

Character	Command/Situation	Category	Changes
Devil Jin	Balance Direction - Devil Jin		<p>OVERFLOW - My aim with this mod was to add new moves, replace some old moves, and nerf/buff what we already have in the game leaning towards Devil Jin having a more viable heat game, etc. I also wanted to elevate the potential of FLY as it's basically useless and has only ever existed because Devil Jin has wings. They added Mourning Crow and further neglected FLY. Instead of going the cliché route of having 10 strong attacks or strings that lead into a FLY mixup blender, all new entries into FLY actually come with incredible risk but incredible reward if placed well especially if a CH is landed from the stance (but even going for that is a risk outside of heat). FLY was finally introduced into combos as well, replacing traditional MC routes if wanted. A lot more was done than I can't express here though. Without the balanced and nuanced approach of Brainzzz, this mod would not be what it turned out to be. Enjoy!</p> <p>Brainzzz123 - My mindset when making this mod has been to implement a healthy mix of bug fixing, reworked moves where needed, as well as fun ideas (some that probably shouldn't see the light of day in other circumstances lol). In most of my changes, I've wanted to respect the developers' intentions with the concept of the move, but tweaking them to function better. As always: good animations, smooth gameplay feel, and a bug free experience has been a top priority. Enjoy :p</p>
Devil Jin	1+2	Balance ↑↓	<ul style="list-style-type: none"> - Can now cancel the second hit with ← - The behavior of the opponent on hit has changed. - The behavior of the opponent on counter hit (second hit) has changed. - The behavior of the opponent on hit (second hit) while midair has changed. - The recovery of the second hit has been reduced by 8f when the opponent is midair allowing for wall carry. - Changed the damage on hit from 12, 25 to 10, 20. - Can now be performed with ws+1+2.
Devil Jin	Mourning Crow 1	New Move ↑	<ul style="list-style-type: none"> - Can now hold ↓ to go into crouch. - The behavior of the opponent on hit has been changed to still allow additional hits in the open and now wallspat. - Now allows for a stagger on grounded hit
Devil Jin	FLY 4,1 and Mourning Crow 4,1	Balance ↑↓	<ul style="list-style-type: none"> - Hitbox on second hit expanded downward. - The forward movement of the second hit has been slightly increased. - The advantage on block has been changed from "+1F" to "+5F". - Now deals chip damage on block. - Effects added. - Adjusted startup frames of the second attack from "40F-41F" to "39F-40F" - The behavior of the opponent on hit (second hit) has been changed.
Devil Jin	df+1	Balance ↑	<ul style="list-style-type: none"> - Hitbox expanded upward and downward. - The advantage on block has been changed from "-6F" to "-4F".
Devil Jin	df+1,2	Balance ↑	<ul style="list-style-type: none"> - The behavior of the opponent on hit (second hit) has been changed alleviating wallspat related issues.
Devil Jin	df+1,4	Balance ↑↓	<ul style="list-style-type: none"> - Both hits are now a natural combo. - The behavior of the opponent on hit has been changed (second hit). - The behavior of the opponent on counter hit has been changed (second hit). - Changed the frame disadvantage on block from -13F to -12F. - Changed the damage on hit from 25 to 17.
Devil Jin	ws+2	Balance ↑↓	<ul style="list-style-type: none"> - Hitbox expanded downward alleviating issues where this attack would whiff. - Reverted startup frames of the attack from "14F-15F" to "15F-16F".
Devil Jin	b+1,2	Balance ↑	<ul style="list-style-type: none"> - The behavior of the opponent on hit (second hit) has been changed.
Devil Jin	db+2	Balance ↑	<ul style="list-style-type: none"> - Changed the damage on hit from 15 to 18.

