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Most Characters are Pre S3.1

Updated on 19-12-2021 VI

Note:

Ed 2.0 is out guys

-For SFV Version 6.060

Purple text = New recent stuff

Red text = Not in current public build

Credits

KILLbox

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Credits to those left behind



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behind bitch fuck you)*

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★ **Custom League Icons**

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★ **Mysterious Mod Logo**

★ **Main Menu Background V3**

Ozci

[Youtube](#)

★ **Nostalgia Kanji for Nostalgia Akuma**

Labryz

[Twitter](#)

★ **Purple Health/V-Gauge bars & other textures**

Khaledantar666

[Twitter](#)
[deviantArt](#)

★ **For adding colors to Peter's model**

★ **Story Peter Model**

Monkeygigabuster

[deviantArt](#)

★ **For getting Peter's Model FBX file**

Zero Striker

[Twitter](#)

★ **Character Descriptions**

Barnacle

[Steam](#)
[Github](#)

★ **SFIV Character Extractor**

No°1

[Twitter](#)
[His SFV Mod](#)

★ **Custom Cameras and other kinds of Animations and Additional MoveTool Data**



Really Big Thanks to



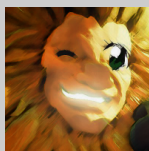
ANGRIESTANGRYARTIST



[Twitch](#)
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- ★ Donating the Season3 Pass to Killbox <3
- ★ +Summer character package

Ouji



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- ★ Donating the SFV:CE upgrade to Killbox <3
- ★ Peter C1/C2/C3
- ★ Custom Animations

THIS IS IMPORTANT TO KNOW FOR THE CHANGELOG

(recommend you read this before you continue)

THE NUMERIC ANNOTATION SYSTEM



The numeric annotation system is based on the number arrangement found on the number pad of a standard keyboard.

Each number corresponds to a different direction.

1 = pressing down and back at the same time.

2 = Pressing down (and so forth).

5 is "neutral position", which means that you don't press any direction and let the joystick return to its neutral position in the center.

COMMON FIGHTING GAME INPUT MOVEMENTS

6 2 3 = Dragon Punch

4 2 1 = Reverse Dragon Punch

2 3 6 = Quarter Circle Forward

2 1 4 = Quarter Circle Back

4 1 2 3 6 = Half Circle Forward

6 3 2 1 4 = Half Circle Back

Image source (idk discord)

Universal Changes

Forward Dashes

- Can cancel to Crouch
 - During the transition you have 8F of Counter Hit State and cant press any buttons for 8F

Normal Throws

- Expanded Throw **hitboxes & hurtboxes**
- Expanded window of opportunity to **tech throws**
- Window of opportunity to tech throws indicated by **white flash**
- Certain characters can **kara-throw** (with specific normals)

Backdashes

- Airborne on **frame 1**
- Invincible on **first 6 frames**

V-Shifts (HP+MK)

- Input is less strict then what it used to be
- Added a forward version of the V-Shift
- You can now Hold the button during the Vshift dash to get a different Variation of the V-Shift-Break That can cancel into CA or Vcancel only

V-Cancels (MP+MK)(CAN BE DIFFERENT ON SELECTED V-SKILL)

- Some V-Cancels have motions like **QCF/ QCB / HCF / HCB**
- Some Characters can only do V-Cancels from specials however some characters have an exception and can cancel them from normals
- **V-Cancels with hits are mostly -2 or -4 on block**

Other

- Most EX command grabs are now **reversals**
- 2HK (cr HK) can end juggle combos
- V-Trigger Freeze-Time adjusted
- Added a new hit-type (Wall-Splat)
- Added a new hit-type (Ground-Slide)
- Added a new hit-type (Ground-Bounce)
- **Everyone's Taunt now displays a Visual effect and after that visual effect has played out the next hit will 100% be a guard break with proper scaling If you get hit you will lose it**

V-Reversals

- V-Reversals Now Have Actual **Freeze time** to them (that means they start up faster)
- V-Reversals are now **grab-invincible FOR A LONGER AMOUNT OF TIME**
- All with a hitbox will cause a knockdown

V-Triggers

- Removed the Capcom Scaling Nerf

Back Taunts

- All of them Can now Evade throws like Luke's Vanilla Vskill2

Jump to Character:

<i>CHARA ID</i>	<i>Name</i>	<i>Health</i>	<i>Stun</i>	<i>CHARA ID</i>	<i>Name</i>	<i>Health</i>	<i>Stun</i>
ABG / Z24	Abigail	<u>1330</u>	1560	KEN / A36	Ken	<u>1300</u>	1560
GKI / Z21	Akuma	<u>1250</u>	1560	KLN / Z20	Kolin	<u>1300</u>	1560
ALX / D27	Alex	<u>1300</u>	1560	LAR / DC9	PETER	1250	1560
BSN / C23	Balrog	<u>1300</u>	1560	VEG / B59	M. Bison	<u>1300</u>	1560
BRD / CB4	Birdie	<u>1295</u>	1560	MNT / Z23	Menat	<u>1265</u>	1560
CMY / A45	Cammy	<u>1285</u>	1560	NSH / A4B	Nash	<u>1300</u>	1560
CNL / C91	Chun-Li	<u>1300</u>	1560	NCL / EFE	Necalli	<u>1300</u>	1560
DSM / B74	Dhalsim	<u>1295</u>	1560	RMK / CED	R. Mika	<u>1290</u>	1560
EDO / Z22	Ed	<u>1300</u>	1560	RSD / FB2	Rashid	<u>1300</u>	1560
FAN / EA1	F.A.N.G	<u>1300</u>	1560	RYU / ABD	Ryu	<u>1300</u>	1560
GUL / A16	Guile	<u>1300</u>	1560	URN / BF5	Urien	<u>1290</u>	1560
IBK / BAE	Ibuki	<u>1300</u>	1560	BLR / EB2	Vega	<u>1300</u>	1560
JRI / F59	Juri	<u>1300</u>	1560	ZGF / EC2	Zangief	<u>1385</u>	1560
KRN / CD7	Karin	<u>1300</u>	1560	ZKU / Z25	Zeku	<u>1280</u>	1560
SKR / Z26	Sakura	<u>1265</u>	1560	BLK / Z27	Blanka	<u>1290</u>	1560
FLK / Z28	Falke	<u>1300</u>	1560	CDY / Z29	Cody	<u>1325</u>	1560
GAI / Z30	G	<u>1300</u>	1560	SGT / Z31	Sagat	<u>1350</u>	1560
RYX / Z32	Evil Ryu	<u>1250</u>	1560	Z33/PSN	Poison	1240	1560
Z34/HND	E.Honda	1260	1560	Z35/LCA	Lucia	1250	1560
Z36/GIL	Gill	1250	1560	Z37/BOS	Seth	1125	1560
Z38/DAN	DAN	1275	1560	Z39/ROS	ROSE	1275	1560

Z40/Oro	Oro	1250	1560	Z41/AKR	AKIRA	1225	1560
Z42/sf6man	Luke	1250	1560	END	OF	THE	LINE

Change Log

Abigail

Description: *“Reaching into his bag and taking out a stone, he slung it and struck Goliath on the forehead. The stone sank into his forehead, and he fell facedown on the ground.”*

Abigail, however, would have parried that shit.

New Abilities:

- Added new move **BACK BREAKER** input = (623+Kick)
- Forward and Back Taunt can now cancel form most normals on block/hit
- Added VT1 Active move (input HP+HK while in VT1)
 - Shoots a projectile
- V-Cancel:
 - Only cancels to specials on hit
 - -4 on block
 - Cancels to CA on block
 - **IF VS2 is selected this Vcancel will spawn 1 tire**
- 2nd V-Cancel = QCF+MP+MK
 - -6 on block
 - Causes groundbounce
 - Can be done in neutral
- 3rd V-Cancel = HCB+MP+MK

- **Can be done in neutral**
- Back taunt: Breaks through projectiles
- Added new CA Grab [Input = (2x **HCB Kick**)]
 - **CAN NOW CANCEL INTO V-TRIGGER 1 OR V-TRIGGER 2**
 - **Also cancels into Hybrid Charge**
- Added Forward Taunt move
 - Cancelable to specials
- Can only cancel to Giant Flip on hit, not on block
- Max powered VT2 will wallbounce on hit
- **Added new special move Clap (63214+punch)-HCB**
- **Giant flip Input changed to (421+punch)-Backward DP**
- **Ex Run Can now cancel into a new MegatonPunch (All 3 punches During EX Run)**

Special Moves:

- QCF+P continues the attack on block
 - **EX now has 3 hits of armor**
 - **EX now has 3 Variations**
 - **LP+MP**
 - **LP+HP**
 - **MP+HP**
 - QCF+MP starts-up faster
- Run throw now combos
 - Hitbox is now accurate
- Run now cancels to run specials faster
- Specials cancel into V-Trigger
- EX command grabs can be comboed into
- EX run now fully connects
 - Now works the same as a normal run
 - Slightly faster
 - Even faster in V-Trigger
- In V-Trigger his EX QCF+P can be cancelled into itself to build V-Gauge
 - Moves a lot further forward
- Lowered recovery on EX command grab
- V-Trigger is now cancelable earlier
- Abigail punch (run punch) now launches higher (on air-hit only)
- Abigail Press EX (run kick) now ground bounces (on air-hit only)
- **LP giant flip can cancel to VT/CA/VC on 1st hit**
- **Run punch has less pushback on block**
- **Abigail Non-EX Runs have no armor**
- **Abigail's EX Run Hold (Stance) has no armor**

Normals:

- 6MP starts up 1f faster
 - Ground bounces on hit air
- 5MK now combos into 2LK or 5LP on hit and 4HP on counter-hit
- 2HP now always launches
 - Now always launches
 - Now has 3 juggles
- 8HP juggles more
- 6HP crush counters
 - In V-Trigger this now hits aerial opponents
- 8HK now juggles and ground-bounces
 - Can be teched outside of VT
- 4HP is now a good AA
- 4HP is now a CC (will wall splat on CC - new hittype)
- 4HP_TC is cancelable to Back taunt or forward taunt
- **5HK can be charged now**
- **5LP 5LP TC is now +6 on hit**
- **2LP 2LP TC is now +6 on hit**

Misc:

- Slightly buffed forward walkspeed
- Hitbox overhaul, more accurate
- Buffed his backdash
- Forward taunt cancels to back taunt
- Can cancel parry to specials on fireballs
- **V-Skill Parry time increased**
- **Any V-Skill can now parry any HitLevel**
- **V-Skill will now stay active longer**
- **Can combo normal grab after V-Skill**
- **Run is now cancelable to VT Activation or VT1/VT2 Active moves**



Description: (idunno some random text here)

New Abilities:

- VC1 (Forward + MP+MK during grounded specials)
- VS1 VC2 (QCF MP+MK) Can be done in neutral
- VS2 VC3 (MP+MK During HOTENSHU on hit)
- 4HK New normal can juggle
- **Added Back Taunt**

VT1 (DAIGO):

- Added new VT1 Activation (Input = Back + HP+HK)
 - If this is activated Then Daigo will continue and attempt to Hit them with the UmeShoryu
- Added new VT1 Activation (Input = Forward + HP+HK)
 - If this is activated Then Daigo will continue and attempt to Throw the opponent
 - Important Note RNG KICKS IN HERE The throw is techable but it will make daigo change up his plan for his next attack
- Changed VT1 Activation (Input = Down + HP+HK)
 - If this is activated Then Daigo will continue and attempt to wallbounce the opponent and scream at them
- VT1 Activation (Input HP+HK)
 - Neutral HP+HK is unchanged
- Every Version
 - He can either start out with a forward dash or backdash after the land that is complete RNG
 - The hitbox when Daigo lands can now ground bounce on air hit opponents

VT2:

- Costs less vgauge now and the entire combo can always end in Back + kick

- HP+HK-Punch Is now special cancelable
- HP+HK-Punch-Punch Is now special cancelable
- HP+HK-punch-Punch-Punch Now Wall bounces the opponent
- HP+HK-Kick Is now special cancelable
- HP+HK-Kick-Punch Is now special cancelable
- HP+HK-Kick-Punch-Kick Now Wall splats the opponent
- HP+HK-Down Recovers alot faster now
- Every Move consumes Vgauge now

VSI:

- Enhanced 236P can be done from any special move or normal that is VTCable
- On Top of that you can also cancel 623K into the air enhanced Versions
- MORE THINGS PLANNED HERE FOR LATER

VS2-AirBurst:

- Raw Vs2 now has a maximum of 4 Reps for combos
- Short version still unedited and will be changed
- AirBurst QCF P EX now groundbounces (can also be canceled into other Airburst normals now)
- Normals now all cancel faster into each other

Special Moves:

- 214 P (QCB)
 - M now has less pushback on stand hit
 - H now keeps the opponent longer airborne
 - EX ender will now always come out
 - EX 2nd hit now wallbounces
- 623 K (DP)
 - All versions
 - 3F faster startup
 - Medium version has lframes
- 214 K (QCB)
 - All versions except ex is faster now
 - Properly Juggles on every hit

- LK version now counts as a low
- MK version now doesn't launch the opponent
- 2nd hit of EX now counts as a low
- 236 P (QCF P)
 - HP Version can now connect from 5HP and 2HP
 - EX Launches higher
- AIR 236 P (QCF P)
 - EX Now ground bounces on air hit and puts opponent in a crouching state on ground hit
 - VS1 EX now ground bounces on air hit also keeps opponent in crumple longer on ground hit

Normals:

- 2LK has less pushback
- 2MP is +7 on hit now
- 2MK slightly reaches further
- 5LP/2LP +6 on hit now
- 5MP is +6 on hit now
- 5HP juggles
- 6MK can ground bounce
- 6MK juggles
- 6MK~HK TC now juggles
- 2HP cancels into the (BIG VS2 Version)
- 5HP 6HP 6HP TC now doesn't launch and leaves you +3 on hit
- 6HP can now Target combo TC_6HP
- All Special cancelable normals are now cancelable to the short Version of VS2
- Added (86HK)Air Forward Heavy Kick originally from Airburst can now be done in any jump besides back jump
 - This can also crossup

Misc:

- Added new Target combo 5LK~5MK~5HK
 - 5LK~5MK Is special cancelable on hit

- Added Air Target combo 8LP~8MP~86HK
 - LP and MP can cancel into air fireballs

Akuma

Description: Akuma decided to use his OTG skills Bryan Fury taught him in Tekken 7, and realized he was gonna be the cheapest shit ever. He also left his razor back at home.

VS KAGE/EVIL RYU ONLY

On the 1st hit of Evil Ryu's Ground/Air Demon you can counter demon

Cant kill but resets to neutral

New shit:

- Added new CA Misogi input = (222 + PPP) can now OTG
- Added new Teleport variations of his Vtrigger activation that give him less frame advantage

V-System

- V-Skill 1
 - Follow-up inputs changed to PP and KK
 - Is now a legit parry (no gray-health damage)
 - Can cancel into itself
 - Punch follow-up now breaks 1 projectile-hit
 - Now has more juggle
 - The Parry itself builds V-Meter in and out of V-Trigger
 - Can delay the cancel really late
 - Can now autocorrect
 - Can now be done in the air
 - Can be canceled into a small neutral jump

- **V-Skill 2**
 - **Groundbounces on air hit**
 - **New Shoryuken cancel from VS2(includes Ex and VT1)**
 - **Can cancel to specials on hit only**
- **AIR V-Skill2 (New!)**
 - **4 MP+MK**
 - **6 MP+MK**
 - **2 MP+MK**
 - **-Can cancel from Demon flip**
 - **-Can cancel from VT1 Air Zankuhado**
 - **If canceled into EX tatsu on Forward or Backward Air VS2 it will end slightly different and be an actual OverHead that can autocorrect**
- **V-Cancel**
 - *Shoots a multi-hitting fireball*
 - Can be cancelled from Fireball or DP (while on the ground)
 - **can no longer cancel on whiff, only on hit**
 - **is -4 on block Besides from Ex dp/Fireball**
- **Air V-Cancel**
 - ***Does the VT1 DP ender with a ground bounce effect***
 - ***Cancels from DP / Heavy Tatsu / Neutral Air / Demon Flip***
 - ***Can no longer V-Cancel DP on block Besides EX***
 - ***is now -3 on block***
- **VT1**
 - **Added EX Fireball**
 - **Added VT1 Active Move (HP+HK while in VT1)**
 - ***A sliding kick attack similar to the end of Demon Flip***
 - **Causes a hard knockdown on hit, but Heavy-punishable on block**
 - **Goes thru projectiles**
 - **Can be canceled into from normals that aren't usually cancelable**
 - **Can be canceled into from Fireballs**
 - V-Timer lasts longer
- **VT2**
 - Re-added Raging demon
 - Can cancel VT2 Specials into VT2 Specials without limit
 - Fireballs
 - **Can cancel into VT2 Specials even on whiff**
 - **Air Fireballs can cancel to air VT2 Specials even on whiff**
 - Added camera change on activation
 - Demon Flip Punch/Kick follow-ups cancelable to VT2 Specials on hit
 - **VT2 Specials** (*specials cancelled from other specials*)
 - **DP**: goes further forward

- Air Fireball
 - Now lands faster
 - Only shoots 1 fireball that explodes after a certain amount of time
- VT2 Teleport (New!)
 - Is Grab invincible for 16 frames
 - Can cancel from regular teleport
 - Can be Canceled into regular Moves or other VT2 Specials
- VT2 V-Skill2(Ground) (New!)
 - Launches opponent far back
 - Can cancel out of special moves
- VT2 Active Move (New!)
 - Press HP+HK while in VT2 to do a Ground slam
 - -Can destroy projectiles up to 10 hits
 - -Oh 200 Dmg 0 stun -Opponent builds 150 EX
 - -Ob 50 chip 0 stun -Opponent builds 100 EX
 - -OCh 250 Dmg 0 Stun -Opponent builds 1EX Bar
 - -Can OTG
 - -Can cancel to VT2 specials on hit only
 - -Has 99 armor
 - -Can be thrown
- VT2 AIR V-Skill2 (New!)
 - 8 MP+MK
 - 4 MP+MK
 - 6 MP+MK
 - 2 MP+MK
 - -Can cancel from Demon flip
 - If canceled into EX tatsu on Forward or Backward Air VS2 it will end slightly different and be an actual OverHead that can autocorrect

Special Moves:

- Rakan Dantojin(623+K) (NEW!)
 - Light version is +2 on hit
 - Medium version is +4 on hit
 - Heavy version launches and can cross up
 - Ex version launches higher and can cross up
 - All pretty unsafe on block
- Demon Flip
 - Is now faster
 - New follow up into regular Fireballs
 - New follow up into Tatsu, EX Flip cancels into aerial EX Tatsu

- Can cancel into Divekick
 - Press down+MK during Demon Flip
 - Now more like the SF4 version
- Kick follow-up now juggles and autocorrects in mid-air, EX does not
- Grab is active for during the entire flip
 - can be combo'ed into
- EX Air Grab follow-up
 - Now hits in air
 - After wallbounce, cancelable into
 - DiveKick, Air V-Cancel, or Air EX Fireball
 - V-Cancel (while in VT1) by spending V-Meter
 - This version knocks down and doesn't bounce
- Divekick (*down+MK in air*)
 - Speed increased
 - Air hit modified
 - Resets any juggle (infinite JP)
- Air Fireballs
 - Have shorter recovery
 - Can be used while grounded fireball still on screen
 - VT1 Air Fireball can cancel into itself or EX Air Fireball
 - last one can cancel into regular/EX Air Fireball when V-Meter runs out
- Air Tatsu
 - Possible on neutral and back jumps
 - Now juggles
 - Can now cross up
 - You can now control EX Tatsu slightly (forward/back)
 - EX has less pushback
- EX Tatsu (Ground)
 - **Has a follow-up:** press KK on hit
- L Tatsu
 - Now hits Crouching opponents
 - Now has 1 juggle
 - Hitbox now accurate
- DP
 - VT_DP can now cancel into CA on the downward punch
 - M DP invincible start-up frames 1-3
 - EX now has a larger window for cancelling into VT and CA
 - VT_EX travels further forward
 - H DP now goes further forward
- Teleport
 - Can be cancelled into
 - Cancels into CA and VT
 - Now travels faster

