

## DLC2 Battle adjustment list (English)

### Battle system

Category	Nerf/buff		
Behavior Adjustment	-	Reversal Edges	Enlarged the upper hitbox for enemies in midair.
Behavior Adjustment	-	Critical Edges	Fixed an issue which allowed the enemy to move by performing certain actions during the opening sequence of a Critical Edge, even though time was stopped. Fixed an issue in which there a difference would arise between the timing at which 1P and 2P could input again after a CE opening sequence ended. Fixed an issue in which certain characters were able to instantly initiate a CE from unexpected positions using specific inputs.
Behavior Adjustment	-	Soul Charges	Fixed an issue in which 2P could move first when 1P and 2P used a soul charge at the same time. Fixed an issue in which certain characters were able to instantly initiate a soul charge from unexpected positions using specific inputs.
Behavior Adjustment	-	Lethal Hits	Fixed an issue in which certain lethal hit moves effective during an enemy's low attacks or missed low attacks would also be effective against some non-low attacks.
Behavior Adjustment	-	Running Backward, Stepping Backward	Fixed an issue in which run counters would not register during the motion.
Behavior Adjustment	-	Revenge Attacks	Fixed an issue in which soul charge time would decrease more than expected when executing a revenge attack after being damaged. In conjunction with this change, taking damage during a revenge attack no longer decreased soul charge time.
Behavior Adjustment	-	Voice, Sounds, Effects, Animations	Adjusted certain timings and behaviors.

### Mitsurugi

Category	Nerf/buff		
Behavior Adjustment	-	While soul charged ☹️.Ⓞ.Ⓞ	Fixed an issue in which the 2nd launching attack would launch the opponent as high as a lethal hit, even when a lethal hit had not been made.
Behavior Adjustment	-	While rising Ⓞ.↓.Ⓞ	Fixed an issue in which a lethal hit would not trigger depending on the type of counter hit used. (Note that a lethal hit will still not trigger with a stun counter; this is intentional.)
Behavior Adjustment	-	Ⓐ.Ⓐ.Ⓐ	Adjusted the breadth and tracking of the attack to make it easier to hit opponents who side step at close range.
Behavior Adjustment	-	While soul charged ↗️Ⓞ.Ⓞ.Ⓞ	Improved tracking under certain conditions in order to reduce the instances in which the combo misses partway through after the first hit connects near a wall.
Behavior Adjustment	-	☹️ or ↗️ or ↗️ ↗️ Ⓞ	Adjusted the input window to reduce cases in which "Duck" and jumps would accidentally be performed while Relic was active.
Behavior Adjustment	-	↗️Ⓞ	Fixed an issue in which the attack would miss when in range.
Behavior Adjustment	-	↓ ↓ or ↑ ↑ Ⓐ	Enlarged the hitbox in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	-	While soul charged ↓ ↓ or ↑ ↑ Ⓞ.Ⓞ	Equalized damage settings, which had been different depending on the direction run.
Balance Adjustment	↑	⇒Ⓞ.Ⓞ	Reduced the distance between the character and the opponent when the move hits in order to make follow-up attacks easier to land.
Balance Adjustment	↑	⇒⇒Ⓞ	Increased the length of stun inflicted when hit or guarded.
Balance Adjustment	↑	During Mist Ⓞ	Enlarged the lower hitbox to make it harder for the move to miss during a combo.
Balance Adjustment	↑	During Relic Ⓞ	Reduced the opening after the attack. Added scaling to the move's combo damage.

Seong Mi-na			
Category	Nerf/buff		
Behavior Adjustment	-	Critical Edge	Enlarged the upper hitbox for enemies in midair.
Behavior Adjustment	-	While rising Ⓢ+Ⓚ	Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	-	↔️Ⓢ+Ⓚ	Adjusted the input window to reduce cases in which the move would accidentally be performed.
Behavior Adjustment	-	↔️Ⓢ	Fixed an issue in which the attack would miss when going for a hit with the weapon's tip, even though the attack was in range.
Balance Adjustment	↑	During jump Ⓢ	Reduced the opening after the attack is guarded, and fixed an issue in which the opponent would stand up after guarding.
Balance Adjustment	↑	⇒Ⓢ+Ⓚ	Reduced the opening after the attack.
Balance Adjustment	↓	↘️ or ↙️ or ↗️ or ↖️ Ⓢ+Ⓚ	Increased the move's base damage, but added scaling to the move's combo damage.
Balance Adjustment	↓	↘️ or ↙️ or ↗️ or ↖️ Ⓢ+Ⓚ While soul charged ↘️ or ↙️ or ↗️ or ↖️ Ⓢ+Ⓚ While soul charged ↘️ or ↙️ or ↗️ or ↖️ Ⓢ+Ⓚ	Added scaling to the move's combo damage.

