

Xiaoyu

Command	Changes
☉☉	<ul style="list-style-type: none"> • Damage changed from 20 to 17. • Changed from -7F to -11F on block.
⇒☉☉	<ul style="list-style-type: none"> • Startup changed from 20F to 19F. • Changed from ±0F to +1F on block.
⇒☉☉☉☉	<ul style="list-style-type: none"> • Changed from -13F to -10F on block. • Opponent reaction on hit was changed.
↘☉☉	<ul style="list-style-type: none"> • Damage changed from 15 to 11. • Hitbox decreased. • Homing decreased.
↘☉☉☉☉	<ul style="list-style-type: none"> • Changed from -12F to -13F on block.
↓☉☉ (or while crouching ☉☉)	<ul style="list-style-type: none"> • Hitbox decreased.
←☉☉☉☉	<ul style="list-style-type: none"> • Changed from -11F to -9F on block. • Changed from +12F to +14F on hit.
↗☉☉	<ul style="list-style-type: none"> • Opponent reaction on mid-air hit was changed.
⇒⇒☉☉☉☉	<ul style="list-style-type: none"> • Input window was changed from 16F to 30F.
While crouching ↘☉☉☉☉	<ul style="list-style-type: none"> • Opponent closer on block.
Back towards enemy ☉☉	
Back towards enemy ☉☉☉☉☉☉	<ul style="list-style-type: none"> • Opponent closer on block.
While crouching ☉☉☉☉☉☉	
Back towards enemy ↓☉☉	<ul style="list-style-type: none"> • Damage changed from 19 to 21. • Opponent reaction on hit was changed.
During AOP ☉☉	<ul style="list-style-type: none"> • Opponent closer on hit and block.
During AOP ☉☉	<ul style="list-style-type: none"> • Changed from -1F to -5F on block. • Induces Wall Bounce on hit and counter hit.