

v420

Character	Command	Adjustment Notes
Law	⇨☹☹	•Bugs fixed The opponent was able to guard some specific middle attacks when the opponent was inputting "↓" command while guarding. This is now fixed.
Yoshimitsu	☹☹☹	•Bugs fixed When the 1st attack hit the opponent's side, the opponent was able to dodge the 2nd attack by crouching. This is now fixed.
	⇨☹☹ During Mutou No Kiwami ⇨☹☹	•Bugs fixed After changing the recovery of "⇨★↓☹☹", some specific moves in the aerial combos during Mutou No Kiwami failed to hit the opponents. Therefore, their attack hit ranges are now expanded downward.
Xiaoyu	During Phoenix ☹☹	•Bugs fixed The attack would sometimes unnaturally whiff on an opponent walking backward. To correct this, its attack range was expanded upward.
Jin	⇨☹☹☹	•Bugs fixed When the 1st attack is blocked or successful, the 2nd attack would sometimes unnaturally whiff. This is now fixed.
	⇨☹☹☹	•Bugs fixed The opponent was able to block some specific middle attacks when the opponent was inputting "↓" command while blocking. This is now fixed.
	While rising ☹☹	•Bugs fixed After blocking some specific low attacks, the move would sometimes whiff. As such, attack range was expanded, and pushback weakened.
Heihachi	During Rage ↓☹☹	•Bugs fixed He unnaturally missed the opponent against some specific attacks in jump status. As such, the attack range was expanded upward, and pushback weakened to make the attack easier to hit the opponent.
	☹☹	•The reach is extended. We extended the reach to make the move easier to use as a poking move.
	⇨☹☹☹	• We changed the frame advantage when blocked from -3 frames to -2 frames. We reduced the frame disadvantage when blocked to enable him to beat an opponent's move with an attack with 10 frames start-up even when blocked.
	⇨☹☹	• We changed the frame advantage when blocked from -3 frames to -2 frames. We reduced the frame disadvantage when blocked to enable him to beat an opponent's move with an attack with 10 frames start-up even when blocked.
	⇨☹☹	• We made the distance to the opponent closer on hit. I"☹☹☹" is guaranteed when the move hit a crouching opponent, but the distance was far and it often missed the opponent. As such, distance to the opponent was made closer on hit.
	☹☹☹	•The reach is extended. We extended the reach to make the move easier to use as a poking move.
	↓☹☹	• We changed the attack startup from 17-18 frames to 16-17 frames. • The homing performance is improved. Since it was difficult to use because of low homing performance and slow attack start up, adjustments were made to make it easier to use.
	⇨☹☹☹☹	•We changed the frame advantage when blocked from -9 frames to -6 frames. •The frame disadvantage upon hit is reduced by 3 frames. As it was difficult to perform an aerial combo after a spin attack, frame disadvantage was reduced.
	⇨★↓☹☹☹	• We changed the frame advantage upon hit from +5 frames to +8 frames. • We made the distance to the opponent upon hit closer. Since the distance to the opponent upon hit was far, it was difficult to continue the attack even in an advantageous situation. Therefore, we shortened the distance, and made it easier to attack with "⇨☹☹", etc.
	While rising ☹☹	• We changed the attack startup from 14-15 frames to 13-14 frames. • We changed the damage from 20 to 17. To compensate for reducing the damage, we made the move easier to use as a punisher from the crouching position.
Steve	During Swaying ☹☹	•Bugs fixed Pushback was increased to reduce the possibility of characters passing through each other when they collide.
Jack	☹☹☹	•Bugs fixed The move sometimes whiffed when performed in close proximity. As such, the inner hit range of the attack is now expanded.
	⇨☹☹	• Damage changed from 17 to 20. Due to low damage return when used as a punisher, the damage is increased.
	☹☹☹	• Damage changed from 13 to 15. Since there was no crouching status, and the return was also low, the damage is increased.
	☹☹☹	• Damage changed from 25 to 30. Since the move was a high power crush with slow startup and low return, the damage is increased.
	⇨☹☹☹	• The homing performance is improved. It is now easier to hit a side-stepping opponent, and easier to use as a poking move to limit the opponent's actions.
