

Character	Command	Contents
Common	Certain moves down properties/back turned	<ul style="list-style-type: none"> •In certain instances with certain moves when hit from behind, getting up backwards would cause character to move in the opposite direction. <Moves> Lucky Chloe : 1 2 3 During Left Twist , 4 During Left Twist , 5 While back turned Lee : 1 During Hitman , 2 While rising Bob : 1 , 2 Kuma/Panda : Eliza : 1 , 2 Miquel : While rising
Paul		•During Rage, sometimes Rage Arts would sometimes occur when unintended. Now fixed.
Yoshimitsu		•While crouching during Mutou no Kiwami , was unable to perform Soul Stealer. Now fixed.
Lili	During Rage	•During certain inputs, or would often occur when unintended
Leo	During Jin Ji Du Li	•When counter hit on opponent, opponent could still crouch even during stun frames. Now fixed.
Lars	During Rage	•Start of Rage Arts cinematic was 1F quicker than other characters. Now fixed.
Claudio		•While crouching 1st hit jailed. 2nd attack is now 3F slower.
Josie	During Rage	•During Rage Arts, direction the eyes faced was unnatural. Now fixed.
Gigas		•Recovery reverted to Ver.1.14 properties (-9F to -6F on block, +4F to +7F on hit)
	During sidestep	When attacking while sidestepping an attack, attack was not aimed toward opponent. Now fixed.
Kazumi	During Fearless Warrior	•Distance from opponent after hit was not intended and has been corrected.
	During Fearless Warrior	•Change in opponent reaction when hit while down was unintended, and is now fixed.
Noctis	During Rage	•Subtitles was displayed earlier than start of Rage Arts cinematic, and is now fixed.
Anna	 While rising 	•When transitioning to Chaos Judgment, Anna's neck was at a weird angle and is now fixed.
Lei		•Was 6F quicker than , but is now fixed.
	delay	
	During Snake	
	During Snake	•Transition to Snake has been altered.
	During Snake	
	During Phoenix Illusion	•Homing decreased
	During Sidewind (Head first)	•Reaction changed when move is low parried.