- Donkey Kick [Back+Taunt] **(New!)**
 - Can break projectiles
- Forward+Taunt **(New!)**
 - Has 1 hit of armor
 - **Can cancel into 6HP TC(NEW)**
- CA1
 - **Can be cancelled into VT**
 - **Now hits OTG**
 - Has less recovery
 - Does not increase juggle in VT
- CA2
 - (2x QCF K) - *fires a projectile similar to Ryu's CA1*
 - Can be beaten out by other moves
 - **Grounded Version gets enhanced while in VT2**
 - **Can be done in mid air**
- CA3 (New!)
 - (UP UP UP LK+MK+HK) - *Tatsu copter*
- Raging Demon
 - Can be combo'ed into
 - Travels faster
 - Less recovery
 - Auto corrects on first frame
 - Now ONLY has the SFIV shortcut
 - Now Works in VT2
 - **Can Be done in mid air**

Normals:

- New combo paths:
 - 5LP > 5MK / 2MP
 - 2LP > 5MK / 2MP / 2MK
 - 2MK > 2MP
 - 2LK xx Specials
 - 6MP xx VT
 - 5HP TC (2nd hit) xx Specials / VT / **VC** / CA
- **2HP can be charged**
- 2MP is now 5F
- 2MK is now 5F
 - **Can now be +5 on max range**
- 4HP now slides forward a little
- 5HP TC has less pushback

- 5HK and TC_5HK now juggles
- 6HP can now ground-bounce on hit air
- 6HP is now a CC
- 5HK_TC can now CC as well
- 5HK + 5HK_TC can cancel faster
- 6MP on CH is now +3
- 8MP is now cancelable to air specials and now juggles
- **Added new normal [8~2HP]**
 - **Can OTG**
 - **Has different frame data on hit than 6HP**
 - **Can be canceled from 8MP**
 - **+3 on hit**
- **5HP TC is no longer cancelable on block**
- **2LP has slightly less pushback** (so that 2LK > 2LP > 2MP now works)
- **Added Oni's kit**
 - **4MP 4HP TC**
 - **6LP 6MP TC**
 - **6HK**

4MP can 1F link into itself

Misc:

- Added glow damage effect to Red Fireballs
- Additional juggles
- 5HK TC now works on whiff
- 5HP TC now works on whiff
- Fireball now won't explode
- Can delay VTC or VC on Fireballs by a lot
- Forward Dash distance increased
- Grab range fixed and hurtbox modified so it can be teched easier
- Taunt starts up faster and has better OTG
- **VS1 Kick now launches higher**
- **Regular demon flip land doesn't autocorrect anymore besides EX**



Description: After using Shaq 100% Icy Hot, he's all warmed up now.

Fun fact: Alex is a virgin because he never loses

New Abilities:

- **Added new normal 6MK**
 - Can be dash canceled on hit/block
 - Can juggle
- **~ON HIT DATA 6MK~**
 - Is -2 on close range
 - Is +2 on far range
 - Dash canceled close range is +2
 - Dash canceled far range is +4
- **While VS1 is active Regular throw will allow you to combo after it**
- **While VS2 is active Regular throws will become cancelable to VS2 specials**
- **Added 3rd CA (2xQCB Punch)**
- **Added 2nd CA (2xQCF+K)** (you can control it just like EX) [Completely drains Vgauge in VT2 Stunning the other player 100%]
- **Added Back taunt (Parry)**
 - Can be canceled into specials on parry
 - Or into itself

Special Moves:

- Flash Chops and Elbow now Cancel into V-Trigger Activation and both V-Trigger Actives(Sledgehammer(VT1) and DDT(VT2))
- **Flash Chop:**
 - H Flash is a lot more + on hit(+5)
 - EX Flash has different animation
 - Chops are cancelable to Backdrop or VT2 Choke with 63214P
 - EX cancels to EX Backdrop or VT2 Choke for 1 EX bar
 - **LP Flash Chop is 1F faster startup now**
 - **MP flash chop is now +5 on hit**
 - **HP Flash chop is now 3F faster and has more pushback on hit**
- **Power Bomb:**
 - **On Hard Hit Can be combo'd after**

- EX Power Bomb works in combos
- EX Power Bomb is now Invincible
- **Elbow:**
 - EX Elbow is now -5 on block
 - Medium Elbow doesn't knock down anymore and is +5 on hit:
- **EX Stomp:**
 - **Now hits OTG**
 - **Can crossup(all versions can)**
 - **Launches on Air Hit**
- **Knee Smash:**
 - **On counterhit/Hard Hit Can be combo'd after**
 - **Can cancel into Flying Cross Chop(8~2HP) on whiff**
 - **EX now has a hitbox going upwards**

VS2 Special Moves:

- **VS2 EX Flash Chop:**
 - **Wall bounces**
- **VS2 EX Elbow:**
 - **Launches Higher**
- **VS2 EX Stomp:**
 - **Now hits OTG**
 - **Can crossup**
 - **Launches on Air Hit**

Normals:

- 5LP/2LP now have more hitstun
- 2LP slightly has more recovery
- 5HP is now a Crush counter and moves forward a bit, also ground bounce on air hit
- 5MP now Slightly moves forward and its 1 frame faster
- 2MP now has more hitstun added more pushback on block
- 2MK now cancelable to specials
- 5LK now cancels faster
- 2HP is a CC now
- 5HK now (Wall bounces) on CC
- 6HP is now +1 on block and doesnt hit crouching anymore, it also Juggles

- **6HP is now more + on far range hit only**
- 5MP is +10 on CH
- 6MP is now 6F faster startup
- 2HP now cancels to stomp on hit
- **Added new Normal 5HP Hold**
- **6MP is now 3F slower startup**
- **2HK is 2F faster startup**
- **5HP Headbutt:**
 - **Instead of Holding HP itself now You have to hold Down + HP during the 5HP HIT**

V-System:

- V-Cancels
 - VC1 Input: QCF MP+MK (V-Skill effect)
 - VC1(VS2) Input: QCF MP+MK (V-Skill2 effect)
 - VC2 Input: Back MP+MK (Jump)
 - Can cancel to Air Normals
- VT1
 - V-Trigger Lariat can cancel to a V-Skill (FEINT LARIAT) and leaves Alex more Plus on hit
- VT2
 - **Replaces powerbomb with Choke Grab(63214P)**
 - **DDT is now HP+HK from any cancel including Chops**
 - **Choke grab doesn't consume V-Gauge**
 - **Non EX Choke doesn't combo**
 - **Added Ex Choke**
 - **DDT now catches people from the air and combos**
 - **CA2 Consumes 20% V-Gauge**
 - **On hit it will consume 70% v-Gauge and do 99999 Stun**

Misc:

- Grab Ranges fixed
- V-Trigger cancel is quicker
- Command grab ranges fixed
- Added multiple juggles
- Removed height restriction on Flying Cross
- 2HP doesn't launch on the first hit anymore

Balrog

Description

After being told he was brainless in S2, Balrog decided to use his head again. Quite literally. He never used his fight money for proper education, you know.

New Abilities:

- **Dash Upper (input = Charge Back Forward Kick)**
 - This changes the input of Dash Low to (Charge Back Forward Down Kick)
- **Dash Swing Blow (Input = During Straight Hold Down Forward Punch)Enhances with VS2)**
- Re-added the **Headbutt** special move (USFIV style)
- Can now TAP out of V-Trigger-1 Straight
- New target combo **4MK>4MP>5HK**
 - also works from 5LK>5MK>4MP>(5HK or 5HP)
 - 4MK>(5HK or 5HP) also works
- All target combos now continue on whiff except...
 - 4MK > 4MP
 - 5MK > 5MP
- **CA2**
 - Command grab
 - Input: 720+Punch (like Gief)
- **Back Taunt**
 - Can destroy projectiles
 - Cancelable into VT on hit
- **V-Cancel**
 - -2 on block
- **V-Cancel2**
 - **QCF +MP+MK**
 - **Can be done in neutral**
- **VT2**
 - Can cancel into throw from specials and normals
 - **Throw range fixed**

- **Can combo (link) into B3 (throw)**
- **+4 on hit**

Special Moves:

- Headbutt
 - Light / Medium Headbutt
 - Can be CC'd on startup
 - Projectile invincibility
 - Can also be punished as CC
 - Heavy Headbutt
 - Cannot be CC'd on startup
 - Projectile invincibility
 - Counterhit from frame 14 onward
 - EX Headbutt
 - Fully invincible
 - 2hits
 - Unsafe on block; CC punish
- EX Straight
 - **Has 1 hit of Armor**
 - 2ND HIT CANCELABLE TO V-SKILL
 - Continues on block and now properly juggles
- EX Dash Sweep is an OTG
- Turn Around Punch (TAP)
 - **All TAPs now have 5 frames of invincibility on startup**
 - Now does more stun instead of damage
 - Lv1 to Lv3 = unchanged
 - Lv4 to LvFINAL are all changed
 - **Lv10 causes a grounded wallbounce on hit**
- V-Skill1
 - Cancelable to 3MK
 - Cancelable to VT2 Throw
- V-Skill1 Hook (V-Skill1 Punch)
 - Faster startup, faster recovery
 - **-5 oB**
- V-Trigger 1 Follow-Ups
 - Every V-Trigger Straight/Smash follow-up can be canceled into V-Skill

- Can be delayed and are a lot faster
- **Require forward input (like vanilla)**
- Critical Art 1 (CA1)
 - Can combo out of it
 - Moves faster

Normals:

- **5MP**
 - **4f startup** (-2 oB, +4 oH)
 - Moves forward slightly
- **5HP**
 - Wall Splat on CC
 - Added TC version
- **5HK**
 - Moves forward slightly
- **2HP**
 - **Cancelable to V-Skill**
 - Juggles airborne opponent
 - Moves forward slightly
- **2LK**
 - Now cancelable
- **2MK**
 - Causes knockdown
- **3MK (New!)**
 - OTGs, but it has a low Juggle Potential
 - Juggles airborne opponent
- **4MK (New!)**
- **6HK (New!)**
 - **Can only be canceled into from forward dash**
 - -8 on block (CC punishable unless canceled with VT/VC/CA)
 - (Not an overhead)

Target Combos:

- 2MK>2MK
 - **Cancelable to V-Skill**
- 4MK>4MP
 - Cancelable to V-Skill

- 4MK>4MP>(5HK or 5HP)
- 4MK>(5HK or 5HP)
- **5LK>4MK**
 - **Input leniency changed: (MK can be neutral, back, down-back, or up-back)**
- 5LK>4MK>4MP>(5HP or 5HK)

Misc:

- Added Light to Medium (links)
- A lot of hitboxes modified to be accurate
- Added juggles
- A bunch of frame data (ON HIT/ON BLOCK) changes to the normals
- V-Trigger-1 time reduced so that it will only be a small burst of pressure
- VT2 Throw can also be canceled from V-Skill
- Fixed miscellaneous strange Position values on 5LP and 5LK (*should look less janky*)

Blanka

Description: Blanka's lessons from Jon Talbain only seemed to have come off as "SPIN2WIN" for Blanka.

New Abilities:

- **Added Air V-Cancel**
 - Delay regular V-Cancel from rolls to get the air variation
 - Switches sides on hit, has less momentum on block
 - Can be canceled from V-Skill air target combos
- **Added V-Cancel**
 - -4 on block
 - Cancels to CA on block
- **Added 2nd CA [Input = 2xQCB P]**
- **Added V-Cancel2** (from normals(5LP 2LP 5LK 2LK 5MP 5MK 2HP))
 - **-2 on block**
- Added Back taunt (projectile invincible)[can cancel from normals]
 - Cancels into VT2 active move or V-Trigger or V-Cancel

Special Moves:

- Specials are cancelable to VT1/VT2
- Added juggles on all specials
- Back Roll has more hitstun on air hit
- Edited EX blanka ball on air hit to be the same as ground hit
- Thunder moves slightly further forward

- Ex command grab has 6 iframes on startup
- H upball is Invincible
- EX Command grab now otg's and combos

Normals:

- Added lights to mediums
- V-Skill air normals juggle
- 5hk juggles (on every active frame)
- 5hk/ TC 5K cancelable (TC 5HK is on hit only)
- Slide and 2HK juggle
- TC last hit ground bounce
- Adjusted TC 5HK hit
- 5MK is now +5 on hit
- 2MP is now +5 on hit
- 6MP on CH is now +5 on hit
- 5MK juggles
- **2HP can be charged now**
- **6MP now juggles and starts up faster**
- **5HP now groundbounces on CC and on air hit when not quickrised**
- **5HP now juggles**

V-System:

- V-Cancel
 - MP+MK after specials or some normals like 5MP and 2HP
- V-Skill 1
 - Punch now launches less
 - punch you can input another MP+MK to do a command jump after **on hit**
 - Kick can combo to air target combos Example [L > M > H]
- VT1
 - VT1 active move (HP+HK) launches a bit higher
 - Reduced VT1 usage of V-Gauge on specials
 - Non charged VT1 active move is cancelable to EX Specials
 - EX Thunder OTG's, starts up 1 frame faster, causes 2 hits and launches higher
 - EX vertical ball has a different ender with more damage
 - And can be slightly controlled
 - EX roll wall bounces
 - EX back roll has a hitbox on the back flip
 - Specials are cancelable to VT1 Active move
- VT2
 - **Press HP+HK in neutral (or from Grounded normals) to do Big thunder attack**
 - Can delay cancel after normal roll

- Can cancel rolls on whiff
- Has 7 or 6 rolls

Misc:

- Removed standing talking bullshit
- Forward hop distance decreased
- **CA1 cancel from specials now has more freeze time to make it connect easier**

Birdie

Description: Birdie visited his cousin Mako “Roadhog” Rutledge to do something about his eating problems and how to be super dirty with his chains.

Roadhog, however, only made Birdie’s picking habits worse.

New Abilities:

- VS2 has a higher projectile limit on it now
 - VS2 can also bounce while onscreen
- Added new VT1 Activation Down + HP+HK
- While in VT1 Press HP+HK to shoot fire
- Banana V-Cancel
- Can V-Cancel

- Donut V-Cancel
- Added New Grab CA Input = (2x **HCB P**)
- Added Back taunt move (can break projectiles)
- VT2:
 - Costs less v-timer
 - Ground version OTGs and cancels to CA or 2HK
 - Has more recovery but same advantage on block (-2)

Special Moves:

- Bullhorn launches more
- EX.chain bounce higher and can combo into other specials except itself
- ex Bull horn launches slightly higher
- EX bullhead wallbounces
- Light chain cancels to CA
- **Light chain now launches higher on far range**
- **All chains now startup faster**

Normals:

- 1tc 5hp ground bounces and cancels to VT V_Cancel and CA
- 2hp launches a little higher. can delay cancel
- 3hp is more + on hit
- 6hp is +4 on hit and can be used in juggles
- 5hp can juggle more and launch air opponent higher
- 6HP now (Wall Splats) on CC
- 6HK ground bounces on air hit and juggles
- 2HP is 1F faster
- **3HP goes further forward can juggle**

Misc:

- Generic juggles
- V-Trigger has slightly faster movement speed
- General Damage lowered slightly
- Less recovery on killinghead

Cammy

Description: Cammy has family issues, and uses her divekicks to drown out Guile's demands for her to be a family person.

New Abilities:

- **REWORKED VS1**
 - **Added Air VS1**
 - **Changed entire Ground VS1**
 - is now a projectile invincible dodge that can go thru the opponent
 - If you press Punch during the dodge you will get a parry
 - If you press Kick during the dodge you will get a launching kick
 - Hold MP+MK for the regular spin knuckle
- Added V-Cancel
- **Added QCF V-Cancel**
 - **Can be done in neutral**
- Added back taunt {can avoid projectiles and counts as overhead}
- V-Skill 1 cancelable to V-Cancel or V-Trigger
- Can cancel divekick from any jump
- **Added 2nd CA [Input QCB 2x K]**
 - **Can be used in air**
 - **Can also be canceled from air strikes[divekick]**

Special Moves:

- V-Trigger-1:
 - Cancels from specials
 - Now has 4 charges of special moves instead of 2
- Divekicks:
 - Height restrictions has been lowered on Hooligan DK
 - EX and VT can be used instantly off a jump
- EX Spiral Arrows and EX Cannon Strikes launches the opponent higher
- Medium Cannon Spike is now invincible on startup
- V-Skill1 juggles
- **VS2:**
 - **Now moves forward instead of backward**
 - **Can be done in mid air(but turns to the other direction) - Has height restriction**
 - **Can be done from Hooligan(always crosses up on closerange besides for EX) - More unsafe ob**

- **Can be canceled from 8MP(Turns the normal direction in this case) - has height restriction**
- **On hit Opponent is longer in airtime and has less pushback**
- V-Trigger-2:
 - Air kick now juggles
 - Adjusted freeze time
 - Can cancel from specials
 - VT2 dash uses the same amount as the air dash
 - VT2 dash recovers really fast now
 - VT2 Throw now combos
 - **CAN HIT AIR**

Normals:

- Jabs combo into mediums
- 2MP is now +5 oH and +1 oB
- 4MP juggles
- **5HP can be charged now**
- 8MP juggles and cancels into divekicks or air throw
- 5HK juggles and cancels into V-Skill And Hooligan
- 6HK juggles
- TC now juggles and can be cancelled faster **and Later**
- 5HP is now a CC
- 5HK now (Wall Splats) on CC
- 5MP is now 1f faster but +1 ob
- Added new Air Target combo (8LK~8MP)
- **2HP can 1F link into 6F normals**

Misc:

- Generic juggles
- Added extra iframes on CA1
- **EX specials cancel to Vtrigger**
- **Vskill 1 starts up faster**



Description: he's a mayor for some fucking reason now.