Taki			
Category	Nerf/buff		
Behavior Adjustment	-	↘️Ⓢ	Adjusted opponent behavior after getting hit in order to make it easier to land a follow-up attack.
Behavior Adjustment	-	During Possession Ⓢ	Fixed an issue in which the attack could hit the opponent when they're behind the character.
Behavior Adjustment	-	ⓈⓈ ⓈⓈ ⓈⓈ	Fixed an issue in which there was no opening before the character became able to guard.
Behavior Adjustment	-	After reversal edge hits Ⓢ	Fixed an issue in which the attack would sometimes miss depending on the opponent's size when the move was used by a custom character.
Behavior Adjustment	-	↘️ or ↙️ or ↗️ or ↖️ Ⓢ+Ⓚ	Adjusted the input window to reduce cases in which the move would accidentally be performed.
Balance Adjustment	↑	During Wind Roll Ⓢ After reversal edge hits Ⓢ.Ⓢ.Ⓢ	Increased the attack's move level, making it usable as a guard crush. Increased both the amount of chip damage and the length of stun inflicted by the attack when guarded. Made the attack type "special middle attack" x2.
Balance Adjustment	↑	During Distorted Breeze Ⓢ	Increased the attack's move level, raising the amount of chip damage it deals. Reduced the opening after the attack is guarded.
Balance Adjustment	↑	During Possession ⇒Ⓢ	Reduced the opening after the attack. Reduced the distance between the character and the opponent when the move is guarded.
Balance Adjustment	↑	While soul charged ⇒Ⓢ+Ⓚ	Sped up the start of the attack. Changed hit behavior to enable follow-up attacks.

Maxi			
Category	Nerf/buff		
Behavior Adjustment	-	↗Ⓟ	Fixed an issue in which the opponent would stand up after guarding.
Behavior Adjustment	-	During Right Cross Ⓐ.Ⓟ	Fixed an issue in which an opponent who guarded the 1st hit and crouched could still perform a standing guard against the 2nd hit.
Behavior Adjustment	-	While in a special stance ⇔or⇔	Fixed an issue in which guard impacts did not work against kick attacks, contrary to the move list description.
Balance Adjustment	↑	↓ ↓ Ⓐ ↑ ↑ Ⓐ	Adjusted the breadth and tracking of the attack to make it easier to hit opponents who side step at close range.
Balance Adjustment	↓	During Behind Lower Ⓟ	Adjusted the tracking to make it harder to hit an enemy during an 8-way run.
Balance Adjustment	↓	During Right Outer ⓧ	Added scaling to the move's combo damage.

Voldo			
Category	Nerf/buff		
Behavior Adjustment	-	During Mantis Crawl Ⓟ+Ⓚ During Mantis Crawl while soul charged Ⓟ+Ⓚ	Fixed an issue in which guard impacts worked against horizontal attacks, contrary to the move list description.
Behavior Adjustment	-	Ⓟ+Ⓞ.⇔	Enlarged the upper hitbox for enemies in midair.
Behavior Adjustment	-	During Calioistro Rush ⇔Ⓐ+Ⓞ During Mantis Crawl ⇔→	Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	-	Facing away ⇔ or ⇔→ or ⇔↗ or ⇔↘ Ⓐ+Ⓞ	Adjusted the input window to reduce cases in which the move would accidentally be performed.
Behavior Adjustment	-	⇔Ⓟ+Ⓚ Facing away Ⓟ+Ⓚ Facing away ⇔Ⓟ+Ⓚ	Fixed an issue in which it was possible to shift to Mantis Crawl faster than expected.
Behavior Adjustment	-	Facing away Ⓐ+Ⓟ	Enlarged the hitbox in order to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑	During Mantis Crawl Ⓐ+Ⓟ	Sped up the timing at which the character entered a jumping state.
Balance Adjustment	→	Jumping while facing away Ⓐ	Changed the direction the character flies when hit in midair.
Balance Adjustment	↓	During Mantis Crawl with feet toward opponent ⇔Ⓚ	Changed midair hit behavior.
Balance Adjustment	↓	Critical Edge	Enlarged the upper hitbox for enemies in midair. Fixed an issue in which the characters' block stun could easily change depending on the distance. Made the attack unusable as a guard crush.



