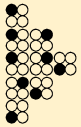
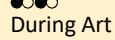
Character	Command	Content
Multiple	Rage Drives (Midair Slam-Type)	- Fixed an issue in which an airborne opponent getting slammed against the ground or wall would be facing a different direction than when they were hit. <u>Moves Affected</u> King: During Rage ⇗ Brian: During Rage ⇦ During Rage ⇦, during Rage ⇦ During Rage ⇨➡ Dragunov: During Rage ⇨⇨⇨ Bob: During Rage ⇨➡ (1st hit) Anna: During Rage ⇩⇘⇨ Lei: During Rage
King	⇨➡☆	- Reduced the strength of the pushback, making it harder to miss.
King	During Pile Driver	- Shortened the recovery animation by 7 frames.
Yoshimitsu	During Kincho ⇨	- Increased the distance between the character and opponent when the move is guarded.
Yoshimitsu	⇦ ⇨☆⇩⇘	- Increased the lower range of the attack.
Yoshimitsu	⇨☆⇩⇘	- Fixed an issue in which the damage was reduced from 22 to 20 when switching into Kincho.
Alisa		- Increased the lower range of the attack.
Alisa	⇨	- Changed the frame advantage on guard from -14 frames to -13 frames. - Enabled the move to cause a wall bound if it hits. - Changed the opponent's behavior when hit in midair.
Alisa	While rising	- Increased the damage from 9 to 12. - Increased the lower range of the attack. - Sped up the 2nd attack's timing by 1 frame.
Alisa	While rising	- Changed the opponent's behavior when hit while downed. - Increased the upper range of the attack. - Reduced the strength of the pushback, and decreased the distance between the character and opponent when the move hits in midair.
Shaheen		- Decreased the distance between the character and opponent when the move hits.

Shaheen	While rising ●●●	- Increased the lower range of the attack.
Josie	While swaying back ●●●	- Reduced the strength of the pushback, making it harder to miss.
Josie	⇨☆⇩↘●●●	- Changed the opponent's behavior when guarding the move. - Changed the frame advantage on guard from +2 frames to +5 frames.
Gigas	⇨●●●● (or ⇨●●●●) ⇨●●● (or ⇨●●● Hold) ⇦●●● (or ⇦●●● Hold) While rising ●●●● (or while rising ●●●● hold)	- Decreased the distance between the character and opponent when the move hits.
Gigas	During Goliath ●●●	- Increased the duration of the attack registering as a hit by 1 frame.
Gigas	⇩●●●	- Increased the duration of the attack registering as a hit by 1 frame.
Nina	⇗●●●	- Decreased the distance between the character and opponent when the move hits.
Nina	⇨⇨⇨●●● (or ⇗●●●)	- Decreased the recovery animation when thrown by 11 frames.
Nina	⇨⇨⇨●●●	- Changed the frame advantage on guard from ±0 frames to +4 frames. - Decreased the distance between the character and opponent when the move is guarded.
Master Raven	During Rage ⇙●●●	- Increased the duration of the attack registering as a hit by 1 frame. - Increased the range of the attack.
Master Raven	【●●●】●●● 【●●●】●●● 【●●●】●●●	- Fixed an issue in which the damage of the 2nd hit was increased from 10 to 12 when the command for the 3rd hit was input.
Lee	Approach enemy ⇨➡●●●	- Fixed an issue in which the move could not be input in advance.
Geese	While crouching ●●● Back towards enemy ⇩●●●	- Fixed an issue in which the move's damage differed from that of ⇩●●●
Anna	⇨●●●	- Increased the damage from 25 to 30.
Anna	During Chaos Judgement ●●●	- Increased the damage from 25 to 30.
Anna	⇩↘⇨●●●●	- Shortened the recovery animation by 6 frames. - Changed the frame advantage on guard from -8 frames to -2 frames. - Increased the upper range of the attack.

Lei	 During Art of Phoenix Illusion	- Changed the opponent's behavior when hit. - Decreased the distance between the character and opponent when the move hits.
Lei	 During Art of Phoenix Illusion	- Changed the opponent's behavior when hit. - Enabled the move to allow for combos/chains.
Lei		- Increased the damage from 8 to 10.
Lei		- Fixed an issue in which the damage was reduced from 12 to 5 when the 1st hit would land as a counter hit.
Lei		- Increased the lower range of the attack.
Marduk	During Vale Tudo Style when landing	- Fixed an issue in which the move could be parried using Jin's " (or)".
Marduk		- Increased the range of the attack to prevent it from missing when performed directly next to the opponent.
Armor King		- Changed the move to not hit multiple times when stopped by a Power Crush or Rage Art. - Enabled the move to be parried using Jin's " (or)".
Armor King		- Changed the opponent's behavior when hit.
Armor King		- Fixed an issue in which 【】 could be used to perform the move.
Armor King		- Reduced the frequency at which the character would switch places with the opponent when hitting them with this move during wall stun.
Armor King	(Enemy on back) by the feet	- Shortened the recovery animation by 7 frames.