VT1 Knife now drops on whiff with no v-gauge (except air normals)

Same for VT2 pipe

VT1 5MP>5HP TC can still be done while you have 0 v-gauge

REMOVED ALL THE FUCKING HURTBOXES FROM HIS VT2 PIPE

New Abilities:

- In VT2 When you lose the pipe and press HP+HK you will resummon the pipe for the cost of Vgauge
- **Added Back + Taunt (use against projectiles)**
 - Has 2 hits on close range
 - +4 on hit
 - -13 on block
 - In VT2
 - It will Cause Cody to throw his Pipe
 - Is Cancelable from normals
 - Also cancels from VT2 Active(hp+hk)moves
 - Also cancels from Ruffian kicks
 - +11 on hit -5 on block
 - Can hit VT2 Projectile
- **Added Ca2 input = [QCB 2x P]**
- **Criminal Upper**
 - Input = HCB P
- **V_Cancel (same animation as v reversal) MP+MK**
 - -4 on block
- **V_Cancel2 QCF+MP+MK**
 - Anything that is not (ZonkKnuckle/Criminal Upper) Can juggle the rock

Special Moves:

- **ALL VT1/VT2 specials**
 - Can be done while still holding the weapon if ur vguage is empty

- VT1 Rapid knife is now QCF P
 - Added EX version
- VT2 Rock Throw is now QCF P
 - Has less recovery
 - The Horizontal version wallbounces
 - Has no projectile limit
 - Has a new EX version
- VT2 Perfect CMD grab recovers faster
- VT1 Reload and knife throw recover generally faster
 - Knife throw can be used while other projectiles are on screen
- Tornado throw
 - L M H now stay out longer
 - EX Tornado Slows down after some time if the 1st hit connects and the 2nd doesn't
 - [example] -twitter video link

- Ruffian Kick:
 - All versions move further forward
 - Light
 - Can OTG
 - Medium
 - Hits Lower and further
 - Heavy
 - Hits crouching
 - Launches higher on air hit
 - EX
 - Starts up faster
 - Can OTG
 - Launches higher
 - Continues to 2nd hit on block
- V-Skill 1 Has Less iframes and doesn't hurt cody/build vgaugue on whiff anymore
 - AND IS PROJECTILE INVINCIBLE

- ZONK:
 - All have projectile invincible startup now
 - Moves further forward
 - EX:
 - Now spins out on 2nd hit

- Grab Invincible startup

Normals:

- LP LP LP LP Target combo Replaced with LP LP MP HP (down HP for the throw)
 - Can also do 5LP 5MP 5HP TC
 - 5MP 5HP TC also works
 - TC_5MP is now -4 on block -1 on hit
 - Every part can cancel to specials on hit
- 6HK now launches
 - can now cancel on 2nd hit
 - Moves further forward
 - Can whiff cancel to V-Skill
 - Also whiff cancels to ZONK/VT1/VT2/VT2 Active/VT1 Active
- 5MP starts 1f faster
 - Lowered pushback
- 5HP now cancels on 2nd hit
- 2LK has less pushback
- 6HP now Juggles and ground bounces
- 2MK is cancelable to Zonk

- **VT1 normals**

- 5HP now juggles
- 2HP now juggles
- 5MP now juggles
- 2MP now juggles
- 2LP now juggles
 - Is +8 on hit
- 5LP now juggles
 - Is +8 on hit
- TC_5HP now juggles

- **VT2 normals**

- 6HP now juggles
- 5HP now juggles
- 2HP now juggles

- These 3 normals can also hit VT2 Rock projectile

Misc:

- bad spray can now be delayed on wakeup
- Added a sound queue to his VT2 command grab for the wallbounce
- CA1 now has a cinematic startup
- Restored his Unused Grab Animation

ChunLi

Description: According to all laws of aviation, Chun Li should not be able to fly with SBK. Her thighs are too thick to be used as propulsion systems.

Chun Li, however, flies anyways.

- **New VS2 FLIP KICK**
 - **Enhances in VT1**
- **Added Hazanshu Special move (214+K)/QCB+K)**
 - **All Versions Can hit OTG**
 - **EX Hits multiple times in mid air**
 - **All Versions Can crossup**

- In front it will hit as OverHead
- Added (Kinteki Shu) 4MK
- Added (Tenku Kyaku) 4MK > MK TC
- Added (Tenshou Kyaku) 4MK > MK > Down, Up MK TC
 - In (VT1) You can extend with (Haza Kyaku)-(214+K)/QCB+K)

New Abilities:

- Air Vskill1
 - Season4's Vskill1 but it can be done in any air state
 - Input MP+MK
- Added 2nd CA Input = [2xQCF Punch]
 - Enhances in VT1
- Air sbk input added (QCB Kick in air)
- Added V-Cancel
- Added QCF V-Cancel
 - Can be done in mid air
- Can cancel CA1 to V-Trigger on hit
- Added Back+Taunt
- Can cancel out of V-Skill faster
 - VT2
 - Now juggles

Special Moves:

- Kikoken:
 - Input changed to QCF + P
 - In VT1...
 - M and H versions are 2 kikoken shots
- Lighting Legs:
 - Can juggle midscreen
 - EX
 - Launches (w/ additional animation)
 - Negative on block (punishable)
 - Air versions have more hitstun on air hit
- EX air spinning bird kick: can do air normals after it

Normals:

- 4HP can be charged now
- 5MP and 6MP can cancel into specials
- Removed 4MP input (now only 6MP)
- Most VT1 normals have a bit more juggle
- 6HK now juggles

- 5HK on air hit causes spin out, on counterhit air it causes wall-bounce
- V-Skill 92mk cancels to specials
- Air throw works in combos
- 6MP is cancelable to specials
- V-Skill 8HK now knocks down
- 4HK is now a CC
- 4HP is now a Wall-Splat on CC (*when not in VT1*)

New Target Combos:

- Target combo: 5MP 6MP

Misc:

- Edited some juggle and hitboxes on VT1 moves and 82MK
- Can now delay cancel to CA from Legs
- Generic juggles added
- V-Reversal now knocks down



Description: He decided that he would be top tier with an infinite combo in this piece of shit game

New Abilities:

- Added new move SAIKYO STEP Input = (6 5 2 3 6)
- Added new move SAIKYO FIST
 - after Inputting SAIKYO STEP (punch) [If fast enough will become an enhanced version of itself]
- Added new move SAIKYO SWEEP
 - after inputting SAIKYO STEP (Kick) [Note does not have any juggle potential but is a Low and is -2 on hit]
- Added Air dan kicks (still require New hiteffects)

- Added Dash to crouch
- Added Iframes on backdash
- Added Air TC 8LK 8MP 8HP
- Throw range adjusted
- VT1 is now 2 bars(still requires an active gauge)
- Legendary taunt now drains opponents's EX
- Added QCB Vcancel
- Added QCF Vcancel
- Added Back Taunt
- Added CommandList
- Fixed Forward Dash
- Added CA3 Input = (HP LK 6 LP LP)
- Added New VT1 activation that doesn't force into haoh gado (Down + HP+HK)
- Added VT1 Gadokens

Special Moves:

- DanKicks (214K):
 - L dankick is +1 on hit
 - Doesn't travel as much forward as it used to
 - Can also crossup against crouchers
 - M dankick Starts up faster and travels further
 - H Dankick starts up faster and travels further
 - EX
 - can WallSplat
- Air DanKicks (IN AIR + 214K):
 - L has same type of movement as SF4
 - All start up faster
- Koryuken (623P):
 - All versions are 1F faster startup now
 - MP dp has iframes
 - HP dp Travels further and has projectile invincibility on first few frames
 - HP starts up 1f faster
 - Late hit allows for another juggle
 - Ex hits twice

- **Gadoken(236P):**
 - All have faster startup
 - Can be dash canceled during charge
 - All travel a further distance
 - Hold version Travels full screen
- **V-Skill-1:**
 - Air VS1 cancels into air EX dan kick
 - VS1's are now able to cancel to EX/VT Specials on whiff
 - VS1 Can cancel from normals
 - Ground versions are +4 on hit now
 - Ground VS1 Launches less high
- **V-Skill-2:**
 - Regular Whiffed VS2 can now also cancel to normals
 - All VS2 normals juggle
 - Added Visual/Sound indicator when move can be canceled
 - 4HK and 6HP Can cancel into VS2 (6HP is on hit only)
- **V-Trigger-1:**
 - Is 2 Bars now
 - Haoh Gadoken has Horizontal Acceleration (speeds up over time) now
 - Has an active Vgauge now
 - Has an Active HP+HK move now
 - Enhances Gohadokens
- **V-Trigger-2:**
 - Longer VT bar
 - Everything has CA scaling
 - Everything slightly costs less Vgauge
 - just frames cost less vgaugue
 - VT2 Ex moves
 - VT2 Active move(Makes all VT2 enhanced specials do their JustFrame version for the cost of extra Vgauge)
 - Can also Parry the opponent's attack
 - Note can also be canceled from normals that arrent special cancelable
- **Danretsuken:**
 - No longer Resets the juggle
 - EX can now be mashed to extend

Normals:

- 2LP 5LP 5MP 2MP 2MK 2LK hit frameAdv adjusted
- -2MK can be +5 on maxrange
- 6HP groundbounces on air hit
 - starts up 5F faster
- 5HK juggles
- 2HP juggles
 - Increased Pushback
 - increased cancelwindow timing
- 2HK can now be canceled into VS2 on hit only
- 4HK juggles
 - -Hitbox fixed
- 5MP Resets juggle

Misc:

Dhalsim

Description: Everyone always keeps asking Dhalsim to spit some fire.

Dhalsim declines the offer. Not because he takes the slang literally, but because he really, really can't freestyle for shit.

Dhalsim also realized that taco bell doesn't sit well with him.

New Abilities:

- **Added 2nd CA (anti air) input = [2xQCF Kick]**
- Added back taunt
- New horizontal yoga fire (QCF K) (Enhances with VS2)
 - EX has multiple versions
 - Example **LK+MK** or **MK+HK** or **HK+LK**

Special Moves:

- Yoga Fire (enhances with VS2)
 - Increased juggle
- Yoga Flame
 - Increased juggle (with different hit effect)
 - **EX cancels to forward V-Skill**
 - VTC to VT2 has a chance to not move forward
- Yoga Gale
 - **EX recovery is cancelable to Drill or V-Skill**
 - Height restriction lowered

Normals:

- Lights to medium
- Lights have less pushback
- 4MP now resets juggles
- 4HP now juggles and can cancel to 6V-Skill(forward+MP+MK)
- 5HK now juggles and causes wallbounce on CH
- 8LP now resets juggles
- 8MP now resets juggles
- 8HP now juggles (**cancels to air V-Skill 1 once**)
- 2HK juggles
- **8HK Juggles**

V-System

- V-Cancel (input BACKWARD+MP+MK)
 - Cancelable into specials
 - Can V-Cancel a lot of normals
 - IF Grounded V-Cancel Hits the Horizontal yoga fire it will enhance
- Air V-Cancel
 - Can be done from most air things
- Forward V-Skill
 - Lower position
 - Faster startup
 - Will give Vgauge bar on whiff
- Air V-Skill
 - Height restriction lowered
 - Will give Vgauge bar on whiff
- V-Trigger 1
 - Juggles
 - 1 Hitbox on the entire flame (Launches higher then what it used to)
 - Added a 2nd stock(VT1 Active Move)

New Target Combos:

- 4mp to 4hp

Misc:

- AIR NORMALS STUFF
 - 4mk to 5hkAll air normals Now have juggle besides for jumping LK
 - All air normals can be canceled into each other like a target combo
 - 8HP and 8HK can cancel to drill kicks on hit only
 - All air normals are cancelable to Yoga Gail on block
- Air CA can now be canceled to Drill Kicks / Air V-Skill



Description: Ed has 2 dads and that's okay. Ed also learned to stop being a wuss and learned how to do motions so he can be viable.

New Abilities:

- **Added QCF Vcancel**
 - Can collide with Psycho Spark
- **Added 3HP(OverHead)**
 - +3 on Stand hit
 - +4 on Crouch hit
 - CH unchanged
 - -4 on block
- **LV1 Vskill1 no longer has the Cinematic hit**
 - Can also juggle
 - +2 on ground hit
 - -2 on block
 - Can cancel to CA/VT/VC on hit
- Added V-cancel that only works from normals
- Added V-cancel that can only be used from specials
- you can now combo from Non-charged anti air V-Skill
- Added new CA input = [2xHCB P]
 - **Enhances in VT2 For the cost of Vgauge**
- Added Back Taunt [is cancelable on hit]
- VT2
 - Anti air can cancel to specials
 - Grounded now juggles

Special Moves:

- **Psycho spark:**
 - is now **QCF** Punch
 - Light spark fireball can recover 1 frame faster
 - Added EX Psycho Spark

- **psycho upper:**
 - psycho upper is now **Charge Down > Up**
 - Increased Psycho Upper EX Range
 - Also Decreased Recovery frames
 - Added Light Upper
 - Added Medium Upper
 - All Uppers can now Autocorrect on the first frame
 - Edited EX upper's hitboxes
 - **EX upper to V-Cancel is -2 on block**
- **RIZING kick:**
 - is now **QCF KICK** motion
 - Added EX RIZING kick
 - Normal Rizing kick now goes further forward
 - Added Medium Rizing kick
 - Added Light Rizing kick
 - You can now cancel to Psycho Splash on block or on hit
 - EX Psycho Splash Has Iframes to it now
- **Flicker:**
 - Can cancel to specials
 - also reduced pushback
 - Added EX Flicker

Normals:

- lowered pushback on a lot of normals
- 5HK now juggles
- 5HP now Wallsplats
- 8MP is now 2F faster and launches higher in the air
- 5HP hold has more hitstun
- **5HP early release now has less pushback on hit**

Misc:

- You can also Cancel Psycho Shot Into CA or VT on whiff
- EX SPARK can go to EX For FREE
- Spark Fireball is now More Delayable
- EX RIZING can go into EX SPLASH for Free
- Modified CA Freeze
- Modified a lot of recovery on specials
- Modified juggle
- removed him rapidly saying boring in his idle animation
- Taunt now has hitboxes

- A lot of hitboxes are accurate now
- Can now shoot projectiles while VT1 is on screen
- CA1 Freeze time extended
- EX Psycho Upper visually looks different and does 1 extra hit



Description: Falke hit up the Shadaloo driving range and learned how to properly use her staff thanks to Venom recommending her to chalk up her cue.

New Abilities:

- **Added a Back Taunt**
 - Step around a projectile with a hitbox
- **Added 2nd CA 2xQCB Punch**
 - Goes full cutscene on close range
- Added new special QCB P in the air
 - Can't be done on backjump unless EX
 - Can crossup
 - Has air restriction
 - EX hits 2x
 - EX has no restriction
- Added V-Cancel
- **Added QCF V-Cancel**
- Added air TC 8MK 8HP (8MK juggles)
- Can shoot multiple VT1 shots (reduced projectile limits)
- Can cancel VT1 shots on whiff
- Normal projectile shots are cancelable on whiff
- Air throw works in combos
- VT1 shots can cancel into themselves (ex. J.VT1 shot to J.VT1 shot)
- Added new TC 5MK > 5HP
 - Can cancel to VT/VC/CA
 - **Cancels to QCF P**

Special Moves:

- **Added new QCF P(grounded) special move**
 - Pulls the other player towards you on 2nd hit
 - Is +5 on counterhit
 - EX Launches on 3rd hit allowing you to continue the combo
- PP is now DP motion
 - EX now hits earlier
 - Can delay Cancel to VT active moves
 - Light is fastest Medium is semi-fast Heavy is slow
 - They all travel a different distance
- KK is now QCF motion
 - EX starts faster

- Launches higher on hit
- CA1 is now OTG
- VT2 V-Skill launches higher
- VT2 HP+HK can now cancel into another HP+HK
- VT2 Crouching HP+HK now groundbounces on hit air
 - Can now be slightly controled
- Regular Standing gun now fires a projectile
- Air projectile shots have less air restriction
- Air projectile can cancel to VT1 projectile
- Air Shot now cancels into new air QCB P special
- VT1 shots can now cancel to regular shot
- Slowed down crouching regular shot

Normals

- 5LP and 2LP have less recovery frames (5LP +6 / 2LP +6)
- 5LP +2 on block 2LP +1 oB
- 2MK is cancelable
- 2LK is cancelable
- 5HP hitbox slightly modified
- 5HP now Ground-slides on air hit {can combo after}
- 3HK now slightly bounces ON OTG
- 2HP launches on air hit
- 2HP juggles
- TC 8HP can cancel to normal air shot
- 82MK cancels to TC 8HP instead of normal 8HP
- 5MK is 6 frames
- 5HK hits crouchers
- **5HK can be charged**
- 82MK can OTG
- 82MK is faster
- 82MK can now cancel to air Shots
- 82MK has less height restriction
- 82MK juggles Differently on hit
 - Still acts the same on block

Misc

- CA1 kills on the fall down.
- VT2 start up is invincible
- Buffed VT1 time

- Slightly lowered pushback on 5HP
- 5HP on crouching now does less pushback then standing
- REMOVED ALL OF THE FUCKING HURTBOXES ON HER STAFF
 - Normals are 8MP 8HP 5HP 2MP 6HP

FANG

Description: Fang learned how to fly because he knows Capcom could care less about whatever the fuck he does.

New Abilities:

- **Added new air special move (HAS NO EX VERSION**
 - **(input = (QCB-K)214K)**
- **Air Vskills**
 - **Air VS1**
 - **Allows for L M H Target combo**
 - **Air VS2**
 - **Double jump Depending on what direction you hold**
 - **Allows for L M H Target combo**
- **Can do CA1 in mid air**
 - **And fang will always fully finish his CA1 no matter what**
- **VT1 Grounded Active Move(HP+HK)**
 - **Performs a backdash that if it touches the wall Swaps sides**
- **VT1 Airborne Active move [While in Air V-Skill 1 press HP+HK to drop a poison ball]**
 - **Does not cause a knockdown on the 1st 2 hits anymore**
 - **Now bounces once on ground collision**
 - **Turns into a VT2 cloud on 2nd Bounce**
- **V_Cancel MP+MK after specials and normals**
 - **Allows for L M H Target combo**
- **V_Cancel2 (has 2 Variations) QCF/QCB +MP+MK**
 - **Summon a poison ball that will go Forward and fall down**
- **Air 3x kick**
 - **Performs a dive attack**
 - **Can crossup**
 - **Can be canceled to air Vskill1 on hit**
 - **Can't be canceled to the dive instantly you have to press (3x Punch) to be able to dive again from the dive itself**
- **Air 3x Punch**
 - **Can cancel to Air Vskill1**

- Can now use air flight by pressing v-skill 1 while in air
- Added back taunt move (V-skill1 with hitbox that can be blocked)
- Can cancel specials to VTs
- **New CA (QCB x2 Punch) Can be controlled forward**
- Added a dive kick, 2mk while in air
- New Air TC (8mp -> 8hp)
 - **TC_8HP**
 - **Can cancel to Air 3x Kick on hit**

Special Moves:

- Deadball: it has a lot less recovery and cancels into command dash faster
- VT1 V-Skill is just regular V-Skill
- VT1 back taunt goes half screen
- VT2 L.Ryobenda OTG
- VT2 deadball +10 on hit and cancels to command dash faster

Normals:

- All light normals have more hitstun
- 5hp ground bounces BUT CAN BE TECHED.
- 5HP can be charged now
- 5hk works in juggles
- 8mk works in juggles
- 5MP and 5MK can reset the opponent on air hit even after combos
- 8hp can be used as a combo ender
- 3hp cancels to VT or CA on 2nd hit
- 5mp cancels to VT on 2nd hit
- 2HK cancels to VT on 2nd hit
- **2MK has more pushback on hit buy is now +7**
- **2MP is now +4 on hit**
- **8HK can be controlled to what direction the kick goes towards *By holding left or right***
- **3HP can be canceled to 2PPP on hit only**

Misc:

- F.A.N.G has questionable damage
- EX cmd dash is now throw invincible
- Has juggles on all of his specials



Description: is this Q?