	While crouching ☹☹☹☹☹☹	• Damage of the 1st hit changed from 15 to 16. • The hit range of the 4th hit is expanded downward. Since it can be only performed from the crouching position, we increased the damage more than "☹☹☹". The 4th attack is now easier to hit opponent when used in a wall combo.
Asuka	While rising ☹☹	•Bugs fixed The attack unnaturally whiffed on an opponent walking backward. To correct this, pushback was decreased to make it easier to hit.
Feng	☹☹	•Damage was changed from "7,10" to "10,12". •The homing performance of the 2nd hit is improved. Since it was a high-risk move with low return, damage was increased. After the 1st attack was successful, the 2nd attack sometimes unnaturally whiffed. This is now fixed and it can hit the opponent more easily.
	⇨☹☹	• Damage changed from 15 to 17. Since the aerial combo damage was low compared with other characters, the damage was increased.
	☹☹☹☹	• Damage changed from 18 to 20. Since the damage of the aerial combo was lower compared with other characters, the damage is increased.
	⇨☹☹	• We changed the damage from 30 to 33. Since the aerial combo damage was low compared with other characters, the damage was increased.
	During Rage ⇨☹☹ Hold	• Damage changed from 35 to 38. Damage increased in order to maintain the damage difference with "⇨☹☹".
	☹☹☹	• Damage changed from 13 to 15. Since the aerial combo damage was low compared with other characters, the damage was increased.
	While rising ☹☹☹	• Damage changed from 13 to 16. Since the return was low when used as a punisher, the damage was increased.
While rising ☹☹	• Damage changed from 16 to 20. Since the aerial combo damage was low compared with other characters, the damage was increased.	
Lili	During Rage ☹☹☹	•Bugs fixed After the 1st attack hit the opponent's back, the 2nd attack unnaturally missed the opponent. As such, changed the opponent's behavior upon the 1st hit.
	☹☹☹	•Bugs fixed Unnaturally missed the opponent performing a move from a low posture. Expanded the attack hit range downward.
	☹☹☹	•Bugs fixed The opponent was able to block some specific middle attacks when inputting "↓" command while blocking. This is now fixed.
	⇨☹☹☹☹	•Bugs fixed Pushback increased to reduce the possibility of passing through when the move is used in a wall combo.
	Back towards enemy ☹☹	•Bugs fixed After the 1st attack hit the opponent in crouching position, the 2nd attack unnaturally missed the opponent. This is now fixed.
	⇨☹☹☹☹	•Bugs fixed The attack hit range of the 3rd attack was different from "↓☹☹☹☹". This is now fixed.
	⇨☹☹	•Changed frame advantage when blocked from -6 frames to -3 frames. We reduced the frame disadvantage when blocked to enable her to dodge the opponent's move with sidestep even when blocked.

Lili	⇨☹	<ul style="list-style-type: none"> <li>Changed the opponent's behavior on counter hit.</li> <li>In order to more easily suppress the opponent's attack at medium range, we made changes so she can try for an aerial combo upon counter hit.</li> </ul>
	↓☹☹☹	<ul style="list-style-type: none"> <li>Distance to the opponent on the 1st hit closer.</li> <li>Crouching status of the 1st hit changed from 11-29 frames to 9-29 frames.</li> <li>Now hits continuously.</li> <li>Now more useful as a means to defeat the opponent's guard, it hits continuously and the start up time of the crouching status is faster.</li> <li>After the 1st hit, the 2nd attack sometimes unnaturally missed the opponent. This is now fixed.</li> </ul>
	↓☹☹	<ul style="list-style-type: none"> <li>Damage changed from 14 to 16.</li> <li>Since there was no crouching status, and the return was also low, the damage was increased.</li> </ul>
	↖☹☹	<ul style="list-style-type: none"> <li>We changed the frame advantage when blocked from -5 frames to -9 frames.</li> <li>The opponent's behavior upon hit/counter hit is changed.</li> <li>We increased the frame disadvantage when blocked. No longer able to perform an aerial combo upon counter hit, but now knocks the opponent down, making it a mid attack useful for mixups.</li> </ul>
	↘☹☹☹☹	<ul style="list-style-type: none"> <li>We changed the frame advantage when blocked from -9 frames to -4 frames.</li> <li>Distance to the opponent now closer on hit.</li> <li>We changed the frame advantage on hit from ±0 frames to +5 frames.</li> <li>Frame disadvantage when blocked reduced to enable her to dodge the opponent's move with sidestep even when blocked. Situation upon hit now more advantageous so she can follow up with attacks more easily.</li> </ul>
