

Yoshimitsu

Command	Changes
During Rage time with enemy attack ↖☉☉	• Rage Art animation now starts 2F faster.
☉☉☉	• Startup changed from 29F to 26F.
☉☉☉←	• Recovery decreased by 3F.
☉☉☉	• Homing on first hit decreased.
☉☉☉	• Hitbox expanded downward.
During Kincho ☉☉	• Opponent reaction on counter hit changed.
During Kincho ☉☉	• Opponent reaction on mid-air fourth hit changed.
⇨☉☉	• Active frames increased by 1F on fourth attack.
⇨☉☉	• Induces Wall Bounce on hit.
↓☉☉☉	• Changed from -14F to -12F on block.
↓☉☉☉	• Changed from +5F to +7F on hit.
↓☉☉☉☉	• Changed from -14F to -12F on block.
↓☉☉☉☉	• Changed from +5F to +7F on hit.
During Flea ☉☉	• Hitbox expanded downward.
↙☉☉ (or while crouching ↙☉☉)	• Damage changed from 10 to 8.
⇨☉☉ ↙☉☉☉	• Startup changed from 15F to 13F.
⇨☉☉☉	• Opponent reaction changed when hit while down.
During Mutou no Kiwami ⇨☉☉☉	• Opponent closer on block.
⇨☉☉☉	• Opponent reaction changed on counter hit.
⇨☉☉	• Timing opponent can begin to block after being hit is now 40F quicker.
⇨☆↓⇨☉☉	• Damage changed from 20 to 22.
	• Recovery decreased by 7F on hit.
	• Opponent reaction changed when hit while down.
During Mutou no Kiwami ⇨☆↓⇨☉☉	• Damage changed from 17 to 19.
	• Changed from -15F to -17F on block.
	• Recovery decreased by 5F on hit.
	• Opponent reaction changed when hit while down.
While rising ☉☉☉	• Opponent reaction changed when counter hit,
While rising ☉☉	• Now transitions to Kincho ☉☉☉
While crouching ⇨☉☉	• Changed to homing attack.
	• Damage changed from 15 to 18.
Back toward enemy ↓☉☉	
During Mutou no Kiwami Back toward enemy ↓☉☉	• Opponent reaction changed on counter hit.
Approach enemy ☉☉	
Approach enemy ⇨☉☉	• Now causes floor break.