

Character	Command	Adjustment Notes
Yoshimitsu	During Rage ↘☹	• There was an issue that the opponent's quick combo attacks would sometimes cancel Yoshimitsu's attack before its activation even when he successfully stopped those attacks. This is now fixed so an attack will be registered as a hit for certain when the opponent's attacks are successfully stopped.
Steve	During Rage ↘☹	• His rage drive was one of the most powerful, and properties on attack, block and hit were quite strong. In order to reduce the return on hit while retaining its effectiveness, the damage of the 1st attack is now reduced from 10 to 5.
	⇒☹☹☹☹	• Despite in theory that the 2nd attack was interruptible with a quick attack when blocking the 1st attack, in fact the 2nd attack came too fast and it was difficult to stop. Since Steve was safe in many instances when attacks are blocked, he had few vulnerabilities. Rather than reducing the return on hit, we reduced the frame advantage when blocked from -9 frames to -10 frames to make the move punishable.
	During quick-turn ☹	• It was very good in terms of both the amount of the aerial combo damage and the length of distance it carries the opponent. We reduced the carry distance when hitting an opponent in the air to make it more difficult to connect to a wall combo.
	↘☹☹☹☹	• Despite in theory that the 2nd attack was interruptible with a quick attack when blocking the 1st attack, in fact the 2nd attack came too fast and it was difficult to stop. Since Steve was safe in many instances when attacks are blocked, he had few vulnerabilities. Rather than reducing the return on hit, we reduced the frame advantage when blocked from -9 frames to -10 frames to make the move punishable.
	↘☹	• Since it was a middle homing attack that came out quickly, when done in an advantageous situation, it was able to curb most of opponent's actions. In order to give enough return to the opponent who successfully guessed Steve will do this attack, we removed its homing attack ability and made it weak to sidestep. • Since some opponents low to the ground attacks would go under it, this move's attack range was expanded downward.
	↓☹	• Despite the fact that the frame advantage upon hit was supposed to be even, in reality Steve was able to take advantage as he was able to dodge the opponent's quick attacks with left and right "weaving (☹ or ☹)". We changed the frame advantage upon hit from ±0 frame to -2 frame to enable the opponent to stop attacks such as "while rising ☹", while keeping the strength of unique defense actions such as "weaving".
	⇐☹←	• This is Steve's main move that has high return upon counter-hit, allows to continue attacking even when blocked, and is useful for punishment and aerial combos. However, this move also often led to a match getting deadlocked because switching to "flicker stance" after the move enabled him to reduce the time being vulnerable to attack, and doing this move at mid-long distance made it difficult for the opponent to get close to him. In order to give him more of a disadvantage when the attack misses the opponent, we made the time it takes to enable him to block the opponent's attack 3 frames slower. ※ we also made the time it takes from the command input to the crouching position 3 frames slower.
	During Flicker Stance ⇐☹	• It was a powerful move as it was a Power Crush only able to do during the flicker stance. Since it was a quick attack move that can be used very frequently to hit the opponent, we reduced its return by changing the damage from 27 to 21.
Lucky Chloe	↘☹☹☹	• We fixed an issue that she could not do "⇐☹ during Twist L" when shifting from ↘☹☹☹ to "Twist L".
Nina	↓↘	• She was a character very difficult to do the low parry because a special step would be accidentally performed when she tried to do the low parry but mistakenly put ↓↘ command. This is now fixed to enable her to do the low parry at the early part of the special step with ↓↘ input. ※ We have already done the same to Paul, Brian, Feng, Lili, Dragunov, Leo, and Master Raven.
Lee	During Rage ↘☹	• Fixed to enable the counterattack.
Anna	During Rage ↓↘⇐☹	• Fixed to enable counterattacking the 1st attack.
	↓↘	• She was a character very difficult to do the low parry because a special step would get accidentally performed when she tried to do the low parry but mistakenly put ↓↘ command. This is now fixed to enable her to do the low parry at the early part of the special step with ↓↘ input. ※ We have already done the same to Paul, Brian, Feng, Lili, Dragunov, Leo, and Master Raven.
	⇐☹	• During "Chaos judgment", a counterattack is automatically performed against the opponent's throw. However, this did not happen against some characters' throws, so this issue is now fixed.
Julia	⇒☹☹☹	• It was an excellent move as it could be used for various situations, was hard for the opponent to counter even if the move is blocked, and could also mix up the opponent with follow-ups from "Swift Step". In order to reduce the return while retaining its convenience, we changed the opponent's reaction upon hit to the reaction the opponent can do ukemi, so the follow-up would not be guaranteed.
	↘☹	• Her stance is quite low during the startup that allowed her to duck an opponent's high combination attacks and aim for a counter-hit. However, this move was too convenient as it can be launched in succession without giving the opponent the ability to counterattack even if blocked. In order to make the player use this move after properly reading the opponent's action, we changed the frame advantage when blocked from -8 frames to -12 frames to enable the opponent to do punishment. • We made the opponent closer when blocking to ensure punishment more successful.
	↘☹☹	• It is a move that can do follow-up attacks when hitting the downed opponent who hit a wall and just before being able to do ukemi. Since the total damage of the aerial combo using wall was too high, we changed the damage from 30 to 27.