	⇨☹☹☹☹ ⇩☹☹☹☹	<ul style="list-style-type: none"> <li>Changed the opponent's behavior upon hit.</li> <li>In order to have more options with good returns from medium range, she can now go for an aerial combo upon hit.</li> </ul>
	While crouching ↖☹☹	<ul style="list-style-type: none"> <li>Changed the opponent's behavior upon counter hit.</li> <li>Now easier to suppress the opponent's action from crouch. Can now perform follow up attacks on hit.</li> </ul>
	While crouching ↖☹☹	<ul style="list-style-type: none"> <li>Changed crouching status from 18-47 frames to 10-47 frames.</li> <li>Since the move got easily interrupted by an opponent's high attack, crouching status now starts earlier.</li> </ul>
Dragunov	⇨☹☹	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>Pushback was too strong, and the attack sometimes unnaturally missed. Now fixed.</li> </ul>
	⇨⇨⇨☹☹☹	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>Previously, when the attack hit adowned opponent, it did not push the opponent away, which looked unnatural. This is now fixed.</li> </ul>
	↓☹☹	<ul style="list-style-type: none"> <li>Changed opponent's behavior on hit.</li> <li>Since the entire roster's punishment abilities are increased, the risk got higher. As such, made the opponent crouch on hit to enable him to attack more easily.</li> </ul>
Leo	During Jin Ji Du Li ☹☹	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>Since it sometimes unnaturally missed hitting an opponent in crouch, expanded the attack hit range.</li> </ul>
	↓☹☹	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>The opponent was able to block some specific mid attacks when inputting "↓" command while blocking. This is now fixed.</li> </ul>
	⇨☹☹ ↖☹☹ ⇨☹☹	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>Previously, the move could not be performed while moving sideways, sidestepping, and the latter half of while standing motion. This is now fixed.</li> </ul>
	☹☹☹☹☹☹ ⇨☹☹ During Fo Bu ☹☹ ⇨☹☹☹☹	<ul style="list-style-type: none"> <li>Changed opponent's behavior on counter hit.</li> <li>Since its return was low when used as a starting point of attacks, changed to enable them to perform an aerial combo on counter hit.</li> </ul>
	During Jin Ji Du Li ☹☹	<ul style="list-style-type: none"> <li>Damage changed from 18 to 20.</li> <li>Since the aerial combo damage was low compared with other characters, the damage was increased.</li> </ul>
	↖☹☹☹	<ul style="list-style-type: none"> <li>Changed opponent's behavior on counter hit.</li> <li>Only had high move on 2nd hit, and the return was low. Changed to enable them to perform follow-ups upon counter hit.</li> </ul>
	↖☹☹	<ul style="list-style-type: none"> <li>Changed the damage from 14 to 15.</li> <li>Aerial combo was low compared with other characters, so damage was increased.</li> </ul>
	↘☹☹☹☹	<ul style="list-style-type: none"> <li>Damage changed from 21 to 25.</li> <li>Since the return was low when used as punishment, the damage was increased.</li> </ul>
	↘☹☹	<ul style="list-style-type: none"> <li>Damage changed from 13 to 15.</li> <li>Since the aerial combo damage was low compared with other characters, the damage was increased.</li> </ul>
	⇨☹☹☹	<ul style="list-style-type: none"> <li>Changed the frame advantage when blocked from -10 frames to -9 frames.</li> <li>Made it easier to use as a move that can attack from medium distance, frame disadvantage when blocked was reduced.</li> </ul>
	↓☹☹⇨☹☹	<ul style="list-style-type: none"> <li>Changed the frame advantage on hit from -2 frames to -1 frame.</li> <li>Distance to the opponent on counter hit closer.</li> <li>Frame disadvantage on hit reduced to enable them to more easily interrupt an opponent's move with an attack with 11 frames start-up.</li> <li>Guarantees the follow-up "While rising ☹☹☹" upon counter hit, however, the distance was far and it sometimes missed the opponent so distance is now closer.</li> </ul>
	While rising ☹☹	<ul style="list-style-type: none"> <li>Damage changed from 15 to 17.</li> <li>Since the aerial combo damage was low compared with other characters, the damage was increased.</li> </ul>
	While rising ☹☹☹☹☹	<ul style="list-style-type: none"> <li>Changed the opponent's behavior on counter hit.</li> <li>Only had high move on last hit, and the return was low so changed to enable them to perform follow-up attacks on counter hit.</li> </ul>
