

Shaheen

Command	Changes
	<ul style="list-style-type: none"> • Damage changed from 14 to 17. • Changed from -13F to -11F on block. • Changed from -2F to +3F on hit. • Input window changed from 19F to 24F.
	<ul style="list-style-type: none"> • transitions to Stealth Step. • Changed from +13F to +3F on hit. • Opponent closer on hit.
	<ul style="list-style-type: none"> • Changed from +1F to -0F on block. • Changed from +7F to +6F on hit.
	<ul style="list-style-type: none"> • Changed from 0F to +2F on hit. • Changed from -6F to -4F on block.
	<ul style="list-style-type: none"> • Added new move.
	<ul style="list-style-type: none"> • Changed from +13 to +3F on hit. • Opponent farther away on hit.
	<ul style="list-style-type: none"> • Changed from -9F to -10F on block. • Changed from +2F to +1F on hit.
	<ul style="list-style-type: none"> • Move now comes out 2F slower. • Input window changed from 11F to 13F. • Changed from -4F to -5F on block.
	<ul style="list-style-type: none"> • Opponent closer on block.
	<ul style="list-style-type: none"> • Opponent reaction on hit was changed.
	<ul style="list-style-type: none"> • Causes Screw on counter hit. • Hitbox expanded.
	<ul style="list-style-type: none"> • Damage changed from 15 to 17.
	<ul style="list-style-type: none"> • Opponent reaction on hit was changed.
	<ul style="list-style-type: none"> • Changed from -17F to -14F on block. • Changed from -3F to 0F on hit.
	<ul style="list-style-type: none"> • Moves can now be done 1F faster after Stealth Step. • Transition to crouch after Stealth Step (During Stealth Step) is 2F slower.
	<ul style="list-style-type: none"> • Opponent closer on block.
	<ul style="list-style-type: none"> • Changed from -5F to -10F on block. • Changed from +6F to +1F on hit.
	<ul style="list-style-type: none"> • Opponent closer on block.
	<ul style="list-style-type: none"> • Damage changed from 30 to 23. • Opponent farther away on block.
	<ul style="list-style-type: none"> • Opponent farther away on block.
	<ul style="list-style-type: none"> • Changed from -1F to +2F on hit.
	<ul style="list-style-type: none"> • Recovery for on block for both players increased by 2F. • Recovery on whiff increased by 2F.

⇔⇔⊗	<ul style="list-style-type: none"> • Damage changed from 10,45 to 20,35. • More easily transitions to throw on hit from farther away. • Opponent reaction when hit doesn't transition to throw was changed.
⇔⇔⇔⊗	<ul style="list-style-type: none"> • Added new move.
During Stealth Step ⊗	<ul style="list-style-type: none"> • Damage changed from 7 to 10. • Changed from +1F to -1F on block. • Changed from +8F to +5F on hit. • Opponent reaction on counter hit was changed. Changed from +8F to +12F
During Stealth Step ⊗	<ul style="list-style-type: none"> • Changed from -13F to -9F on block.
During Stealth Step ⊗	<ul style="list-style-type: none"> • Damage changed from 18 to 23.
While rising ⊗	<ul style="list-style-type: none"> • Recovery on block for both players increased by 4F.
While rising ⊗⊗	<ul style="list-style-type: none"> • Recovery on block for both players increased by 2F. • Opponent closer on block.
While crouching ↘ ↓ ↙ ⊗	<ul style="list-style-type: none"> • Changed from -27F to -23F on block.
Time with enemy punch ⇔⊗	<ul style="list-style-type: none"> • Couldn't do move while crouched. Now fixed.