Devil Jin	df+2	Balance ↑↓	<ul style="list-style-type: none"> - Removed tracking to the left. - Reduced the pushback on hit if Mourning Crow is not entered.
Devil Jin	ws+1,2	Balance ↑	<ul style="list-style-type: none"> - Changed the damage on hit from 15 to 17 (second hit). - Reduced the pushback on hit if Mourning Crow is not entered.
Devil Jin	ws+1,4	New Move ↑	<ul style="list-style-type: none"> - Returning move. - Heat Engager.
Devil Jin	CD+4	Balance ↑	<ul style="list-style-type: none"> - Season 1 range reverted. - Season 1 damage reverted from 7 to 10.
Devil Jin	CD+4, 3 HEAT	Balance ↓	<ul style="list-style-type: none"> - This attack has been removed (second hit).
Devil Jin	CD+4, 1+2	Balance ↓	<ul style="list-style-type: none"> - This attack can now only be performed in heat.
Devil Jin	MC+2,2	Balance ↑↓	<ul style="list-style-type: none"> - The advantage on hit (first hit) has been changed from -1F to +2F. - The frame disadvantage on block (first hit) has been changed from -9F to -10F. - Changed the behavior of the opponent on hit during heat with no dash (second hit).
Devil Jin	MC+3	Balance ↓	<ul style="list-style-type: none"> - The behavior of the opponent on hit during grounded state has been changed. - Changed the damage on hit from 26 to 22.
Devil Jin	b+3	Balance ↑↓	<ul style="list-style-type: none"> - Altered the attack to be an evasive version of FLY stance. - As the attack portion of this animation has been removed this is no longer a heat engager.
Devil Jin	FC df3+4 & CD3+4	New Move ↑	<ul style="list-style-type: none"> - Low Slide (can be used as a combo tool).
Devil Jin	b+2,1	Balance ↑	<ul style="list-style-type: none"> - When inputting 1, the behavior of the opponent on counter hit (first hit) has changed.
Devil Jin	b+2,3	Balance ↑↓	<ul style="list-style-type: none"> - Changed the startup frame from 14F-16F to 13F-15F. - The behaviour of the opponent on hit after heat dash has been changed. - Changed the damage on hit from 11,23 to 10,20.
Devil Jin	f+4	Balance ↑	<ul style="list-style-type: none"> - Sped up the attack from 15F to 14F. - Slightly increased the range of the attack.
Devil Jin	f+4,1	New Move ↑	<ul style="list-style-type: none"> - Heat Engager. Fills the role that b2, 3 used to by launching at 14f.

Devil Jin	CD+1+2 F	New Move ↑	- Can now enter Mourning Crow with →.
Devil Jin	CD+1+2	Balance ↑↓	<ul style="list-style-type: none"> - Homing performance reduced. - Changed the startup frame from 26F-27F to 22F-23F. - The behaviour of the opponent on hit has been changed. - The behaviour of the opponent on airborne hit has been changed. - Changed the frame disadvantage on block from -5F to -9F. - Changed the damage on hit from 25 to 20. - Increased the forward momentum of the attack. - Expanded the hitbox of the attack.
Devil Jin	CD+1+2,1+2 HEAT	Balance ↑	<ul style="list-style-type: none"> - The behaviour of the opponent on hit (first hit) has been changed. - The behavior of the opponent on hit (second hit) during grounded state has been changed. - Changed the damage on hit from 20 to 26 (second hit).
Devil Jin	1+4	Balance ↑	- Changed the startup frame from 16F-17F to 14F-15F.
Devil Jin	MC U	New Move ↑	- FLY from Mourning Crow. Can potentially evade retaliation.
Devil Jin	FLY 1	Balance ↑↓	<ul style="list-style-type: none"> - The behavior of the opponent on hit has been changed. - Decreased the recovery of the move on hit. - Hitbox expanded downward. - Changed the frame advantage on block from -3F to +5F. - The visual effects have been updated.
Devil Jin	uf+3+4	Balance ↑↓	<ul style="list-style-type: none"> - Can now enter FLY with U on hit. - The behaviour of the opponent on hit has been changed (second hit). - Changed the damage from 8,20 to 3,20. - Now causes tornado on an airborne opponent (second hit).
Devil Jin	uf+1	Balance ↑↓	<ul style="list-style-type: none"> - Homing performance reduced. - Changed the frame advantage on hit from +16F to +21F.
Devil Jin	Mourning Crow 1+2	Balance ↑↓	<ul style="list-style-type: none"> - Changed the startup frame from 20F to 22F. - Changed the frame advantage on hit from 0F to +2F. - Changed the damage from 12 to 15. - Changed the active window of airborne status from 1F - 15F to 1F - 19F. - Changed the damage from 39 to 34 (During Heat).
Devil Jin	d+1	Balance ↑↓	<ul style="list-style-type: none"> - Changed the damage on hit from 25 to 24. - The behavior of the opponent on hit during grounded state has been changed to slide animation. - Decreased recovery by 2f. - The advantage on block has been changed from -14F to -12F. - Reduced pushback on block. - Added crouching status from 6f to 17f. - Attack can now be held to charge.
Devil Jin	uf+4	Balance ↑↓	<ul style="list-style-type: none"> - No longer a heat engager. - Changed the damage on hit from 21 to 23. - The behaviour of the opponent on hit has been changed. - Changed the frame disadvantage on block from -8F to -11F. - Can now enter Mourning Crow with → on hit. - Upon entering Mourning Crow the behavior of the opponent on hit has been changed.
Devil Jin	FLY+4,1 MC+4,1	Balance ↑	<ul style="list-style-type: none"> - The behavior of the opponent on hit has been changed. - Hitbox expanded downward. - Changed the frame advantage on block from +1F to +5F. - The visual effects have been updated.

