

## Katarina

Command	Changes
During Rage ☹☹	• Opponent was unable to do ukemi if they hit a wall. Now fixed.
☹☹☹☹ →	• Recovery increased by 8F. • Input window for moves During Harrier changed from 30F to 37F.
☹☹☹☹☹	• Opponent reaction on counter hit was changed.
☹☹☹☹☹	• Opponent reaction on counter hit was changed.
☹☹☹☹☹	• Changed from -7F to ±0F on block. • Opponent closer on block.
☹☹ (or while rising ☹☹)	• Damage changed from 14 to 9 (or 12). • Startup changed from 16F to 14F. • Hitbox expanded downward.
☹☹☹☹ (or while rising ☹☹☹☹)	• Damage changed from 5 to 4.
☹☹☹☹☹☹ (or while rising ☹☹☹☹☹☹)	• Damage changed from 5 to 4. • Changed from -7F to -10F on block. • Opponent farther away on hit and block. • Changed from +4F to +1F on hit.
☹☹☹☹☹☹☹☹ (or While rising ☹☹☹☹☹☹☹☹)	• Damage changed from 5 to 4. • Changed from -13F to -11F on block. • Opponent closer on hit and block. • Changed from -2F to ±0F on hit.
☹☹☹☹☹☹☹☹☹☹☹☹ (or While rising ☹☹☹☹☹☹☹☹☹☹☹☹)	• Damage changed from 15 to 17. • Opponent closer on block. • Changed from -3F to +1F on hit. • Opponent reaction on normal and counter hit was changed.
☹☹☹☹	• Changed from -13F to -8F on block. • Opponent reaction on hit was changed. • Causes Screw on counter hit and mid-air hit.
☹☹☹☹☹☹☹☹ →	• Recovery increased by 17F. • Input window for moves During Harrier changed from 34F to 50F.
☹☹	• Changed from -7F to -9F on block.
☹☹☹☹ (or ↗☹☹☹☹☹☹)	• Changed from -7F to -10F on block.
☹☹☹☹☹☹ (or ↗☹☹☹☹☹☹☹☹)	• Changed from -5F to -10F on block. • Changed from +1F to +4F on hit.
☹☹☹☹☹☹☹☹☹☹☹☹ (or ↗☹☹☹☹☹☹☹☹☹☹☹☹)	• Opponent reaction on hit was changed.
⇨☹☹	• Damage changed from 27 to 23. • Changed from -9F to ±0F on block. • Opponent reaction on normal and counter hit was changed.
⇨☹☹	• ⇨☹☹↓ Transition timing now faster by 5F.
During Harrier ☹☹	• Added crouch status.
During Harrier ☹☹	• Changed from -14F to -6F on block. • Opponent reaction on normal and counter hit was changed.

During Harrier ☉☉	<ul style="list-style-type: none"> <li>• Damage changed from 25 to 23.</li> <li>• Opponent reaction on hit was changed.</li> </ul>
During Harrier ☉☉	<ul style="list-style-type: none"> <li>• Causes Wall Bounce on hit.</li> <li>• Recovery on hit decreased by 5F.</li> </ul>
During Harrier ↓	<ul style="list-style-type: none"> <li>• Recovery decreased by 2F.</li> </ul>
⇨☉☉	<ul style="list-style-type: none"> <li>• Changed from -12F to +1F on block.</li> </ul>
⇨☉☉	<ul style="list-style-type: none"> <li>• Changed from -17F to -13F on block.</li> <li>• Opponent closer on block.</li> <li>• Recovery on hit decreased by 4F.</li> </ul>
⇨☉☉	<ul style="list-style-type: none"> <li>• Opponent closer on block.</li> <li>• Opponent farther away on hit.</li> </ul>
⇨☉☉☉	<ul style="list-style-type: none"> <li>• Now able to crouch on 2nd hit when 1st hit blocked.</li> <li>• Changed from -7F to -5F on block.</li> <li>• Changed from +4F to +6F on hit.</li> </ul>
⇨☉☉☉→	<ul style="list-style-type: none"> <li>• Recovery increased by 8F.</li> <li>• Input window for moves During Harrier changed from 30F to 37F.</li> </ul>
⇨☉☉	<ul style="list-style-type: none"> <li>• Opponent reaction on hit was changed.</li> <li>• Opponent closer on hit.</li> </ul>
⇨☉☉☉	<ul style="list-style-type: none"> <li>• Opponent closer on block.</li> </ul>
⇨☉☉	<ul style="list-style-type: none"> <li>• Changed from -9F to -6F on block.</li> <li>• Changed from -1F to +2F on hit.</li> </ul>
⇨☉☉☉	<ul style="list-style-type: none"> <li>• Changed from -19F to -21F on block.</li> <li>• Reaction on block was changed.</li> </ul>
⇨☉☉☉↓	<ul style="list-style-type: none"> <li>• Recovery decreased by 3F.</li> </ul>
⇨☉☉	<ul style="list-style-type: none"> <li>• Changed from -16F to -14F on block.</li> <li>• Changed from ±0F to +2F on hit.</li> </ul>
⇨☉☉→	<ul style="list-style-type: none"> <li>• Recovery increased by 8F.</li> <li>• Input window for moves During Harrier changed from 30F to 37F.</li> </ul>
⇨☉☉	<ul style="list-style-type: none"> <li>• Opponent closer on block.</li> </ul>
⇨☉☉☉	<ul style="list-style-type: none"> <li>• Opponent closer on block.</li> </ul>
⇨☉☉☉	<ul style="list-style-type: none"> <li>• Opponent farther away on hit.</li> <li>• Opponent reaction on counter hit was changed.</li> </ul>
⇨☉☉→	<ul style="list-style-type: none"> <li>• Recovery increased by 14F.</li> <li>• Input window for moves During Harrier changed from 30F to 43F.</li> </ul>
⇨☉☉☉	<ul style="list-style-type: none"> <li>• Damage changed from 15 to 20.</li> <li>• Changed from -8F to -12F on block.</li> <li>• Opponent reaction on hit was changed.</li> </ul>
⇨☉☉	<ul style="list-style-type: none"> <li>• Changed from -13F to -16F on block.</li> <li>• Opponent closer on hit.</li> <li>• Added crouch status.</li> </ul>
⇨☉☉	<ul style="list-style-type: none"> <li>• Opponent closer on block.</li> </ul>
⇨☉☉☉	<ul style="list-style-type: none"> <li>• Changed from -12F to +1F on block.</li> <li>• Recovery on hit decreased by 5F.</li> </ul>

←○○○	• Added new move.
←○○	• Changed from -17F to -14F on block.
↶○○	• Delayed ○○ input resulted in faster attack. Now fixed.
↗○○○	• Opponent closer on block.
⇒→○○○	• Changed from -14F to -9F on block. • Causes Screw on hit.
⇒→○○ (or During Harrier ↗○○)	• Jump status start changed from 11F to 9F.
⇒⇒⇒○○	• Changed from -5F to +1F on block. • Opponent reaction on hit, mid-air hit, and block was changed.
While rising ○○	• Damage changed from 13 to 15. • Opponent closer on hit.
While rising ○○○	• Damage changed from 8 to 10. • Changed from -7F to -5F on block. • Changed from +4F to +6F on hit. • Now able to crouch on 2nd hit when 1st hit blocked.
While rising ○○	• Opponent closer on hit and block.
While crouching ↘○○	• Opponent reaction on counter hit was changed.
(When enemy down) ↓○○	• Changed from -21F to -20F on block. • Changed from -10F to -9F on hit.
Approach enemy ↘○○	• Can now perform ↘○○ during Harrier.