

General Changes

Removed hit bounce from most player attacks.

Start with 2 heat bars. (Note: must equip weapon or gear item for this to take effect)

Taking damage no longer drains heat.

Always at fastest combo speed.

Greatly increased quickstep distance.

Quicksteps while holding weapons are now affected by upgrades, and can now be chained like regular Quicksteps.

Increased control lock during guard break.

Light attack charge time changed from 0.8 second to 0.7 seconds.

Heavy attack charge time changed from 1.8 seconds to 1.35 seconds.

Lotus Golden Wall's effect now applies instantly instead of needing to hold guard stance for one second.

Increased XP gain from street fights.

Upgrades no longer require stats to be at a certain level.

Overhauled XP rewards from Coliseum.

Enemies flash red when performing their guard reversals and Resolute Counters.

Moveset Changes

All single finishers can be charged to break enemy guards.

Back finishers can be performed during single finishers.

Adjusting your grab hold now requires pressing L1 instead of holding it.

Removed flinching animation from back grab.

Standard Moveset

Run L: 9-17 follow up -> 7-19.

L: 5-13 follow up -> 5-16. Increased knockback force by 1.

LL: 100 damage -> 125. 9-17 follow up -> 9-20. 24-47 control lock -> 19-47. Increased knockback force by 1.

LLL: 100 damage -> 150. 11-19 follow up -> 10-21. 23-42 control lock -> 18-42. Increased knockback force by 1.

LLLL: 100 damage -> 175. 10-18 follow up -> 10-20.

L H: 16-20 follow up -> 16-29.

LL H: 22-26 follow up -> 21-30.

Back L: Increased speed by 25%. Increased knockback force by 1.

L back L: Increased speed by 25%. Increased knockback force by 1.

LL back L: Increased speed by 25%. Increased knockback force by 1.

LLL back L back L: Increased speed by 25%. Increased knockback force by 1.

L back H: 26-30 follow up -> 17-30. Does pass out reaction.

L back H H: Has superarmor. Does floor bounce.

LL back H: 21-25 follow up -> 21-33. Increased knockback force by 2. Brings heavy enemies to their knees.

LLL back H H: 20-24 follow up -> 13-24.

LLL back H H H: Has superarmor.

LLL H: 21-25 follow up -> 17-27. Increased knockback force by 1. Does air launch.
LLLL back H: 200 damage -> 500. 23-27 follow up -> 17-27. Increased knockback force by 1. Does spin reaction.
LLLL H: 200 damage -> 500. 17-21 follow up -> 17-27. Increased knockback force by 2. Does spin reaction.
LLLL H (low): 200 damage -> 500. 17-21 follow up -> 17-27. Does spin reaction.
Charge L: 400 damage -> 300. 19-24 follow up -> 15-30. 40-44 control lock -> 30-44. Can follow up with LLL combo and LL H finisher. Increased knockback force by 1.
Charge L L: Performs LLL combo.
Charge L H: Performs LL H finisher.
Charge L back H: Can be performed. Does LL back H finisher.
Charge L charge L: 32-39 follow up -> 25-44. 64-69 control lock -> 47-69.
Charge L charge L (2nd hit): 400 damage -> 300.
Charge L charge L L: Performs LLLL combo.
Charge L charge L H: Performs LLL H finisher.
Charge L charge L back H: Performs LLL back H finisher.
Charge L charge L charge L: 600 damage -> 500. 43-47 control lock -> 35-47.
Charge L charge L charge L H: Can be performed. Does LLLL H finisher.
Charge H (standing and running): Replaced with Y6 charged heavy attack.
Running Heavy Attack: Replaced with modified Y6 dropkick.
Back Quickstep: 5-12 follow up -> 1-22.
Left Quickstep: 5-12 follow up -> 2-22.
Right Quickstep: 5-12 follow up -> 2-22.
Forward Quickstep: 5-12 follow up -> 2-22.
Back Quickstep Attack: Replaced with K2 running kick.
Left Quickstep Attack: Replaced with classic Dragon side quickstep attack.
Right Quickstep Attack: Replaced with classic Dragon side quickstep attack.
Lunge: Disabled (because fighter command moves can't dodge all attacks).
Grab Light Combo: Enemies no longer escape. Third punch becomes finisher.
Grab Throw: Added i-frames. No longer stops when enemy hits walls. Guaranteed to damage bosses.
Grab Throw (loop): Can be performed up to two times. Consumes heat.
Grab Throw (loop, front): 100 damage -> 300 (to match back version).
Finishing Hold: Added i-frames. Costs 1 heat bar. No longer stops when enemy hits walls. Guaranteed to damage bosses.
Parry: Added attack follow ups. Added i-frames.
Parry (front): 7-57 control lock -> 16-57 (to make it easier to activate Essence of Reversal).
Parry (back): 18-42 control lock -> 16-42.
Parry (left): 18-42 control lock -> 16-42.
Parry (right): 21-57 control lock -> 16-57.
Kawauchi Release Throw: Hits surrounding enemies. Decreased amount of button mashing required. Uses Y3-Y5 animations.