Ivy			
Category	Nerf/buff		
Behavior Adjustment	-	Ⓢ ⇄ Ⓢ+Ⓞ.⇄	Enlarged the upper hitbox for enemies in midair.
Behavior Adjustment	-	↓ ↓ or ↑ ↑ Ⓢ+Ⓞ	Fixed an issue in which guard impacts did not work against kick attacks, contrary to the move list description.
Behavior Adjustment	-	↘ Ⓢ.Ⓢ	Enlarged the hitbox in order to reduce instances in which the attack would miss at close range. Changed the size of the motion when deflecting with a reversal edge to "small" .
Behavior Adjustment	-	After reversal edge hits Ⓞ	Fixed an issue in which the attack could miss when it is a lethal hit.
Behavior Adjustment	-	Against downed opponent ↘ Ⓞ	Fixed an issue in which hitting the enemy would cause their soul charge time to decrease unexpectedly.
Behavior Adjustment	-	↓ ↓ or ↘ Ⓢ+Ⓞ	Fixed an issue in which the character would stay crouching for longer than expected after the attack.
Behavior Adjustment	-	↘ Ⓢ+Ⓞ	Changed the input for the attack from ↓ Ⓢ+Ⓞ to ⇄ Ⓢ+Ⓞ.
Balance Adjustment	↑	↘ ↘ or ⇄ ⇄ or ↘ ↘ Ⓢ	Fixed an issue in which the 2nd hit would hit the opponent if they released the G button after guarding the 1st attack. Reduced the opening when the 2nd hit misses after the 1st hit is guarded at close range.
Balance Adjustment	↑	↘ ↘ ⇄ ⇄ ↘ ↘ Ⓢ+Ⓞ ↘ ↘ ⇄ ⇄ ↘ ↘ Ⓢ+Ⓞ (fast)	Increased the move's base damage.
Balance Adjustment	↑	Facing away Ⓢ+Ⓞ	Mitigated scaling to the move's combo damage.
Balance Adjustment	→	↓ ↓ or ↘ Ⓢ+Ⓞ	Reduced the tracking of the attack and changed its type to "vertical". Increased the move's base damage. Fixed an issue in which the attack would miss even when the opponent was within range. Changed the size of the motion when deflecting with a reversal edge to "small" .
Balance Adjustment	→	Critical Edge	Changed the attack type enemies' guard impacts can deflect to "vertical". Sped up the timing for the guard impact type to take effect.
Balance Adjustment	↓	While crouching ↘ Ⓞ While crouching ↘ Ⓞ ↓ ↓ or ↑ ↑ Ⓞ	Added scaling to the move's combo damage.
Balance Adjustment	↓	While crouching ↘ Ⓞ	Added scaling to combo damage. Added scaling to the move's guard crush combo damage.
Balance Adjustment	↓	During Serpent's Embrace ⇄ Ⓢ	Changed the size of the motion when deflecting with a reversal edge to "small" . The enemy can now perform an ukemi [out of the move]. Decreased the move's base damage.

Kilik			
Category	Nerf/buff		
Command Added	-	↘ Ⓢ+Ⓞ (Training mode only)	Added the exclusive training mode command ↘ Ⓢ, which can be used to perform a lethal hit when lethal hit conditions are met. This was done because it was previously difficult to execute a lethal hit during training mode.
Behavior Adjustment	-	Ⓢ+Ⓞ	Fixed an issue in which kick attacks would not be evaded, contrary to the move list description.
Behavior Adjustment	-	During Back Parry Ⓞ	Enlarged the upper hitbox for enemies in midair.
Behavior Adjustment	-	↘ ↘ or ⇄ ⇄ or ↘ ↘ Ⓢ+Ⓞ	Fixed an issue in which the tracking would become extremely heightened in certain circumstances.
Balance Adjustment	↑	While soul charged ↘ ↘ or ⇄ ⇄ or ↘ ↘ Ⓢ	Increased the move's base damage.
Balance Adjustment	↓	⇄ Ⓢ ↘ Ⓞ	Increased the opening after the attack is guarded.