While rising ☹☹	<ul style="list-style-type: none"> <li>Changed the opponent's behavior upon hit.</li> <li>Since it was a high-risk move with low return, changed to induce a Wall Bounce on hit.</li> </ul>	
Gigas	⇨☹☹	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>Increased pushback to reduce the possibility of characters passing through each other when they collide.</li> </ul>
	↖☹☹☹	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>Increased pushback to reduce the possibility of characters passing through each other when they collide.</li> </ul>
Nina	☹☹☹☹☹☹☹☹ ☹☹☹☹☹☹☹☹ ↖☹☹☹☹☹☹☹☹ ↓☹☹☹☹☹☹☹☹ ↘☹☹☹☹☹☹☹☹	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>The opponent was able to block some specific mid attacks when inputting "↓" command while blocking. This is now fixed.</li> </ul>
	↓☹☹	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>Due to previously changed behavior on counter hit of "↓☹☹⇨☹☹", an aerial combo could not be performed against some characters.</li> <li>Decreased the pushback in order to make it easier to hit.</li> </ul>
	↘☹☹	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>The opponent was able to block some specific mid attacks when inputting "↓" command while blocking. This is now fixed.</li> </ul>
Akuma	☹☹ During hold ⇨⇨ (when at close range)	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>Unlike when backdashing at close range, it was able to block the opponent's attack. This is now fixed.</li> </ul>
Bob	During Rage ⇨☹☹	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>The move could not be performed during the latter half of while standing motion. This is now fixed.</li> </ul>
	⇨☹☹	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>The move sometimes unnaturally missed the opponent when it was performed in close proximity.</li> <li>Therefore, the inner hit range of the attack is now expanded.</li> </ul>
Master Raven	While rising ☹☹	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>The move sometimes unnaturally missed the opponent when performed after blocking certain low attacks.</li> <li>Reduced pushback to make it more easy to hit.</li> </ul>
Lee	↓☹☹	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>It sometimes unnaturally missed the opponent under certain circumstances.</li> <li>Expanded the attack hit range upward.</li> </ul>
Eddy	⇨⇨⇨☹☹☹	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>It sometimes unnaturally missed an opponent walking backward.</li> <li>Expanded the attack hit range upward.</li> </ul>
	☹☹☹☹☹☹☹☹ While crouching ☹☹☹ During sidestep ☹☹☹☹	<ul style="list-style-type: none"> <li>Distance to the opponent now closer on counter hit.</li> <li>It was difficult to do follow-up attacks, so the distance to the opponent was made closer.</li> </ul>

Eddy	<ul style="list-style-type: none"> <li>Distance to the opponent now closer on hit.</li> <li>Distance to the opponent on hit was far, making it difficult to continue the attack in an advantageous situation.</li> <li>Shortened the distance to make it easier to attack.</li> </ul>
	<ul style="list-style-type: none"> <li>We changed the frame advantage upon hit from +6 frames to +10 frames.</li> <li>Since it was difficult to continue attacking from Handstand, increased the frame advantage on hit.</li> </ul>
	<ul style="list-style-type: none"> <li>Changed the damage from 17 to 19.</li> <li>Since it had slow startup and the return was low, the damage was increased.</li> </ul>
	<ul style="list-style-type: none"> <li>Distance to the opponent on hit now closer.</li> <li>Since it was difficult to perform an aerial combo, made the distance closer.</li> </ul>
	<ul style="list-style-type: none"> <li>Changed to a homing attack.</li> <li>In order to make it easier to suppress the opponent's sidestep, changed to a homing attack.</li> </ul>
	<ul style="list-style-type: none"> <li>The attack hit range was expanded downward.</li> <li>Changed the opponent's behavior when hit while downed.</li> <li>Since there were not many moves that can hit a downed opponent with high return, changed to hit a downed opponent.</li> </ul>
	<ul style="list-style-type: none"> <li>Distance to the opponent now closer on hit.</li> <li>Since the distance to the opponent on hit was far, it was difficult to continue the attack in an advantageous situation.</li> <li>Shortened the distance to make it easier to attack.</li> </ul>
