

Miguel

Command	Changes
During Rage ↗	<ul style="list-style-type: none"> • Opponent closer on block after 1st attack. • Opponent reaction on hit of 1st attack was changed.
	<ul style="list-style-type: none"> • Damage changed from 16 to 20. • Active frames increased by 1F. • Opponent closer on block. • Opponent reaction changed on hit. • Hitbox expanded downward.
	<ul style="list-style-type: none"> • Move comes out faster by 3F.
	<ul style="list-style-type: none"> • Startup changed from 15F to 13F.
	<ul style="list-style-type: none"> • Hits now chain. • Changed from -11F to -12F on block.
	<ul style="list-style-type: none"> • Changed from -7F to -9F on block. • Changed from +4F to +5F on hit.
	<ul style="list-style-type: none"> • Changed from -15F to -14F on block. • Opponent closer on block. • Recovery decreased on hit by 3F.
	<ul style="list-style-type: none"> • Startup changed from 19F to 20F. • Opponent closer on hit and block. • When hit, timing opponent can begin to block delayed by 4F.
	<ul style="list-style-type: none"> • Changed from -12F to -15F on block. • Opponent farther away on block.
	<ul style="list-style-type: none"> • Hitbox expanded.
	<ul style="list-style-type: none"> • Changed from -13F to -12F on block. • Recovery decreased on hit by 4F.
	<ul style="list-style-type: none"> • Damage changed from 30 to 28.
	<ul style="list-style-type: none"> • Changed from -10F to -12F on block. • Changed from +4F to +2F on hit.
	<ul style="list-style-type: none"> • Changed from -11F to -12F on block. • Changed from +3F to +2F on hit.
	<ul style="list-style-type: none"> • Recovery on block increased for both players by 4F.
	<ul style="list-style-type: none"> • Opponent reaction changed on hit. • Opponent closer on hit.
	<ul style="list-style-type: none"> • Opponent farther away on block.
	<ul style="list-style-type: none"> • Changed from -4F to -3F on block. • Opponent reaction on block was changed.
	<ul style="list-style-type: none"> • Hitbox expanded.
	<ul style="list-style-type: none"> • Damage changed from 30 to 28.
	<ul style="list-style-type: none"> • Changed from -12F to -15F on block. • Opponent farther away on block.
	<ul style="list-style-type: none"> • Startup changed from 33F to 30F.

↔	<ul style="list-style-type: none"> • Changed from -14F to -13F on block. • Recovery decreased on hit by 1F.
⇒	<ul style="list-style-type: none"> • Opponent farther away on block.
⇒	<ul style="list-style-type: none"> • Changed from -14F to -13F on block. • Recovery decreased on hit by 1F.
↔	<ul style="list-style-type: none"> • Recovery decreased on hit by 4F. • Hitbox expanded downward.
While rising	<ul style="list-style-type: none"> • Input window changed from 16F to 18F.
While rising	<ul style="list-style-type: none"> • Input window changed from 16F to 18F.
While rising	<ul style="list-style-type: none"> • Changed from ±0F to +1F on block. • Changed from +2F to +3F on hit.
During Savage Stance	<ul style="list-style-type: none"> • Hitbox expanded downward.
During Savage Stance	<ul style="list-style-type: none"> • Damage changed from 27 to 32.
During Savage Stance	<ul style="list-style-type: none"> • Causes Wall Bounce on hit.
During Savage Stance	<ul style="list-style-type: none"> • Opponent reaction changed on hit. • Causes Screw on counter hit.
During Savage Stance	<ul style="list-style-type: none"> • Opponent farther away on hit and block. • Homing decreased.
During Savage Stance	<ul style="list-style-type: none"> • Damage changed from 17 to 20.
During Savage Stance	<ul style="list-style-type: none"> • Changed to Homing attack. • Startup changed from 28F to 26F.
During Savage Stance	<ul style="list-style-type: none"> • Changed from -12F to -9F on block. • Opponent reaction changed on hit.
During Savage Stance (When punch successful)	<ul style="list-style-type: none"> • Opponent reaction changed on hit.
During Savage Stance	<ul style="list-style-type: none"> • Changed from -9F to -7F on block. • Opponent farther away on block.
During Savage Stance	<ul style="list-style-type: none"> • Opponent reaction when hit while downed was changed.