

























## Josie

Command	Changes
During Rage 	• Opponent recovery decreased on hit by 6F.
	• Opponent reaction on counter hit was changed.
During Switch Stance 	• Damage changed from 18 to 20.
During Switch Stance 	• Changed from -13F to -12F on block. • Opponent farther away on block. • Changed from -2F to -1F on hit.
	• Opponent reaction on counter hit was changed.
	• Causes Screw on counter hit.
	• Can also be performed with  .
	• Homing decreased.
	• Damage changed from 25 to 30.
	• Damage changed from 16 to 20. • Opponent reaction on counter hit was changed.
	• Opponent farther away on block. • Opponent closer on hit and counter hit.
	• Opponent reaction on hit, counter hit, mid-air hit, and when hit while downed has been changed.
	• Active frames increased by 1F. • Changed from -6F to -9F on block. • Opponent closer on hit and block. • Changed from ±0F to +2F on hit. • Hitbox expanded downward. • Decreased pushback so move hits easier.
	• Damage changed from 10 to 20. • Opponent reaction changed on hit. • Input window changed from 11F to 14F.
	• Causes Wall Bounce on hit.
	• Added new move.
	• Damage changed from 23 to 25. • Move comes out 2F slower.
	• Opponent closer on hit. • Opponent reaction on mid-air hit was changed. • Hitbox expanded downward.
	• Added crouch status.
スウェーバック中に 	• Changed from -13F to -9F on block. • Recovery decreased on hit by 4F. • Pushback decreased so it hits easier.
	• Opponent reaction changed on hit.
	• Added new move.
While rising 	• Changed from -11F to -9F on block. • Changed from ±0F to +2F on hit.

While rising ☉☉☉	• Move comes out 1F slower.
While crouching ☉☉☉	• Opponent reaction on hit changed, also changed from +1F to +7F on hit.