Xianghua			
Category	Nerf/buff		
Behavior Adjustment	-	↔A	Fixed an issue in which guard impacts did not work against kick attacks, contrary to the move list description.
Behavior Adjustment	-	A+B	Enlarged the front hitbox, and fixed an issue in which the attack would not hit an enemy's reverse impact.
Behavior Adjustment	-	↓A+B ↗A+B	Reduced cases in which the attack would be difficult to connect depending on the enemy character's size.
Behavior Adjustment	-	During Silent Xia Sheng A+B During Playful Xia Sheng A+B	Increased tracking against enemy reversal edges.
Balance Adjustment	↑	↗A	Adjusted the breadth and tracking of the attack to make it easier to hit opponents who side step at close range.
Balance Adjustment	↓	⇒B.A	Decreased the length of stun inflicted upon hit. Decreased the move's base damage.
Balance Adjustment	↓	↗ or ↘ or ↙ or ↕ A+B	Changed the damage distribution among the 1st, 2nd, and 3rd hits.
Balance Adjustment	↓	During Silent Xia Sheng B During Silent Xia Sheng B During Silent Xia Sheng while soul charged B During Silent Xia Sheng while soul charged B	Decreased the move's base damage against downed opponents.

Yoshimitsu			
Category	Nerf/buff		
Behavior Adjustment	-	Health Consuming Techniques	Adjusted the soul gauge so it will no longer increase from the moment the opponent's body is detected to be outside the ring.
Behavior Adjustment	-	B B	Fixed an issue in which there was no opening before the character became able to guard.
Balance Adjustment	↑	⇒A.A	Sped up the start of the 2nd attack.
Balance Adjustment	↑	After reversal edge hits B	Changed hit behavior, making wall hits easier to perform.
Balance Adjustment	↑	After reversal edge hits B	Increased the amount the soul gauge is filled, as well as the amount of soul gauge drained from the opponent.
Balance Adjustment	→	↔B+K.B.B.B.B.B	Adjusted the amount the soul gauge is filled, as well as the amount of health that is lost.
Balance Adjustment	→	↓ or ↑ or ↗ or ↘ or ↙ or ↕ B+B	Enlarged the front hitbox to make the attack easier to use in combos. Added scaling to the move's combo damage.
Balance Adjustment	↓	↔A+B	Added scaling to the move's combo damage.
Balance Adjustment	↓	While rising B	Decreased the move's base damage, and added scaling to the move's combo damage.

Nightmare			
Category	Nerf/buff		
Behavior Adjustment	-	⇒Ⓚ	Enlarged the hitbox in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	-	While soul charged ↘↙or⇒⇒or↗↖Ⓚ.Ⓚ	Fixed an issue in which the 2nd attack would miss after the 1st was deflected by a reversal edge.
Behavior Adjustment	-	During Grim Stride while soul charged Ⓐ+Ⓚ	Enlarged the hitbox in order to reduce instances in which the follow-up attack would miss downed opponents.
Balance Adjustment	↑	↓Ⓐ+Ⓚ	Increased the amount the soul gauge gets filled upon hit during Terror Charge.
Balance Adjustment	→	Critical Edge	Reduced the opening after the attack is guarded. Reduced the distance between the character and the opponent when the move is guarded.
Balance Adjustment	↓	During Night Lower Stance Ⓚ	Decreased the base damage of the 1st hit, and added scaling to the move's combo damage. Increased the base damage of the attack throw.
Balance Adjustment	↓	↗Ⓐ After reversal edge hits Ⓚ	Decreased the move's base damage, and added scaling to the move's combo damage.
Balance Adjustment	↓	During Night Lower Stance Ⓐ+Ⓚ	Added scaling to the move's guard crush combo damage. Added combo damage scaling to follow-up combos performed during the opening created when this attack is blocked. Changed the size of the motion when deflecting the 1st hit with a reversal edge to "large".
Balance Adjustment	↓	While crouching ↗Ⓐ+Ⓚ	Removed the move's ability to knock the enemy out of the ring.