New Abilities:

- In Level3 he will be able to do
 - LV1 specials with Light versions
 - LV2 specials with Medium versions
 - LV3 specials with Heavy versions
 - This Includes
 - Impact(grab)
 - Dash Under
 - Dash Over
 - G Spin Kick
- G's Taunt can now parry on certain frames and if it hits it will give both players full Vtrigger and will give G LV3 gskill (ONLY WORKS AGAINST MID ATTACKS)
- Added CA2 (input 2xQCF Kick)
 - Can be used in Air
- Added Forward + V-Cancel

- Can Be Jump Canceled on hit
 - Jump cancel air normals Juggle and cancel into V-Skill1
- **Added QCF V-Cancel**
 - Can be used in Neutral
- **Added Back+Taunt**
 - Can go Thru Projectiles on startup
 - Is cancelable to V-Trigger or V-Cancel or CA
- **Changed (down down punch) motion to (Down + MP + MK)**
- **Added New move Level Down on command (input HCB MP+MK)**
 - While VS2 is used 3x you will get 1 level down without losing ur level
 - VT1 version costs full Vgauge and all Levels
 - In VT1 When VS2 is active you will lose 0 levels
 - Can cancel from forward throw
- **VT1**
 - Access to Ex moves
- **VT2**
 - Added new Throw Input (Back + HP + HK)
 - Down HP+HK recovers faster on hit
 - CMD Grab is comboable
 - Added Air Command grab HP+HK in the air will perform an air dash that will end up in a grab on close range
 - VT2 Upper Blast Now launches higher
- **VT1 & VT2**
 - **Access to an Air Dash**
 - Costs Vgauge
 - Backward airdash is cancelable to forward Air Dash
 - Air Vskill1 normals are cancelable to Air Dash
 - VT1 Air HP+HK is cancelable to Air Dash
 - Normal 8MP and 82MP cancel to Air Dash

Special Moves:

- **V-Skill 1**

- **Ground Version**
 - Now cancels into Specials
- **Air V-Skill**
 - Height restriction removed
 - Can now be canceled to air normals on hit/block
 - They will Juggle on air hit
 - And can cancel into Air V-Skill on hit
- **In VT1, input is REPLACED to HP+HK**
 - **VT1 Version can be canceled to Forward and Backward Air Dash**
 - **Access to Regular V-Skill is still there**
 - **Removed Projectile Limit**

- **Under**

- Ex can OTG
- Moves further forward
 - **LV3**
 - Starts 1F faster
 - **In VT1 And EX**
 - **You can now hold the button to do the 2nd hit or not**
 - **You can hold Punch to get the 2nd hit of Over**

- **EX CMD GRAB**

- Can combo
- Is invincible
- Cant combo from unless VTC/VC/VTactive moves

- **Spin Kick**

- VT1 has more knockback but puts them in a longer juggle state
- EX now puts opponent in a juggle state
- EX is cancelable to V-Skill

- **Over**

- Moves further forward
 - **LV3**
 - No longer Wallbounces
 - **In VT1**
 - **On air hit it will lose more V-Gauge**

- EX And VT1
- You can now hold the button to do the 2nd hit or not
- You can hold Kick to get the 2nd hit of Under

Normals:

- **5LP**
 - Is now +5 instead of +7
- **2LP**
 - Less pushback on hit
- **2MP**
 - Starts 2F Faster
- **2LK**
 - Less pushback on hit
- **2MK**
 - 1F Faster startup
 - Is cancelable
- **2HK**
 - Fixed hitbox
 - juggles
- **2HP**
 - 1f faster startup
 - Can be charged
 - Is a CC now
- **3HP (NEW!)**
 - Groundslides on Air Hit
 - Is Overhead
 - +5 on standing
 - +6 on crouching
- **4HP**
 - Is cancelable to specials
- **5LP**
 - Less pushback on hit
 - +7 on hit
- **5MP**
 - Is cancelable to specials
- **5HK**
 - juggles

- **6MK (NEW!)**
 - Forces Standing state
 - Juggles
 - +4 on Crouching hit
 - +3 on standing
 - Can hit meaty
- **TC_6MK (NEW!)**
 - Can TC to **6HP**
 - **+4 on crouching hit**
- **6MP (NEW!)**
 - +4 on hit
 - +8 on CH
 - Can hit meaty
 - Can TC to **3HP**
 - Can TC to **4HP**
 - Can TC to **6HP**
 - Can Cancel to TC_6MK (NEW!)
- **6HP**
 - Juggles
 - Cancels into **TC 6HP (NEW!)**
- **6HK**
 - Cancelable to VT and VT1 V-Skill
 - Starts 6f faster
 - Groundbounces on air hit
- **8MK**
 - Now crosses up
- **8MP**
 - Cancelable to air V-Skill
 - Cancels to 82MP
 - Juggles
- **8HP**
 - Now GroundBounces
- **82MP**
 - No longer hits overhead

- Cannot crossup anymore
- Cancelable to VT1 V-Skill
- Now dives downward at all times
- Added height restriction
- Juggles

Misc:

- CA1 now OTG's
- Lowered V-Gauge usage of VT2 moves



Description: Is this a motherfucking mojo jojo reference?????????TIMESTOP???????

Special Moves:

- CA1 can now interact with Pyro and Cryo if whiff canceled into CA1
 - (Will speed up the projectile on hit it will connect the entire CA1 Cutscene)
- CA2(input 236x2 K) [Time Of Fate]
 - Stops the Time for a small amount of time
 - Is cancelable from Throws (note Freezes less compared to raw)
- VT CA3 (LP LP -> LK HP) ANTI AIR DEMON
 - Only works against airborne opponents
 - Consumes entire Vgauge
- Added new Special Psycho Headbutt (Input = Charge Down > Up + Punch)
- Lariat
 - L M H
 - Can cancel VTC/VC on 1st hit
 - EX
 - has a new hitstun type
 - Doesn't remove retribution
 - Projectile limits adjusted for EX pyro and EX Cryo (can be done when 1 projectile is on screen)
- Pyro
 - More hitstun

- Can be canceled on whiff
- **VT1 Pyro can be canceled to VS1 on whiff**
- **VT1 Pyro's can cancel into EX pyros**
- **Cryo**
 - More hitstun
 - less recovery
 - Can be canceled on whiff
 - **VT2 Cryo's Can cancel into EX cryos**
- **Knee Drop**
 - Heavy Version travels Further
 - Continues normally on hit so it can be comboed after
 - More hitstun
- **Back Taunt**
 - Can cancel to specials

VT1 Special Moves:

- **Lariat causes a hard knockdown**
- **HP+HK > HP+HK can OTG**
- **VT1 2HP+HK now travels forward dealing 2 hits max**

VT2 Special Moves:

- **2HP+HK Juggles differently**
- **Added new VT2 special (QCB + HP+HK)**

V-System:

- **V-Skill 2**
 - Can be done in mid air
 - Grounded Version can be canceled into a small Neutral jump
- **V-Cancels**
 - **(VC1) QCF(236) MP+MK (METEOR BOMB)**
 - **(VC3) WING EXPLOSION**
 - Can cancel from normals and such
 - (works from headbutt and knee drop)
 - Or 8MP 8HP
 - **(VC2) QCB(214) MP+MK (SUMMONING OF ICE)**

Normals:

- More hitstun on lights
- More hitstun on 5LP 5MP TC
- 2LK > 2MK TC can be canceled
- 5MP is 1f faster
- 6HK is cancelable to specials
- 2HP can be canceled on first hit
- 6HP Groundbounces and has less pushback on Retribution
- Ret. 6HK wall splats
 - Can be charged
- Ret. 5HP ground bounces
- Ret. 8HP ground bounces
- 5HK juggles
- Ret. 5HK has minus pushback
- 4HK Hitbox now adjusted more outward
- 8HK is used for air resets
- 2MK is 1F faster startup
- Adjusted the Hitbox on (6HK, 2MK, 2LK, 4HK, 2HK, 8HP)
- 8MK can now crossup
- 2MP is now
 - +5 on hit
 - +8 on CH
 - +2 on Guard

New Target combos:

- 8MP > 8HP
 - Ground bounces on Retribution
- 8MP > 8HK
 - Used for resets but combos on retribution

Misc:

- CA1 Hitbox stays active longer
- CA1 has faster start up

Guile

Description: Guile really fucking hates Nazis.

Guile also watched an old nuclear emergency video so now he can crouchwalk faster

Special Moves:

- **Flashkick**
 - Cancels into VT and V-Cancels (against grounded opponent)
 - Only **Light/EX** versions are invincible
 - **Heavy** - Hits twice
 - **EX** - Hits 3 times
 - **In VT2**
 - **EX** has a projectile
 - Flashkick projectiles move upward
 - Changed animation
- **Sonic Break (VT1 Sonic Boom)**
 - 3rd and 5th Booms vacuum the opponent towards you on hit/block
 - Can now rapid-fire **EX** Booms at the cost of V-Gauge
- **Sonic Feint (Back Taunt)**
 - Can cancel into projectiles on hit/block
- **Sonic Tempest (VT1_CA)**
 - can combo after
- **(NEW) Flash Assault(CA2) [QCFx2 + K]**
 - Enhanced in VT2
- **(NEW) Mini-Hurricane (VT1 VS1 Attack) [Hold MPMK during VT1]**
 - **Fully armored**
 - Vacuums opponent towards you on hit/blocks
 - Cancelable from VT1 Sonic Booms

V-System:

- **V-SKILL 2**
 - Can be done raw in mid air
 - Cancels from (6HK, 2HP, 5HP, EX Sonic Boom)
- **V-Cancel**
 - **Forward + MPMK (6MPMK)**
 - Shoots a projectile forward
 - From L/M Flashkick, explodes sooner
 - **Down + MPMK (2MPMK)**
 - Shoots a projectile that rises then falls
 - Upon hitting ground, explodes with a hitbox that launches opponent
 - **Note:** Has less freeze time
 - **Back + MPMK (4MPMK)**
 - Places a stationary projectile
 - On despawn, explodes with a hitbox that launches opponent
 - **Note:** the explosion doesn't happen if the projectile hits

Normals:

- **(NEW) 5HP>3HK Target Combo**
- 4/6MK Juggles
- 5LK added to the rapid cancel list
- 2MP now starts up 1f faster
 - **Added 1 extra active frame**
 - +4oH / +8 on CH
- 5HP cancels into VT booms
- 2HP Juggles
- 6HP Juggles, moves further and is -3 oB
- 3HK has more range
- 6HK Juggles
- **6LK has 2 extra active frames**
- 6HK is now a wall splat on CC
- 2HK Juggles
- j.MK is now a cross-up
- **5LK>5MK TC launches opponent and is cancelable to V-Skill**
- **2LK>5MP>6HP TC does not launch opponent and is not cancelable to V-Skill (pre-S4 style)**
- 4HP can be charged

Misc:

- F_AirThrow can be combo'ed into

- Poopwalk is now faster (crouch walk)
- Guile's V-Skill now works with 1 projectile on screen already

Ibuki

Description: Ninjas seem to have an addiction to Fortnite. Guess that's why Ibuki has a glider now.

CAN NOW HAVE 2 BOMBS ON SCREEN
VT2 NOW HAS 2 USES

New Abilities:

- Added new special move QCB kick
- Kunai Reload input changed to down Vskill
- EX reload input changed to Down down Vskill
-
- Air V-Cancel
 - Only works on air kunai and DP Kick
- air throw juggles and works as a combo ender
- **Added 2nd CA (2xQCF P)**
- Added Back taunt (Teleports slightly forward) use to avoid projectiles
- Juggle on VT2

- Ground V_Cancel
- NeckBreaker(623+P)

Special Moves:

- **EX DP**
 - Is cancelable to VT/VC
 - Will fully continue on block
 - On hit can cancel to air normals
 - Does not launch anymore
 - Can not cancel to air normals on block
- raida is cancelable to CA
- EX raida causes a hard knockdown
 - **Also automatically regain 3 Kunais**
- DP kick is cancelable to VT/VC/CA
- Kunai is +3 on hit
- Kunai is now cancelable to VT/CA/VC on whiff
- **EX Kunai**
 - **Now has a delayed explosion to it**
 - **VT1 bomb can bounce ontop of it**
 - **On block it will explode faster**

Normals:

- **5LP 5MP TC is now +4 oh**
- 5LP/2LP have more hitstun
- 5mk 2hk 5hk TC doesn't reset but juggles instead
- 6hk and 2hk juggle
- H.command dash 8lp is cancelable to kunai
- 8mk TC is cancelable to kunai
- air TC 8hp 8hk ground bounces
- 5lk has more hitstun
- 5MK now cancelable
- 8MP juggles
- 4MP juggles
- 8mp cancelable to kunai
- 3MK has juggle points and can used for resets
- 5HK now juggles
- TC [2MP 6HK] is +3 on hit
- 5MP can now cancel to TC 5HP
- 2HP is now a Crush Counter
- 2HP works in juggles
- **5HP can be charged and is a CC now**
- **5LP is now +5 on hit instead of +4**

- 5MK is 1F faster
- 6MK is now +4 on hit and has 1 less recovery frame(also has less pushback on hit)
- Added new normal 6HP
 - Cancels to V-Cancel/VT/CA

Misc:

Air throw can cancel to air kunai

CA1 is a low now



Description: Juri finally realized using the Linux version of Feng Shui Engine wasn't working out, and now knows how to properly use her Fuhas again.

New Abilities:

- New CA **QCFx2 K**
- V-cancel is **QCF MP+MK**. put her in neutral and recharges
- Added Air V-Cancel
 - Can be done from M.DP or H.DP or 8MP 8HK TC or just 8MP
- Air throw works in combos
- added back taunt move
- Can cancel V-Skill1 to
 - Press down + MP+MK for 2HP
 - Press forward + MP+MK for 5HK
 - Press back+ MP+MK for TC 5HP
 - **Press Up + MP+MK for a Flip**
 - **Can cancel to 8MP or any VT1 Air normal**
- Readded SF4 Divekick (214Kick in air)
 - Press kicks for the follow ups to come out ON HIT ONLY
- Added Airborne Wheel kick Input = (421+Punch in air)
 - L M H
 - Have an air restriction
 - EX groundbounces
- While in VT CA1 will eat the entire Vgauge but on hit you will be able to combo after it
 - On block it will remain -14
- **VT2**
 - **Added VT2 Active move**
 - **Cancels from specials or normals**
 - **Forward HP+HK Gives Heavy fuha charge**
 - **Back HP+HK Gives Medium fuha charge**
 - **Neutral HP+HK gives Light fuha charge**
 - **VT2 Activation also gives Fuha recharge depending on what direction you hold**

Special Moves:

- L.DP is more + on hit

- Fireball has more hitstun on hit and on block (0 without VT, +1 with VT on block, +4 on hit)
- **VT1 MK fuha causes a ground bounce**
- Fuha charging hit now launches high on air hit
- M.DP **recovers 2f faster**
- **Heavy DP is invincible on startup**
- EX FUHA in VT1 now shoots fireballs
- EX QCB kick now OTGs
- EX fuha can now be canceled to V-Cancel or V-Trigger on 1st or 2nd hit

Normals:

- **8MP > 8HK TC doesn't launch downward anymore**
- Lights to medium
- 5MP slightly moves further forward
- 4HK is now a good AA
- 8MP cancels to air throw
- Fuha release moves now cancel to CA
- 5hk wall bounces on CC air hit
- 2MP is more + on hit
- Non VT1 5MP has a specific range to where it can be more +
- 5HP is now 1f faster
- 2HP is now +6
- **2HK now cancels to LK Fuha**
- **VT1 5HP is a CC now**
- **Non Vt1 5HP**
 - **Is a CC now**
 - **Can be charged**

Misc:

- in vt V-Skill -> launcher can cancel into fuha moves
- can delay the cancel on her target combo
- Modified hitboxes of DP so that it now hits behind
- All VT1 air normals now have proper juggle limits to them
- **VT1 Forward Dash's Hurtbox is now more like USF4**

Evil Ryu(Kage)

Description: he decided to rename himself because he wasn't edgy enough.

Edited his intro cinematic

CHANGED CA1 Input to Kicks

Raging demon works in both V-Triggers
Works in mid air

VS AKUMA/GOUKI ONLY

On the 1st hit of Akuma's Demon you can counter demon
Cant kill but resets to neutral

New Abilities:

- Readded USF4's
 - Neutral Jump Medium kick
 - Neutral Jump Heavy Kick
- Added new Special (RASETSUKO Input = 623+ Kick)
 - Command Grab that can be combo'd and cancels into VT activation or Vcancels
 - Ex version can be combo'd from
 - Has projectile invincibility but pretty slow startup
 - All versions travel a different distance
 - **ADDED MORE RECOVERY**
- CA2 Metsu Hadoken (input 2xQCF Punch)
 - In VT will turn into a Beam like Akuma

- **VT1 CA1 (2xQCF Kick)**
 - starts up slower then non VT version but does more damage overall and looks different
 - Can be done in mid air
 - VT CA1 is now (236 236 KKK) - So that you can still do the regular version of CA1
 - Can now combo from regular Version of CA1
- **VT1 Vskill1 (Red Focus Attack)**
 - Has 99 hits of armor
 - CHANGED INPUT TO NEUTRAL HP+HK
 - Vgauge gets spent overtime
 - On max charge will do extra damage
- **V-Skill1 (Focus Attack)**
 - VS1/VC1 Can be dashcanceled on hit only
 - Can be used in VT1
 - Has 1 hit of armor
 - Can be dash canceled during charge
 - Added a Level 3 that guard breaks and crumples
 - Level 3 is cancelable to forward dash or backdash
- **V-Skill2**
 - Can be done in mid air
 - Air version is OverHead
- **VT1/VT2 V-Skill2**
 - Can be done in raw air
 - Cancels from any special
- **Forward Taunt**
 - Same as ryu and ken
 - Can be canceled from normals
 - Is a crush counter
- **Back Taunt**
 - Is a crush counter
 - Can break projectiles
- **VT1 Ground (HP+HK)**
 - Delayed Fireball explosion
 - Down Back (1 HP+HK)
 - Down (2 HP+HK)

- Down Forward (3 HP+HK)
 - Ground teleports are cancelable to CA/VT1 VSKILL/ Other teleports
 - Directional Teleports
 - Forward (6 HP+HK)
 - Forward + Up (9 HP+HK)
 - Up (8 HP+HK)
 - Backward (4 HP+HK)
 - Backward + Up (7 HP+HK)
 - [note]
 - You have to hold a direction for it to come out
- VT1 Air (HP+HK)
 - cancels into itself
 - moves alot faster
 - Can control the teleport like blanka's VT2
 - [note]
 - You have to hold a direction for it to come out
- VT2 (HP+HK)
 - Down + HP+HK(comes out of the ground)
 - Down version can be canceled into air specials
 - Has 3 uses
 - Can be canceled into itself
 - (Forward/Backward + HP+HK)
 - Forward Teleports to other side
 - Backward Teleports to same side
 - During the slide part of the move you can whiff cancel to raging demon
- VT1 Neutral HP+HK
 - Is Cancelable from specials now
 - Charge
 - Can have up to 4 hits of armor
 - Can be dash canceled
 - Level 1
 - Unchanged
 - Level 2
 - Has a visual Aura when to let go of MP+MK
 - Level 3
 - Is cancelable to Forward dash or back dash on hit
 - Will Crumple on hit and on block

- **V_CANCEL 1**
 - **Charge**
 - Has up to 2 hits of armor
 - Can be dash canceled
 - **Level 1**
 - Is cancelable to specials on hit
 - Launches
 - **Level 2**
 - Is cancelable to specials
 - Wall Bounces on hit
 - Has a visual Aura when to let go of MP+MK
 - **Level 3**
 - Is cancelable to Forward dash or back dash on hit
 - Will Crumple on hit and on block
- **VS2 V_CANCEL 1**
 - Can be dash canceled in mid air before the hit
 - Air Dash cancel allows for air target combo afterwards
- **V_CANCEL 2**
 - Can be done from
 - Kureki
 - Shoryuken
 - Air Fireball
 - on hit
 - Can be done on whiff from
 - Air EX fireball
 - Cant be done on block unless its from a
 - Ex Shoryuken

