












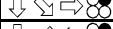
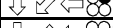

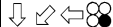


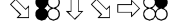



Paul

Command	Changes
	•Hitbox increased downward when attack hits
	•Damage decreased from 26 to 21 •Opponent reaction after hit has changed. •Bug in which counter didn't occur when hit during startup has been fixed.
	•Opponent reaction after hit has changed.
	•Distance to opponent decreased on block.
	•Distance to opponent decreased on block.
	•Distance to opponent decreased on block.
	•Opponent reaction after mid-air hit has changed.
	•Opponent reaction after hit has changed.
	•Changed to -12F from -8F on block. •Changed from -2F to ±0F on hit.
	•Opponent reaction after mid-air hit has changed.
	•Opponent reaction after counter hit has changed.
	•Startup changed from 39-40F to 34F. •Changed from +8F to +9F on block •Induces Wall Bounce on hit. •Opponent reaction after mid-air hit has changed. •Decreased jump status frames by 5.
	•Opponent closer on hit.
	•Decreased damage from 40 to 36.
	•Opponent reaction after mid-air hit has changed.
	•Increased damage from 15 to 17.
	•Changed from +3F to +1F on block. •Opponent reaction after counter hit has changed.
While rising 	•Startup changed from 16-17F to 15-16F.
(While enemy is down) 	•Opponent closer on block.
When near opponent 	•Hits are now connected. •Just frame input damage increased from 15 to 20.
Approach enemy 	•Recovery decreased for both characters by 10F on hit for faster pace.