Astaroth			
Category	Nerf/buff		
Command Added	-	⇒Ⓐ+Ⓚ (Training mode only)	Added the exclusive training mode command ⇒Ⓐ+Ⓚ, which can be used to perform a lethal hit when lethal hit conditions are met. This was done because it was previously difficult to execute a lethal hit during training mode.
Behavior Adjustment	-	Against downed opponent ↘Ⓐ+Ⓚ While soul charged ↗↖or↘↙or⇒⇒or↗↖Ⓐ+Ⓚ	Fixed an issue in which the character's soul charge time would not stop decreasing when hitting the opponent while soul charged.
Behavior Adjustment	-	Against midair opponent Ⓐ+Ⓚ Against midair opponent ⇐Ⓐ+Ⓚ	Fixed an issue in which the character would not properly shift to the throwing animation.
Behavior Adjustment	-	↘↙or⇒⇒or↗↖Ⓐ+Ⓚ ↗↖or⇐⇐or↘↙Ⓐ+Ⓚ	Adjusted the input window to reduce cases in which the move would accidentally be performed.
Behavior Adjustment	-	↓↗⇐Ⓐ.Ⓐ.Ⓐ.Ⓐ.Ⓐ	Enlarged the hitbox in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	-	↘↙or⇒⇒or↗↖Ⓐ+Ⓚ.↓ ↗↖or⇐⇐or↘↙Ⓐ+Ⓚ.↓	Fixed an issue in which the character's damage would decrease when shifting to a back throw.
Behavior Adjustment	-	Ⓚ⇒.Ⓚ	Made adjustments to limit the distance created between the character and the opponent.
Behavior Adjustment	-	↘↙or⇒⇒or↗↖Ⓚ When hit while soul charged & performing ↘↙or⇒⇒or↗↖Ⓚ	Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Balance Adjustment	↑	Revenge Attacks	Successful revenge attacks will now increase the soul gauge (except while soul charged).
Balance Adjustment	↑	↓↓or↑↑Ⓚ ↘↙or⇒⇒or↗↖Ⓐ+Ⓚ While soul charged ↘↙or⇒⇒or↗↖Ⓐ+Ⓚ ↓↘⇐Ⓐ+Ⓚ ↓↘⇐Ⓐ+Ⓚ (fast) While soul charged ↓↘⇐Ⓐ+Ⓚ While soul charged ↓↘⇐Ⓐ+Ⓚ (fast) After reversal edge hits Ⓐ	Increased the move's base damage.
Balance Adjustment	↑	↗Ⓚ ↗↖or⇐⇐or↘↙Ⓐ	Increased the attack's move level.
Balance Adjustment	↑	↘↙or⇒⇒or↗↖Ⓐ+Ⓚ ↓Ⓐ+Ⓚ ↑Ⓐ+Ⓚ ↓↓Ⓐ+Ⓚ ↑↑Ⓐ+Ⓚ	Increased the attack's move level, making it usable as a guard crush.

Cervantes			
Category	Nerf/buff		
Behavior Adjustment	-	Ⓐ.Ⓐ.Ⓐ	Fixed an issue in which the opponent could crouch and evade the 2nd hit after guarding the 1st hit of Ⓐ.Ⓐ.Ⓐ.
Behavior Adjustment	-	↓Ⓐ ↗Ⓐ Crouching Ⓐ	Fixed an issue in which the attack could miss against opponents at close range.
Behavior Adjustment	-	↘ or ⇨ or ⇩ or ↗ Ⓐ+Ⓞ	Adjusted the input window to reduce cases in which the move would accidentally be performed.
Behavior Adjustment	-	↓ ↘ ⇨ Ⓞ (fast)	Fixed an issue in which the powered-up version of the move, performed by pressing ⇨+Ⓞ at exactly the same time, would sometimes trigger more easily than expected using a certain input. Made both the normal and powered-up versions of ↓ ↘ ⇨ Ⓞ (fast) launch enemies high up when hitting them in midair. Adjusted both the move's base damage and combo damage scaling.
Behavior Adjustment	-	Dread Charge	Fixed an issue in which the character would accidentally change to a stance when pressing Ⓐ or Ⓞ after certain inputs.
Behavior Adjustment	-	During Dread Charge Ⓞ	Reduced the width of the hitbox to make it harder to hit an enemy during an 8-way run.
Behavior Adjustment	-	While soul charged ↘Ⓞ.Ⓞ	Fixed an issue in which it was difficult to combo when hitting an enemy from the side.
Behavior Adjustment	-	↗ ⓄⓄ	Adjusted the 1st hit to make it harder to miss. Fixed an issue that prevented an enemy from performing a standing guard against the 2nd hit after guarding the 1st hit.
Balance Adjustment	↑	⇨Ⓐ	Increased the attack's tracking.
Balance Adjustment	↑	Ⓐ+Ⓞ	Increased the length of stun inflicted when guarded. Sped up the timing at which Dread Charge could be canceled with Ⓞ. Sped up the timing at which you could shift to "During Dread Charge Ⓞ+Ⓞ" and "During Dread Charge ⇨".
Balance Adjustment	↑	↓Ⓐ+Ⓞ	Increased the length of stun inflicted when guarded.
Balance Adjustment	↑	↓ ↓ or ↑ ↑ Ⓐ.Ⓐ	Increased the attack's tracking. Made it harder for the 2nd attack to miss if the 1st attack connected.
Balance Adjustment	↓	↓ ↓ or ↑ ↑ Ⓞ	Increased the attack's opening when it's not a lethal hit. Added scaling to the move's combo damage.