Heavy 2-handed objects

Added finishers to first two light attacks.

L: 31-35 follow up -> 26-35.

LL: 25-29 follow up -> 21-29.

Heavy Attack: 800 damage -> 500.

Extreme Heat Mode

Activating Extreme Heat Mode always uses fist slam animation, which now has slow motion effect.

Combo in Extreme Heat Mode is now Y6 haymakers into punch flurry.

Disabled most auto weapon grab attacks in Extreme Heat Mode. Very heavy objects like motorcycles can still be grabbed by pressing Grab.

No longer required to be in Extreme Heat Mode to inflict kneeling and prone stun effects.

L: 100 damage -> 133. 10-16 follow up -> 8-22. Increased knockback force by 2. Slightly increased speed.

LL: 100 damage -> 133. 10-16 follow up -> 8-22. Increased knockback force by 2.

LLL: 100 damage -> 133. 9-15 follow up -> 8-22. Increased knockback force by 2.

LLLL: 100 damage -> 133. 10-16 follow up -> 8-22. Increased knockback force by 3.

Heat Action Changes

Co-op heat actions with townsfolk no longer cost XP. Additionally, they activate automatically when near allies and don't cost heat.

Sayama's co-op heat actions have lower priority.

Most Extreme Heat Actions cost half a heat bar.

Damage of button mashing Extreme Heat Actions is decreased. Additionally, damage no longer increases gradually with more button presses.

Essence of Head Bashing: 750 damage -> 1750. Activation changed. Requires grabbing enemy from front while another enemy is attacking. Does not require full health.

Essence of Seizing: No longer requires NOT being in lock-on stance. No longer requires enemy to be attacking.

Essence of Tiger Crash: 1500 damage -> 2000. 1 heat bar -> 1.5. Requires full heat.

Essence of Dynamic Throw: 1500 damage -> 2000. 1 heat bar -> 1.5. Requires full heat.

Essence of Might: 2000 damage -> 2500. 1 heat bar -> 1.5. Does not require full health. Requires full heat.

Essence of Unlucky Man: Has lower priority.

Essence of Spinning Roundhouse: Activation changed. Requires stunned enemy. Does not require Extreme Heat.

Essence of Knock Out Fall (wall stun heat action): 2500 damage -> 3000. Does not require Extreme Heat.

Essence of Fleet Footwork (front): 3000 damage -> 1500.

Essence of Fleet Footwork (back): 2500 damage -> 1500.

Essence of Fleet Footwork (left): 2500 damage -> 1500.

Essence of Fleet Footwork (right): 2500 damage -> 1500.

Essence of Forceful Swing: Restored heat action from Y6. Performed by grabbing enemy from the front near two others while in Extreme Heat Mode.

Essence of Tornado Throw: 1500 damage -> 2000.

Essence of Demonic Spiral: 1500 damage -> 1750.

