

Character	Command	Adjustment Notes
Katarina	While crouching ↵☹☹	•Attack would sometimes miss at close range, so hit box was increased.
Lei	(By enemy's feet) during Play Dead ☹☹	•Attack would sometimes miss at close range, so hit box was increased.
Zafina	↵☹☹	•Attack would sometimes miss at close range, so hit box was increased.
Fahkumram	-	•Opponents' low attacks would sometimes miss, so hurtbox for both knees has been extended downward.
Fahkumram	⇒➡	•Opponents' low attacks would sometimes miss, so animation was adjusted.
Fahkumram	Sidestep	•Opponents' mid attacks would sometimes miss, so hurtbox for both hands has been extended downward.
Fahkumram	Sidestep	•Opponents' mid attacks would sometimes miss, so hurtbox for both hands has been extended downward. •Sideways movement was greater than that of other characters, so animation was adjusted.
Fahkumram	☹☹	•Change the damage from 27 to 20. •Decreased the distance between the character and the opponent when the move is guarded.
Fahkumram	⇒☹☹	•When performed at close range, opponents' low attacks would often miss, so adjusted collision.
Fahkumram	↵☹☹	•Change the damage from 19 to 15. •Decreased the range of the attack.
Fahkumram	↓☹☹	•Decreased the distance between the character and the opponent when the move is guarded.
Fahkumram	↵☹☹	•When performed at close range, opponents' low attacks would often miss, so adjusted collision.
Fahkumram	↵☹☹	•When performed at close range, opponents' low attacks would often miss, so adjusted collision.
Fahkumram	⇒➡☹☹	•When performed at close range, opponents' low attacks would often miss, so adjusted collision.