

## Lucky Chloe

Command	Changes
During Rage ↘ during hit	• Can now do ↘ during hit During Rage back toward enemy.
	• Opponent closer on block. • Decreased pushback so it hits easier.
	• Move now comes out 1F slower. • Changed from +2F to +4F on hit. • Opponent farther away on hit. • After move, character was Standing, but now is Crouching.
	• Opponent reaction on counter hit was changed.
in time with the rhythm	• During counter hit, Double Twist now chain hits.
	• Damage changed from 17 to 14.
	• Now transitions to back turned.
	• Damage changed from 16 to 20. • Input window changed from 15F to 27F.
	• Can now do while back turned. • Damage changed from 12,20 to 6,20.
	• Move now comes out 1F slower. • After move, character was Standing, but now is Crouching.
	• Damage changed from 12,12,20 to 12,6,20.
	• Changed from -11F to -9F on block.
	• Jump status changed from 9-38F to 9-30F. • Jump status start was slow when inputting. Now fixed.
	• Changed from -5F to +7F on block. • Opponent closer on block. • Causes Wall Bounce on hit. • Homing increased.
(or While rising) ヒット時 ヒット時 ヒット時	• Damage changed from 14,20,10,26 to 14,20,20,20.
	• Startup changed from 15F to 14F.
	• Move now comes out 1F slower. • Changed from -11F to -6F on block.
	• Move now comes out 2F faster. • Changed from -13F to -14F on block. • Changed from +8F to +7F on hit. • Input window changed from 30F to 21F. • Hits now chain.
	• Startup changed from 27F to 25F. • Damage changed from 23 to 19. • Opponent reaction on counter hit was changed.

↓☉☉	<ul style="list-style-type: none"> <li>• Changed from +2F to ±0F on block.</li> <li>• Changed from +2F to ±0F on hit.</li> <li>• Opponent reaction on mid-air hit was changed.</li> <li>• Reach increased.</li> </ul>
↘☉☉	<ul style="list-style-type: none"> <li>• Added new move.</li> </ul>
↘☉☉☉	<ul style="list-style-type: none"> <li>• Hits now chain when 1st hit counter hits.</li> <li>• Opponent closer on block.</li> <li>• Changed from -8F to ±0F on hit.</li> </ul>
ツイストL中に☉☉	<ul style="list-style-type: none"> <li>• Reach increased.</li> </ul>
ツイストL中に☉☉	<ul style="list-style-type: none"> <li>• Startup changed from 41F to 34F.</li> <li>• Input window slower by 9F.</li> </ul>
ツイストL中に☉☉	<ul style="list-style-type: none"> <li>• Startup changed from 29F to 26F.</li> <li>• Homing increased.</li> </ul>
ツイストL中に↘☉☉	<ul style="list-style-type: none"> <li>• After move, character was Standing, but now is Crouching.</li> </ul>
ツイストL中にリズム良く↘☉☉	<ul style="list-style-type: none"> <li>• Changed from +1F to +4F on hit.</li> </ul>
ツイストR中にリズム良く↘☉☉	<ul style="list-style-type: none"> <li>• During counter hit, Double Twist now chain hits.</li> </ul>
↘☉☉	<ul style="list-style-type: none"> <li>• Changed from -16F to -14F on block.</li> <li>• Changed from -5F to -3F on hit.</li> <li>• Added crouch status.</li> <li>• After move, character was Standing, but now is Crouching.</li> </ul>
↘☉☉☉	<ul style="list-style-type: none"> <li>• Startup changed from 39F to 35F.</li> </ul>
↘☉☉	<ul style="list-style-type: none"> <li>• Opponent reaction on hit and mid-air hit was changed.</li> <li>• Recovery decreased on hit by 4F.</li> </ul>
↔☉☉	<ul style="list-style-type: none"> <li>• Damage changed from 27 to 20.</li> <li>• Changed from -13F to -11F on block.</li> <li>• Opponent reaction on counter hit and mid-air hit was changed.</li> </ul>
↔☉☉	<ul style="list-style-type: none"> <li>• Damage changed from 25 to 20.</li> <li>• Changed from +2F to +4F on hit.</li> <li>• Opponent reaction on hit was changed.</li> <li>• Opponent farther away on hit.</li> <li>• After move, character was Standing, but now is Crouching.</li> </ul>
↔☉☉	<ul style="list-style-type: none"> <li>• Opponent closer on hit.</li> </ul>
↔☉☉	<ul style="list-style-type: none"> <li>• 1st hit active frames increased by 1F.</li> <li>• 1st hit hitbox expanded downward</li> <li>• 1st hit homing increased.</li> </ul>
↔☉☉	<ul style="list-style-type: none"> <li>• Added new move.</li> </ul>
↗☉☉	<ul style="list-style-type: none"> <li>• Damage changed from 18 to 13.</li> <li>• Changed from -17F to -15F on block.</li> <li>• Recovery on hit decreased by 2F.</li> </ul>
↑☉☉	<ul style="list-style-type: none"> <li>• Damage changed from 15 to 10.</li> <li>• Changed from -17F to -15F on block.</li> <li>• Recovery on hit decreased by 2F.</li> </ul>

↖ ○○	<ul style="list-style-type: none"> <li>• Damage changed from 12 to 7.</li> <li>• Changed from -17F to -15F on block.</li> <li>• Recovery decreased on hit by 2F.</li> <li>• Opponent reaction on hit was changed.</li> </ul>
↑ ○○	<ul style="list-style-type: none"> <li>• Added new move.</li> </ul>
↗ ○○○	<ul style="list-style-type: none"> <li>• During counter hit, Double Twist now chain hits.</li> </ul>
⇒ → ○○	<ul style="list-style-type: none"> <li>• Startup changed from 26F to 23F.</li> </ul>
During Scoot ○○	<ul style="list-style-type: none"> <li>• Damage changed from 15 to 20.</li> </ul>
During Scoot ↗ ○○	<ul style="list-style-type: none"> <li>• After move, character was Standing, but now is Crouching.</li> </ul>
While crouching ↘ ○○	<ul style="list-style-type: none"> <li>• Changed to Homing attack.</li> </ul>
Back toward enemy ↓ ○○	<ul style="list-style-type: none"> <li>• After move, character was Standing, but now is Crouching.</li> </ul>
Back toward enemy ↓ ○○	<ul style="list-style-type: none"> <li>• Damage changed from 18 to 20.</li> <li>• Changed from -12F to -18F on block.</li> <li>• Recovery increased on hit by 6F.</li> <li>• Opponent reaction on normal and counter hit was changed.</li> <li>• Hitbox expanded.</li> <li>• After move, character was Standing, but now is Crouching.</li> </ul>