Unexpected border lines appear when wrinkle diffuse textures are updated in CC from ZBrush.

Cause: Differences in the way the masks are calculated.

Solution: Before exporting the wrinkle maps, convert the Base mesh diffuse map to polypaint.

Reallusion FAQ
https://kb.reallusion.com/Product/53162/Unexpected-border-lines-appear-when-wrinkle-diffuse-textures-a