 (72 total).
	Normal	Crouching Light Kick	Expanded hurtbox upward after hitbox becomes active.
	Normal	Crouching Medium Punch	Changed damage from 60 to 50.
	Special	Zenpou Tenshin	Changed EX version's startup from 5F to 8F, and removed throw-invincibility.
	Special		Increased startup from 7F to 10F for light, medium, and heavy versions.
	Special	EX Zesshou Hohou	Changed division of hit detection period from 7F + 2F to 3F + 6F.
	Special		Shortened block stun by 2F. This leaves the attacker with a -1F (dis)advantage when blocked at close range.
	Unique	Raigeki Shu	Increased command input height restriction.
	Unique		Changed landing stun from 4F to 6F.
	Unique		Lengthened hit stun and block stun by 2F.
	Special	Kobokushi	Changed Super Meter build-up from 30 to 20 when medium or heavy version is executed. No change to Super Meter build-up when attack connects.
	Special		Extended total frame count for light, medium, and heavy versions by 2F, taking the light version to 25F, and the medium and heavy versions to 45F.
	Special		Changed damage from 160 to 140, and stun from 250 to 200 for medium and heavy versions.
	Special		Changed chip damage from 40 to 30 for medium and heavy versions.
	Special		Changed hitbox active period from 15F to 10F for medium and heavy versions.
	Special	Nishokyaku	Eliminated invincibility from light version at 6th frame after start.
	Special		Shortened distance medium, heavy, and EX versions jump forward.
	Special		Lengthened landing stun by 3F only for light and EX versions when attack whiffs.
	Special		Changed medium version's damage from 70 + 60 (130 total) to 70 + 40 (110 total).
	Special		Changed heavy version's damage from 140 to 100.
	Special	Tetsuzanko	Added mid-move strike hurtbox on all versions.
	Special		Changed timing of projectile invincibility for the heavy version from 6th to 18th frame after the start of the move.
	Special		Changed EX version's damage from 80 + 70 (150 total) to 90 + 40 (130 total).
	S.C.	Genei Jin	Shortened length of effect by 1 second.
	S.C.		Changed damage during Senpukyaku from 85 to 80.
Misc	Stun	Changed from 1000 to 950.	
Normal	Near Standing Light Kick / Far Standing Light Kick	Lengthened block stun by 1F, giving the attacker a possible +2F advantage when blocked.	
Yang	Normal	Crouching Light Kick	Changed damage from 30 to 20.
	Normal		Expanded hurtbox upward after hit detection starts.
	Normal	Crouching Punch	Changed damage from 80 to 70. Changed to 60 during a Seiei Enbu.

	Normal	Far Standing Medium Punch	Shrunk hitbox.
	Normal	Forward Jumping Medium Kick	Shrunk hitbox.
	Special		Shrunk throw hitbox.
	Special	EX Zenpou Tenshin	Changed startup from 7F to 8F.
	Special		Removed throw-invincibility.
	Special		Changed light/medium version's final hit damage from 75 to 60.
	Special	Tourouzan	Changed heavy version's final hit damage from 80 to 60.
	Special		Made block string to final hit possible for EX version.
	Special		EX version only changed so as not to trigger on button release.
	Special		Changed meter build-up from 20 to 10 for medium and heavy versions.
	Special		Changed total frame count to 26F for light, 41F for medium, and 45F for heavy version. No change to total frame count during a Seiei Enbu.
	Special	Byakko Soshoda	Changed heavy version's damage from 150 to 140, chip damage from 38 to 30, and stun from 250 to 200.
	Special		Shortened hitbox active period from 13F to 9F for medium and heavy versions.
	Unique		Changed damage from 150 to 130 when fully hits.
	Unique	Target Combo 2	Shortened distance 2nd hit pushes back when blocked.
	Unique		Lengthened 2nd hit's recovery by 4F, giving a -7F (dis)advantage when blocked.
	Unique		Changed stun from 100 to 50.
	Unique	Raigeki Shu	Changed landing stun from 4F to 6F.
	Unique		Added hurtbox to foot area as soon as the move starts.
	Special		Removed projectile invincibility from start to 5th frame of heavy version.
	Special	Senkyutai	Removed projectile invincibility from medium version.
	Special		Shrunk hitboxes across all versions.
	Special		Given attacker a -4F (dis)advantage with EX Focus→Dash on a block for all versions.
	S.C.	Seiei Enbu	Shortened length of effect by 1 second.
	S.C.		Set chip damage to 1/8 normal damage.
	U.C.	Tenshin Senkyutai	Changed startup at close range from 4F to 7F.
	U.C.		Changed final hit damage to 90 when not locked.
