

Character	Command	Adjustment
Zafina	↵ during hit	- Increased the distance at which you can shift to a throw after hitting an airborne opponent. - Increased the input window for by 2 frames.
Zafina	While rising	- Changed the damage from 15 to 18. - Shortened the recovery time after the move misses or hits by 2 frames.
Zafina	While rising	- Shortened the recovery animation by 2 frames. - Changed the opponent's behavior when hit, increasing their recovery time by 3 frames. This changes the frame advantage from -9 frames to -7 frames when blocked , and from +2 frames to +7 frames when the move lands.
Dragunov	While rising	- Changed the damage from 12, 20 to 11, 17.
Shaheen	During Stealth Step	- Changed the damage from 17 to 14.
Akuma	Super Combo Gauge	- Decreased the amount the Super Combo Gauge is filled by 25%.
Negan	↵	- Shortened the recovery time by 1 frame when the move is blocked or misses. This changes the frame advantage when blocked from -15 frames to -14 frames.