

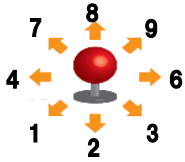
DEAD OR ALIVE 6
Ver.1.19 Update Info

■ **Changes**

Content	Platform		
	PS4®	Xbox One	Steam
Added new costumes: [Revival] Alluring Mandarin Dresses. (17 costumes) (These costumes are not included in Season Pass.)	○	○	○
Added an option to use hairstyles from the following past costumes in combinations with other costumes: Note: You will be able to use the hairstyles only if you own the costumes they are featured with. Some of the hairstyles will not be applicable to all costumes. This option to change hairstyle is not available with all costumes, and for some costumes the hairstyle variations will be limited.	○	○	○
[Applicable Costumes] - [Revival] Sexy Bunny Costumes - Witch Party Costumes			
Adjusted Christie's posture during the defeat animation.	○	○	○
Fixed the issue where "HALF HIT: ○" was displayed in the Skill Info for certain throws and holds.	○	○	○
Fixed the issue where incorrect knock back values were displayed in the Skill Info for certain throws and holds.	○	○	○
Added moves that were missing from Command Lists: - Tina: 7K - T - Ayane: 9PP, 9PK - Eliot: 1P in Bear Stance - Christie: 6K8P+K, 6K2P+K, 3K8P+K, 3K2P+K - Honoka: P during Burning Soul, P+K during Burning Soul, APL during Burning Soul - Raidou: 1_PP, 623P, 61234T to an opponent in the air	○	○	○
Corrected a number of mistakes in Command Lists: - Ayane: Back 66_P+K - Nyotengu: 6T to an opponent's back - Raidou: 214P - Momiji: 7PP+K next to a wall	○	○	○
Corrected the following issues in Combo Challenges: - Hayabusa's Combo Challenge 14: Corrected the demonstration to account for balance adjustments. - Bayman's Combo Challenge 19: Corrected the completion conditions. - Raido's Combo Challenge 14: Corrected the challenge details to account for balance adjustments. - Diego's Combo Challenge 14: Corrected the challenge details to account for balance adjustments.	○	○	○
Fixed the issues that allowed COM Leifang and La Mariposa use moves that were normally unavailable to these character.	○	○	○
Adjusted Phase 4's Sci-Fi Body Suit to not display lightening effects during Chifu, Tenfu, and Nagikaze.	○	○	○
Added adjustments to make sure that in cases when time runs out during a Danger Zone animation, the Danger Zone damage will still be counted. Exception: In cases where the time runs out during the transition phase, e.g. during the fall danger on the upper level of the LOST PARADISE stage, the Danger Zone damage will not be counted.	○	○	○
Adjusted some of the Danger Zones where follow-up attacks were possible (Rumble Danger Zones on CHINESE FESTIVAL and others; RPG Danger Zone on the upper level of UNFORGETTABLE; etc.), to not allow any additional input if the match ended during a Danger Zone animation.	○	○	○
Adjusted gravity calculations for body models to reduce animation issues with a number of costumes.	○	○	○

■ Balance Adjustments

Balance adjustment corrections are applicable across all platforms.



P: Punch
 K: Kick
 H: Hold
 S: Special
 T: Throw (also H+P)
 _: Hold down (e.g.:3_P means "Hold 3 down + press P")

Character	Details
ALL	[Overall Change Policy] Performance update, focusing on bug fixes and balance adjustments. Additionally, status adjustments of wake-up guards and some of the jump attacks.
	Hi-counter adjustments: Changed damage compensation rate from 1.6 to 1.5. (However, there are exceptions that will remain at 1.6. See the "Limited Hi-counter adjustments" below.)
	Limited Hi-counter adjustments: Changed the hi-counter adjustment rate in the following specific situations to 1.6: - Successful Hi-counter close hits on first hit. (The combined adjustment rate for Hi-counter + close hit has changed from 1.875 to 2.0.) - High throws against Break Holds (including Criticals). - High throws against Break Blows (during parrying phase). - Defensive/offensive holds against Break Blows (the beginning and duration of the hit). Critical holds not included.