	<ul style="list-style-type: none"> <li>Changed the frame advantage when the 2nd attack is blocked from -8 frames to -6 frames.</li> <li>In order to evade the common move "sitting jab" with "During Handstand ↓", reduced the frame disadvantage when blocked.</li> </ul>
	<ul style="list-style-type: none"> <li>Changed the frame advantage when blocked from -12 frames to -11frames.</li> <li>Changed the frame advantage on hit from -1 frames to ±0 frame.</li> <li>Reduced the delay to make "↔" work out as an aerial combo when the move hit the opponent in the air at close range.</li> </ul>
<ul style="list-style-type: none"> <li>Changed to induce a spin on counter hit.</li> <li>In order to make it easier to control the opponent's action from "Negativa", made changes to enable him to perform an aerial combo on counter hit.</li> </ul>	
Eliza	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>Fixed an issue that the Bloody Gauge saw an unintended increase on hit.</li> <li>Attacking a downed opponent after the hit and the opponent did not do anything, she sometimes passed through the opponent. This is now fixed.</li> </ul>
Geese	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>Some characters' guaranteed punishment unnaturally missed him.</li> <li>Decreased pushback to make the opponent's attacks hit.</li> </ul>
Noctis	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>Since it sometimes unnaturally missed the opponent when used in an aerial combo, the homing performance of the 2nd/3rd attacks were improved.</li> </ul>
Anna	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>The move performed when catching a low attack unnaturally missed against certain moves. Expanded the attack hit range.</li> </ul>
	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>The move sometimes unnaturally missed a standing opponent.</li> <li>Expanded the attack hit range.</li> </ul>
Lei	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>The move sometimes unnaturally missed a crouching opponent.</li> <li>Expanded the attack hit range.</li> </ul>
	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>The move often got interrupted during start up. Fixed so that the attack is performed after receiving opponent's low attack.</li> <li>The attack unnaturally missed against an opponent performing certain low attacks even when the attack had already started. Attack hit range was expanded downward.</li> </ul>
	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>When the move was performed on the right side, the damage was different from normal. This is now fixed.</li> </ul>
Armor King	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>When the 1st attack is blocked or successful, the 2nd attack unnaturally missed the opponent. This is now fixed.</li> </ul>
	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>The move unnaturally missed the opponent when performed after blocking certain low attacks. Expanded the attack hit range downward.</li> </ul>
	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>The move unnaturally missed the opponent when it was performed in close proximity. Therefore, the inner hit range of the attack is now expanded.</li> </ul>
	<ul style="list-style-type: none"> <li>Bugs fixed</li> <li>The performance was different from "While rising". This is now fixed.</li> </ul>
	<ul style="list-style-type: none"> <li>Changed the frame advantage when blocked from -18 frames to -14 frames.</li> <li>Distance to the opponent when blocked closer.</li> <li>Reduced recovery on hit by 4 frames for both players. ※ There is no change in the frame advantage upon hit.</li> <li>Changed the crouching status from 12-37 frames to 8-37 frames.</li> <li>Since it was high risk and weak homing, reduced recovery to compensate the shortening of the distance when blocked.</li> <li>Since the move got easily interrupted by an opponent's high attack, made the crouching status to start faster.</li> </ul>
	<ul style="list-style-type: none"> <li>Expanded the attack hit range downward.</li> <li>Due to reducing the recovery of "↔", certain aerial combos stopped working on counter hit, so the attack hit range was expanded downward.</li> </ul>
	<ul style="list-style-type: none"> <li>Changed to a homing attack.</li> <li>Expanded the attack hit range.</li> <li>In order to make it function more as a move to counter sidestep, changed to a homing attack. Since it sometimes unnaturally missed the opponent under certain circumstances, expanded the attack hit range.</li> </ul>