Raphael			
Category	Nerf/buff		
Behavior Adjustment	-	↘A	Fixed an issue in which hitting the opponent after the round ended would increase the count for a lethal hit. Fixed an issue in which lethal hits could no longer be performed in battle.
Behavior Adjustment	-	⇒A+Ⓞ	Fixed an issue in which a certain input would change the timing of the attack, causing the move to not hit.
Behavior Adjustment	-	During Preparation ⇒K	Enlarged the lower hitbox in order to make it harder to miss when using this move in a combo.
Behavior Adjustment	-	After reversal edge hits Ⓞ	Fixed an issue in which the attack directly after a guard crush would be performed in the opposite direction.
Behavior Adjustment	-	During Preparation Ⓞ+Ⓞ During Preparation Ⓞ+K During Preparation A+Ⓞ+K	Adjusted the input window to make the move easier to perform.
Balance Adjustment	↑	During jump A	Increased the attack's tracking.
Balance Adjustment	↑	During Shadow Evade A	Increased the attack's tracking. Changed the midair-hit and counter-hit behaviors to enable follow-up attacks.
Balance Adjustment	→	⇒Ⓞ.Ⓞ.Ⓞ ⇒Ⓞ.Ⓞ.Ⓞ (exact timing)	Added combo damage scaling to hits after the 1st. Increased the base damage of the 3rd hit.
Balance Adjustment	→	During Preparation Ⓞ.K	Changed the hit and counter-hit behaviors. Increased the tracking of the 2nd hit against standing or crouching enemies.
Balance Adjustment	→	While soul charged & jumping A.Ⓞ	Increased the length of stun inflicted when guarded. Changed the hit behavior to enable different types of follow-up attacks. Added scaling to the move's combo damage.
Balance Adjustment	↓	While rising Ⓞ.Ⓞ	Reduced the tracking of the first hit. Added scaling to the move's combo damage.
Balance Adjustment	↓	↘ or ⇒ or ↗ or ↘ A+K	Added scaling to the move's combo damage.
Balance Adjustment	↓	After successfully form-dodging Ⓞ	Decreased the base damage, and added scaling to the move's combo damage. Reduced the tracking to make it harder to hit an enemy during an 8-way run.
Balance Adjustment	↓	During Quick Parade Ⓞ.Ⓞ	Reduced the tracking to make it harder to hit an enemy during an 8-way run.
Balance Adjustment	↓	During Preparation K	Increased the opening after the attack is guarded.

Talim			
Category	Nerf/buff		
Command Added	-	After running ⇨ some distance Ⓐ+Ⓚ (Training mode only)	Added an exclusive training mode command that can be used because it was previously difficult to perform "After running ⇨ some distance Ⓚ when at low health".
Behavior Adjustment	-	Ⓐ.Ⓐ.Ⓚ	Fixed an issue in which certain inputs would cause the 1st hit to register as a combo when used as a counter hit.
Behavior Adjustment	-	⇨Ⓚ	Fixed an issue in which the attack could miss a downed opponent.
Behavior Adjustment	-	Wind Sault Ⓚ	Follow-up attacks you can shift to upon hit can now be input before the attack makes contact. Fixed an issue in which you could use certain inputs to shift to a Wind Sault regardless of whether the attack made contact.
Balance Adjustment	↑	Ⓐ.Ⓐ.Ⓐ+Ⓚ	Increased the move's base damage.
Balance Adjustment	↑	⇨Ⓐ.Ⓚ	Reduced the distance between the character and the opponent when the 1st hit is guarded. Reduced the opening after the 2nd hit is guarded. Granted the attack the ability to down the opponent when used as a normal hit. Added scaling to the move's combo damage.
Balance Adjustment	↑	⇨Ⓚ.Ⓚ	Changed the move to a combo when the 1st hit is a normal hit. Increased the length of stun inflicted when guarded. Reduced the distance between the character and the opponent when the move hits. Added scaling to the move's combo damage.
Balance Adjustment	↑	⇨Ⓚ.Ⓐ	Changed hit behavior to make it harder to miss when hitting with the tip of the weapon.
Balance Adjustment	↑	⇨Ⓐ ⇨Ⓐ+Ⓚ During Wind Charmer Ⓚ.Ⓚ During Wind Charmer Ⓚ Facing away Ⓚ	Reduced the opening after the attack is guarded.
Balance Adjustment	↑	During Wind Charmer Ⓚ delayed Ⓚ	Increased the length of stun inflicted when guarded.
Balance Adjustment	↑	During Wind Sault Ⓐ	Increased the attack's tracking.
Balance Adjustment	↓	⇨Ⓐ+Ⓚ	Added scaling to the move's combo damage.
Balance Adjustment	↓	During Wind Sault Ⓚ	Changed midair hit behavior.