	Hi-counter adjustments: Changed air follow-up adjustment from 45% to 60% for attacks following a launching hi-counter throw towards an opponent performing a Critical Hold after a wall critical.
	Break Blows (parrying phase): Adjusted to turn successful OH into counter holds.
	Lying hit reactions: Added ground attack hit box, from the frame at which tech roll is possible until the end of the hit reaction, when tech roll wasn't used during the following hit reactions: - Front knock back (E.g.: hit reaction to Hayate's ground 6PK.) - Back knock back (E.g.: hit reaction to Hayate's ground 6PK to an opponent's back.) - High knock back (E.g.: hit reaction to Ayane's ground 6KK.) - Front mid-air hit reaction (high) (E.g.: hit reaction to Hayabusa's PPKKK to a launched opponent.) - Front mid-air hit reaction (low) (E.g.: hit reaction to Leifang's PP2K to a launched opponent.) - Air re-launch (E.g.: hit reaction to Hayabusa's 6KK to a launched opponent.) - Critical Finish hit reaction (elbow/abdomen) (E.g.: hit reaction to Hayate's 6P Critical Finish.)
	Front knock backs: Shortened the knock back distance to allow follow-up attacks. (E.g.: hit reaction to Hayate's ground 6PK.)
	Front mid-air hit reactions (low): Shortened the knock back distance to allow follow-up attacks. (E.g.: hit reaction to Leifang's PP2K to a launched opponent.)
	Air strike down landings: Moved tech roll timing further back. (E.g.: hit reaction to Kokoro's back 2P+K to an launched opponent's back.)
	Low spin landings: Adjusted tech roll timing to 33F on all leg positions. (E.g.: hit reaction to Rig's ground 2KK (counter).)
	Spinning stagger knock back landings: Adjusted tech roll timing to 34F on all leg positions. (E.g.: hit reaction to Zack's 46K.)
	FORBIDDEN FORTUNE (upper level): Fixed the issue with the SHAKING DANGER that prevented it from triggering when a character was pushed against the crates stacked in threes with a wall combo.
	UNFORGETTABLE (upper level): Unified the adjustments made after RPG Danger Zone is triggered by front or diagonal hits to the drum container in the HOT ZONE area.
	UNFORGETTABLE (lower level): Fixed the issue where the distance between the characters during jumping over an obstacle attacks at the electric noticeboard on the GAMBLER'S PARADISE area didn't match coming and going.
UNFORGETTABLE (lower level): Fixed the issue that occurred when a character would trigger the Car Danger Zone at the GAMBLER'S PARADISE area, after being thrown into the red car during a strike down bounce hit reaction, and the second strike down bounce hit reaction was mistakenly replaced by a knockdown.	
LOST PARADISE (upper level): Fixed the issue where Fall Danger Zone failed to trigger correctly during some multi-hit moves.	
Guard breaks: Fixed the issue where fingertips appeared bended during some guard breaks. (E.g.: Guard breaks that occurred when guarding against Honoka's 66K and P+KPP (full charge).)	
ZACK	[Change Policy] Adjusted characteristics of some moves. PPK2K, 6K2K, 2KP6K2K: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air. 9P, KKKK: Added invincibility to low attacks during jumps. 66H+K, 66H+KK: Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps.
TINA	[Change Policy] Adjusted characteristics and damage of some moves. 6PPP, 9PPP, P+K, 2P+KP: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air. 6PP2K, 44P2K, 2H+K: Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps. Crouching 64T (counter and above): Changed damage from 85 to 88.
JANN LEE	[Change Policy] Adjusted characteristics and damage of some moves. PPP2K, 1K: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air. 6P+KP: Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps. 214T next to a wall: Changed damage from 5+5+5+5+5+20+25 to 5+5+5+5+5+35+10.
HAYABUSA	[Change Policy] Adjusted characteristics and damage of some moves. PP2K, 1K, 2K in Onyoin stance: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air.
