
































Master Raven

Command	Changes
	• Hitbox expanded downward.
	• Damage changed from 10 to 12. • Changed from $\pm 0F$ to $+3F$ on hit.
	• Changed from $-11F$ to $-9F$ on block. • Opponent reaction changed on hit. • Recovery on hit decreased by $2F$.
	• Changed from $-23F$ to $-16F$ on block. • Changed from $-15F$ to $-5F$ on hit.
	• Opponent farther away on counter hit.
	• Opponent reaction on branching move hit changed.
	• Opponent closer on block.
	• Damage changed from 25 to 23. • Startup changed from $15F$ to $14F$. • Opponent reaction on mid-air hit was changed.
During Haze 	• Changed from $-15F$ to $-14F$ on block.
During Haze 	• Recovery on block for both players decreased by $3F$. • Opponent farther away on block. • Causes Wall Bounce on hit. • Recovery decreased on hit by $3F$. • Decreased pushback so it hits more easily.
	• Hitbox expanded downward.
	• Damage changed from 30 to 25. • Startup changed from $16F$ to $15F$. • Opponent reaction changed on hit.
	• Hitbox expanded downward.
	• Hitbox expanded upward.
	• Opponent reaction on crouch hit was changed.
	• Damaged changed from 15 to 13. • Opponent reaction changed on hit. • Hits now chain.
	• Changed from $+4F$ to $+5F$ on block. • Recovery on hit and block for increased for both players by $4F$. • Opponent reaction on mid-air hit was changed.
	• Move comes out faster by $2F$.
	• Damage changed from 20 to 23. • Opponent reaction on hit and block was changed. • Changed from $+4F$ to $+1F$ on block.
Back toward enemy 	• Hitbox expanded downward.

Back toward enemy 	<ul style="list-style-type: none"> • Damage changed from 10 to 17. • Changed from -5F to ±0F on block. • Changed from -4F to +1F on hit. • Input windown changed from 11F to 16F.
Back toward enemy 	<ul style="list-style-type: none"> • Changed to Power Crush. • Opponent reaction on mid-air hit and hit from the side was changed. • Reversal property removed.
Back toward enemy 	<ul style="list-style-type: none"> • Can now be low parried.
Back toward enemy 	<ul style="list-style-type: none"> • Active frames increased by 1F. • Decreased pushback so it hits easier.
Back toward enemy 	<ul style="list-style-type: none"> • Opponent reaction changed on hit. • Hitbox expanded downward.
	<ul style="list-style-type: none"> • Changed from -15F to -17F on block.
	<ul style="list-style-type: none"> • Changed from -11F to -14F on block. • Opponent closer on block. • Changed from ±0F to -3F on hit. • Recovery on hit increased by 3F.
	<ul style="list-style-type: none"> • Opponent reaction on mid-air hit was changed.
	<ul style="list-style-type: none"> • Changed from -11F to -14F on block. • Opponent closer on block. • Changed from ±0F to -3F on hit. • Recovery on hit increased by 3F.
	<ul style="list-style-type: none"> • Opponent closer on counter hit.
	<ul style="list-style-type: none"> • Causes Wall Bounce on hit.