Special Moves:

- **Fireball**
 - **Air**
 - Cancelable on hit to air VS2 (vcancel will take priority)
 - Cancelable to 82MK(dive kick) on hit
 - Cancelable to VT(HP+HK moves) on whiff
 - **Grounded (can be charged)**
 - **Level 1**

- On hit is more + on far range
 - Hitbox now extends during the move
 - Is +3 on hit
- **Level 2**
 - Shoots a slow 1hit fireball
 - Does 2 hits on close range
- **Level 3**
 - Shoots a fast 2hit fireball
 - Does 3 hits Close range
 - Is + on hit/block
- **EX**
 - **Level 1**
 - Wall splats on air hit
 - Hits further forward and starts up faster
 - **Does 2 hits on close range**
 - **Level 2**
 - **Shoots a fast 2 Hit Projectile**
 - **Does 3 3 hits on close range**
 - **Level 3**
 - **Shoots a very fast 3 Hit Projectile**
 - **Does 4 hits on close range**
 - **All**
 - **Scale of Projectiles are Bigger compared to normal**
 - **Charges faster compared to normal version**
- **V-Trigger**
 - Is now an actual fireball
- **DP**
 - **All**
 - **Launch higher on hit air**
 - **Recovers 4 Frames faster**
 - **Medium**
 - **Has 1frames**
 - **Heavy**
 - **1st hit doesn't launch**
 - **VT EX**
 - **Ends in Ryu's EX Shoryuken Hit Animation**
 - **Costs a small amount of Vgauge**
- **Kureki**
 - **Air Kureki**
 - **Has less pushback onhit**
 - **All Versions are faster now**
 - **All**
 - **Adjusted hitbox to match more**

- Can now hit behind
 - **Light**
 - Launches higher
 - **EX**
 - **Has Projectile Invincibility**
 - Goes further forward
 - **Can Crossup on close range**
 - **AIR**
 - Crossup is more + on hit
 - On air(crossup) hit will cause a spin out
- **Axe Kick**
 - **Light**
 - **Travels Further**
 - **Medium**
 - No longer combos from 5MP
 - Is +3 on hit
 - **More pushback on hit**
 - **Heavy**
 - **Ground bounces on air hit**
 - **Has less pushback**
 - **More pushback on block**
 - **EX**
 - Launches on air hit
 - can OTG

Normals:

- **Adjusted the Pushback of Light buttons on hit**
- **2LK**
 - Is cancelable to specials
- **2MP**
 - **Can link to medium axekick**
- **2MK**
 - **More + on far range**
 - **Looks different**
- **2HP**
 - **Is +5 oh**
 - **Is 1 frame faster now**
 - **Can CC now**
 - Can delay cancel to special

- Has low juggle
 - On air hit will cause juggle state
- **CLOSE STANDING 5MK(NEW)**
 - **Cancels to specials**
- **5MKF (FAR STANDING) (NEW!)**
 - **Big hitbox and fair button**
- **5LP**
 - **is 3F now**
- **5HK**
 - Now juggles
- **5MP**
 - **Has more range**
 - Now cancels to **5HP_TC(NEW!)**
 - **Can cancel to TC_5HP on whiff**
- **5HP**
 - Moves slightly forward now
 - **Can combo to Heavy AxeKick**
 - **Can CC now**
 - **More + on hit now**
- **6MP**
 - **Hits 2x now**
 - **+4 on counter hit**
 - GroundBounces on air hit
- **6MK**
 - **Cancelable to Tatsumaki on hit/block**
- **6HP**
 - **Can be charged now**
 - **Can cancel to TC_5HK on whiff**
- **TC_5HK**
 - **Launches higher**

Misc:

- Changed Vt1 teleport sounds
- Specials cancel to VT now
- Air tatsu and fireball now work on all jumps
- **EX DP can now be canceled to VT1 air teleport or VT2 misogi during 1st 2 hits**

E.Honda

Description: 4 years late

New Abilities:

- **Added Back Taunt**
- **Added CA2 (input 2xHCB Punch)**
- **VT1 Headbutt Now recovers faster on hit**
- **VT1 HP+HK IN AIR**
- **Added Vcancel1 (his V-Reversal Animation)**
 - Can be done after headbutt from full screen but you have to wait until Honda lands
- **Added VCancel2 (air vcancel)**
 - In air MP+MK
 - Can be canceled into from Sumo Smash
 - Can cancel into itself
 - If the vcancel lands while still active Grounded vcancel will come out
- **Target combo (5LP > 5MP > VSkill1) can now be extended with 3HK**
 - (5LP > 5MP > Vskill1 > 3HK)
- **New Target combo (VSkill1 > VSkill1)**

Special Moves:

- **CA1(INPUT CHANGED TO CHARGE) -aka guile CA1 input**
 - And will travel to the corner on hit
- **VT2 CMD Grab**
 - You can now juggle afterwards
- **Headbutt**
 - Can cancel to VT1 HP+HK on late cancel (hit only)
- **Rapid hands**
 - L M H
 - Starts up faster
 - Can cancel to 6HK on hit with a weird cancel window
 - EX

- Can cancel into itself but will do less damage
 - Starts up faster
- VS2 Rapid hands
 - L M H
 - More + on hit
 - EX
 - Can cancel into itself but will do less damage
 - More + on hit
- Butt slam
 - EX
 - Makes them fall slower when you hit them as crossup
 - Falls faster so that you can maybe combo after it in the corner
 - L M H
 - Recovery can cancel to CA
 - Can cancel faster if the first hit connects
- Oicho Throw
 - EX has iframes

Normals:

- Adjusted the Pushback of Light buttons on hit
- 2LP starts 1f faster
- 5LP starts 1f faster
- 3HK ground bounces on air hit
- 8MK can crossup
- 82MK now starts faster
- 6HK juggles
- 2HK juggles
- 2MP is cancelable to specials
- 3HK moves further forward
- 5MP has less pushback
- 5MK has less pushback
- TC_3HK is now more + on hit
- 2MK can be used for air resets
- 82MK can be used for air resets
- 6HK can be charged
- 5HK now juggles
- 5HP now juggles

Misc:

- **Vskill1 starts up 4 frames faster**
- 3HK makes the screen shake slightly now
- Removed the idle Sound shit
- Buffer window for Rapid hands increased by 2 frames
- TC Vskill1 can be canceled to specials now

Karin

Description: Economic changes in the value of Fight Money allowed Karin to afford even MORE cheap shit for herself.

Yet she still won't lend Sakura money.

New Abilities:

- 6HK added
- V-cancel added, can work after command dash
- **Added VT1 HP+HK Move**
- **Added QCB V-Cancel**
 - **Can be done in neutral**

- New special: command dash -> kick
- Specials cancel to VT
- Added Back taunt (cancelable from 6HK)[Can be canceled to air normals]
- **Added 2nd CA input [2X QCB P]**
- **VT1**
 - **New Command Dash Moves (at the cost of some VGauge)**
 - **Up + punch = the vt1 Elbow Bash**
 - 1s +4 on hit
 - 0 on block
 - **Can be Canceled into**
 - **UP + Punch**
 - **UP + Kick**
 - **Down + Kick**
 - **Neutral + Punch**
 - **Up + kick = the vt1 jump grab**
 - **down + kick = the Vt1 Slide**
 - **Back + kick = Backdash**
- Added EX Rekka
 - On hit it will do an extra 2 hits
 - You can cancel the first 2 hits to other VT specials or wait for the rest of the Rekka to come out on hit

● VT2

- Can now Cancel Normal to VT2 Active
- VT2 Active move can now cancel to Punch Or Kick for a lower damage version of the parry attack

Special Moves:

- Can now use the up-kick grab after VT Ressenha; the grab works in combos
- H Ressenha is now +3 on hit
- V-Skil1l_HOLD now wallbounces
- Can now dash cancel with V-Trigger
- EX Ressenha now ground bounces on last hit
 - Can be quickrised
- Gurenken is now +2 on hit, has more air hitstun
- M Mujinkyaku now fully connects on hit
- **Mujinkyaku**
 - **Can now be canceled into VT1 GURENKEN**

- **Heavy Ressenha**
 - **Now groundbounces on air hit**

Normals:

- 5HK juggles
- 2MP combos to 2HP
- Re-added the unused 2LK rapid cancel
- Added lights to medium
- 2HK juggles
- 5HP CC now
- 2LK is +3 on hit
- **2MK can reset juggles**

Misc:

- **VS2 has 1 hit of armor**
- **8MP 8HP TC ground bounce can now be quickrised**
-



Description: After his Violent Ken experience, Ken is thinking that mayyyyyybe the Satsui No Hado ain't as bad as Gouken says it is.

New Abilities:

- Added new VT Parry move (4HP+HK)
- Added new VT Air parry move (in air HP+HK)
- Readded USF4's
 - Neutral Jump Medium kick
 - Neutral Jump Heavy Kick
- Added Air VS2
- Added new special move (SIPSUMAKI)[AIR ONLY]
 - Input = QCF + K
 - Light hits 2x
 - Medium hits 3x
 - Heavy hits 3x and wallbounces
 - EX is a combo ender
- CA1 Input changed to (2x QCB K)
- Added 2nd CA (2x QCF K)
- V-Cancel1 (**FORWARD** + MP+MK)
 - Press MP+MK during the run to stop faster
- Added 2nd V-Cancel (**QCB** MP+MK)
 - Has a follow-up on hit, if you press MP+MK
 - Can be done in neutral
- Air Tatsu's
- Added new move Input (Back+Taunt)
- Added Forward Taunt SLAP
- Added VT1 Active move (in VT1, press HP+HK)
 - Command dash that **can go through opponent**
 - Is cancelable from specials
 - **Can cancel into normals, specials, CA, itself**
- Added 3rd CA (LP > LP > 6 > LK+HK)
 - Only during VT1 or VT2
- VT2
 - Heavy grounded tatsumaki to HP+HK new vt2 move
 - New VT2 Activation with 2HP+HK, does not do a Shinryuken to start
 - Shinryuken is now invincible
 - Now have to mash it less to do the full Animation

- Goes further forward
- Can now always be completely ended like Activation

Special Moves:

- V-Skill 1 Hold juggles differently
- Shoryuken [Dragon Punch (DP)]
 - EX DP
 - Has Fire aura around it dealing extra damage
 - More range
- Hadouken (Fireball)
 - All
 - No knockdown
 - Can cancel on whiff to VT/VC/CA
 - EX Fireball
 - Has delayed hits so its more + on hit
 - Juggles
- Tatsumaki Senpukyaku (Tatsu)
 - Light Tatsu
 - Far-range hit juggles differently
 - EX Tatsu
 - Has more air hitstun and less pushback, allowing for combo after
 - Can now hit behind
 - **Can Cancel to AIR VS2**
- Air Tatsu
 - All
 - Can now be done on any jump
 - Can hit twice
 - EX Air Tatsu
 - Removed height restrictions
- VT1-Changes
- On Activation of V-Trigger1 You will gain a Fire aura dealing damage over time to the other player

VT1 Special Moves:

- EX DP
 - even more range
 - does 3 Shoryukens (Shoryureppa!)
- Fireball
 - All
 - Launches higher on air hit
 - recovers a bit faster

- **Added a fire aura around the projectile for extra damage**
 - **EX**
 - More pushback on air hit
- **Tatsu**
 - **Heavy**
 - Slightly launches on the last hit
 - **EX**
 - has even more hitstun allowing easier combos
- **EX Air Tatsu**
 - ground-bounces airborne opponent
- **Every VT1 special takes a small amount of Vgauge Besides Hadoken(fireball)**

Normals:

- **5HK can be charged now**
- Re-added 6MK (Step Kick)
 - **Can be +4 on a specific range**
- Added 8LP>8MP TC (air target combo)
- 5LP and 2LP have more hitstun
- **5LK hits slightly further**
- 5MP is now +4 on hit and +6 on counterhit
- 2MP
 - +6 on hit, +9 on counterhit
 - Has less pushback
- 5HK
 - Juggles airborne opponent
 - CC causes Wall Splat
 - +4 on hit
- 2HP is 1f slower to disallow combo from 5LP/2LP
- 2LK is cancelable
- 2MK is +3 on hit
- 4MP is now +6 on hit and +7 on counterhit
- 4MP>4HP TC: Both hits can juggle airborne opponent
- MK>HK TC: now juggles airborne opponents
 - HK_TC has less pushback now
- 8LP and 8MP: Juggle airborne opponent and can cancel to air tatsu
- 6HK
 - **Has a hitbox on the feint**
 - Causes ground bounce on airborne opponent
 - Is a CC

Misc:

- Added hitbox to taunt
- Back Taunt
 - Hits airborne opponent
 - Has lower-body invincibility on frames 11 to 19

Kolin

Description: Kolin actually really hates Frozen. Usually people who make Frozen jokes to her are never heard from her again.

A business partnership with Gill and Shaq 100% Icy-Hot allowed Kolin to express her love for ice-skating.

New Abilities:

- If you hold her V-Skill1 she will follow up with her Parry attack
- V-Cancel
- **Added a 2nd Vcancel**
 - **Qcf + MP+MK**
 - **Has no iframes**
- **Back taunt [to avoid projectiles cancels to CA/VC/VT/VT2 Forward Dash on whiff]**
- **Added 2nd CA Input = 2x QCF Kick**
 - **Has 3 different versions for range differences**
 - **Does great chip**

Special Moves:

- **LP QCF P**
 - **Is +4 on hit**
- EX QCF Punch now slides forward
- You can do Specials from Vanity steps
- V-Trigger1 Activation can OTG after Parry
- Silver edge now goes further
- Vanity step to Silver edge is now faster
- EX silver edge now launches higher and recovers faster
- Iceballs spawn faster now and can be canceled to V-Trigger/CA/V-cancel on whiff
- Can now delay the CA on Heavy IceHands
- 6MK hits higher and juggles
- EX Counter now puts them in an ice state
- **Ice ball DP(actual hit on Kolin) is more unsafe on block**

Normals:

- lights to medium
- 5HP/2HP now always cancelable to TC_V-Skill

- 82MK is now faster and the projectile stays still for a bit then falls down also Lowered the height restriction
- 5HK now juggles
- target combo in VT2
 - 8MP - 8HP
 - Both cancel to 82MK
 - VT2_82MK TC cancels to air normals /air throw
- VT2 normals juggle
- VT2 8LP resets
- Much less recovery on dash HP+HK -> HP+HK but with less damage
- Can cancel specials to HP+HK
- TC VS is cancelable to specials on hit
- TC 5LP > 5MP > 5HP > TC_VS now works
- 8MK now crosses up
- Every VT2 Punch normal now has some juggle
- 8MP cancels to air throw
- VT2 8HPTC cancels to air throw
- 6MK is now 0 OnHit Crouch
- **5HK can be charged**

Misc:

- Added Juggles
- V-Trigger now launches higher
- can now do V-Trigger 3X
- **All special cancelable normals are now cancelable to VT2 Forward Dash**
- **VT2 forward dash is now cancelable to specials**
- **Adjusted the Hit Effect on VT2 Dash HP+HK and Vgauge usage**



Description: Peter's Best Friend

IMPORTANT CHANGES TO V-SYSTEM2(V-Skill-2 Jaguar Step)

Regular VS2 has been Replaced with Back Taunt input
(note that i added Projectile invincibility to it and it can clash with projectiles)

Added a new VS2 that is projectile invincible

IF you press punch during the VS2 you will do an OverHead And a Low
IF you press kick during the VS2 you will do a Low sweep that is +5 on hit

These are Very unsafe on block

New Abilities:

- Added Back Taunt
- Added CA2 (2xQCB Punch)
 - Hold LP MP HP For an Extender
 - Can be done in Air
- Added (VS1) VC1 (QCF + MP+MK)
 - Works in neutral and cancels from specials
- Added (VS2) VC2 (QCB + MP+MK)
 - Can be done in neutral
 - Can cancel to specials
- Added VC3 (MP+MK) - Hold MP+MK to get 2 additional hits (3rd hit is best for juggles)

- Cancels from certain command normals and specials
- On Hit can cancel into any special
- **Added VT2 HP+HK**
 - Can Evade Throws and Hitboxes
 - On successful evasion you can cancel into anything (regardless of what the frame display says)
- **Added New VT1 HP+HK move**
 - (input = Down + HP+HK)
 - Shoots Projectiles upward
- **Added New VT1 Air HP+HK move**
 - (Input = HP+HK) - Shoots Forward
 - (input = Down + HP+HK) - Shoots Downward
 - they can cancel into each other btw (also cancelable into Air 214P)
- **ADDED NEW SPECIAL MOVE (AVENGING TURN)(214K) THAT CAN ONLY BE DONE FROM 236K**
 - Can be canceled into Punch or Kick
 - Also Cancels from All run normals except Medium kick
- **Added 236K~LP -**
 - Is a shoulderbash with alot of active time
- **Added 236K~HP - HP**
 - Is a launcher
- **Added 236K~LK - LK**
 - Counts as a Low, CAN HIT OTG
- **236K~MK - MK**
 - can groundbounce but can be quickrised, EX groundbounces but bounces higher - Also has Less recovery
- **Added 236K~HK**
- **Added 236K~214K~Punch**
- **Added 236K~214K~Kick**
 - CAN HIT OTG

- Added New Airborne 214LP
- Added New Airborne 214MP
- Added New Airborne 214HP
- Restored Content (aka Animations left in the game by capcom but are not used)
 - 2MK 5LP TC
 - 6HP 6HP TC
 - 214 LP in air

Special Moves:

- (QCB-P) 214P
 - MP + HP non charged versions are more unsafe on block
 - VT2
 - rapid cancels can cancel into EX Flash Knuckle
 - (QCF-P) 236P is cancelable into VT2 (QCB-P) 214P on hit or on block
 - All Except EX
 - Can be Dash Canceled While charging
 - VT2 Version
 - VT2 Version can be done from any Normal on hit
 - (you can also cancel (Example (214LP xx 214LP)) now)
- Airborne (QCB-P) 214P
 - Has an EX with (LP+MP / MP + HP/ LP + HP)
 - VT2 Version
 - Can cancel into itself up to 3 times (includes EX)
 - Can cancel From DP on hit But then only it can only cancel up to 2x into itself
- (DP) 623P
 - Medium Version has Iframes
 - Heavy Version Goes further forward
- (QCF-K) 236K
- (QCF-P) 236P
 - Now gets Enhanced by VT1
 - EX now Crumples

Normals:

- Less pushback on 2LP/2LK/2MP/2MK
- 2MK has more range
- 2LP/2LK/2MP are more + on hit
- 2MP is 1F faster
- 2MK is more + on far range (also has a low juggle limit)
- 2HP juggles
- 4MP is +6 on hit
- 4HK juggles
- 5HK juggles
- 6HP juggles
- 5HK moves further forward
- 8MP is cancelable to Air VT1 or Air 214P
- 5MP can Whiff cancel into 4LP or 5HP_TC

Misc:

- MP MP MP MP TC changed to (MP LP 2MP HP) the last 3 hits of this target combo scale as CA (Can be done from 5LP 5MP TC)



Description: Peter couldn't be the real deal

New Abilities:

- Added Back Taunt
- Added CA2 (2xQCB Punch)
- Added VC1 (MP+MK) from some specials
 - Works in air
- Normal VT2 move is now a 2 part move (Neutral HP+HK)
 - Can cancel to specials on hit only
 - Or cancel to the next baton swipe on whiff
- Added New VT2 HP+HK move
 - (input = Down HP+HK)
 - Can reflect Projectiles
 - Cancelable to specials on hit only
- Added VC2 (QCB + MP+MK)
 - Can be done in neutral
 - Can cancel to specials
- VT1 Ex specials

Special Moves:

- QCF K (Fireball start)
 - Hitbox extends forward at frame 16 to frame 19
 - Can delay the cancel to (Fireball Kick)
- QCF K EX (Fireball Start EX)
 - Can cancel to (Fireball kick EX) faster or later

- Can OTG
- QCF K K (fireball Kick)
 - -MK
 - Recovers slightly faster
 - Travels faster
 - Launches higher
- QCF KK K (fireball Kick EX)
 - -MK
 - Travels further
 - Launches Higher
- VT1 QCF K (VT1 Fireball start)
 - Can OTG
 - Hitbox extends forward at frame 16 to frame 19
 - Can cancel to (VT1 Fireball kick) faster or later
- VT1 QCF K K (VT1 fireball Kick)
 - -HK
 - Can OTG
- QCB K
 - All Versions travel further
 - EX starts up 3f faster
- HurricaneSpinner(DP)
 - Medium Version has Iframes
 - Added custom VT1 EX version
 - Slightly launches higher on air hit
 - Landing part can be canceled to CA1/CA2
- VSkill1
 - Last hit will put them airborne
 - Can cancel into Run on last hit only
 - ON HIT ONLY
- VSkill2
 - Counts as OverHead
- Run
 - Can Cancel to 3LK

- Run punch can cancel into another run
- Run Vskill1 Launches
 - EX Run
 - Wallbounces
 - Can cancel faster
 - VT EX Run Kick Has 1 extra hit and you can combo after it
- Run Vskill2
 - Is +4 on hit
 - EX and VT version Counts as OverHead on 2nd Hit

Normals:

- These normals have less pushback
- 5LP
 - Can whiff cancel to TC_5LK and onward
- 2LP
- 5MP
- 2MP
- Can combo after Grounded Target Combos
- 2HP juggles
- TC_5LK can juggle
- TC_5MK can juggle
- TC_5HK can juggle
- 3LK is the air reset
- Air Target combo Groundbounces
- 5HP can be charged can also CC

Misc:

- Added Juggles
- Removed idle animation voice lines because fuck that

PETER



Description: Peter's obsession with police brutality made him easy to succumb to the Satsui No Hado. After being discharged by the police force, Peter became a rogue vigilante and dismantled the Matsuda family for assumed ties to Shadaloo. Not a single trace left and Laura has been reported missing ever since.

