

Steve

Command	Changes
During Rage ↘☉☉	• New move added.
⇒☉☉[☉☉☉☉]	<ul style="list-style-type: none"> • Changed damage from 17 to 20. • Changed from -5F to -9F on block. • Recovery increased by 5F on hit. • Opponent reaction on hit changed.
Duck In ☉☉	<ul style="list-style-type: none"> • Opponent reaction when hit while downed was changed. • Hitbox expanded downward.
⇒☉☉	<ul style="list-style-type: none"> • Opponent closer after 1st attack hits. • Push back from first hit decreased.
⇒☉☉☉	<ul style="list-style-type: none"> • Opponent closer on hit.
During Peekaboo ⇒☉☉	<ul style="list-style-type: none"> • Push back decreased so it hits easier.
During Peekaboo ⇒☉☉☉	<ul style="list-style-type: none"> • Opponent reaction when hit mid-air was changed.
During Peekaboo ↘☉☉	<ul style="list-style-type: none"> • Damage changed from 10 to 12.
During Peekaboo ⇐☉☉	<ul style="list-style-type: none"> • Causes Wall Bounce on hit.
During Peekaboo ↗☉☉	<ul style="list-style-type: none"> • Damage changed from 20 to 23. • Opponent reaction when hit while downed was changed.
↘☉☉[☉☉☉☉]	<ul style="list-style-type: none"> • Damage changed from 17 to 20. • Changed from -5F to -9F on block. • Recovery increased by 5F on hit. • Opponent reaction on hit was changed.
⇐☉☉☉	• New move added.
During Flicker Stance ☉☉	<ul style="list-style-type: none"> • Damage changed from 10 to 14. • Opponent closer on hit.
During Flicker Stance ☉☉☉☉☉☉	<ul style="list-style-type: none"> • Changed from -16F to -7F on block. • Opponent reaction on mid-air hit was changed.
During Flicker Stance ☉☉	<ul style="list-style-type: none"> • Changed from ±0F to -5F on block.
(While enemy is down) ↓☉☉	<ul style="list-style-type: none"> • Opponent closer on block.