Devil Jin	u+1+2	Balance ↑↓	<ul style="list-style-type: none"> - Hitbox expanded downward. - Changed the damage from 27 to 23.
Devil Jin	CD+3	Balance ↑↓	<ul style="list-style-type: none"> - The behavior of the opponent on hit has been changed. - Decreased the recovery of the move by 3F. - Changed the frame advantage on block from -8F to +2F. - Changed the chip damage on block from 7 to 5. - Adjusted voice line.
Devil Jin	CD+3, 1+2 HEAT	New Move ↑	<ul style="list-style-type: none"> - Launches in heat only now. Will spike an airborne opponent and guarantee the laser.
Devil Jin	FDFA and FDFT	New Move ↑	<ul style="list-style-type: none"> - Can now perform Mourning Crow with 3+4.
Devil Jin	FUFT 3+4	New Move ↑	<ul style="list-style-type: none"> - Can now hold ↑ to go into FLY upon hit.
Devil Jin	bf+1+2	New Move ↑	<ul style="list-style-type: none"> - Replaced old move. - 14f punish and wall ender
Devil Jin	3	Balance ↑	<ul style="list-style-type: none"> - Reduced pushback on hit and block. - The advantage on block has been changed from -12F to -9F. - Changed active frames from 17F-19F to 17F-18F. - Added tracking performance to the left side.
Devil Jin	uf+2	Balance ↑↓	<ul style="list-style-type: none"> - Added powercrush property. - Removed homing. - Changed active frames from 20F-23F to 20F-21F. - The advantage on block has been changed from -4F to -9F. - The behavior of the opponent on hit has been changed. - Changed the damage from 25 to 20. - Added claw effect. - Expanded hitbox slightly. - The move retains its' tracking to the right side.
Devil Jin	3+4	Balance ↑	<ul style="list-style-type: none"> - Animation has been sped up. - All attacks from FLY now come out 5F faster.
Devil Jin	df+4,4	Balance ↑	<ul style="list-style-type: none"> - Fixed issue where the second hit would whiff on hit when opponent is off axis. - Fixed issue where the second hit would track an opponent stepping to the right. - Slightly reduced pushback of the first hit on block. - Changed the damage on hit (second hit) from 16 to 17. - The behavior of the opponent on counter hit (second hit) has been changed. - Increased the input window for second hit from 10F to 16F.
Devil Jin	FLY df	New Move ↑	Can now transition to Mourning Crow.
Devil Jin	FLY 3	Balance ↑↓	<ul style="list-style-type: none"> - The advantage on block has been changed from -15F to -22F. - The behavior of the opponent on counter hit has been changed.
Devil Jin	ub+4	Command Change ↑	<ul style="list-style-type: none"> - Changed the input of 4~3 and ws4~3 to ub4. - Improved tracking performance when the opponent is grounded. - Extended hitbox.

Devil Jin	bf+2,1,4	Balance ↑	<ul style="list-style-type: none"> - Extended hitbox. - Reduced the recovery by 1F to make it identical to ub4.
Devil Jin	4	Behavior ↑	<ul style="list-style-type: none"> - The behavior of the opponent on counter hit has been changed.
Devil Jin	FLY f+1+2	New Move ↑	<ul style="list-style-type: none"> - Can now cancel the laser and re-enter FLY with ↑
Devil Jin	db+1+2 HOLD	Balance ↑	<ul style="list-style-type: none"> - Increased the speed of the Mourning Crow transition. - The behavior of the opponent on hit during midair state has been changed for second level charge.
Devil Jin	2,2	Balance ↑	<ul style="list-style-type: none"> - The advantage on hit has been changed from -2F to 0F.
Devil Jin	f,hcf+1+2	Balance ↑	<ul style="list-style-type: none"> - Changed the startup frame from 12F to 10F.
Devil Jin	2+3	Balance ↑	<ul style="list-style-type: none"> - Increased the range of the attack.
Devil Jin	1,2	Balance ↑	<ul style="list-style-type: none"> - Expanded hitbox of second attack to prevent whiffing in certain situations. - Slightly expanded the range of the second attack to prevent the same situation.
Devil Jin	1,2,2	Balance ↑	<ul style="list-style-type: none"> - Changed the startup frame of the third hit from 17F to 15F.
Devil Jin	1,2,3	New Move ↑	<ul style="list-style-type: none"> - Legacy extension removal. - Safe. KND. CH launch.
Devil Jin	1,2,4	New Move ↑	<ul style="list-style-type: none"> - Legacy extension removal. - Unsafe. CH launch.
Devil Jin	f+2,4	Balance ↑	<ul style="list-style-type: none"> - Second hit now causes tornado. - Lowered the hitbox on the second hit to reliably hit a backturned opponent. - The behavior of the opponent on hit during an airborne state has been changed after tornado is used. - Increased pushback of a downed opponent on hit (first hit).
Devil Jin	bf+2,1, df+2	Balance ↑	<ul style="list-style-type: none"> - Expanded the hitbox of the second and third attacks. - Slightly increased the range of the second and third attacks.
Devil Jin	bf+2,1,cd+2 HEAT	New Move ↑	<ul style="list-style-type: none"> - Wall combo extender. Causes resplat similar to Raven bt3+4. Potential combo tool. - Serves as a mix to the typical counterplay of Laser Scraper while having counterplay of its own.