	Added invincibility to low attacks during following jump attacks: 214P, 8KK, 4K while standing up from crouching, 4KP while standing up from crouching, P+K while getting up from lying face down with head towards the opponent, P+K while getting up from lying face down with legs towards the opponent.
	8KK, 236P+K, 3H+K, running K: Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps. 67H - 21478H against high P, 64H - 21478H against mid P, 61H - 21478H against low P: Changed damage from 48 to 35.
	67H - 21478H turn H against high P, 64H - 21478H turn H against mid P, 61H - 21478H against low P: Changed damage from 58 to 50.
	Adjusted to carry over the counter adjustment for the follow-up throws with the following moves: 41236T turn T in a room with a ceiling. 41236T turn T in a room with a ceiling to an opponent's back. 33T turn T in a room with a ceiling. 67H turn T in a room with a ceiling against high P. 64H turn T in a room with a ceiling against mid P. 61H turn T in a room with a ceiling against low P. 41236T turn T next to a wall in a room with a ceiling. 67H turn T next to a wall in a room with a ceiling against high P. 64H turn T next to a wall in a room with a ceiling against mid P. 61H turn T next to a wall in a room with a ceiling against low P.

Character	Details
KASUMI	[Change Policy] Adjusted characteristics of some moves.
	PP2K, 1K: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air.
	4KP: Added invincibility to low attacks during jumps.
	SSS, PPPK, PPK2K, PKK, 3KP, KKP, 4KP, H+KK, back 4P: Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps.
	66PP on hit P: Changed guard advantage from -12F to -16F.
	9PP: Changed move characteristics from 17(3)34 to 17(3)33.
	9PP: Changed GB (±0) to GB (-4) on guard.
	9PK on hit P: Changed guard advantage from -12F to -16F.
HELENA	[Change Policy] Adjusted characteristics of some moves.
	4PP8K, 7K, 6PP in Bokuho stance: Added invincibility to low attacks during jumps.
	Back 4PPP, back 6P+K: Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps.
	22 in Bokuho stance: Adjusted hit box to make mid attacks with ground hit properties easier to land.
BASS	[Change Policy] Adjusted characteristics of some moves.
	6KK: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air.
	3P+K, 2H+K: Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps.
KOKORO	[Change Policy] Adjusted characteristics of some moves.
	PP2KK, 2H+KK, back 2KK: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air.
	9PP: Adjusted to not land against a wall.
	9PPT - P+K in Heichu stance: Fixed some animation issues. (No changes to move properties.)
HAYATE	[Change Policy] Adjusted characteristics of some moves.
	1K: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air.
	66PK, 4K6K, 214K: Added invincibility to low attacks during jumps.
LEIFANG	[Change Policy] Adjusted characteristics of some moves.
	33PK: Fixed the issue where low attacks still landed during the invincibility to low attacks.
	K while jumping over an obstacle: Fixed the issue where the moved passed over the opponent when used against an opponent performing a low Critical Hold.
AYANE	[Change Policy] Adjusted characteristics of some moves.
	Added invincibility to low attacks during following jump attacks: 9P, PK, PKK, K6H+K, 1P+KK, 1P+K1_K, back 6H+K, back H+K, back H+KK, back 66H+K, H+K while getting up from lying face up with head towards the opponent.
	Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps in following attacks: PPP - K, PP6KK, 9P (transition to Shimo-Oroshi) - H+K, 6KK, 66P - K, 66KK - K, back-turned 3 (in Shimo-Oroshi) H+K.
	8K, back PPK: Added jump and jump properties.
ELIOT	[Change Policy] Adjusted characteristics and statuses of some moves.
	8K in Bear Stance, H+K in Bear Stance: Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps.
LA MARIPOSA	[Change Policy] Adjusted characteristics of a move.
	Back KKK: Added invincibility to low attacks during jump.
BRAD WONG	[Change Policy] Adjusted characteristics of some moves.
	1K2K2K, 2H+K: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air.
	6PK, handstand P+K, lying with head to a foe P+K: Added invincibility to low attacks during jumps.
	PPK, 3KK, 9K, 7KPP, 9P+KP, 214P+KPK, reverse handstand H+K: Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps.
