

## Eliza

Command	Changes
↓ ↘ ⇒ ○○	• Changed from -10F to -9F on block.
⇒ ↓ ↘ ○○	• Opponent closer after blocking 2nd hit. • When 3rd hit lands, can now follow up with ↓ ↘ ⇒ ↓ ↘ ⇒ ○○.
↓ ↘ ⇐ ○○	• Changed from -14F to -11F on block. • Opponent closer on block. • Homing increased.
↓ ↘ ⇐ ○○	• Damage changed from 20 to 22. • Opponent closer on counter hit and block. • Decreased pushback so it hits easier.
↓ ↘ ⇐ ○○	• Changed from -17F to -19F on block. • Recovery increased on hit by 2F.
During jump ↓ ↘ ⇐ ○○	• Changed from -17F to -20F on block. • Recovery increased on hit by 3F.
↓ ↘ ⇒ ○○	• Damage changed from 20,20 to 10,10. • Hitbox on 1st hit expanded. • Opponent reaction on mid-air hit for 2nd hit was changed. • Forward movement slower for 2nd hit. • Can now transition to Moon Glide afterward.
⇒ ↓ ↘ ○○	• Opponent closer after 1st attack hits.
↓ ↘ ⇐ ○○	• Damage changed from 10,20 to 5,15.
During jump ↓ ↘ ⇐ ○○	
↓ ↘ ⇒ ○○ (or ○○) ⇒ ↓ ↘ ○○	• Command to transition to Moon Glide changed from ⇒ ↓ ↘ ○○   to ⇒ ○○ (or ↓ ↘ ○○)
⇒ → ○○ ↓ ↘ ⇒ ○○ (or ○○) ⇒ ↓ ↘ ○○	• Command to transition to Moon Glide changed from ⇒ ↓ ↘ ○○   to ⇒ ○○ (or ↓ ↘ ○○)
↓ ↘ ⇒ ↓ ↘ ⇒ ○○	• Opponent reaction on mid-air hit and hit while downed was changed.
○○○○○	• Opponent was unable to crouch on 3rd hit when 2nd attack hits. Now fixed.
○○	• Opponent closer on hit.
○○	• Damage changed from 20 to 26. • Changed from -20F to -17F on block. • Recovery on hit decreased by 3F.
⇒ ○○	• Changed from -11F to -9F on block. • Homing increased.
During Moon Glide ○○ ※ Only when Blood Gauge used to transition	• Causes Wall Bounce on hit.
During Moon Glide ○○	• Opponent reaction changed on hit.
↓ ○○ (or While crouching ○○)	• Changed from +6F to +3F on hit from side or from behind. • Decreased pushback so easier to hit.
↓ ○○ (or While crouching ○○)	• Damage changed from 20 to 17. • Changed from +3F to +5F on hit.
⇐ ○○	• Changed from ±0F to +3F on hit. • Homing decreased.

←●●●●	•Homing decreased.
←●●●●●●	•Opponent reaction changed on hit.
←●●	•Damage changed from 14 to 12.
←●●●●	•Changed from -7F to -4F on block. •Changed from +12F to +15 on hit.
←●●●●	•Opponent reaction on hit from the side and hit while downed was changed. •Move comes out faster by 1F.
←●●	•Active frames on first attack increased by 1F. •2nd attack changed from -18F to -13F on block. •Opponent reaction on hit or mid-air hit on 2nd attack was changed.
⇒→●●●●	•Recovery on block increased for both players by 3F. •Changed from -3F to -6F on hit.
⇒→●●	•3rd hit can now be parried after blocking first hit.
⇒⇒⇒●●	•Changed from -2F to +2F on block. •Recovery decreased on hit by 2F.
While rising ●●	•Decreased pushback so easier to hit.
While rising ●●	•Changed from -12F to -9F on block.
While rising ●●	•Recovery decreased by 3F on hit.