(NOW INCLUDES STORYMODE COSTUME)

New Abilities:

- **Added Back Taunt**
 - Can hit projectiles
 - +11 on hit
 - -10 on block
 - CC punishable
 - Cancelable from normals
 - Cancelable to VT/VC/CA
- CA1 Input (2xQCF+P)
- Added taunt
- **V-Skill 1(jumping elbow)**
 - Recovers faster on hit
- **V-Skill 2**
 - Places a mine that explodes overtime
 - Cancel from 3HP recovers fastest
- Added V_Cancel [a powerful shoulder bash that is airborne and switches sides]
 - is now -2 on block
 - form dp is now -4 on block besides Ex and now connects
- **Added QCF V_Cancel 2 [UMPF]**
 - Big smash that bounces them high up
- CA2 Raging demon Input [LP LP -> LK HP] Does more damage in **VT1** But costs full Vgauge
- Added Back throw
- Added Vreversal Forward + KKK

Special Moves:

- **PETERMAN PUNCH [AIR PP]**
 - Works after 8MP or 8MP+8HK TC
 - Does not work from back jump
- **SUPER PETERMAN PUNCH [AIR PPP] (EX)**
 - Groundbounces on last hit
 - Does not work from back jump
- **Backward DP Motion + punch**
 - Button strenght will make range better
 - Slightly enhances in VT1
 - Costs vgauge
- **HCB_P [PERFECT STRIKE]**
 - EX causes Wallbounce
 - Slightly enhances in VT1
 - Costs vgauge
 - VT2 Enhances special move
 - Costs Vgauge
 - On hit/ on block will Do extra hits
 - On hit you can Mash punches to get 1 Extra hit
 - EX Causes a Wallsplat on last hit
- **QCF P [GRIPATTACK]**
 - Medium is +4 on hit
 - **Heavy [GRIPATTACK]**
 - is cancelable to HCB P on 2nd hit
 - EX launches
 - Can crossup
 - In VT1
 - cancels into itself on the 1st hit
 - On 2nd hit you can cancel to QCB K or DP
- **QCB P [GRIPATTACK EXTENDER]**
 - During GRIPATTACK
 - Can be jump canceled on hit leading to a [L M H Air target combo]
- **QCB K [SHADALOO KICK]**
 - EX causes a groundbounce and is a blockstring
 - Ex is invincible

- -Can now cancel on the 1st hit(ON HIT ONLY) to Air PPP or PP (NOTE: EX VERSION STILL EATS ANOTHER BAR)
- HCF K [SHADALOO STRAIGHT]
 - EX causes Wallbounce
 - Ex is projectile invincible
 - In VT1
 - Cancels into itself
 - Cancels into other specials
- Shoryuken
 - Same as ryu
 - Ex is custom and doesn't knock down untill last 3 hits
 - EX-Can now cancel on the 1st hit(ON HIT ONLY) to Air PPP or PP (NOTE: EX VERSION STILL EATS ANOTHER BAR)
- VT1
 - VT1 HP+HK *GUNSHOTS*
 - 5HP+HK -Shoots Straight forward
 - 1/2HP+HK -Shoots the most vertical
 - 3HP+HK shoots less vertical
 - VT1 Command Grab
 - 6HP+HK
 - VT1 Reload
 - 4HP+HK
- VT2
 - VT2 Active move is a parry
 - Parry time extended
 - Pressing Punch during the parry will give peter a brutal impact
 - Pressing kick during the parry will make peter roll that can sideswitch

Normals:

- Added 6MP
 - Overhead
- Added 3HP
 - 8f startup
 - Can cancel to Specials on hit
- Has Akuma's 5MK
 - 5MK is now -2 on block and has less pushback
- Has Ken's 5HP
- Has Ryu's 2MK
 - Doesnt have the forward movement that ryu has
 - Or the 2nd hitbox to make it more + on far range

- Has Akuma's 8MK
- 6HP is -4 onblock and can only cancel to specials on hit
- Has Old Zeku's 2MP
- Overhead [Down Down MP]
- 2LK is cancelable to specials
- **8MP now juggles**
- **Adjusted 5LK's Range(buff)**
- **2HP is now an actual anti air**
- **5HP**
 - **is 1F faster but has less range and 1F less recovery making it +4 on hit and less pushback on hit only**
 - **can be charged**
- **Added Air Target combo 8MP > 8HK**
- **Added ground TC 5MP > 5HP**
- **Added 2nd Ground TC 5LK > 5MP > 5HP**

[note]

Frame data might be different on these normals

Poison

New Abilities:

- **Added Back Taunt**
- **Added CA2 2xQCB Punch Issa grab**
- **QCB VCANCEL**
 - **Wall bounces**
- **QCF VCANCEL**
 - **Can be jump canceled onhit**
 - **-5 on block**
- **Air Vskill1(Is Cancelable from 8MP-6HP and 8MP-HP TCs)**
- **Hurtbox on everything whip related is removed**

Special Moves:

- **236P Has Changed. It is now a "rekka" 236LP-236MP-236HP**

- Hits can be done solo, but must go in Ascending order
- Can cancel into 214P ON HIT ONLY
- **236PP**
 - Can be Mashed<rapidly press punches> to do more, costs more bar
 - Continues on Whiff/Block
 - Cancels to VSkill1 on HIT
- **236KK** is now faster and has 1 hit of armor, but is CC punishable on block
- **214K**
 - 214HK is now +2
 - 214KK is now an Overhead AND throw invuln till airborne, but -4 on block
 - 214KK can OTG and will cause a groundslide on air hit
- **214HP** can now hit standing and crouching opponents
- **214PP**
 - 214LP+MP now OTGs and Launches Higher
 - 214LP+MP now Launches
 - 214MP+HP can now hit standing and crouching opponents and groundbounces

Normals:

- 5LP is +6 oH
- 2LP is +6 oH
- 5HP and 2HP can be used to reset juggle
- Added 5MP-5HP TC, 5HP part launches the opponent, does not cancel on block except for VTrigger
- 8MK can late Crossup and has more JP
- Air TCs(8MP-8HP and 8MP-9HP) both juggle and cancel to AIR VSkill
- 2MK is now special cancelable
- 5HK can be charged

m Bison

Description: Now that Bison is officially dead he can do whatever the fuck he wants in the afterlife. After all, “Strike me down and I shall become more powerful than you will ever imagine.”

Note: His V-Skill doesn't have the Physical Attack to it

New Abilities:

- Added new CA (2x qcb kick)- HITBOXES ARE WACK WILL FIX WHEN I GET FTV
- Added new air special 214+K(FootDive)
- Added a Manual air Devil Reverse input = 214+P
 - (Ex version counts as overhead Same as FootDive)
- Added air vcancel
- Added new VT1 special move (HP+HK) in neutral or from special moves that are not scissor kicks
 - (PSYCHO SHIELD) [Puts a shield around bison absorbing one projectile hit
Shield stays active untill Vgauge runs out or until it hits the opponent]
- Added new Normals
 - 3HK
 - Far range heavy kick
 - 6MP
 - Launcher that you can jump cancel
- Added new Target Combos
 - (5LK~6MP~3HP)
 - (6MP~3HP)
 - (5LK~6MP~JumpCancel)
 - (5MP~6MP)
 - (5MP~3HP~3HK)

- **Added a forward taunt**
- **Added a new special move Input = Shoryuken (623P)**
 - EX hits 2x and launches
 - Also works with VT1 Cancels
 - CC punishable
- V-Cancel(GROUND)
 - **Ground explosion Vcancel and air version can now push EX blast**
 - **(Note in the corner it will probably have a chance to not return)**
 - **Vcancel boosted EX blast can now also be Collected with Vskill 1 to get the vskill storage**
- **Added QCF V-Cancel(VS1)**
 - **Charges the Vskill1 projectile**
- **Added QCF V-Cancel(VS2)**
 - **WallBounces**
- New CA(QCB2x P)
 - **CA2 now can be canceled to VT activation**
 - **CA2 has more recovery**
- New CA3(**Charge Back Forward Back Forward Punch**)
- Added Back Taunt move (**Can be canceled from specials but not from EX**)
- **Added VT1 Active Move (While In V-Trigger 1)**
 - **While doing any scissor kick you can press HP + HK to do a slide to get a hard knock down**
- Bison now has his USF4 Teleports in V-Trigger
 - Teleport costs V-Meter in V-Trigger
- VT2
 - **Costs Vgauge Again**
 - Psycho crusher launches higher
 - Has 3 psycho crushers now
 - Added EX Command grab
 - Does 2 explosions
 - **has more pushback on hit**
 - that you can combo after

Special Moves:

- EX Inferno is now OTG
- Skulldiver doesn't knock down

- Headstomps in VT now cancel to skulldiver
- EX Headstomp in VT on air hit doesn't knock down but allows you to combo to skulldiver if opponent is high enough
- VT Blast now shoots a projectile
- VT EX Blast can now cancel to **Any** Teleport
- VT EX Scissors now go further
- VT air teleport 8MP+Hellattack has more juggle now
- **EX scissors can cancel to stuff on air hit**
- **All versions besides VT1 version of scissors now are more unsafe on block**
- **Non VT1 HK doubleknee(scissors) now juggles differently**
- **Headpress air hit now keeps them longer airborne**

Normals:

- 5LK is +4 on hit
- Shadow Axe now juggles and causes a ground bounce, it's also cancelable to v-skill shot
- 2MP is +6 on hit
- 2HP launches opponents on air hit, it's also cancelable to head stomp/VT Teleport
- 5HK less pushback
- **5HK has more pushback on block**
- Can delay 5MP>3HP TC
- 2HK CC adjusted
- 8MP is now cancelable to Hell Attack on whiff and can be done faster
- **2MP has less pushback (so it can combo into M.Blast in most situations)**
- **5HK can be charged**
- **5MK can now be used for juggle resets**
- **2LK is now special cancelable**
- **2HP now cancels into any special**
- **5HP juggles and ground bounces but can be quickrised**
- **2MP can now clash with projectiles - and juggles**
- **2HP can now clash with projectiles**
- **3HP can now clash with projectiles**
- **5MP can now clash with projectiles**
- **6MP can now clash with projectiles**
- **5HP can now clash with projectiles**
- **8MP can now clash with projectiles**
- **HellAttack can now clash with projectiles**
- **8HP can now clash with projectiles - and juggles**
-

Misc:

- V-Skill fireball now speeds up overtime
- Headpress now slightly controllable in the air
- A lot of framedata on hit changed
- **Certain specials that were not cancelable to a Vcancel are now cancelable to the airborne vcancel such as (doubleknee press and Ex version)**



Description: Menat's ability to see into the future has become so enhanced that her instincts allow her to dodge attacks at will.

However, it came at the price of being scarred from seeing the end of the universe.

Important input changes

- AA grab is now Backward DP motion
- Soul Spark(bomb) is now a backward DP motion
- VT1 Orbs are now as + as they were on CH
- 2HP no longer launches

New Abilities:

- **Added 2nd CA input = [2xQCF Kick]**
- Added Back taunt move (has projectile invincibility)(can be canceled to V-Trigger or CA)
- Can VTC from Crystal ball normals
- New move, DP Kick motion
- Added EX soul spark (has faster start up)
- Can cancel specials into VT
- VT2 specials cost less Vguage
- BOMB DOES NOT BUILD EX
- Added V-Cancel (Input = **FORWARD** + MP+MK)
- Added air V-Cancel
 - Only works when you don't have the crystal ball
 - Can be canceled to air normals
 - Can be canceled from DP

Special Moves:

- QCF P:
 - EX LP+HP now wallbounces
 - All versions move faster
 - Heavy version has more hitstun on air hit
- 2VS1 launches higher
- Soul spark cancels to VT and V-cancel on whiff
- **236PP can now be canceled into Vcancel/Vshift/VT**

Normals:

- **2HP now launches**

- 2HP juggles
- 5HP juggles
- Light to medium
- 3MK goes slightly further forward
- 6MK
 - Is now +4 on Counter Hit
 - moves slightly further forward
 - now juggles
 - Ground-bounces on 2nd hit
- 5HK juggles
- 3MK and 6MK now cancelable to V-Cancel or V-Trigger
- 3MK is now used for Combo resets
- 8MP now juggles (can combo to 8HP)

Crystal ball normals:

- 2HP now juggles
- Light to medium
- 5HP now juggles
- 5LP/2LP is more + on long range
- 5HK juggles
- 8MP juggles (can combo to 8HP)
- 8HP juggles + can Ground-bounce
- 5HK and 5HP is cancelable but on hit only
- 5MP:
 - Is now +2 on hit
 - +5 on counterhit
 - Gets more + on far range

Misc:

- Removed voice from standing animation because it's **annoying as shit**
- All V-Trigger spheres can hit Grounded opponents now
- Added generic juggles
- A lot of frame data on hit is changed
- Added some visual effects to the crystal ball

Nash

Description: Nash faked his death just so he could play Marvel vs Capcom 2 again.

VT1 NOW HAS 3 USES

New Abilities:

- V-Cancel on fireball, scythe, and V-Skill
- **Added QCF V-CANCEL**
 - Can be done in neutral
 - Can be done in mid air
 - Can be canceled from moonsaults
- 2nd CA (2xQCF+P) (405 damage)
 - Can combo after CA by using VT1/VT2 activation or VT2 active move
- Back taunt, fake teleport
- Aerial moonsault, same motion (height restriction, no backjump)
- Air TC 8M-8HK - can cancel into air moonsault or air throw
- Added V-Cancel -Doesn't Reland anymore on hit
- **Added a new normal (Input) 3HK (Down Forward HK)**
 - Really unsafe on block and CC punishable
 - Decent Anti Air
- **VT2 stop recovers faster now**
- **VT2 now Spends Vgauge differently**
- **Added Pizza slicer move to VS2**
 - (when VS2 is active press MP+MK again to get the pizza slicer)
 - (Can be done from any normal and many air specials)
 - (on hit the Dab will slow down time slightly allowing you to continue the combo)
- **Changed Nash's QCB Vcancel while Vs2 is active**
 - (can be canceled into other specials)

Special Moves:

- **Sonic Scythe(VS2 adds 1 extra hit)**
 - L
 - Can groundbounce on air hit

- **H**
 - Launches higher
- **EX**
- **All Versions have Iframes**
 - **LK+MK = Light Version**
 - Now spins the opponent inward
 - **LK+HK = Medium Version**
 - Wallbounces on hit
 - Projectile invincible
 - **MK+HK = Normal Ex Version**
 - Can crossup Adjusted hitbox to be more accurate
 - Can delay autocorrect
 - CC punishable
- V-Skill1
 - Vacuums opponent
 - Juggles
 - Cancelable to CA
- CA starts faster, active 4 extra frames
- Booms cancelable to VC/CA on whiff
- Heavy Boom +6 on hit
- 1 extra hit on EX moonsault
- Less recovery on EX sonic boom 2nd hit
- All tragedy's hit like EX
- VT startup is invincible

Normals:

- Jabs combo into mediums
- Lowered pushback on lights
- 6LK juggles
- MK-HK TC cancelable
- 2MK cancelable, +2 on hit, 1 frame faster
- 8HK cancelable to aerial moonsault
- 6LK cancelable to 8HP
- **5MK juggles**
- 2LK cancelable to specials
- 6HP resets on air hit
- 6HK resets on air hit
- 4MK resets on air hit

- 6MK now juggles
- Can delay Vskill1 cancel from 5MK-HK TC
- **5HP can be charged**
- **8HK can now Cross up**
- **3HK can now Cross up**
- **5HP Hold is now +5 on hit**
- **5LP 5MP TC is now +3 on hit**
- **Added New target combo (5MK 5HK 3HK)**
- **Added New Target combo (2MP 5HP 6HP 6LK 8HP)**
 - On counter hit 2MP can combo into the 5HP_HOLD variation
- **2MK is now -7 on block**
 - Hurtbox is extended ALOT
 - Alot of special moves are not blockstrings from it anymore
 - The hitbox is Beyond accurate
 - Is easier to whiff punish and is probably nash's best whiff punishing tool now

Misc:

EX Tragedy Hit is now faster

Heavy Tragedy Travels further

Necalli

Description: Necalli had to take anger management classes because of how pissed he was over being shafted in the story mode. He learned to channel his anger into his stomps to get even more shit off of them.