	KK4: Adjusted animation flow.
	K in Dokuritsu-Ho stance: Fixed hit reaction during front guard.
	KK in Dokuritsu-Ho stance: Fixed hit reaction to hits landed before straightening up.
KK in Dokuritsu-Ho stance: Fixed the direction of the knock back hit reaction to standing counters.	
KKK in Dokuritsu-Ho stance: Fixed hit reaction to hits landed before straightening up.	
CHRISTIE	[Change Policy] Adjusted characteristics and damage of some moves.
	9KK: Added invincibility to low attacks during jumps.
	7K - P, H+KKK, back K: Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps.
	SS (1st hit): Adjusted reach to make sure that follow-ups were possible after landing S hit on an sidestepping opponent.
	SSS (1st hit): Adjusted reach to make sure that follow-ups were possible after landing S hit on an sidestepping opponent.
	SSS (5th hit): Increased launch height on air hits to stabilize combos.
	SSSS (Break Blow): Fixed the issue that caused the move to go past an opponent performing an air combo.
	SSSS (Break Blow): Adjusted the upper limit of the hit box to stabilize combos.
	PKK: Changed damage from 19 to 17.
	46P: Changed damage from 32 to 28.
	236P: Changed damage from 35 to 30.
	KK: Changed damage from 19 to 17.
	6K4K to an opponent in the air: Changed damage from 25 to 32.
	7K: Increased launch height on air hits to stabilize combos.
	7K - P: Changed the post-move status from standing to stooping position with a possibility to choose standing or crouching.
	7KK to an opponent in the air: Changed damage from 25 to 35.
	H+KK: Changed damage from 15 to 12.
H+KKK: Changed damage from 25 to 20.	
H+KKK: Adjusted to land against a wall.	
4H+K: Changed damage from 24 to 20.	
Back P+KP: Changed damage from 10+15 to 10+10.	
Back P+KP: Added chain guard to 1st and 2nd hits.	
Back P+KP (2nd hit): Adjusted the upper limit of the hit box to make easier to use while moving around.	
P+K in Jakeiho stance: Increased launch height on air hits to stabilize combos.	

Character	Details
HITOMI	<p>[Change Policy] Adjusted characteristics of some moves.</p> <p>6PK2K, 7PK2K, 6K2K, 6H+K2K, 2H+K: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air.</p> <p>Back 8K: Added invincibility to low attacks during jump.</p> <p>66KK, 66K2K, 66H+K: Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps.</p>
BAYMAN	<p>[Change Policy] Adjusted characteristics of some moves.</p> <p>PP2P, 1P, back 2P: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air.</p> <p>214P+KP: Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps.</p> <p>PKK: Changed guard advantage from -9F to -5F.</p> <p>6PPK: Changed guard advantage from -9F to -5F.</p> <p>KK: Changed guard advantage from -3F to -5F.</p> <p>4K: Changed guard advantage from -9F to -5F.</p>
RIG	<p>[Change Policy] Adjusted characteristics of some moves.</p> <p>6P2K, K2K, 1K, 2K in Kubryo Sogi: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air.</p> <p>Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps in following attacks: back KK, H+KK in Kubryo Sogi, 6H+K in Kubryo Sogi, 4H+K in Kubryo Sogi, 4P from Turn Leg Cut, 2K from Turn Leg Cut, 6H+K from Turn Leg Cut.</p> <p>H+K in Kubryo Sogi to an opponent's back: Added jump and jump properties in the middle of the move.</p> <p>SSS (1st hit): Adjusted reach to make sure that follow-ups were possible after landing S hit on an sidestepping opponent.</p> <p>Side Attack: Changed move characteristics from 27(2)21 to 27(2)31.</p> <p>3PKK: Adjusted to chain hits, to correct the issue that made Critical Hold possible on 3rd hit, even after 2nd hit landed.</p>
MILA	<p>[Change Policy] Adjusted characteristics of some moves.</p> <p>1P, 2P from tackle cancel: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air.</p> <p>6H+K, K from tackle cancel: Added jump and jump properties.</p>
