

Lili

Command	Changes
During Rage ↘○○	<ul style="list-style-type: none"> • Command changed from ↘○○○○ to ↘○○. • Damage changed from 14,26 to 10,20. • Startup for 1st attack changed from 24F to 22F. • Opponent reaction on 1st hit was changed. • Jump status on 1st attack changed from starting on 12F to 9F. • Homing increased on 1st attack.
○○○○	• Now transitions to Dew Glide ○○○○➡
⇨○○	• Startup changed from 13F to 12F.
⇨○○○○	• Changed from -12F to -15F on block.
⇨○○○○○	• Opponent reaction when hit while downed was changed.
↘○○○○	• Opponent closer when 2nd attack blocked.
↓○○	• Opponent closer on block.
↗○○	<ul style="list-style-type: none"> • Changed to homing attack. • Damage changed from 20 to 25.
↗○○	• Opponent closer on block.
⇐○○➡	• Timing During Dew Glide ○○ can be performed is 3F slower.
During Feisty Rabbit ○○	<ul style="list-style-type: none"> • Changed from -17F to -15F on block. • Opponent closer on block.
↑○○	<ul style="list-style-type: none"> • Damage changed from 25 to 26. • Opponent reaction on mid-air hit was changed.
↗○○	<ul style="list-style-type: none"> • Damage changed from 18 to 12. • Startup changed from 28F to 25F. • Jump status start changed from 12F to 9F.
↗○○○○	• Causes Wall Bounce on hit.
↓↘⇨○○	• Startup changed from 16F to 14F.
↓↘⇨○○○○	<ul style="list-style-type: none"> • Changed from -7F to -11F on block. • Changed from +2F to +5F on hit. • Hits now chain.
↓↘⇨○○	• 1st attack changed to homing attack.
While rising ○○○○○	• Opponent closer on block.
While rising ○○	• Opponent reaction when hit while downed was changed.
While crouching ↘○○	<ul style="list-style-type: none"> • Changed from -12F to -9F on block. • Opponent reaction on hit and hit while downed has been changed .
While crouching ↘○○	• Can now be performed during Dew Glide ↓↘➡○○