Tira			
Category	Nerf/buff		
Command Added	-	While Gloomy ⇨Ⓐ+Ⓚ (Training mode only)	Added the exclusive training mode command ⇨Ⓚ, which can be used to perform a lethal hit when lethal hit conditions are met (while Gloomy). This was done because it was previously difficult to execute a lethal hit during training mode.
Behavior Adjustment	-	Personality Change	Fixed an issue in which a personality change would be triggered due to a change in health even before health dropped below 30%.
Behavior Adjustment	-	While Gloomy	Fixed an issue in which getting hit by certain break attacks would not trigger a change to Jolly. However, getting hit by the shockwave of a soul charge will not trigger a change to Jolly; this is intended.
Behavior Adjustment	-	While Jolly Ⓐ+Ⓚ	Fixed an issue in which the attack could hit the opponent when they're behind the character.
Behavior Adjustment	-	While Jolly ↓ ⇨⇨Ⓚ	Fixed an issue in which the move could be performed while Gloomy by using certain inputs.
Behavior Adjustment	-	After reversal edge hits Ⓐ.Ⓐ After reversal edge hits Ⓐ.Ⓐ	Fixed an issue in which the attack could miss against opponents at close range.

Zasalamel			
Category	Nerf/buff		
Behavior Adjustment	-	↘↘or⇒⇒or↗↗Ⓐ	Fixed an issue in which special inputs would unintentionally cause one character's stun to last longer than the other's, or the character would become slow.
Behavior Adjustment	-	↘↘or⇒⇒or↗↗Ⓞ	Fixed an issue in which a lethal hit would not trigger depending on the type of counter hit used. (Note that a lethal hit will still not trigger with a stun counter; this is intentional.)
Behavior Adjustment	-	After inflicting a curse ↘↘or⇒⇒or↗↗Ⓐ+Ⓞ during hit/guard Ⓞ	When 1st hit is guarded, the opponent now guards until the sorcery activates in order to avoid unstable/unexpected behavior during its activation.
Balance Adjustment	↑	After inflicting a curse & reversal edge hits Ⓞ.Ⓞ	Increased the length of stun inflicted when sorcery is activated.
Balance Adjustment	↓	Critical Edge	Delayed the beginning of the attack and thinned out its horizontal range. Increased the length of stun inflicted when guarded.

Groh			
Category	Nerf/buff		
Behavior Adjustment	-	While rising Ⓞ	Fixed an issue in which inputting Ⓞ.⇒ while soul charged and rising would automatically shift to Steed of the Night, making it difficult to pull off an attack during Avenger. Reduced the distance between the character and the opponent when the move hits.
Behavior Adjustment	-	While soul charged & in Avenger stance ⇒Ⓞ	Made attacks less likely to miss mid-combo after hitting an opponent near a wall or from the back.
Behavior Adjustment	-	After reversal edge hits Ⓞ	Adjusted opponent behavior after getting hit in order to make it easier to land a follow-up attack.
Balance Adjustment	↑	⇒Ⓞ.Ⓞ	Reduced the opening after the attack.
Balance Adjustment	↑	↘Ⓞ ↘↘or⇒⇒or↗↗Ⓐ.Ⓐ ↘↘or⇒⇒or↗↗Ⓞ.Ⓞ	Reduced the opening after the attack is guarded.
Balance Adjustment	↑	While rising Ⓐ	Changed hit behavior to knock the opponent down. Increased the move's base damage.
Balance Adjustment	↑	↓↓or↑↑ⓄⒶ	Reduced the opening after the attack. Changed the direction the enemy is pushed when guarding the move.
Balance Adjustment	↑	While in Avenger stance Ⓞ	Enlarged the hitbox in order to increase stability when attacking at close range.
Balance Adjustment	→	⇒Ⓞ+Ⓞ	Made it harder for the 2nd hit to miss when hitting the enemy with the tip of the weapon. Added scaling to the move's combo damage when the 1st hit is a normal hit.