	<ul style="list-style-type: none"> <li>Distance to the opponent on hit closer.</li> <li>Since the distance to the opponent on hit was far, it was difficult to continue attacking in an advantageous situation. Shortened the distance to make it easier to attack.</li> </ul>
	<ul style="list-style-type: none"> <li>Changed the frame advantage when blocked from -7 frames to -4 frames.</li> <li>Reduced the frame disadvantage when blocked to make it easier to dodge the opponent's move with sidestep even when blocked.</li> </ul>
	<ul style="list-style-type: none"> <li>Changed the damage from 11 to 14.</li> <li>Since there was no crouching status, and the return was also low, the damage was increased.</li> </ul>
	<ul style="list-style-type: none"> <li>Changed the frame advantage when blocked from +3 frames to +5 frames.</li> <li>Distance to the opponent when blocked closer.</li> <li>Changed the opponent's behavior on counter hit.</li> <li>Since the distance to the opponent on hit was far, it was difficult to continue attacking in an advantageous situation. Shortened the distance and increased the frame advantage to make it easier to attack. Furthermore, since its return was also low, we made changes to enable him to perform an aerial combo upon counter hit.</li> </ul>
	<ul style="list-style-type: none"> <li>Distance to the opponent on the 1st/2nd hit closer.</li> <li>Changed the damage of the 2nd attack from 17 to 20.</li> <li>Since its return was low when used as punishment, increased the damage and shortened the distance on hit to make it easier to attack.</li> <li>When the 1st attack was successful, the 2nd attack unnaturally missed the opponent. This is now fixed.</li> </ul>
	<ul style="list-style-type: none"> <li>Distance to the opponent on hit closer.</li> <li>Since the distance to the opponent upon hit was far, it was difficult to continue attacking in an advantageous situation.</li> <li>Shortened the distance to make it easier to attack.</li> </ul>
	<ul style="list-style-type: none"> <li>Changed the damage from 40 to 45.</li> <li>Since it was difficult to continue attacking after the hit, the damage was increased.</li> </ul>
	<ul style="list-style-type: none"> <li>Changed the damage from 25 to 30.</li> <li>Since the return of the throw combo was low, the damage was increased.</li> </ul>
	<ul style="list-style-type: none"> <li>Changed the damage from 20 to 25.</li> <li>Since the return of the throw combo was low, the damage was increased.</li> </ul>
	<ul style="list-style-type: none"> <li>Changed the damage from 23 to 28.</li> <li>Since the return of the throw combo was low, the damage was increased.</li> </ul>
	<ul style="list-style-type: none"> <li>Changed the damage from 22 to 27.</li> <li>Since the return of the throw combo was low, the damage was increased.</li> </ul>
	<ul style="list-style-type: none"> <li>Changed the damage from 25 to 30.</li> <li>Since the return of the throw combo was low, the damage was increased.</li> </ul>

Negan	☹☹	<ul style="list-style-type: none"> <li>-Bugs fixed</li> <li>The move often got interrupted before the start up. Fixed to ensure that the attack is performed when receiving the opponent's low attack.</li> </ul>
Zafina	☹☹☹	<ul style="list-style-type: none"> <li>-Bugs fixed</li> <li>Some characters' guaranteed punishment unnaturally did not work against her. Decreased pushback to make the opponent's attacks hit.</li> </ul>
Leroy	☹☹	<ul style="list-style-type: none"> <li>-Bugs fixed</li> <li>The low parry did not initiate against some characters' low attack. This is now fixed.</li> </ul>
Fahkumram	☹☹☹☹☹☹☹	<ul style="list-style-type: none"> <li>-Bugs fixed</li> <li>The opponent was able to block some specific mid attacks when inputting "↓" command while blocking. This is now fixed.</li> </ul>
Kunimitsu	☹☹	<ul style="list-style-type: none"> <li>-Bugs fixed</li> <li>When at disadvantage and both characters perform attacks simultaneously, the opponent's high attack often unnaturally missed. The animation was fixed.</li> </ul>
