

Claudio

Command	Changes
During Rage	• Command changed from During Rage to During Rage
	• New move added.
	<ul style="list-style-type: none"> • Changed from $\pm 0F$ to $-3F$ on block. • Opponent closer on block and hit. • Changed from $+6F$ to $+3F$ on hit.
	<ul style="list-style-type: none"> • Changed from $-11F$ to $-6F$ on block. • Changed from $-5F$ to $+5F$ on hit.
	<ul style="list-style-type: none"> • No longer causes Star Burst. • Causes Screw on counter hit.
	<ul style="list-style-type: none"> • Property changed from Mid to High attack. • Changed from $-9F$ to $-5F$ on block. • Opponent farther away on block. • Causes Screw on counter attack. • Input window changed from $13F$ to $23F$. • Hits now chain.
	• Opponent reaction on counter hit and mid-air hit was changed.
	<ul style="list-style-type: none"> • Changed from $-13F$ to $-10F$ on block. • Changed from $+3F$ to $+6F$ on hit. • Input window changed from $16F$ to $12F$.
	<ul style="list-style-type: none"> • Damage changed from 28 to 25. • Hits chain if 1st hit is a counter hit.
	<ul style="list-style-type: none"> • Damage changed from 20 to 24. • Changed from $-27F$ to $-26F$ on block.
	<ul style="list-style-type: none"> • Property changed from Mid to High attack. • Changed from $-9F$ to $-5F$ on block. • Opponent farther away on block. • Causes Screw on counter hit. • Changed jump status start from $6F$ to $9F$.
	<ul style="list-style-type: none"> • Reaction on block changed. • Changed from $+2F$ to $+4F$ on block. • Changed from $+7F$ to $+4F$ on hit.
	• No longer need Star Burst to perform.
	• Recovery decreased by 1F on hit.
	<ul style="list-style-type: none"> • Damage changed from 17 to 19. • Recovery for both players increased by 3F. • Opponent closer on block. • Changed from $+2F$ to $+5F$ on hit. • Opponent further away on hit.

	<ul style="list-style-type: none"> • Damage changed from 13 to 20. • Changed from -13F to -12F on block. • Opponent closer on block. • Opponent reaction on hit from side was changed.
	<ul style="list-style-type: none"> • Changed from -9F to -8F on block.
	<ul style="list-style-type: none"> • No longer need Star Burst to perform.
	<ul style="list-style-type: none"> • Changed from -11F to -12F on block. • Changed from ±0 to -1F on hit.
	<ul style="list-style-type: none"> • No longer need Star Burst to perform.
	<ul style="list-style-type: none"> • Opponent closer on block.
	<ul style="list-style-type: none"> • Property changed from Special Mid to Mid attack. • Changed from -15F to -13F on block. • Changed from -4F to -2F on hit.
	<ul style="list-style-type: none"> • Damage changed from 22 to 23. • Opponent closer on block.
	<ul style="list-style-type: none"> • Changed from -11F to -13F on block. • Changed from ±0F to -2F on hit. • Opponent reaction on crouch hit was changed.
	<ul style="list-style-type: none"> • Damage changed from 14 to 10. • Changed from -9F to -13F on block. • Changed from +2 to -2F on hit. • Hits now chain.
	<ul style="list-style-type: none"> • No longer need Star Burst to perform.
	<ul style="list-style-type: none"> • Opponent reaction changed on counter hit.
	<ul style="list-style-type: none"> • Reach is longer.
	<ul style="list-style-type: none"> • New move added.
	<ul style="list-style-type: none"> • No longer need Star Burst to perform.
	<ul style="list-style-type: none"> • Changed from -15F to -12F on guard. • Changed from -4F to +1F on counter hit. • Hits now chain.
	<ul style="list-style-type: none"> • Changed from -9F to -12F on block. • Opponent closer on block. • Hits now chain.
	<ul style="list-style-type: none"> • Changed from -12F to -13F on block. • Opponent reaction on hit changed. • Recovery decreased by 1F on hit.
	<ul style="list-style-type: none"> • Recovery on block decreased by 3F for both players. • Opponent closer on block. • Opponent reaction on mid-air hit was changed.

↖☺☺	<ul style="list-style-type: none"> • Changed from +9F to -9F on block. • Recovery decreased by 3F on hit. • Opponent reaction on hit was changed. • Opponent reaction on mid-air hit was changed. • Reach longer.
↖☺☺ (or ↖☺☺ or ↑☺☺)	<ul style="list-style-type: none"> • Changed from +1F to +2F on block. • Changed from +6F to +7F on hit. • Opponent reaction on counter hit was changed.
↖☺☺	<ul style="list-style-type: none"> • Recovery decreased by 2F on block for both players. • Opponent reaction when hit while downed was changed. • Recovery increased by 2F on whiff.
⇒→☺☺☺	<ul style="list-style-type: none"> • Damage changed from 14 to 20. • Changed from -6F to -2F on block. • Opponent reaction on hit was changed. • Now causes Star Burst on hit.
⇒→☺☺☺	<ul style="list-style-type: none"> • Opponent farther away on block. • Causes Wall Bounce on hit. • No longer causes Star Burst on hit. • Opponent reaction on mid-air hit was changed.
⇒⇒⇒☺☺	<ul style="list-style-type: none"> • Recovery decreased when transitioning to Star Burst on hit by 3F.
While rising ☺☺	<ul style="list-style-type: none"> • Opponent closer on block.
While rising ☺☺	<ul style="list-style-type: none"> • Damage changed from 14 to 20. • Changed from -5F to -9F for opponent on block. • Recovery increased by 6F on hit.
横移動中に ☺☺	<ul style="list-style-type: none"> • Changed from -11F to -12F on block. • Recovery increased by 1F for both players on hit. • Opponent reaction on counter hit was changed.
スターバースト中に ⇒☺☺☺	<ul style="list-style-type: none"> • Opponent reaction on hit from side and from behind was changed.
スターバースト中に ↓☺☺☺	<ul style="list-style-type: none"> • Changed from +3F to +8F on block. • Opponent reaction on hit was changed. • Recovery decreased by 1F on hit.
スターバースト中に ⇐☺☺☺☺	<ul style="list-style-type: none"> • Damage changed from 20 to 35. • Startup changed from 26F to 31F. • Changed from -10F to -1F on block. • Opponent reaction on mid-air hit was changed. • Pushback decreased so easier to hit. • Jump status frames changed from 8-30F to 1-31F.