

Character	Command	Adjustment
Hwoarang	↖☹☹	•Decreased the distance between the character and the opponent when the 2nd hit lands.
Kazuya	⇒☆↓☹☹	•Reverted the moves tracking to Ver. 3.21.
Devil Jin	⇒☆↓☹☹	•Reverted the moves tracking to Ver. 3.21.
Katarina	☹☹☹☹☹☹☹☹	•Changed the frame advantage upon hit from +1 frame to +4 frames.
Katarina	During Harrier ☹☹	•Changed the opponent's behavior when the move lands as a counter hit. •Reduced the strength of the pushback, and made the move easier to land.
Katarina	☹☹	•Changed the frame advantage upon hit from +2 frames to +4 frames.
Katarina	☹☹	•Changed the frame advantage upon hit from -1 frame to +1 frame.
Katarina	⇒⇒⇒☹☹	•Changed the frame advantage when guarded from +1 frame to +5 frames.
Katarina	While crouching ☹☹	•Changed the frame advantage upon hit from ±0 frames to +1 frame.
Lucky Chloe	☹☹ after proper timing ☹☹	•Changed the damage from 20 to 23. •Increased the input window for ☹☹ by 2 frames.
Lucky Chloe	↓☹☹	•Changed the damage from 10, 5, 5 to 5, 5, 5. •1st to 3rd hit will now chain together.
Lucky Chloe	←☹☹	•Changed the opponent's behavior when the move lands as a counter hit.
Gigas	☹☹	•Changed the frame advantage from +8 frames to +9 frames when the move lands as a counter hit. •Decreased the distance between the character and the opponent when the move lands as a counter hit.
Gigas	☹☹☹☹	•The move will now chain together when the 1st hit lands as a counter hit.
Gigas	During Golem Set Up☹☹	•Changed the frame advantage when guarded from -8 frames to ±0 frames. •Decreased the distance between the character and the opponent when the move is guarded. •Shortened the recovery time by 3 frames upon hit.
Gigas	⇒⇒☹☹	•Changed the damage from 20 to 25.
Gigas	While rising ☹☹☹☹	•Changed the input window for the 2nd hit from 16 frames to 25 frames.
Gigas	While rising ☹☹☹☹	•Changed the input window for the 2nd hit from 16 frames to 25 frames.
Gigas	During sidestep ☹☹	•Changed the frame advantage when guarded from -12 frames to -9 frames.
Eliza	During Moon Glide ☹☹☹☹	•Shortened the recovery time by 4 frames upon hit.
Eliza	During Moon Glide ☹☹	•Changed the damage from 20 to 15. •Changed the opponent's behavior when hit.
Eliza	←☹☹☹☹	•Increased the move's tracking.
Geese	During Rage⇒☹↓☹☹⇒☹☹ during hit ☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹	•Fixed an issue in which the opponent's behavior when hit in midair was different than on ground.
Leroy	During Hermit ☹☹☹☹	•Decreased the distance between the character and the opponent when the move is guarded.
Leroy	☹☹	•Changed the frame advantage when guarded from -1 frames to -3 frames. •Changed the frame advantage upon hit from +5 frames to +3 frames.
Leroy	☹☹☹☹	•Changed the frame advantage when guarded from -6 frames to -9 frames. •Changed the frame advantage upon hit from +6 frames to +3 frames.
Leroy	☹☹	•Changed the damage from 16 to 14.
Leroy	☹☹☹☹	•Changed the damage from 17 to 14.
Leroy	↓☹☹	•Changed the frame advantage when guarded from -12 frames to -15 frames. •Changed the frame advantage upon hit from -1 frame to -4 frames.
Leroy	↖☹☹	•Changed the frame advantage when guarded from -10 frames to -14 frames. •Increased the recovery time by 2 frames upon hit.
Fahkumram	During Rage ☹☹	•Changed the frame advantage upon hit from ±0 frames to -3 frames.
Fahkumram	During Rage ↖☹☹	•Fixed an issue in which damage upon hit differed from the intended damage, under certain conditions.
Fahkumram	Approach enemy ☹☹	•Fixed an issue in which the input window for escaping throws was different than other characters.