Character	Command	Adjustment
Yoshimitsu	During Kincho ⇨🔘	·Increased the range of the attack.
Leo	⇨🔘	·Fixed an issue in which the second half of the move had crouch status.
Shaheen	⇩🔘↘	·Fixed an issue in which Stealth Step could be cancelled with inputs other than ⬀.
Josie	🔘🔘🔘	·Reduced the strength of the pushback, and made the move easier to land.
Josie	While rising 🔘	·Reduced the strength of the pushback, and made the move easier to land.
Akuma	Back toward enemy ⇩🔘	·Fixed an issue in which the move's properties differed from those of ⇩🔘
Geese	Back toward enemy ⇩🔘	·Fixed an issue in which the move's properties differed from those of ⇩🔘
Lei	(By enemy's feet) during Play Dead 🔘	·Fixed an issue in which you could put the opponent into spin multiple times when hitting them in midair.
Anna	⇨🔘	·Reduced the strength of the pushback, and made the move easier to land.
Ganryu	During Tachiai ↘🔘	·Reduced the strength of the pushback, and made the opponent's attack easier to parry.
Leroy	During Rage and after Twin Dragon Gate succeeds⇨🔘	·Fixed an issue in which the timing the move could be performed was faster than other moves by 1 frame.
Leroy	🔘🔘🔘 ⇩🔘🔘🔘	·Fixed an issue in which the timing for ⇧ (or ⇩) during Hermit was faster than other moves by 1 frame.
Leroy	During Hermit ⇨🔘	·Changed the damage from 25 to 21.
Leroy	↘🔘	·Changed the damage from 14 to 12.
Leroy	↘🔘	·Increased the distance between the character and the opponent when the move hits the opponent while they're down.
Leroy	⇩🔘🔘	·Changed the damage from 17 to 11. ·Changed the frame advantage when blocked from -11 frames to -13 frames. ·Changed the frame advantage upon hit from ±0 frames to -2 frames.
Leroy	⬀🔘🔘	·Changed the damage from 20 to 17.
Leroy	⬀🔘🔘	·Changed the frame advantage when blocked from -9 frames to -10 frames. ·Decreased the distance between the character and the opponent when the move is blocked.
Leroy	⇦🔘	·Changed the damage from 23 to 21.
Leroy	⬈🔘	·Changed the frame advantage when blocked from -3 frames to -8 frames.
Leroy	⬈🔘🔘	·Changed the opponent's behavior when hit in midair.
Leroy	⇨➡🔘🔘	·Changed the damage from 20 to 15.
Leroy	(Once per match) ↘🔘	1st hit ·Decreased the distance between the character and the opponent when the move is blocked. ·Fixed an issue in which it was not possible to perform Geese's mid Atemi throw. 2nd hit ·Fixed an issue in which the 3rd hit could be blocked when countering. ·Fixed an issue in which it was not possible to perform Geese's mid Atemi throw. 3rd hit ·Changed the opponent's behavior when blockinging the move. *Changed the frame advantage when blocked from +8 frames to -7 frames.