

# Tekken 7 Ver.1.03 Character Adjustment Content List // Translated by [TekkenGamer.com](http://TekkenGamer.com)

1 F = 1 frame (1/60 sec). It is a unit that expresses the passage of time in the game.

Character	Command	Notes
Nina	Ivory Cutter (1+4)	Damage given to the second opponent at the first counter hit was different from usual, so we fixed it.
	Siren's Kiss (f+3)	Damage given to the second opponent at the first counter hit was different from usual, so we fixed it.
Lee	Rage Drive (During Rage; d/f+3+4~f)	Made it possible to cancel mist step with lateral movement.
	Silver Cyclone (d+3+4)	Reduced the damage to the opponent by 20.
	Stinging Rush - Mist Step (b+3,3~f)	Made it possible to cancel mist step with lateral movement.
	Mist Illusion (b+1+2 parry)	Increased rigidity time by 10 F.
Miguel	Trinidad Slash (u/f+3,2,2)	Increased the attack hit range of attacks.
Kuma / Panda	Jab Elbow Stomp (2,1,3)	Since the second attack hit range was small when entering the third event, it was fixed.
	Killing Uppercut Grizzly Scratch (Hunting d/f+1,1)	The input acceptance time for the second shot was reduced by 5F.
	Hunting to Standing (Hunting ~ Up)	The bottom loosening effect was deleted.
	Rabid Bear (fff+1+2)	<ul style="list-style-type: none"> <li>· Reduced my stiffness time by 2F.</li> <li>· Homing performance has been lowered.</li> </ul>

		· The stiffening time of the opponent's side when guarding was reduced by 3F.
Eddy	Rage Art (Rage b+3+4))	· Changed so that balcony break and wall break did not occur at hit. · Increased stiffness time at hit by 9F.
	Reversao (f+3+4)	Reduced the amount of movement of the opponent at the first hit and the distance to the opponent got close.
	Mao Esquerada (d/f+1)	Reduced the amount of movement of the opponent at the time of a hit and the distance to the opponent got close.
	Meia-Lua de Compasso (d/b+3+4, 4, 3)	· Reduced the amount of movement of the opponent at the first hit and the distance to the opponent got close. · The second attack hit range was enlarged.
	Helicopter (Handstand 4)	Reduced the amount of movement of the opponent at the first hit and the distance to the opponent got close.
Eliza	Mid-Air Divekick (Jump qcb+3)	Changed the behavior when hitting the opponent in the air (the lie on the prone position).
	Fireball to Moon Glide (qcf+1 or qcf+2 ~ SRK 3+4)	Fixed a phenomenon that Bloody gauge is consumed more than usual when input at specific timing.
	Splendor Wave Chaos (ff+4,2, qcf+1+2)	Fixed a problem that could produce skills with or without Bloody gauge.
	ff+4,2 into qcf, qcf+1+2	Fixed a problem that could produce skills with or without Bloody gauge.
	Binary star (2,2)	· The amount of movement of the opponent at the time of the first guard was decreased, and the distance with the opponent was made close. · The second attack hit range was enlarged.
	Down Jab (d+1~f)	Reduced my rigidity time by 3F when I shifted to the standing state.
	Ark kick	Fixed because performance was different from usual when turning his back to opponent.

## Changes on system parts

- Because the Rage effect was not applied to the throwing technique of some characters, it was fixed.
- Changed so that the attack judgment disappears when a certain technique rebounded some of the deadly techniques such as "Rakugi" 's "Australia wave fist".
- Because I was not damaged when I guarded some of the mortal work of "Eliza", I fixed it.

- A part of the EX Special Moves of "Eliza" was hit and fixed so that Bloody gauge does not increase when guarding.
- In addition, the trouble of the system part was corrected.