Back Hand Heat Action: Can be done from more turning light attacks.

Ultimate Essence: 3000 damage -> 5000. 2 heat bars -> all heat bars. Activation changed.

Requires charging heat in Golden Dragon Spirit until Kiryu emits light. Does not require full health.

Upgrade Changes

Boost Combo Speed: Replaced with Feint Kick

Ultimate Combo Speed: Replaced with Jumping Triple Kick.

Relentless Blows: Replaced with Golden Dragon Spirit.

Quickstep Cancel: Start with. Replaced with Boost Charge Attack Speed.

Boost Charge Attack Speed: New upgrade. Reduces time needed to hold L or H to perform Charge Attacks. Light attack charge time becomes 0.5 seconds. Heavy attack charge time becomes 1.0 second.

Komaki Breakfall Recovery: No longer requires acupuncturist visit.

Extreme Heat Mode: Does not cost XP.

Triple Quickstep: No longer requires beating all Street Bosses.

Lotus Fists of Fury: Start with. Replaced with Lotus Flare Fist.

Lotus Golden Wall: Effect now applies instantly.

Strong Charge Attack Mastery: Does not require beating all Coliseum Tournaments.

Feint Kick: New upgrade. Performed by holding H and pressing Grab during single finishers.

Can stun enemies. Costs 0.5 heat bar.

Komaki Parry: New upgrade. Performed by pressing Grab during successful guard parry.

Lotus Flare Fist: New upgrade. Performed by pressing Grab as enemy attacks, then press Grab again as Kiryu flashes white to gain a lot of Heat.

Golden Dragon Spirit: New upgrade. Hold down button to charge up heat.

Asura Spirit: New upgrade. While at low health and with at least one heat bar, press R2 during Golden Dragon Spirit to recover health.

Kick Combo: New upgrade. Adds heavy attack combo.

Thrashing Mastery: New upgrade. Extends grab combo when no heat bars are filled.

Evasive Weaving: New upgrade. Allows weave dodging when in a guarding state.

Iron Fist: New upgrade. Press Grab when quickstepping backwards.

Raging Dragon Flurry: New upgrade. In Extreme Heat Mode, press Extreme Heat button during Rush Combo to do a rapid combo attack.

Boost Extreme Heat Mode: New upgrade. Increases duration of Extreme Heat Mode.

Dragon God Defense: New upgrade. Allows guarding against from every direction.

Liquid Courage: New upgrade. Increases heat gain when drunk.

Essence of Opportune Strike: Start with. Replaced with Essence of Spinning Roundhouse.

Essence of Knock Out Fall: Must be purchased.

Essence of Head Press: New heat action. Requires stunned enemy that is kneeling or prone.

Essence of Terror: New heat action. Requires running toward 4 enemies in Extreme Heat Mode.

Item Changes

Toughness Light: 2500 HP -> 4000.
Toughness Z: 5000 HP -> 8000.
Toughness ZZ: 10000 HP -> 16000.
Staminan Royale: 30000 HP -> 13500. 10,000 yen -> 7,000.
Nourishment of the Sea King: 15000 HP -> 20000. 1.5 heat -> 2.5.
Refreshment of the Sky King: 2.0 heat -> 3.0
Nutriment of the Conquering Emperor: 20000 HP -> 30000.
Aomidorijiru: 5 stomach gauge -> -10.
Charm/Spirit/Strength/Agility/Technique Tome: 100 XP -> 300.

Enemies

Gary Buster Holmes

Restored taunt into counterattack.

Shindo

Left/Right Dodge Attack: Added more animation frames to make it easier to react to. Added i-frames before slash.

Charging Stab: Changed animation to be more readable.

Kurahashi (and other pistol Tamashiro clones)

Combo 3: Added cocking sound before firing.

Left/Right Dodge Shot: Added more animation frames to make it easier to react to. Added cocking sound before firing.

Satoshi Kojima

Lariat: No longer traps you into sync animation.