New Abilities:

- **Added a parry (input HCB P)**
 - **3F parry not invincible**
 - **Ex has a free trip to the corner**
 - **Medium is good for Anti-Air**
 - **Heavy Parry Changes in V-Trigger**
- V-Cancel
- **Added QCF Vcancel**
 - **Can be done in neutral**
 - **Can also be done from DP to switch sides**
- New Air Target Combo (8MP>8HK)
- Added new CA Input (2x **QCB P**) can be canceled to VT
- **Added new VT1 enhanced CA1 (input 2xQCF PPP)**
 - **-Will consume V-Trigger state and put Necalli back in non powered up state**
 - **-Does more chipdamage**
 - **-Does more damage**
 - **-Has a lingering hitbox that goes upwards for 8Frames(on whiff/Block)**
- VT1 Active Move
 - Cancelable from DP and other specials
- VT2 Active Move
 - Cancelable from Stomps
 - Air-Cancelable from 8MP, 8HK, and DP
 - Double-shot when canceled version from EX DP
 - First shot must hit
- Can cancel normals to VT1/2's active moves
- Added Back+Taunt (High Jump)

Special Moves:

- Stomps:
 - Medium launches opponents on air hit
 - Heavy

- Launches the opponent higher
 - Launches opponents on air hit
 - Cancelable to Back taunt (highjump)
 - EX
 - **Hits OTG**
 - Now +6 on hit
 - VT_EX
 - Cancels into 3HP overhead
 - Launches juggled opponents on 2nd hit
- Disc's Guidance:
 - Regular has different air hit properties
 - **Cancelable to V-Cancel and V-Trigger on hit/block**
 - VT_Heavy wall-bounces
 - VT_EX is now more advantageous on hit
- DP
 - Air-Cancelable to VT Active Move (VT1 and VT2)
 - Heavy DP is now an invincible reversal
- Critical Art now hits OTG
- Divekick
 - Ground bounces on air hit
 - Cancelable from High Jump
 - Cancelable from neutral jump

Normals:

- Lights combo into mediums
- Target combo can be cancelled
- Regular 3HP now can be used as combo ender
- VT_3HP
 - Ground bounces on air hit
 - Goes further
- VT_3HP_HOLD goes even farther
- 2MP has less pushback now
- **5HK can be charged**

Misc:

- Added generic juggles
- Removed him going apeshit on standing animations
- Edited some hitboxes to make them accurate
- VS2 now has a delayed explosion on hit



Description: i guess he likes turtles

New Abilities:

- **Added Back Taunt**
 - **Can juggle if canceled from 5MP 5MK TC**
- Added CA2 Input = (2xQCB + Punch)
- Added VS1-VC1 <prettymuch an exact copy of his VS1 including directions>
- Added VS2-VC2
- Added new TC 6MP~4MK~6MK (5MK~5MP~6MP~4MK~6MK)
- Added QCF VC3 (is cancelable to specials on hit only)
- Added new Air TC 8LK~8MK
- Can cancel his command grab into his VT1 command grab on hit by pressing HP+HK during the command grab
- VT2 can now hit opponents while returning back to Oro

Special Moves:

- Charge time overall reduced to MM's regular charge frames
- Fireball is more + on hit
- QCB K
 - LK Version now launches grounded opponents higher
- QCF K
 - EX Can now Groundbounces(air version aswell)
 - QCF K can now be double jumped canceled on hit
- Air QCF K
 - Can now be done on any jump
 - Can now be canceled to double jump on hit
- VS1 & VC1 can now otg
- VS2 Punch now ground bounces on air hit
- 2-8 charge punch all now travel forward
- Heavy 2-8 Charge Punch now has iframes
 -

Normals:

- 2LK has less pushback
- 5LP/2LP is +6 on hit and have less pushback
- 2MP is cancelable to special moves

- 2MP is 1F faster now
- 2MP has more pushback
- 4MK can juggle
- 5MK is +7 on hit and is no longer cancelable to specials
- 5MP can now cancel to VTC/VC/Specials/VShift/CA on the first hit cancel can also be delayed to specials
- TC_5MP Can now cancel to specials and jump canceled
- 5HK juggles
- 5HP can juggle
- 6MP moves further forward
- 8LK & 8MK can now be jump canceled (Does not work if its from double jump already)

Misc:

- Added Crouch to Dash cancel
- Added Forward Vshift
- Added Iframes on Backdash
- Fixed VTC Freeze Time
- Fixed Vreversal Freeze Time
- Added the gaurdbreak on anything when the VFX happens on the appeal
- NITIRINSYOU - Can cancel to VTC/VC/VSHIFT/CA on whiff
- EX TURANEKEEEE - Ender will always come out now

Rashid

Description: Rashid loves his memes, and memes are pretty cheesy. Rashid is ALSO pretty cheesy.

VT1 NOW HAS 2 USES

New Abilities:

- **AIR TORNADO**
 - Cancels from standing vskill1
 - While in mid air press vskill again to go in a tornado
 - Slightly controllable and cancels to 8MP on hit
- V-Skill 2
 - Can cancel to CA2
- V-Cancel Roll (2MPMK)
- V-Cancel Jump (5MPMK)
- Back Taunt {has projectile invincibility} has a hitbox
- 2nd CA (2x **QCF** K)
- **VT2**
 - Eagle spike launches higher
 - HP+HK fireball is cancelable from all normals

- Can cancel VT2 whirlwinds to HP+HK whirlwind
- Can do VT2 air eagle spike from back jump

Special Moves:

- LP and MP Whirlwinds
 - Reduced recovery
 - Cancelable to 6HP on hit
 - V-Cancelable
- All Whirlwinds
 - Now 45 ticks instead of 35
- V-Skill1 L Divekick (5MPMK > LK)
 - Doesn't knock down
 - +5 on hit
- V-Skill1 M Divekick (5MPMK > MK)
 - Launches opponent into air-spin state
- V-Skill1 Roll
 - Hit modified
- L Spinning Mixer
 - Hit modified (vs airborne opponents)
- H Spinning Mixer
 - Has invincibility frames
- EX Eagle Spike
 - Launches higher
- EX Air Divekick
 - Causes opponent to spin for longer
- Air Eagle Spike
 - **Air Eagle spikes launch higher on air hit now**
 - now possible from neutral jump
 - no longer has the on-hit animation
- EX Air Eagle Spike
 - Possible on back jump
 - Removed height restriction
- Can cancel light mixer or running mixer to VT or CA a bit later

Normals:

- Lights link to mediums
- 6MP has more air hitsun now
 - **can now be canceled on the 2nd hit**
- 5HP now Wall Splats on CC
- 2HP
 - 1st hit has more hitstun
 - Can now CC completely (puts opponent in airborne state if fully connected)

- 6HP
 - Moves forward slightly further
 - Ground bounces
 - now starts faster
- 2HK hits airborne opponents
- 8MK now juggles
- 8MK hits 2x
- 8MK can now cross up Late
- 5HK juggles
- 5HP is now 1f faster
- 5MP is now +7 oh
- 2MK is now +3 oh
- 5HP can be charged

Misc:

- **CA1 is now OTG**
- Added juggles
- Can shoot projectiles while VT1 is on screen (increased the fireball limit)
- Can early-cancel into dive kicks from V-Skill or V-Cancel (removed height restriction)
- Can now run infinitely
- CA1 now beats Projectiles

Rmika

Description: Her girlfriend Nadeshiko suggested to throw her mic more just to piss off audiophiles even more. It seems to be working.

New Abilities:

- **Added 2nd CA Input** [2xQCF Kick]
- Added **Back Taunt** Move (Microphone)
- **V-Cancel - RUNNING PRESSURE**
 - Cancels to normals and specials
 - During Running Pressure (MP+MK)V-Cancel Followup command jump that can cancel to air normals
- **QCF V-CANCEL**
 - On Ground hit will cause a launch
 - On air h it will not launch
 - Can control direction by holding direction
- **Added Forward Divebomb** [j. 3MP]
 - Different SFX than regular Divebomb
- **Added Rainbow Bomb (Charge [4]~6+Kick)**
 - EX wallbounces

Special Moves:

- **Peach**
 - Heavy
 - Juggles better
 - EX
 - Has less recovery and allows for combo after
 - Cancels into V-Meter moves
- **EX Typhoon**
 - Can now be combo'd into
 - Now launches the opponent
 - Recovers faster on hit
- **EX Brimstone**
 - is now an invincible reversal
- **VT1**
 - **V-Trigger Neutral** (Nadeshiko from above)
 - Has more hitstun

- Ground bounces on OTG
- Now has more Freeze time to it
- **Increases damage of the next command grab**


Normals:

- **2MP**
 - **Has 99 juggle for resets**
- **2HP**
 - **Juggles airborne opponent**
 - Low juggle potential (JP)
 - Counterhit gives slightly longer airtime than normal hit
 - Airborne when model is not on the ground
 - Changed hitboxes (a bit smaller, moved up to shoulder area)
 - VC & VTC execution frame delayed
 - More advantageous on hit (+2~5)
- **5/6MK**
 - Juggles airborne opponent
- **5MP**
 - **+10 on hit**
- **5HP**
 - **Can be charged**
 - **Is a CC now**
- **6HP**
 - **Has Extended special cancel window**
 - Less pushback
 - Hitstun does not decrease on aerial opponents
 - **Advantage on block reduced by 5f** (+3 oB) → (-2 oB)
- Charged 5HK wall bounces on aerial hit (Invisible wall mid-screen)
- j.TC ground bounces
- **Divebomb**
 - Opponent reaction changed - on hit - air & ground
 - Stricter input [*j. 2MP*]
 - Drastically lowered height restriction

Misc:

- **V-Skill 1**
 - **Has 2 hits of armor**
 - Added **screen shake** to the shout
- Jumping animation timing altered - flip comes slightly earlier

Ryu

Description: After going through endless amounts of ice cream and binging numerous dramas after Daigo dumped him, Ryu went into a state of inner zen and found out how to do Gouken's dumb shit after Gouken died of cancer. 

-Against Kage(Evil Ryu) only

VT2 CA2 will play a different cutscene on hit

New Abilities:

- Added new VT1 CA(GROUND ONLY) 236 236 PPP
- Added new VT1 6HP
- Readded USF4's
 - Neutral Jump Medium kick
 - Neutral Jump Heavy Kick
- VS1 now works in mid air
- Added USF4's Omega Mode V-Skill PPP (Tesshin) (Input = During V-Skill Press LP MP HP) - Costs 1 EX Bar
 - Gets enhanced from (Isshin) (Input = During Isshin(VT2 HP+HK) Press LP MP HP) - Costs 1 Ex Bar
- 2nd CA - Shin Shoryuken (2x QCF+K)
 - Gets Stronger in VT2
- Added 3rd CA
 - Only works in VT1 or VT2
 - In VT1 will Cause less damage but will do 250 stun
 - In VT2 Will Cause extra damage 0 stun
 - Will use all Vgauge
 - Input = (HP LK -> LP LP)
- Fake fireball (Back+Taunt) cancellable off of normals
- Slap (Forward+Taunt) cancellable off of normals
- New TC (5HP~5HP) Have to hold neutral for the 2nd 5hp (can start from 5MP)
- New Air_TC (j.MP~j.MP)
- Added Air fireballs

- Added Air CA1
- Added Air Donkey Kick
- Added VT1 Air Dashes
 - Uses Vgauge
 - Can dash cancel from any air special or 8MP
 - Or Grounded MK Tatsumaki
- EX Air Tatsumaki is Cancelable to Air Fireball on hit only
- Added new CA(BIG TATSUMAKI) Input = (2x214+kick)
 - Can be done in mid air
- Added 5th CA
 - Requires All resources Max Vgauge and EX
 - Input = (MK LP MP Down + HP HK)
 - Note can not be done in V-Trigger
 - Can be countered by Akuma only
- Added new CA6? VT2 Shinkuu (input 2x 236 + PPP)

VSystem:

- V-SKILL
 - A successful parry can cancel into another parry faster so that there's some actual timing to parrying
 - **A successful parry can cancel into a small neutral jump**
 - VT2 Parry Can cancel into itself or Regular V-Skill if the parry is successful but when the punch doesn't come out
- V-Cancel (MP+MK) (possible from almost everything)
 - does not Cross up from specials anymore.
 - Cannot be canceled on block from Tatsu/Shoryuken Besides EX Shoryuken.
 - Can still be canceled from Fireball on whiff.
- V-Cancel 2 (QCF MP+MK)
 - Can be done in neutral and in mid air
 - Can change the Properties of ryu's projectiles
 - Air version allows you to cancel into air specials afterwards
- V-Cancel 3 (QCB MP+MK)
 - After its use Kage will appear on every Ex special to deal additional damage(ex dp on hit only)
 - If QCB MP+MK is inputted again you will get 1 Vgauge bar back

- **Active VT1 Move** *(Can be canceled from Normals / Specials that aren't cancelable)*
 - While in VT1 Press *(HP + HK)* To start charging a special fireball that doesn't go fullscreen
 - LV2 Goes half screen
 - LV3 Goes Fullscreen
 - When the fireball hits you can press *(HP + HK)* Again to shoot another fireball until VGauge runs out
 - Note: Does not cause a guardbreak but are + on hit
- **Active VT2 Move**
 - Press HP+HK again to perform the Parry punch
 - Is Cancelable from Fireballs

Special Moves:

- All specials are V-Trigger cancellable besides tatsu
- **Fireballs**
 - **Light NonVT Fireball has Less Pushback (so that 5LK can connect fullscreen)**
 - VT1_EX No longer knocks down
 - VT1 now applies stun on block except for EX
 - VT1_ now launches higher
 - Whiff cancelable into CA/VTc
 - **Non VT1 EX Fireball Is now his Shakunetsu**
 - Enhances in VT2
- **Tatsu**
 - **Ground Light Tatsu launches higher**
 - Medium now travels upwards
 - Heavy now juggles
 - Stops earlier on hit
 - Air tatsu's can cross up now
 - Ground ex now hits differently on block
 - **EX recovers slightly faster**
- **Shoryuken**
 - Medium is now has invincible start-up
 - VT1_Heavy does 4 hits and eats vgauge and goes further forward
 - Heavy Goes further forward
 - EX 1st hit doesn't knock down

- VT1_EX No does more hits and Eats vgaug~onhit, and goes further forward
-
- **Donkey Kick**
 - **Can hit crouching**
 - Recovers faster
 - Goes further forward
 - Juggles
 - **All donkey kick versions have slightly faster startup**

Normals:

- More Links due to more plus frames on hit for almost everything
- **5HP is cancelable to specials**
- 2MP links into 2HP
- 2MK now moves slightly forward
- 6HP moves you forward further
- VT_j.MP now juggles
- 4HK ground bounces on air hit
- 6HP is 0 on block
- 4HK is now +4 on hit +6 on CH
- 2LP can combo to 2MP
- 2MP is now +5
- 5hk juggles
- 2HP hits differently on hit air
- **8HP Has more hitstun**
- **4HK Has Less Pushback on hit air**
- **2HK is now 7F startup**
- **Added 5MP 2HP 2HP 5HK TC**
 - **Can be done like 5HP 2HP 5HK**
 - **Can be done like 5MP 2HP 5HP 5HK**
 - **TC can now also cancel to VS2 on any hit**
- **VS2 can now cancel to VT2 active move**

Misc:

- Added some juggles
- Changed knockback of a lot of his moves
- Added hitbox to his taunt

- Fucked some voelines
- Now uses Different voicelines on Hadoken depending on the strenght
- Added Season5's VT2 active move and made it cancelable to CA

Rose

Description: Fuck this character and its existence

New Abilities:

- Added Back taunt (Reflect)
 -
- Added Vcancel variation of Soul punish
 - (4MP+MK = Light version)
 - (5MP+MK = Medium version)
 - (6MP+MK = Heavy version)
- Added air Vcancel2
 - (here we go)
 - on hit or on block can cancel into air normals that can chain into eachother like VT1 But can also chain into an Forward Air Dash that allows you to do another L M H Target combo into air spark afterwards
- Added CA2 (2x QCF P)
 - Slows down the movement of the opponent and projectiles

Special Moves:

- VT1 teleports now freeze the screen for 15 frames
 - VT1 air normals after teleport now all juggle and
 - cancel into eachother (L M H (air spark))
- Active hitbox on spiral is now alot longer
- Removed air restriction of air spark
- EX spiral is now Throw Invincible untill its active
- VS1 debuffs changed from 10 to 5 (in BCH no idea wtf the do probably %)
- Regular Soul bind can now be combo'd after with Vcancel or CA2 active
 - can also be canceled into CA1/CA2 now
- Ex soul punish starts up faster
- Active hitbox on spiral is now alot longer

Normals:

- Added new air target combo 8LP~8MP
- 6MK is +4 on hit
- 2LK is +6 on hit
- 2LP is +5 on hit
- 5LP is +7 on hit
- 5HK is +3 on hit
- 3MK is -2 on hit instead of -4
- 5HP / 2HP / 4HK / 6HK / 2HK now juggle
- 3MK / 6MK / 2MK are used for Juggle Resets

Misc:

Vt2 time extended from 300 to 900

VT1 time extended from 3000 to 4000

VT1 Down HP+HK positioned differently to stop whiffing and 100% crossup bullshit

Increased Forward/Back walk speeds

Sagat

Description: Tiger...50/50

New Abilities:

- Added a new wack ass CA (214 214 K)
- Added extra Angry scar(VS1) stuff
 - ANGRY SCAR ITSELF
 - Has more reset frames

- **Depending on the Selected V-Trigger**
 - **When you have Angry Scar(VS1)**
 - **VT1+Scar Grants access a Mini Tiger cannon**
 - **Can be done crouching**
 - **VT2+Scar Grants access his Spike kick But only Level 1**
 - **Note: that this Vskill1 Replacement can only be done once after that you have to regain the AngryScar to do it again**
- **Added CA2 input [QCF2x P]**
- **Added Forward Taunt**
- **Added Back Taunt**
 - Cancels from normals
 - Can hit projectiles
 - +4 on hit
 - Can CrushCounter
- **Added 6MK > 6HK > 6HP TC**
 - 6MK 6HK Part Can be done on whiff
- **VT2 Spike**
 - Can cancel to specials on hit only
 - Also cancels to V-Skill on hit only
 - is now cancelable to Forward HP+HK
- **In VT1 Down + HP+HK**
 - For crouching Tiger Cannon
- **Added a V-Cancel that only works from his normals**
 - On hit cancels to specials or Command normals
- **Added 2nd V-Cancel that works from Specials (tiger shot, Tiger uppercut) on hit only**
 - Not tigerknee
 - When V-Skill is active his V-Cancel from special moves change
- **Added 3rd V-Cancel (from Tiger Knee) on hit only**
 - Changes Depending on V-Skill

Special Moves:

- **Light Tiger Upper** now has 3F of startup instead of 4
- **All knees startup faster**
- **Tiger shots are now +4 on hit**
- **Projectiles are more + on hit**
- **EX projectiles launch higher**
- Medium uppercut is invincible
- EX Knee Lands faster and launches higher
- EX Knee Starts up faster
- **EX Knee Is Projectile Invincible**
- Heavy Knee goes further forward
- Heavy Knee Launchers Longer
- All Knee hitboxes are active for a few extra frames
- **V-Skill Tiger Upper**
 - now boosts the range of All Tiger Uppers
 - Light is 3F throw invincible
 - Medium is Invincible
 - Heavy is Projectile invincible for 8 frames

Normals:

- **2LK**
 - Can rapid cancel into itself or 2LP
 - Is cancelable to specials
- **2MK**
 - **Has extra frame adv on specific range**
 - Is 3F Faster
 - +3 on hit
- **2MP**
 - **Has extra frame adv on specific range**
 - is 1F faster
- **22P (NEW!)**
 - **Can OTG**
- **3HK (NEW!)**
 - Can be Kara canceled from 6MK or 6HK
 - Launches
 - Is a CC
- **5LK**
 - 1f faster startup
 - moves forward
 - Added to the Rapid cancellist for Lights
- **5MP**
 - is cancelable

- **5HP**
 - Moves further forward
- **5HK**
 - **Can be charged**
- **6HK**
 - Juggles
 - Moves further forward
 - Adjusted CC
- **6MK**
 - Juggles
 - +4 on hit
- **6HP**
 - ground bounces on air hit
 - Is +6 on hit [+12 on CH]
 - Moves further Forward
- **8MP**
 - Can cancel to Air V-Cancel
- **8MK**
 - Now crosses up

- **Alot of pushback is changed**

Misc:

Added taunt hitboxes

Sakura

Description: After playing the shit out of Guilty Gear during her breaks in the arcade, Sakura learned how to actually fucking use launchers.

