















Eddy

Command	Changes
	• Changed from +4F to +5F on hit.
	• Opponent closer on block. • Causes Screw on counter hit.
	• Opponent closer on hit and block.
	• Startup changed from 15F to 14F. • Changed from -10F to -11F on block. • Changed from +4F to +3F on hit.
	• Changed from -6F to -8F on block.
	• Changed to Power Crush. • Startup changed from 30F to 31F. • Changed from +3F to -2F on block. • Opponent closer on block. • Changed from +5F to +6F on hit. • Opponent reaction on counter hit and mid-air hit was changed.
	• Transition to crouch removed.
	• Changed from -13F to -10F on block. • Recovery on hit decreased by 3F.
	• Startup changed from 26F to 24F. • Causes Wall Bounce on hit.
During sidestep 	• Opponent closer after 1st attack hits.
During Handstand 	• Changed from -11F to -12F on block.
During Handstand 	• Damage changed from 10,12 to 5,20. • Opponent reaction changed on hit. • Causes Screw on mid-air hit.
During Negativa 	• Causes Wall Bounce on hit.
During Negativa 	• Damage changed from 14 to 12. • Hitbox expanded downward.