

## Jin

Command	Changes
☉☉☉	• Can now transition to Zenshin ☉☉☉➡
☉☉	• Opponent reaction on counter hit has changed.
↘☉☉【☉☉☉】	• Changed from -11F to -12F on block. • Opponent closer on hit and block.
↓☉☉	• Now induces Wall Bounce on hit. • Crouch status removed.
↓☉☉	• Changed from -13F to -12F on block. • Changed from -2F to -1F on hit.
During Mental Alertness 2 ☉☉	• Hitbox expanded downward.
↖☉☉	• Homing decreased
↔☉☉☉	• Opponent was unable to duck 「During Zenshin ☉☉」 after this move hits, so this was fixed.
(While enemy is down) ↓☉☉	• Opponent closer on block.