	Misc	Stun	Changed stun from 1000 to 950.
	Normal	Near Standing Light Kick Far Standing Light Kick	Changed startup from 3F to 5F. No change to startup during a Seiei Enbu.
	Unique	Target Combo 3	Made 3rd hit super-cancelable.
	Unique		Made opponent get knocked down when 3rd hit connects.
	Misc	Up From Prone	Removed total invincibility from all frames after action becomes possible.
	Misc	Back Dash	Prevented special canceling between 24th and 25th frame of backward dash.
Evil Ryu	Misc	Health	Adjusted from 850 to 900.
	Misc	Stun	Adjusted from 850 to 900.
	Special		Adjusted timing of trajectory break-point to be 3F behind the previous point when initiated with an angled forward jump.
	Special	Airborne Tatsumaki Senpukyaku	Enabled Airborne Tatsumaki Senpukyaku to be canceled out of a Senbukyaku at all strengths, and changed the characteristics from normal use. Set stun to 100 for light and medium versions when canceled into from a Senbukyaku.
	Special		Increased hit stun by 1F for light version, giving the attacker a possible +1F advantage on a hit.
	Special		Changed heavy version's startup from 27F to 26F, damage from 140 to 130, and stun from 200 to 150. Also enabled follow-up against opponents that have been knocked back, as with the medium version.

	Special	Ryusokyaku	Inhibited quick-stand after a medium or heavy version hit against an airborne opponent.
	Special		Changed EX version's startup from 22F to 21F.
	Special		Enabled further follow-up from a Senbukyaku→EX Airborne Tatsumaki Senpukyaku combo with the medium version when at the edge of the screen.
	Normal	Far Standing Heavy Kick	Adjusted size and position of hitbox to match Ryu's.
	Unique	Crouching Heavy Kick	Changed damage from 90 to 100, and lengthened active hitbox period from 2F to 3F.
	S.C.	Raging Demon	Changed damage from 350 to 370.
	Normal	Far Standing Medium Kick	Slightly expanded hitbox forward. Also slightly increased amount of forward motion during startup. Reduced recovery by 1F, taking the total frame count from 26F to 25F.
	Unique	Target Combo	Made 2nd hit a knockdown.
	Normal	Far Standing Heavy Punch	Made this move cause a knockdown on a counter-hit.
	U.C.	Metsu Hadoken	Time taken the charge the attack by holding down the button has been cut compared to before.
	U.C.		This makes it easier to land repeated knee-crippling hits in a Focus Attack. Expanded hitbox downward in 1st active frame when executed as a charged attack at close range to an opponent.
	Special	Shoryuken	Extended invincibility of medium version by 1F, making first 5F totally invincible.
	Special		Changed heavy version's damage from 90 + 60 (150 total) to 100 + 60 (160 total).
Oni	Misc	Health	Adjusted from 950 to 1000.
	Special	Goshoryuken	Slightly increased forward knockdown distance on final hit to fix the character facing the wrong way on EX Focus→Dash.
	Special		Made quick-stand impossible following the first hit of the EX version.
	U.C.	Messatsu-Gotenha	Changed active period from 10F to 9F, and made the attack totally invincible until after the first active frame.
	U.C.	Messatsu-Gozanku	Made Messatsu-Gozanku cancelable on a Zanku Hadosho hit.
	U.C.	Tenchi Sokaigen	Reduced damaged party's horizontal knockdown distance in order to increase ease of subsequent hitbox connection following a successful first hit.
	S.C.	Raging Demon	Changed damage from 350 to 370 when executed on the ground.
	S.C.		Changed from a throw hitbox to a strike hitbox that can only hit airborne opponents when the move is carried out in the air.
	Special	EX Tatsumaki Zankukyaku	Made additional adjustments to allow the move to fully hit.
	Special	Airborne Tatsumaki Zankukyaku	Changed EX version to make a sudden, vertical dive, only when canceled into from a Zanku Hadosho. Made EX version a 1-hit move, with damage of 140 and stun of 200 that does tailspin knockdown damage, only when canceled into from a Zanku Hadosho. Changed EX version landing stun to 22F, only when canceled into from a Zanku Hadosho.
	Unique	Gankauchi (Stick Back + Medium Punch)	Changed damage motion when hitting crouching opponents, making it easier to land a hit when canceling a special or other move from a Gankauchi.
	Normal	Angled Jumping Heavy Punch	Changed active period from 4F to 5F.
	Special	Zanku Hadosho	Expanded hitbox for light and heavy versions.
	Special	Rakan Dantojin	Added hitbox for deep hit to light version.
Special	Extended projectile-invulnerable frames by 3F for medium version.		