

Kazuya

Command	Changes
During Rage ↖⊙⊙	<ul style="list-style-type: none"> • Same Power Crush properties as Rage Art • Attack property changed from Special Motion to Mid attack. • Player recovery increased by 1F.
While in Devil Transformation ⇒ → ⊙⊙	<ul style="list-style-type: none"> • Damage changed from 20,12 to 20,15. • Changed from -13F to -12F on block.
⇒ ⊙⊙	<ul style="list-style-type: none"> • Opponent reaction on counter hit was changed.
⇒ ⊙⊙	<ul style="list-style-type: none"> • Opponent closer on hit and block.
⇒ ⊙⊙	<ul style="list-style-type: none"> • Changed from -16F to -9F on block. • Opponent farther away on block. • Induces Wall Bounce on hit. • Opponent reaction when hit mid-air was changed.
↘ ⊙⊙⊙	<ul style="list-style-type: none"> • Changed from -11F to -13F on block. • Opponent reaction on hit changed.
↘ ⊙⊙⊙	<ul style="list-style-type: none"> • Hitbox expanded.
↓ ⊙⊙	<ul style="list-style-type: none"> • Opponent closer on hit.
↗ ⊙⊙	<ul style="list-style-type: none"> • Changed from -6F to -9F on block. • Opponent closer on block. • Opponent reaction on hit changed.
← ⊙⊙	<ul style="list-style-type: none"> • Changed from -8F to -12F on block. • Opponent farther away on block.
← ⊙⊙	<ul style="list-style-type: none"> • Damage changed from 30 to 25.
⇒ → ⊙⊙	<ul style="list-style-type: none"> • Opponent closer on hit. • Homing increased.
⇒ → ⊙⊙	<ul style="list-style-type: none"> • Decreased pushback so it hits easier.
⇒ ☆ ↓ ↘ ⊙⊙ (pressed at same time as input)	<ul style="list-style-type: none"> • Homing increased.
While in Devil Transformation ⇒ ☆ ↓ ↘ ⊙⊙ (pressed at	<ul style="list-style-type: none"> • Homing increased.
While rising ⊙⊙	<ul style="list-style-type: none"> • Now causes screw when hitting mid-air opponent. • Hitbox expanded downward.
While rising ⊙⊙⊙	<ul style="list-style-type: none"> • Hitbox expanded
(While enemy is down) ↓ ⊙⊙	<ul style="list-style-type: none"> • Opponent closer on block
While crouching ↘ ↓ ↘ ⊙⊙	<ul style="list-style-type: none"> • Player recovery increased by 3F on hit.