

# Alisa

Command	Changes
During Rage ←●●	•Distance traveled backward during animation decreased
●●	•Hitbox expanded downward.
●●●●	•Damage changed from 7 to 8.
●●●●●	•Damage changed from 20 to 25. •Attack comes out 1F slower. •Input window changed from 33F to 35F.
⇒●●●●	•Hits now chain. •Changed from -20F to -14F on block. •Opponent closer on block. •Opponent closer on hit.
⇒●●	•Hitbox expanded downward.
⇒●●●●	•Hitbox expanded downward.
⇒●●●●●	•Damage changed from 20 to 22. •Causes Wall bounce on hit.
↘●●	•Pushback decreased so it's easier to hit.
↘●●	•Now can be performed during Destructive Form (During Destructive Form ↘●●) •Changed to Power Crush. •Startup changed from 18F to 19F. •Changed from -11F to -14F on block. •Opponent closer on block. •Recovery increased by 1F on hit.
↓●●	•Opponent closer on block.
↓●●●●	•Changed from -1F to +2F on block. •Recovery decreased by 3F on hit. •Input window changed from 18F to 28F.
↓●●	•Opponent closer on block.
↘【●●●●】	•Recovery decreased by 11F. •Opponent recovery decreased by 10F on block. •Changed from -10F to -9F on block.
↘●●●●	•Opponent reaction on mid-air hit was changed.
↘●●	•Opponent closer on block.
↘●●	•Opponent closer on block.
←●●	•Now causes Screw on mid-air hit.
←●●●●	•Damage changed from 15 to 20.
↘●●	•Recovery decreased by 5F on hit and block.
⇒⇒⇒●●●●	•Opponent farther away on block.
While rising ●●●●	•Now transitions to Destructive Form (While rising ●●●●●)
While rising ●●	•Opponent recovery increased by 2F on block. •Opponent closer on block.
During Clockwork ●●	•Homing increased.

During Clockwork ↓ ♂♂	<ul style="list-style-type: none"> <li>•Homing increased.</li> <li>•When hit by opponent during startup, status changed from Aerial to Standing hit.</li> </ul>
During sidestep ♂♂	<ul style="list-style-type: none"> <li>•Opponent closer on block.</li> <li>•Changed from -1F to +2F on hit.</li> <li>•Opponent closer on hit.</li> </ul>
During sidestep ♂♂♂	<ul style="list-style-type: none"> <li>•Opponent closer on hit.</li> </ul>
((While enemy is down) ↗ ♂♂	<ul style="list-style-type: none"> <li>•Changed from -17F to -14F on block.</li> <li>•Opponent closer on block.</li> </ul>
During Destructive Form ♂♂ (or ♂♂)	<ul style="list-style-type: none"> <li>•Move can no longer be performed consecutively.</li> </ul>
During Destructive Form ⇨ ♂♂	<ul style="list-style-type: none"> <li>•Opponent closer on hit for attack 1 through 6.</li> </ul>
During Dual Boot ♂♂	<ul style="list-style-type: none"> <li>•Opponent closer on block for attack 1 through 6.</li> <li>•Opponent closer on hit for attack 1 through 5.</li> </ul>
During Dual Boot ♂♂	<ul style="list-style-type: none"> <li>•Changed from -5F to ±0F on block.</li> </ul>
During Destructive Form ↓ ♂♂	<ul style="list-style-type: none"> <li>•Changed from -2F to +3F on hit.</li> </ul>
During Destructive Form ⇐ ♂♂♂	<ul style="list-style-type: none"> <li>•Opponent closer on block for attack 2 through 4.</li> </ul>
During Destructive Form ↑ ♂♂♂ (or ↓ ♂♂♂)	<ul style="list-style-type: none"> <li>•Recovery decreased by 10F.</li> <li>•Changed from -20F to -10F on block.</li> </ul>