

## Noctis

Command	Changes
⇨○○	•Hitbox expanded downward.
⇨○○○	•Hitbox expanded.
⇨○○	•Changed from -25F to -19F on block. •Recovery decreased on hit by 6F.
⇨○○ ⇨○○→	•Recovery decreased by 2F.
During Roll-Dodge ○○	•Changed to Power Crush •Damage changed from 20 to 24. •Changed from -14F to -13F on block. •Causes Wall Bounce on hit. •Input window changed from 20F to 28F.
During Roll-Dodge ○○	•Input window changed from 20F to 28F.
During Roll-Dodge ↓	•Recovery decreased by 2F.
⇨○○	•Changed from -14F to -13F on block. •Recovery on hit decreased by 1F.
⇨○○○	•Changed from -4F to -2F on block •Changed from +7F to +8F on hit. •Input window changed from 15F to 23F.
⇨○○	•Damage changed from 7,10 to 10,10.
⇨○○○○	•Recovery decreased on hit by 4F.
⇨○○	•Recovery on block decreased for both players by 3F. •Changed from ±0F to +3F on hit.
⇨○○○	•Changed from -7F to -5F on block for 3rd hit. •Changed from +4F to +6F on hit for 3rd hit.
⇨○○	•Opponent reaction changed on hit. Recovery increased on hit by 4F.
⇨○○	•Changed from -13F to -12F on block. •Changed from -2F to -1F on hit.
⇨○○○	•Changed from +4F to +6F on hit. •Input window changed from 3F to 5F.
⇨○○	•Startup changed from 20F to 18F. •Recovery on block decreased for both players by 3F. •Changed from +9F to +7F on hit.
⇨○○ (When punch parry successful)	•Hitbox expanded.
⇨○○ (or ⇨○○ or ⇨○○)	•Damage changed from 15 to 17. •Opponent reaction on mid-air hit was changed.
⇨→○○	•Opponent farther away on block.
While rising ○○○	•Damage changed from 20 to 23. •When 1st hit is a counter hit, 2nd hit input can be delayed and still chain hit.

While rising ☹️	<ul style="list-style-type: none"> <li>• Damage changed from 13 to 15.</li> <li>• Changed from -13F to -9F on block.</li> <li>• Changed from -7F to -3F on hit.</li> </ul>
While rising ☹️	<ul style="list-style-type: none"> <li>• Hitbox expanded downward.</li> </ul>
While crouching 🙇☹️	<ul style="list-style-type: none"> <li>• Changed to Homing attack.</li> <li>• Changed from +3F to +4F on hit.</li> <li>• Decreased pushback so easier to hit.</li> </ul>
During sidestep ☹️	<ul style="list-style-type: none"> <li>• Hitbox expanded.</li> </ul>