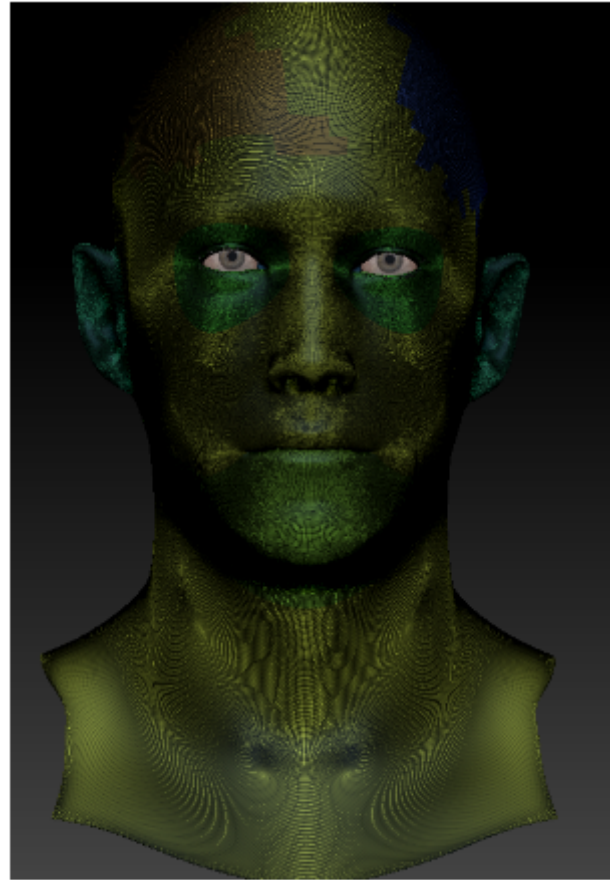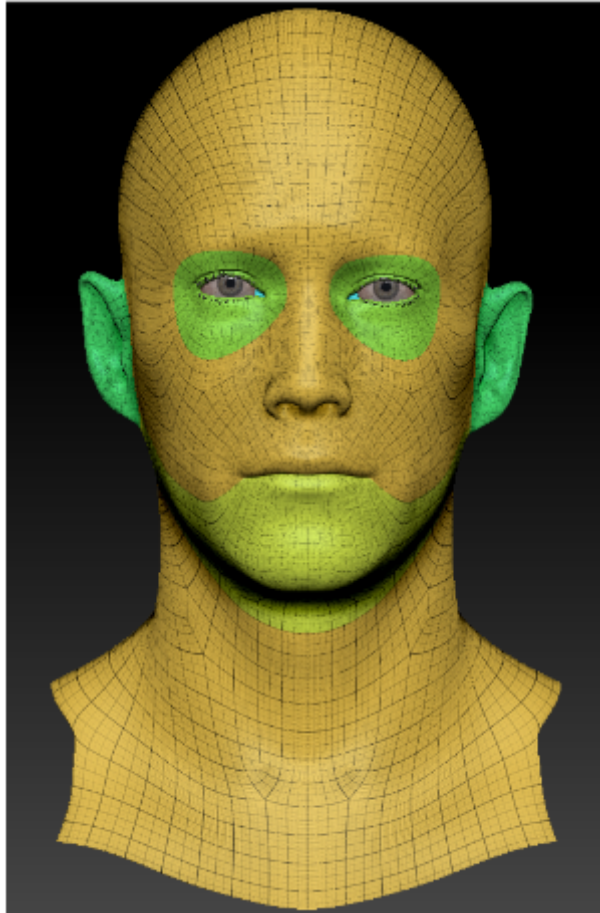The polyframe diverges from the original appearance in Subdivision Level 1 after relinking the CC character to ZBrush above the base subdivision level.

Cause: When the CC character is relinked to ZBrush it will apply the results to the current Subdiv. Since, the polygrame is always drawn on the base subdivision, the results may look different.

Solution: Manually export the base subdivision from CC and import it onto the ZBrush character.

Reallusion FAQ
https://kb.reallusion.com/Product/53159/The-polyframe-diverges-from-the-original-appearance-in-Subdivi