

Character	Command	Adjustment
Hwoarang	↘↘↘	·Changed the damage from 12 to 14.
Hwoarang	↘↘↘ ↘↘↘	·Increased the lower range of the attack.
Hwoarang	↘↘↘ ↘↘↘	·Changed the frame advantage when blocked from -10 frames to -8 frames.
Hwoarang	While rising ↘↘↘	·Changed the damage from 13 to 16.
Hwoarang	During sidestep ↘↘↘	·Increased the lower range of the attack.
Hwoarang	While in Right Stance ↘↘↘	·Changed the frame advantage when blocked from -11 frames to -9 frames.
Hwoarang	While in Right Stance ↘↘↘	·Changed the frame advantage when blocked from +2 frames to +4 frames.
Hwoarang	During Right Flamingo ↘↘↘	·Changed the damage from 11 to 14.
Xiaoyu	↘↘↘	·Changed the move to send the opponent spinning when it hits them midair.
Xiaoyu	↘↘↘	·Changed the damage from 12 to 14.
Xiaoyu	↘↘↘	·Changed the damage from 10 to 15.
Xiaoyu	↘↘↘	·Changed the opponent's behavior when the move lands as a counter hit.
Xiaoyu	↘↘↘	·Changed the frame advantage when blocked from -4 frames to +2 frames.
Xiaoyu	While crouching ↘↘↘	·Changed the damage from 10, 10 to 13, 13.
Xiaoyu	During Phoenix ↘↘↘	·Changed the damage from 10, 10 to 13, 13.
Xiaoyu	Back toward enemy ↘↘↘	·Changed the frame advantage when blocked from -19 frames to -14 frames. ·Shortened the recovery time after the move hits by 3 frames.
Bryan	↘↘↘ ↘↘↘	·Changed the damage from 21 to 23. ·Changed the frame advantage upon hit from +4 frames to +5 frames.
Heihachi	↘↘↘ ↘↘↘ (At same time)	·Shortened the recovery time after the move misses by 3 frames.
Kazuya	↘↘↘	·Increased the lower range of the attack.
Kazuya	↘↘↘ ↘↘↘ (At same time)	·Shortened the recovery time after the move misses by 3 frames.
Kazuya	↘↘↘ ↘↘↘	·Increased the move's tracking.
Asuka	[↘↘↘] ↘↘↘ ↘↘↘	·Decreased the distance between the character and the opponent when the move hits. ·Shortened the recovery time when cancelling the move with ↘↘↘ by 2 frames.
Asuka	↘↘↘	·Changed the time of the punch parry's effect from 7-15 frames to 4-15 frames.
Asuka	↘↘↘	·Fixed an issue where mid-air damage differed from damage on ground. ·Reduced the strength of the pushback, and made the move easier to land. ·Changed time of crouching status from 15-39 frames to 10-39 frames.
Asuka	While rising ↘↘↘	·Reduced the strength of the pushback, and made the move easier to land.
Devil Jin	↘↘↘ ↘↘↘ (At same time)	·Shortened the recovery time after the move misses by 3 frames.
Devil Jin	↘↘↘ ↘↘↘	·Increased the move's tracking.
Devil Jin	While rising ↘↘↘	·Reduced the strength of the pushback, and made the move easier to land.
Lili	↘↘↘	·Changed the move to send the opponent spinning when it lands as a counter hit.
Lili	↘↘↘	·Reduced the strength of the pushback, and made the move easier to land. ·Increased the range of the attack when successfully stopping opponent's attack.
Lili	↘↘↘	·Shortened the recovery time by 4 frames.
Lili	↘↘↘ ↘↘↘	·Changed the frame advantage when blocked from -10 frames to -9 frames.
Dragunov	↘↘↘	·Fixed an issue in which the move's properties differed from those of ↘↘↘.
Leo	↘↘↘	·Fixed an issue where the distance from the opponent when move hits was different from counter hits.
Nina	↘↘↘	·Changed the opponent's behavior when the move lands as a counter hit.
Nina	↘↘↘	·Changed the frame advantage upon hit from +3 frames to +4 frames.
Nina	↘↘↘	·Changed the move to a homing attack.
Nina	↘↘↘ ↘↘↘	·Changed time of crouching status from 16-49 frames to 10-49 frames.
Nina	During sidestep ↘↘↘	·Changed the frame advantage when blocked from -15 frames to -14 frames.
Akuma	↘↘↘ ↘↘↘ ↘↘↘	·Changed the frame advantage when blocked from -9 frames to -12 frames. ·Changed the frame advantage upon hit from -1 frames to -4 frames.
Akuma	↘↘↘	·Changed the damage from 20 to 17.
Akuma	↘↘↘ ↘↘↘	·Changed the opponent's behavior when the move lands as a counter hit.
Lee	↘↘↘	·Changed the damage from 13 to 15. ·Decreased the distance between the character and the opponent when the move hits.
Lee	↘↘↘	·Shortened the recovery time after the move misses by 5 frames.
Lee	↘↘↘	·Enabled the move to cause a wall bound if it hits.
Lee	Time with enemy punch ↘↘↘ ↘↘↘ upon successful parry	·Changed the move to send the opponent spinning when it hits them midair.
Eddy	↘↘↘	·Fixed an issue in which the move's properties differed from other characters.
Eddy	↘↘↘ ↘↘↘	·Increased the range of the attack.
Miguel	During Rage ↘↘↘	·Changed opponent's behavior on the second hit.
Miguel	During Savage Stance ↘↘↘	·Can now hit consecutively.
Miguel	During Savage Stance ↘↘↘	·Changed the damage from 20 to 23.
Geese	During Rage ↘↘↘ ↘↘↘ ↘↘↘ during hit ↘↘↘ ↘↘↘ ↘↘↘ ↘↘↘ ↘↘↘	·Changed the damage on the tenth hit from 25 to 20.
Geese	↘↘↘ ↘↘↘ ↘↘↘ During MAX mode ↘↘↘ ↘↘↘ ↘↘↘	·Changed the damage from 20 to 15.
Geese	↘↘↘	·Changed the frame advantage when blocked from -7 frames to -12 frames. ·Decreased the distance between the character and the opponent when the move is blocked. ·Changed the frame advantage upon hit from +4 frames to +1 frames.
Geese	While rising ↘↘↘	·Decreased the move's tracking.
Anna	↘↘↘	·Decreased the distance between the character and the opponent when the move hits.
Anna	↘↘↘	·Changed the damage from 14 to 17.
Anna	During Chaos Judgement ↘↘↘	·Changed so the opponent is counted as being midair when counter hit.
Anna	While rising ↘↘↘	·Decreased the distance between the character and the opponent when the move hits.
Anna	While crouching ↘↘↘	·Decreased the distance between the character and the opponent when the move hits.
Lei	↘↘↘	·Decreased the distance between the character and the opponent when the first hit is blocked. ·Changed the damage on the second hit from 12 to 15.
Lei	↘↘↘ ↘↘↘	·Sped up the timing at which the opponent's attack can be blocked by 5 frames.
Lei	During Snake ↘↘↘	·Changed the damage from 13 to 15.
Lei	During Dragon ↘↘↘	·Changed the damage from 11 to 14. ·Changed the frame advantage when blocked from -15 frames to -13 frames. ·Changed the frame advantage upon hit from +2 frames to +4 frames.
Leroy	↘↘↘ (1st hit) ↘↘↘ (1st hit)	·Fixed an issue where hitting the opponent's back had them switching places.