	Approach enemy ☹☹☹ (or during Setsunagake ☹☹)	<ul style="list-style-type: none"> <li>-Changed frame advantage from 0F to -3F on throw escape.</li> <li>-Unable to perform move during sidestep, sidewalk, backdash, and later half of while rising. Now fixed.</li> <li>Was able to continue attacking after a throw escape, so decreased frame advantage. Also, unable to perform move in certain situations, which was fixed.</li> </ul>
Lidia	☹☹	<ul style="list-style-type: none"> <li>-Bugs fixed</li> <li>Couldn't perform move while running. Now fixed.</li> </ul>
	☹☹☹	<ul style="list-style-type: none"> <li>-Bugs fixed</li> <li>Increased pushback to reduce the possibility of characters passing through each other when they collide.</li> </ul>
	☹☹☹☹☹	<ul style="list-style-type: none"> <li>-Bugs fixed</li> <li>When the 1st attack was successful, the opponent was unable to evade the 2nd attack even when crouching before the 2nd attack. This is now fixed.</li> </ul>
	While rising ☹☹	<ul style="list-style-type: none"> <li>-Bugs fixed</li> <li>The attack sometimes hit the opponent even when the opponent was behind her. Reduced the attack hit range.</li> </ul>
	☹☹☹☹	<ul style="list-style-type: none"> <li>-Bugs fixed</li> <li>When successfully parrying a punch, the move unnaturally missed the opponent even when they were not doing anything. This is now fixed.</li> </ul>
	During Rage ☹☹☹☹☹	<ul style="list-style-type: none"> <li>- Changed the frame advantage when blocked from +27 frames to +15 frames.</li> <li>Reduced the frame advantage when blocked because the attack was too powerful.</li> </ul>
	During Cat Foot Stance I ☹☹	<ul style="list-style-type: none"> <li>- Changed the frame advantage when blocked from -9 frames to -10 frames.</li> <li>Since the move was safe on block but lead to a combo on counter hit, there wasn't much motivation to use other moves from the stance. Move is now punishable on block.</li> </ul>
	During Heaven and Earth ☹☹	<ul style="list-style-type: none"> <li>- Changed the damage from 21 to 17.</li> <li>Since the damage of the aerial combo was too high, reduced the damage.</li> </ul>
	During Heaven and Earth ☹☹	<ul style="list-style-type: none"> <li>- Can now be reversed.</li> <li>- Increased recovery when the move whiffs by 3 frames.</li> <li>Increased the recovery when the move missed because even when an opponent ducked, they were unable to successfully attack in time.</li> </ul>
	During Pouncing Tiger, Stalking Wolf ☹☹	<ul style="list-style-type: none"> <li>- Changed the damage from 25 to 22.</li> <li>Since the damage of the aerial combo was too high, reduced the damage.</li> </ul>
	☹☹☹☹	<ul style="list-style-type: none"> <li>- Changed the damage from 14 to 12.</li> <li>*Changed the damage when command was input at the precise timing (just frame) from 16 to 14.</li> <li>-Increased the recovery when the attack missed by 4 frames.</li> <li>Since the damage of the aerial combo was too high, reduced the damage.</li> <li>Increased the recovery when the move missed because even when an opponent ducked, they were unable to successfully attack in time.</li> </ul>
	☹☹☹☹	<ul style="list-style-type: none"> <li>- Changed the opponent's behavior on hit.</li> <li>Since the jump status was fast and low risk, Changed so that the hit would not knock down the opponent.</li> </ul>
	☹☹☹☹☹☹☹☹	<ul style="list-style-type: none"> <li>- Changed the frame advantage when blocked from -14 frames to -15 frames.</li> <li>- Distance to the opponent when blocked closer.</li> <li>Shortened the distance when blocked and increased the frame disadvantage because it was a low risk move with long reach that can performed while checking the opponent's action.</li> </ul>
	☹☹☹☹☹	<ul style="list-style-type: none"> <li>- Changed the damage from 20 to 17.</li> <li>Since the damage of the aerial combo was too high, reduced the damage.</li> </ul>
	☹☹☹☹	<ul style="list-style-type: none"> <li>- Changed the damage from 24 to 21.</li> <li>Since the damage of the aerial combo was too high, reduced the damage.</li> </ul>
	☹☹☹☹	<ul style="list-style-type: none"> <li>- Changed the damage from 17 to 14.</li> <li>Since it has crouch status, and the start up was fast, we reduced the damage.</li> </ul>
☹☹☹☹	<ul style="list-style-type: none"> <li>- Changed the damage from 22 to 21.</li> <li>Since the damage of the aerial combo was too high, reduced the damage.</li> </ul>	
☹☹☹☹	<ul style="list-style-type: none"> <li>- Increased recovery when blocked by 2 frames for both players.</li> <li>Since the recovery was short, it was difficult to counter attack, so slowed down the pace.</li> </ul>	