

Nina

Command	Changes
	<ul style="list-style-type: none"> • Damage changed from 15 to 17. • Changed from -5F to -4F on block. • Changed from ±0F to +1F on hit.
	<ul style="list-style-type: none"> • Causes Screw on counter hit.
	<ul style="list-style-type: none"> • Active frames increased by 2F.
	<ul style="list-style-type: none"> • Causes Screw on mid-air hit.
	<ul style="list-style-type: none"> • Reach increased. • Forward movement after move increased so opponent is closer.
	<ul style="list-style-type: none"> • Changed from -18F to -16F on block. • Opponent closer on block. • Recovery decreased on hit by 1F.
	<ul style="list-style-type: none"> • Opponent reaction on counter hit was changed.
	<ul style="list-style-type: none"> • Damage changed from 16 to 10.
	<ul style="list-style-type: none"> • Damage changed from 20 to 17. • Opponent reaction changed on hit.
	<ul style="list-style-type: none"> • Damage changed from 23 to 24.
	<ul style="list-style-type: none"> • Changed from -14F to -5F on block. • Opponent farther away on block. • Recovery on hit decreased by 1F. • Causes Wall Bounce on hit.
ホールド	<ul style="list-style-type: none"> • Causes Wall Bounce on hit.
	<ul style="list-style-type: none"> • Opponent closer on hit.
	<ul style="list-style-type: none"> • Active frames increased by 2F.
While rising	<ul style="list-style-type: none"> • Damage changed from 14,6,15 to 17,3,15.
While rising	<ul style="list-style-type: none"> • Startup changed from 18F to 13F.
Approach enemy	<ul style="list-style-type: none"> • Hitbox expanded downward.
Approach enemy	<ul style="list-style-type: none"> • Hitbox expanded downward.