

Kuma/Panda

Command	Changes
↖↗↘↙	• Opponent closer on hit and block.
During Hunting ↖↗	• Opponent reaction on mid-air hit was changed.
During Hunting ↖↗↘↙	• Hitbox expanded upward.
During Hunting ↓↘	• Changed from -7F to -9F on block.
During Hunting ←↗	• Hitbox expanded. • Pressing ↗ (or ↘) during hit caused 1st hit to hit twice. Now fixed.
⇒↗	• Opponent closer on hit and block.
↖↗↘↙	• Recovery on hit decreased by 2F. • Opponent closer on hit.
↓↘	• Hitbox expanded.
↓↘	• Decreased pushback so it hits easier.
↖↗	• Hitbox expanded.
↖↗	• Opponent closer on hit and block.
↖↗↘↙↘↙	• Damage changed from 24 to 27.
←↗	• Opponent closer on block. • Opponent reaction on mid-air hit was changed.
←↗	• Can also be done with While rising ↗ • Damage changed from 23 to 20.
↖↗↓↘↖↗↘↙	• Causes Wall Bounce on hit.
⇒⇒⇒↗	• Opponent closer on block.
During sidestep ↗	• Damage changed from 20 to 23. • Opponent closer on hit.