

Lars

Command	Changes
During Rage ☹☹	<ul style="list-style-type: none"> •Distance traveled backward during animation decreased. •Reach increased.
⇨☹☹☹	•Now transitions to Silent Entry ⇨☹☹☹◀
During Silent Entry ☹☹	•Causes Wall Bounce on hit.
During Silent Entry ☹☹	•Startup changed from 22F to 19F.
During Silent Entry ☹☹	<ul style="list-style-type: none"> •Recovery for both players incersed by 2F. •Opponent farther away on block. •Jump status start changed from 15F to 14F.
⇨☹☹☹☹	•No longer transitions to Dynamic Entry ⇨☹☹☹☹◀
⇨☹☹☹	•No longer transitions to Silent Entry ⇨☹☹☹◀
⇨☹☹	•Crouch status added for 4-10F.
During Dynamic Entry ☹☹	<ul style="list-style-type: none"> •Changed from +6F to +4F on block. •Causes Wall Bounce on hit.
During Dynamic Entry ☹☹☹	•New move added.
During Dynamic Entry ➡	•Transitions to Silent Entry.
⇨☹☹	<ul style="list-style-type: none"> •Changed from -14F to -13F on block. •Opponent closer on block.
⇨☹☹	•Active frames increased by 1F.
⇨☹☹	•Opponent reaction on counter hit was changed.
⇨☹☹☹	<ul style="list-style-type: none"> •Changed from -12F to -8F on block. •Recovery decreased by 4F on hit. •Causes Screw on mid-air hit. •Hitbox expanded downward.
⇨☹☹	•Hitbox expanded downward.
While rising ☹☹☹	•Changed from +2F to +3F on hit.
(While enemy is down) ⇩☹☹	<ul style="list-style-type: none"> •Damage changed from 20 to 25. •Opponent closer on block.