New Abilities:

- **Added new special (QCB-P) 214+punch**
 - **Hold backward during the move to stop earlier**
 - **The run itself is cancelable to Specials/V-Skills/Vtriggers/CAs**
- **Added a Back taunt(CAN BE USED TO AVOID PROJECTILES)**
 - **Is cancelable from normals**
- **V-Skill cancelable to Air tatsu**
- **Added VT2 EX DP**
- **Added V-Cancel 1**
 - **Now launches on hit**
 - **Is cancelable to specials on hit**
 - **is -2 on block**
 - **from DP is -4 on block Besides EX DP**
- **Added V-Cancel 2**
 - **ON HIT ONLY**
 - **From DP while airborne press MP+MK to jump higher**
 - **First 2 punches are cancelable to air Throw**

- **Added QCF V-Cancel 3**
 - **Can be done in neutral**
 - **Can be canceled from DP in mid air**
- Added VT2 EX Tatsu
- Added VT1 EX Kick Fireball
- Added VT1 EX Punch Fireball
- **Added CA2 Input [2XQCF Kick]**

Special Moves:

- **EX Tatsu now has 4 lframes**
- **All DP's are now CC punishable**
- Tatsu is more + on hit
- EX tatsu has a new ender
- Lowered recovery from kick fireballs
- Lowered recovery of VT1 fireballs
- EX fireball starts 3f faster and recovers faster
- All dp's and fireballs cancelable to VT
- Fireballs can cancel to VT/CA on whiff
- EX tatsu ender always comes out
- VT2 Tatsu ender always comes out
- VT2 DP launches higher and has less recovery
- EX DP now goes further forward
- Air tatsu now crosses up
- H DP starts faster
- Light DP Juggles longer and is cancelable on land to EX DP
- VT2 DP is cancelable on land to EX DP Works in corner only

Normals:

- 3HK now launches
- 3HK is cancelable to specials and V-Skill
- Lights to medium
- 5MP has more hitstun
- 5LK is faster
- 2MK is 1f faster and has abit more pushback
- 2MK is more + on far range
- 4HP juggles
- 4HP cancels to V-Skill on hit
- 5MP is 1f faster
- 4HP Crush Counter Launches higher

- **2MP is now +3 on hit +5 on Counter**
- **Added new Target combo (4HP~ 3HK)**
- **Added new target combo (3HK~ 3HK)**

Misc:

- Less recovery on fullscreen CA
- V-Skill 1 is faster
- CA1 is now 1f
- Increased V-Trigger Freeze
- Can tatsu from any jump
- Can dive faster out of V-Skill
- 3rd V-skill punch now groundbounces if they dont quickrise
- Added juggles



Description: trans robot

New Abilities:

- Added HCB Vcancel
 - Can restand
- Added **623**Vcancel
- Added CA2 Input = 2xQCB P
- Added CA3 Input 2xQCB (ALL 3 PUNCHES)
- Added Back Taunt
- Added VS1 INSTALL CA (2X QCF MP+MK) (A total of 40 Ca's)
 - VS Akuma/Gouki input changes to (LP > LP > Forward > LK > MP+MK) *Strict*
 - VS Kolin you can hold Forward or Backward for different Versions
- Added 82MK
- Added 82HK
- VT1 Active moves Different inputs:
 - QCF P ender = Forward + HP+HK
 - -also launches higher
 - --also cancels into stolen moves
 - QCB K Ender = Backward + HP+HK
 - DP Ender = DownForward + HP+HK
 - QCB K AIR Ender = Down + HP+HK
 - All versions can be canceled from any special/normal
- **VT2:**
 - Now summons a clone depending on what direction you hold with HP+HK
 - 5HP+HK = A projectile that goes half screen and explodes on collision with opponent or other projectiles
 - 1 or 2 or 3 HP+HK Summons a clone that launches opponent upwards
 - 4HP+HK summons a clone that stays in front of the opponent
 - 6HP+HK summons a clone that goes behind of the opponent
 - 7 or 8HP+HK summons a clone Above and in front of opponent causing a ground bounce
 - 9HP+HK summons a clone Above and in Behind of opponent causing a ground bounce

Special Moves:

- Medium DP has iframes
- all versions of DP can crossup
- EX autocorrects on side switch
- 214HK launches a bit higher
- 236P can delay their cancel into specials a little bit
- QCB K EX AIR Now does a big ground bounce
- QCF P EX Now wallbounces and always continues to the last hit
 - -Can now mash punches during it to extend it for another Ex bar
 - -Can now cancel to VS2
- VS1:
 - VS1 = -2 ob
 - RAW VS1 = +3 oh
 - TC VS1 = +2 oh
 - VS1 Now sucs faster
 - VS1-Grab Can now cancel to specials on hit
 - BACKWARD VS1 Is now a Manual HitGrab
 -
- VS1 Installs:
 - VS1 VS Ryu Can now cancel to specials on hit
 - VS1 VS Peter now steals his Shadaloo Shoulder (can cancel into specials oh)
 - VS1 VS Kage Now groundbounces
 - VS1 VS Urien launches on air hit, has 1f less recovery
 - VS1 VS Guile has less recovery and more air histun
 - VS1 VS Menat hits airborne
 - VS1 VS Vega ground bounces
 - VS1 VS Abigail Launches higher
 - VS1 VS FANG has more air hitstun, stays a bit longer
- VS2:
 - VS2 cancels to specials faster
 - VS2 QCF P Starts up Faster
 - VS2 DP Now launches higher
 - VS2 QCB K is now jump cancelable oh
 - - Can crossup and autocorrects
 - VS2 EX QCF P can be mashed
 - VS2 EX QCB K crosses up

- VS2 EX DP now launches higher and allows seth to combo afterwards with 82MK or 82HK

Normals:

- TC_6HP can be canceled to VS2
- TC_5HP can now be canceled into TC_3HK
- 5LP/2LP +6 oh
- 6HK causes an ground slide on air hit
- 8HK can crossup
- 3HK juggles and can OTG
- 6HP can be charged
- 3HK startup faster
 - cancels to 6HP
 - And can cancel to VS2
- 2HP can be combod from on VTC or VT Active or QCB/QCF Vcancel
- 5HP is a CC now

Misc:

- Backdash now Greatly improved
- all specials now cancel to VT active and activation

Urien

Description: After studying records of Seth, Urien knew what he had to do: GET READY TO DIE.

New Abilities:

- V-Cancel1 (aegis) QCF + MP+MK
- V-Cancel2 (Tackle_Punch) neutral MP+MK
 - Cancelable into Specials on hit only
 - Cancels into Motion V-Cancels/CA on block
- V-Cancel3 (V-Skill 1&2)(Changes depending on Chosen V-Skill) QCB + MP+MK
- V-Cancel4 (from Headbutt or Knee Drop or 8MP~8HK TC)
 - -Can chain VC4 air normals into each other (L>M>H)
 - [Note can chain into another V-Cancel4]
- VT1
 - On activation will stay out for 400 frames
 - Non activation will stay out for 300 frames

- Both versions do 6 hits
 - Airborne aegis Reflector(cancels from headbutt or Knee drop or 8MP~8HK TC)
- New 2nd CA (2xQCF K)
 - VT2 Powers up CA2
- Back+Taunt
 - Can Reflect projectiles but is pretty strict

Special Moves:

- Headbutt
 - More range
 - Can combo after V-Skill medium headbutt
 - Light = - 4 on block
 - Medium = - 5 on block
 - Heavy = -6 on block
 - Gets buffed in VS1
- Tackle
 - Medium is -7 on block
 - VS EX tackle has less pushback & does not knock down
 - VS EX groundbounces on hit air
 - EX Cancels to VT2
- Sphere
 - Light will recover faster
 - still unsafe on block
 - Medium will bounce higher on hit air
 - Heavy
 - recovers faster
 - can now hit standing Big Characters
 - pushes urien back a little to prevent infinities
 - EX AA sphere now goes further on the screen and travels faster
 - EX AA MAX charge now travels further
 - Cancels to VT2
 - Heavy has less knockback

Normals:

- 2HP now doesn't reset on hit air
- 8mp now slightly controllable in the air
- 2HP cancel is now faster
- 5HP/Charged 5HP is now more + on hit

- Lights to mediums
- Medium to mediums
- 6HP now starts up faster
- 5LP is now more + on long range
- 3HK can now wall splat on CC also juggles
- 6MP juggles
- 6MP-6HP TC on juggle is not HKD but can ground bounce
- 2MP is -2 on block
- 2MK is -4 on block

New Target Combos:

- Added air target combo 8MP -> 8HK

Misc:

- Lowered charge time
- V-Skill specials are Better
- A lot of hitbox ranges fixed and are now accurate
- A lot of framedata changed on hit
- Taunt has a hitbox
- VT2 Charge now has infinite armor
- Restored 5HP CC
- CA2 can now Chip on 1st hit
- Fixed frame data Issues



Description: Vega realized all he had to do was use a whetstone to sharpen his claws again. Problem was, Capcom gave all the whetstones to Monster Hunter.

New Abilities:

- **VT1 can be used twice**
- **Forward Barcelona Jump is cancelable to air VT1**
- **Flip Kick [Charge down > UP + kick]**
 - Has 4 versions
 - Unsafe oB
 - EX
 - Invincible startup
- **V_CANCEL 1**
 - Same as Vskill1
 - Changes when (V-Skill 2) is selected
- **Added 2nd V-Cancel QCF MP+MK**
 - Can be done in neutral
 - Is -4 on block
- can do air VT from any jump angle
- Added back taunt (can dodge projectiles)
- **Added new CA (2x QCF K)**
- **Air VT1**
 - Height restriction removed
 - Lands closer to the other player
- **Crouching VT1 now does a wall jump afterwards**
 - can be canceled to EX claw attack

● VT2

- ATK now has 2 stocks
- On parry will Give a bit of Vgauge back
- ATK now cancels from specials

Special Moves:

- EX barcelona is now way faster
 - If it hits early it will launch less high
 - If it hits late it will launch higher
- Roll
 - L.roll ground bounces
 - M has different hit effect on last hit in air
 - H and EX roll are same but works from ground hit, EX has more hitstun

Normals:

- 2MK is cancelable
- jabs combo to 2mp
- 5hk juggles
- 2hk juggles
- 8MK can now cross up
- 8MP juggles
 - Can cancel to Air V-Trigger
 - Can cancel to Air Throw

New Target Combos:

- 8MP > 8HK

CLAW:

- V-Skill on ground hit grabs the opponent towards them
- 2mp claw is cancelable
- all V-Triggers have much more hitstun especially the standing one.
- made all claw hitboxes accurate
- 5HP can cancel to 5HP_TC on whiff
- TC special cancelable
- EX claw slash has more range
- QCB HP hit air now has -pushback
- QCB PP EX is invincible for 8 frames
- VT claw cancels to FBA on hit
 - to make it able to combo to FBA with less float but only if the VT hits in air

CLAWLESS:

- EX cmd grab works in combos

- Standing/Air VT has more hitstun, doesn't lunch opponents
- Crouch VT has more hitstun but lunches opponents
- **5MP juggles**
 - Cancels to **4HP_TC(NEW)**
 - 1f faster startup
 - Juggles
- **NEW NORMALS:**
- **4HP_TC(NEW)**
 - Launches on Hit
 - -7 on block
- **4HP(NEW)**
 - Can launch on air hit (has low juggle)
 - Special cancelable
 - -5 on block
- **6HP(NEW)**
 - Same as Claw but different hurtbox/hitbox ranges

•

Misc:

- removed late cancel from 2mp clawless
- can do instant air VT
- can cancel to VT from specials
- **Shadow High claw doesnt reach the wall anymore and recovers earlier
fixed vanilla SFV bug for it aswell**

Zangief

Description: Zangief was responsible for taking down the American spy plane during the 1960 U-2 Incident.

New Abilities:

- Added new VT1 Activation (input = Down+HP+HK)
- Banishing Flat(Green Hand(actually red) (input DP + Punch)
- Added a new Anti air throw (input = Backward DP + Punch)
 - Can combo
 - EX has iframes on startup
- VT1 Vskill1 forward moves a lot faster now
 - VT1 Vskill1 is also cancelable from normals
 - VT1 and Regular Vskill1 / Vcancel forward stop can now also juggle
- back taunt parry
 - can cancel into another back taunt
 - only works 2x
- Added 2nd CA (2xQCF Kick)
- V-Cancel added on normals and lariat
 - Changes with VSkill 2 Selected
- Air V-Cancel (can be done raw)
 - On hit can cancel to Air SPD
- VT2
 - Enhanced Gief's CA2 in VT2
 - During VT2 CA2 Grab You can Hold Left or Right to steer the command grab
 - Also Will cause a sideswitch on what direction you are holding
 - Added VT2 Active Move to Gief
 - Rapidly press HP+HK to continue spinning
 - VT2 SPD's Consume less Vgauge on hit

Special Moves:

- lariat is cancelable to V-trigger
- All air command grabs can be used in combos

- EX SPD combos
- EX SPD is now a Reversal
- **REMOVED DP KICK PARRY**
- **EX Running bear grab can now be combo'd afterwards**

Normals:

- Lights to medium
- 6mk launches the opponent on air hit
- 2HP resets the opponent on air hit
- 6HP causes a ground bounce on air hit
- 5HP charge wall bounces, no charge just works as a combo ender
- Counter 5HP charge wall bounces on far range
- 8MP can cancel to V-Cancel or SPD
- 6MK can cancel to V-Cancel
- 2HP is now a Crush Counter
- 6MK Now has Lower body Projectile invincibility and moves further forward
- 89HP is now a Crush Counter
- 6MK is now force stand
- 89HP juggles
- 5HK now launches higher on CC
- Gief's 2HP now juggles & Moves further upwards and can be canceled to air V-Cancel once in air state
- Gief's 2HP now recovers 1f faster +4 on hit -2 on block
- Gief's 5HK now juggles
- Gief's 2MP now has less pushback on hit
- Gief's 6HP has less pushback on hit
- Gief's 5LP now has 1 juggle
- Gief's 89HP Hits lower
- 6HP is -2 on hit instead of +2
- **Added (New 6HP from certain normals)**
 - **+4 on hit -8 on block**
- **Added new Target combo (6HP~6HP)**
- **2MP now juggles**

Misc:

- VT1 Can now Hit Air
- VT1 Activation now forces you to do a few hits
- VT1 Can vacuum in against air
- Gief's V-Skill Walk end now starts 1f faster
 - in VT1, 2f faster
- Enhanced Gief's CA1 Damage in VT1

- PPP can be controlled slightly further
- EX air SPD can now sideswitch depending on direction held
- EX ground spd Can now slightly be steered to the left or right



Description: Zeku decided to stop being old and loosened his bones a bit so he could be faster. He also saw into the future and saw Strider Hiryu do some crazy ass shit and decided to do that.

New Abilities:

- Added new special move to young zeku (214K) Bushin Senpukyaku
- Added new move BUSHIN STEP Input = (6 5 2 3 6)
- Added new Move BUSHIN UPPER After inputting BUSHIN STEP(Old Zeku) (Punch)
 - [If fast enough will become an enhanced version of itself]
- Added new move BUSHIN LOW after inputting BUSHIN STEP(Old Zeku) (Kick)
 - [Note its a low]
- Added new Move BUSHIN CRUSHER After inputting BUSHIN STEP(Young Zeku) (Punch)
 - [If fast enough will become an enhanced version of itself]
- Added new move BUSHIN WHEEL KICK after inputting BUSHIN STEP(Young Zeku) (Kick)
 - [Note its a OverHead]
- Added new CA3 Input = (2x214 + P)
- Added air 2MP+MK transform
 - (can be canceled from Young Zeku's Tatsu's or Old Zeku's DP Gram kick on hit only)
- Added 2nd CA Input = [2xQCF Punch]
- Transformation is now Down V-Skill
- Can now cancel VT dash into specials
- Added V_Cancel (QCF MP+MK)
- Added 2nd V_Cancel (QCB MP+MK)
- Added 82MP (Air Down+MP) to Young Zeku (has a height restriction)
- Added Back Taunt (Can go thru projectiles Can also destroy projectiles)[Can be canceled from normals and cancels into CA/VT/VC]

- Added Forward Taunt move (can be canceled from normals)[Can be canceled into Transform **on hit**]
- VT Finisher input is now **(Backwards + V-Trigger)**
- **Old Zeku can now do QCB Kick in the air**
- **Young Zeku** Added new Normal 3HP [Down + Forward Heavy Punch]
 - VT2
 - Can combo after VT2

Special Moves:

- BUSHINSHO now only does 1 hit
- EX run HK now doesn't knock down
- Old V-Skill 1 now ground bounces
- Young V-Skill 1 now Wallbounces
- Old V-Trigger Ender is now cancelable and wallbounces
- Young V-Trigger Ender can now groundbounce
- EX run can cancel faster
- EX flip can cancel faster
- EX Hozanto will now continue on block
- Command Jump normals now count as overheads
- EX DP now juggles higher
- EX Bushinsho is now cancelable to Transform **on hit or on block**
- Medium and Heavy Bushinsho can now cancel to Transform **on hit only**
- QCF Gram is now cancelable to VT on whiff
- Medium DP is now invincible
- Heavy Hozanto can now be canceled to jump on hit
- EX Bushinsho now has 1 hit of armor
- EX Slide now has Frame 1 projectile invincibility
- Decreased recovery on DP
- QCF GRAM on hit now puts the opponent in a longer air state
- EX bushinsho now crumples longer on hit
- Young Zeku EX Air Command Grab is now strike invincible for 5 frames
- Young Zeku Run
 - During Run, Press Punch to do a Mini hozanto that doesnt knockdown
 - **Ex run now cancels into specials 1f faster**
- **Old 214KK in air no longer has a height restriction**

Old Normals:

- **5HP has more pushback on hit**
- Old+Young 2MK is now cancelable
- Old 5MK is now cancelable
- All VT dash normals are now cancelable
- Old+Young 6HP can be canceled on whiff like SFIV Guy's 6mp
- Young+Old 5HK now juggles

- Old 5HK cancelable to Transformation
- Old 2HP has less pushback and is more + on hit
- Old+Young All VT normals now Juggle
- Old 5HP now WallSplats on counterhit
- **Old 5HP can be charged**
- **Old Zeku can now do air resets with 5MP**
- **8LP juggles and can cancel to air specials**

Young Normals:

- Young 2LK is now +4 on hit
- Young 5HP > 5HP or 2HP > 2HP TC now works on Whiff
- Young 8MP can now cancel to air command throw
- Young Target combo (5LP > 5MP > 5HP > 5HK) [the 5MP/5HP is now cancelable to specials 5HP also juggles higher]
- Young 5MP is now cancelable
- Young TC 5LP > 5HP is more +
- Young 2HK now juggles on far range
- Most TC normals are cancelable to specials or VT or V-Cancel
- Added new Normal 3HP [Down + Forward Heavy Punch]
- **Young 2HP can be charged**
- **Young zeku can now do air resets with 2MK**

Misc:

- Has VT1 2 dashes
- Transformation Recovers faster
- Removed the Idle voicelines
- Changed M.Hozanto/EX.Hozanto collision boxes
- V-Trigger freeze time adjusted
- VT dash has projectile invincibility
- Added his S3.1 transforms
 - Qcf gram kick can be canceled to transform on whiff

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