

## Jack-7

Command	Changes
During Rage ⇐	•Timing opponent hits wall was changed.
	•Damage changed from 14 to 11.
	•Changed to chain hit.
	•Damage changed from 28 to 25.
	•Changed from -12F to -14F.
	•Opponent reaction on hit was changed.
	•Opponent closer on hit.
⇒	•Changed from -10F to -7F on block.
	•Opponent reaction on counter hit was changed.
⇒	•Changed from -13F to -9F on block.
	•Opponent reaction on hit was changed.
⇒ ( )	•Attack property changed from Unblockable to Unblockable High.
↘	•Opponent closer on block.
↘	•Damage changed from 30 to 28.
↗	•Changed from -11F to -12F on block.
	•Changed from +3F to +2F on hit.
↗	•Changed from -11F to -12F on block.
↗	•Changed from ±0F to -1F on hit.
↗	•Changed from ±0F to +3F on hit.
⇐	•Damage changed from 20 to 17.
	•Changed from -10F to -8F on block.
	•Opponent reaction on counter hit was changed.
	•Hitbox expanded.
⇐ Hold	•Hitbox expanded downward.
⇐	•Hitbox expanded downward.
⇒ →	•Damage changed from 30 to 25.
	•Homing decreased.
⇒ →	•Changed to Power Crush.
	•Decreased active frames by 1F.
	•Changed from -9F to -14F on block.
⇐ ↗ ↓ ↘	•Damage changed from 42 to 32.
	•Causes Wall Bounce on hit.
⇒ ⇒ ⇒	•Startup changed from 25F to 22F.
	•Opponent closer on block.
While rising ⇒ ↘ ↘ ↘	•1st hit, 3rd attack counter hit damage changed to 12.
While crouching ↘	•Hitbox expanded.
While crouching ↘	•Opponent closer on block.