	During sidestep ☹	• Julia is an appealing character to use, because she is not only a quick attacker, but also good at high and mid attacks, and her attacks are powerful. However, this move was too convenient and easy to use, it effectively covered her weakness. We changed the move in a way that does not allow follow-up attacks when counter-hitting, and also reduced the return.
Leroy	☹☹	• During "Hermit", a low parry is automatically performed against the opponent's low attack. However, the low parry was not performed against some characters. This issue is now fixed.
Fahkumram	During Rage ↘☹☹	• It was a move that could cause high damage by hitting the downed opponent who hit a wall and just before being able to do ukemi. Since the total damage of the aerial combo using the wall was very high, the damage of the first attack is now changed from "35" to "25".
	☹☹☹	• Because he has this move as well as other combinations starting with "☹☹", the opponent was unable to perform any action other than a standing block. We reduced the damage from "20" to "16", and removed the reaction when being counter-hit, because we deemed that the attacks starting from "☹☹" were too strong.
	☹☹☹	• As a 10 frame combo move, the frame advantage upon hit was too outstanding compared with other characters. Therefore, we changed the opponent's reaction upon hit, and the frame advantage from +16 frames to +3 frames.
	☹☹	• As he was able to easily stop the opponent's action with a long reach poke attack, we added 3 frames to the delay to change the frame advantage when blocked from -6 frames to -9 frames, and the frame advantage upon hit from +5 frames to +2 frames.

Fahkumram		<ul style="list-style-type: none"> It was a very powerful combo attack that limit the opponent's action, because he could could thwart the opponent's defenses with various options after "", and this attack would hit the opponent if they tried to deal with the follow-ups. In order to reduce the return while retaining its role as limiting the opponent's action, we changed the opponent's behavior upon hit, and reduced the damage from 20 to 18.
		<ul style="list-style-type: none"> It was a move that enable him to get close to the opponent from a distance at once and attack. However, the distance between the opponent when blocked was too far, which was the distance advantageous for Fahkumram as he has a long reach. We shortened the distance between the opponent when blocked much closer to enable the opponent to turn the tables.
		<ul style="list-style-type: none"> It was a very handy move as he could could thwart the opponent's defenses with various follow-up moves that come after "". This gave him more advantage for having option not to perform follow-ups, which made more difficult for the opponent to anticipate the action. We added 2 frames to the delay to change the frame advantage when blocked from -3 frames to -5 frames, and the frame advantage upon hit from +6 frames to +4 frames.
		<ul style="list-style-type: none"> We made the risk of this move to be small in order to give more variation to low attacks. However, we decided to increase the risk when guarded because we deemed that other low attacks and high/middle attacks perform well enough. We added 1 frame to the delay to change the frame advantage when guarded from -12 frames to -13 frames, and the frame advantage upon hit from -1 frames to -2 frames. In doing so, the frame advantage of Fahkumram's special low attacks when guarded become more than -13 frames. This makes easier for the opponent to do punishment after guarding the attack.
		<ul style="list-style-type: none"> Since it was difficult for some character to do punishment after guarding the attack, we changed the frame advantage when guarded from -11 frames to -12 frames. The passive wait-and-see action of deciding whether to perform the 2nd attack by checking the opponent's action after the 1st attack was very powerful. We changed the input window time for the 2nd attack from 21 frames to 16 frames.
		<ul style="list-style-type: none"> It was a low attack which, despite having a weakness of leaving him open to attack after the attack is blocked, was still quite strong - its damage was high, the reach was long, it can hit the downed opponent, etc. Since he also has powerful middle attacks, and most of his moves have high damage, we deemed that he is too strong, therefore, we reduced the damage from 18 to 15.
		<ul style="list-style-type: none"> It is an attack that parries high/middle punches. It was better than other characters' parrying moves because of its high return enabling an aerial combo when parrying was successful. However, the return when parrying was successful was too high, and the fact that he seldomly received punishment even when the parrying failed and the attack blocked unexpectedly gave him extra strength. We therefore reduced the damage from 20 to 15, and changed the frame advantage when guarded from -13 frames to -17 frames, and the frame advantage upon hit from +1 frame to ±0 frame.
		<ul style="list-style-type: none"> since it is a simple command move, it is useful for performing a wall combo after knocking the opponent back to a wall with an aerial combo. In order to reduce the damage of easier wall combos, we changed the damage from 27 to 21.
Kunimitsu	During Rage	<ul style="list-style-type: none"> There was an issue that a Wall Break/Balcony Break got unexpectedly performed upon hitting the side in the air. We fixed an issue to prevent a Wall Break/Balcony Break getting performed. There was an issue that the move sometimes did not shift to throw upon hitting after the low parry was successful. This is now fixed. There was an issue that an counterattack was impossible. This is now fixed. We made the power to push the opponent stronger to reduce the possibility of characters passing through the opponent when they collide.
	During Setsunagake	<ul style="list-style-type: none"> There was an issue that, when the 2nd attack of "during Setsunagake " hit the opponent at the position close to a wall, the 3rd attack sometimes penetrate the opponent. We therefore changed the reaction upon hit. There is no change to the frame advantage and the combo hit performance.
		<ul style="list-style-type: none"> We fixed the issue that it performed the common move "Sit Spin Kick(while crouching)" instead.