Devil Jin	bf+4	Command Change ↑↓	<ul style="list-style-type: none"> - Changed the input of ff4 to bf4. - The behavior of the opponent on hit has been changed. - The behavior of the opponent on counter hit has been changed. - The advantage on block has been changed from -6F to -8F. - Changed the damage on hit from 22 to 20.
Devil Jin	ff+4	New Move ↑	<ul style="list-style-type: none"> - Combo filler. - Whiff punisher. - Can enter FLY on hit with ↑.
Devil Jin	ws+4,4	Command Change	<ul style="list-style-type: none"> - This attack has been removed (second hit).
Devil Jin	ws+4,1	New Move ↑	<ul style="list-style-type: none"> - Replaces ws4, 4
Devil Jin	FLY 2	Balance ↑↓	<ul style="list-style-type: none"> - Changed from an unblockable high to a blockable mid. - Changed the behavior of the opponent on hit. No longer transitions into a throw. - Changed the startup frame from 36F to 25F. - Expanded hitbox downward. - Now hits grounded opponents. - Now causes tornado. - Increased tracking performance.
Devil Jin	FLY 2+3	Command Change	<ul style="list-style-type: none"> - The previous FLY 2 unblockable is now performed with this input.
Devil Jin	FLY Stance Entries	Balance ↑	<ul style="list-style-type: none"> - All attacks from FLY stance entries now come out at the same frame.
Devil Jin	b+4	Balance ↓	<ul style="list-style-type: none"> - The behavior of the opponent on block has changed. - Reduced pushback on block.
Devil Jin	ws+1,1	Balance ↓	<ul style="list-style-type: none"> - Decreased the forward momentum of the attack (second hit). - Increased the pushback on a midair opponent (second hit).
Devil Jin	FLY 3,1+2 HEAT	New Move ↑	<ul style="list-style-type: none"> - Wallsplats contrary to what the knockdown suggests. - FLY safety in heat.
Devil Jin	b+1+3 HEAT b+2+4 HEAT	New Move ↑	<ul style="list-style-type: none"> - Adds a hitbox even when an attack isn't absorbed. - Safe. Stubby range.
Devil Jin	ws+3 cd+3+4	Balance ↑	<ul style="list-style-type: none"> - Can now hold to charge.
Devil Jin	df+3,2,4	Balance ↓	<ul style="list-style-type: none"> - Changed the damage on hit (first hit) from 12 to 10. - Changed the damage on hit (second hit) from 10 to 8. - Changed the damage on hit (final hit) from 20 to 15. - Added hit spark on the final hit.

Devil Jin	d+3	Balance ↑	<ul style="list-style-type: none"> - Changed the damage from 12 to 14. - The behavior of the opponent on counter hit has been changed. - Reduced pushback on hit.
Devil Jin	uf+3	Balance ↑↓	<ul style="list-style-type: none"> - The behavior of the opponent on hit has changed. - The behavior of the opponent on block has changed. - The advantage on block has been changed from +3F to 0F. - Increased pushback on block.
Devil Jin		Sample Combo	<p>Electric u1+2 electric ff4 U FLY 1 cd*3+4 F MC 3 ender etc.</p> <p>Electric u1+2 electric ff4 U FLY 1 cd*3+4 uf3+4 U FLY 1 heatburst etc.</p> <p>Alot of new combos are possible now. Experiement!</p>