MARIE ROSE	<p>[Change Policy] Adjusted characteristics of some moves.</p> <p>8PPP: Added invincibility to low attacks during the jump.</p> <p>S, PPPP, 236P, 6H+K, back KKK, P+K during Minuet: Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps.</p> <p>3PP4: Changed move characteristics from 25(2)25 to 25(2)23.</p> <p>6H+K (3rd hit): Increased launch height on air hits to stabilize combos.</p> <p>K during Rondo: Increased launch height on air hits to stabilize combos.</p>
NYOTENGU	<p>[Change Policy] Adjusted characteristics of some moves.</p> <p>2PP: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air.</p> <p>SS, SSS, 8PPP, 214P, back 8K: Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps.</p> <p>8K: Added jump and jump properties in the middle of the move.</p> <p>2P during Hiten-No-Mai: Fixed the SE.</p> <p>4H against a jumping punch: Fixed damage calculation taming for Danger Zone hits.</p> <p>6H against a jumping punch: Fixed damage calculation taming for Danger Zone hits.</p>
HONOKA	<p>[Change Policy] Adjusted characteristics of some moves.</p> <p>Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps in following attacks: SS, PPK, 9PPKK, 6KK, 236K, running K, 3P+K, 236P+K, running P+K, 4H+K, 8H+K, 2H+K, 3H+K.</p> <p>6PP: Fixed the issue where normal grab did not trigger correctly, after guarding against 6PP, for characters who have a normal grab move for 2F from 4F.</p> <p>66P+K (3rd hit): Adjusted to not land against a wall.</p> <p>66P+K - P: Increased launch height on air hits to stabilize combos.</p> <p>Dokuritsu-Ho: Fixed the issue where the character couldn't move after transitioning into Dokuritsu-ho after K in Bokuho stance.</p> <p>P in Hissatsu-no-Kamae: Changed damage from 40 to 50.</p> <p>P in Hissatsu-no-Kamae (full charge): Changed damage from 50 to 60.</p> <p>6P during Burning Soul: Changed move characteristics from 18(3)25 to 16(5)25, to make easier to use against holds.</p> <p>T: Changed move characteristics from 5(2)23 to 4(2)22. (No changes to throw range.)</p> <p>6T: Changed move characteristics from 7(2)24 to 6(2)23. (No changes to throw range.)</p> <p>4T: Changed move characteristics from 10(2)25 to 8(2)24. (No changes to throw range.)</p> <p>33T: Changed move characteristics from 12(2)26 to 11(2)25. (No changes to throw range.)</p> <p>2T: Changed move characteristics from 5(2)21 to 4(2)21. (No changes to throw range.)</p>
RAIDOU	<p>[Change Policy] Adjusted characteristics of some moves.</p> <p>1K: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air.</p> <p>PP4PK: Added invincibility to low attacks during the jump.</p> <p>S: Changed the follow-up availability frames from 20-33F to 25-33F.</p> <p>SS: Changed the follow-up availability frames from 41-55F to 39-55F.</p> <p>SS: Changed move characteristics from 32(2)27 to 32(3)26.</p> <p>SSS: Changed move characteristics from 41(3)18 to 43(3)18.</p> <p>61234T to an opponent in the air: Changed the knock back distance from 3.00m to 5.00m.</p>
DIEGO	<p>[Change Policy] Adjusted characteristics and damage of some moves.</p> <p>1K: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air.</p> <p>PPPP, 236P, back 4P: Changed move characteristics from 21(3)32 to 21(3)33.</p> <p>PPPP, 236P, back 4P: Changed from GB (+6) to GB (+5) on guard.</p> <p>PPPP (full charge), 236P (full charge), back 4P (full charge): Changed move characteristics from 35(3)32 to 35(3)33.</p> <p>PPPP (full charge), 236P (full charge), back 4P (full charge): Changed GB (+19) to GB (+10) on guard.</p> <p>7PP on hit T: Changed damage from 25 to 30.</p> <p>7PP on hit 4T: Changed damage from 25 to 30.</p> <p>P+K on hit T: Changed damage from 25 to 30.</p> <p>P+K on hit 4T: Changed damage from 25 to 30.</p> <p>7H against high punches: Changed damage from 25 to 30.</p> <p>4H against mid punches: Adjusted to hit against walls.</p>

Character	Details
NICO	[Change Policy] Adjusted balance of some moves and added new moves.
