

Geese

Command	Changes
↓ ↘ ↙ ♂	• Damage changed from 15 to 20.
During MAX mode ↓ ↘ ↙ ♂	• Opponent reaction on 2nd hit or mid-air 2nd hit was changed.
During MAX mode ↓ ↘ ↙ ♂ ♂	• Damage changed from 18 to 10. • Changed from ±0F to -2F on block. • Causes Wall Bounce on hit.
During MAX mode ↓ ↘ ↙ ♂ ♂	• Damage changed from 23 to 20.
During MAX mode ↓ ↘ ↙ ♂ ♂	• Damage changed from 23 to 20.
↓ ↘ ↙ ↓ ↘ ↙ ♂	• Damage changed from 14,14,14,14,14 to 13,13,13,13,13.
↘ ↙ ↘ ↓ ↘ ↙ ♂	• Damage changed from 45 to 43.
♂ ♂ ♂ ♂ ♂	• Damage changed from 15 to 20.
♂	• Damage changed from 15 to 13.
♂ ♂	• Changed from -14F to -13F on block. • Changed from -1F to ±0F on hit.
♂	• Damage changed from 19 to 20. • Changed from -9F to -14F on block. • Opponent reaction on hit and mid-air hit was changed. • Recovery on whiff increased by 7F.
⇒ ♂	• Changed from -14F to -13F on block.
⇒ ♂	• Recovery increased on block and whiff by 4F. • Recovery decreased on hit by 2F.
↘ ♂ ♂	• Changed from -14F to -13F on block. • Opponent closer on block.
↘ ♂ ♂ [♂ ♂]	• Startup changed from 26F to 24F. • Changed from -3F to +2F on block.
↓ ♂	• Damage changed from 14 to 15.
← ♂ ♂	• Damage changed from 17 to 18.
← ♂	• Damage changed from 25 to 23. • Startup changed from 26F to 24F. • Changed from -3F to +2F on block.
⇒ ⇒ ⇒ ♂	• Opponent closer on block.
While rising ♂	• On counter hit, timing when opponent can begin to block delayed by 7F.
While rising ♂ ヒット時 ⇒ ♂	• Damage when opponent falls to the ground changed from 15 to 10. • Timing opponent can ukemi delayed by 1F.
While rising ♂	• Damage changed from 17 to 14. • Changed from -3F to -8F on block. • Causes Screw on hit.
Timed with enemy attack ⇒ ↘ ↓ ↘ ↙ ♂ (or ♂)	• Damage changed from 25 to 30.