	6KKK: Fixed the issue where low attacks still landed during the invincibility to low attacks.
	PPPK: Added jump and jump properties in the middle of the move.
	PPPK: Changed guard advantage from -30F to -16F.
	PPPK: Shortened the distance between characters on guard.
	PP2K: Changed move characteristics from 20(2)/29 to 24(2)/29.
	PP2K: Changed damage from 22 to 24.
	PPPP+K: Adjusted the hit box to fix the issues with the move not working correctly in some circumstances.
	7P: Changed guard advantage from -11F to -5F.
	236P: Changed damage from 40 to 37.
	236P (full charge): Changed damage from 50 to 47.
	9PK to an opponent in the air, on hit P: Added new move "Boson Luxon Naga".
	9PK to an opponent in the air, on hit K: Added new move "Boson Bulan Sabit".
	66K: Changed damage from 15+15 to 15+7.
	4P+K: Adjusted the hit box to fix the issues with the move not landing correctly in some circumstances.
	6P+K: Changed damage from 20 to 25.
	6P+K (full charge): Changed damage from 15+30 to 18+35.
4H+K2K: Changed move characteristics from 20(2)/29 to 24(2)/29.	
4H+K2K: Changed damage from 22 to 24.	
2T next to a wall: Added voice-over and SE.	
PHASE 4	[Change Policy] Adjusted characteristics of some moves.
	PP2K, 1K: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air.
	Back 4P, K during Chifu, P+K during Tenfu: Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps.
	SSS (1st hit): Adjusted reach to make sure that follow-ups were possible after landing S hit on a sidestepping opponent.
9K: Added back the jump properties that were removed in v1.11 update.	
2T during Chifu: Adjusted controls to make it possible to use the move with wider downward stick movements (1 or 3) as well.	
MAI SHIRANUI	[Change Policy] Adjusted balance of some moves and added new moves.
	236P: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air. (Also available when used from cancels from 6PP and other.)
	Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps in following attacks: SSSS, PPPP, PPPK, 6PKPP, 66PK, H+K, back 4K, 214P*, 236K*. (*Also available when used from cancels from 6PP and other.)
	Standing: Adjusted the hit box to fix the issue with high attacks not landing correctly.
	46K: Added new move "Mozu-Geri". 46KK Added new move "Mozu-Sashi".
KULA	[Change Policy] Adjusted characteristics of some moves.
	1K: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air.
	66K: Fixed the issue where low attacks still landed during the invincibility to low attacks during the jump. 236P: Fixed the issue where counter adjustment was not applied after a successful counter.
MOMIJI	[Change Policy] Adjusted characteristics of some moves.
	KK: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air.
	Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps in following attacks: PPK, PPKP, 6PK, 6PKP, 9PP, 9PPP, 9PPK, 9PK, 6KK, 7K, 236P+K, 236P+KPP, wall 66T - K, wall 66T - P+K, wall 66T - P+K (full charge), wall 66T - P, P during Amakake, K during Amakake, P+K during Amakake, P+K (full charge) during Amakake.
	Standing: Adjusted hit box to match other characters.
	P+K (full charge) during Amakake: Adjusted reach to stabilize combos. P+K (full charge) during Amakake: Changed move characteristics from 95(9)37 to 95(11)35.
	1H against low kicks: Added slow motion on successful use.
RACHEL	[Change Policy] Adjusted characteristics of some moves.
	PP2K, 2H+K: Matched hit reactions to "front mid-air hit reaction (low)" when used against an opponent in the air.
	4PPPP+K, 4PPPP+KP, 3PPP+K, 3PPP+KP: Fixed the issue where low attacks still landed during the invincibility to low attacks during jumps. 6T: Fixed an animation issue.