Azwel			
Category	Nerf/buff		
Behavior Adjustment	-	↘ or ↘ or ↘ or ↘ (A) ↘ or ↘ or ↘ or ↘ (B) ↘ or ↘ or ↘ or ↘ (B) During Comedy of Errors (B, B)	Getting hit with a guard impact no longer throws the character back.
Behavior Adjustment	-	During Comedy of Errors (B) ↘	Getting hit with a guard impact no longer throws the character back. Fixed an issue in which the character's arm would be part of the attack's hitbox even after shooting.
Behavior Adjustment	-	Weapon Arts	Fixed an issue in which hitting the opponent after the match ended would count toward the lethal hit conditions of March of Humanity, etc.
Behavior Adjustment	-	(B, B, B) While soul charged (B, B, B) ↘ (A, B) While soul charged ↘ (A, B) After reversal edge hits (B, B)	Fixed an issue in which the hitbox would become larger to prevent from clipping into the enemy, and then remain enlarged even after the attack was over.
Behavior Adjustment	-	(A, B) (B, K) ↘ (B, K) ↘ (B, K)	Adjusted the input window because the simultaneous input was harder to perform than other moves.
Behavior Adjustment	-	While in spear mode (B, K) or while in Almighty mode ↘ (B, K)	Fixed an issue in which the characters' block stun could easily change depending on the distance.
Balance Adjustment	↑	↘ (A, B)	Decreased the length of stun inflicted when the attack hits. Reduced the opening after the attack is guarded.
Balance Adjustment	↑	During Comedy of Errors (A, B)	Increased the length of stun inflicted when the 1st hit is guarded.
Balance Adjustment	↑	During Comedy of Errors ↘ (K)	Changed hit behavior to enable different types of follow-up attacks if the opponent does not ukemi. Added scaling to the move's combo damage.
Balance Adjustment	↓	Character Movement Speed	Slowed the speed at which the character moves forward and backward.
Balance Adjustment	↓	↘ (A, A)	Decreased the length of stun inflicted when the attack is guarded. Made adjustments to limit the distance created between the character and the opponent when the attack is blocked.
Balance Adjustment	↓	↘ (A)	Adjusted the tracking of the attack to prevent it from missing at close range. Increased the opening after the attack is guarded.
Balance Adjustment	↓	↘ (B, A)	Reduced the 1st hit's tracking and knockback. Changed the size of the motion when deflecting the 2nd hit with a reversal edge to "small".
Balance Adjustment	↓	↘ (B, B)	Increased the opening after the attack.
Balance Adjustment	↓	While crouching ↘ (B)	Decreased the attack's tracking.
Balance Adjustment	↓	(A, B)	Delayed the timing at which the move can be canceled, as well as the timing at which the character can move again after canceling. Fixed an issue in which the attack's duration would be lengthened in Almighty mode.
Balance Adjustment	↓	While soul charged ↘ (A, B) While soul charged during 8-way run (A, B)	Increased the amount the soul charge time is reduced when using this move while soul charged.
Balance Adjustment	↓	(A, B) during 8-way run	Increased the opening after the attack is guarded, and reduced the distance between the character and the opponent.
Balance Adjustment	↓	While in sword mode or Almighty mode (B, K)	Updated the move to guard consecutive hits. The move can no longer Guard Crush. Added scaling to the move's combo damage.
Balance Adjustment	↓	While in ax mode (B, K) or while in Almighty mode ↘ (B, K)	Added scaling to the move's combo damage. Increased the opening after the attack is guarded.
Balance Adjustment	↓	During Beauty of Balance (A, A, A)	Decreased the length of stun inflicted when the attack hits.

Geralt			
Category	Nerf/buff		
Behavior Adjustment	-	While rising Ⓐ	Enlarged the hitbox in order to prevent the attack from missing at close range.
Balance Adjustment	↑	Ⓐ.Ⓐ.Ⓐ	Reduced the opening after the second hit.
Balance Adjustment	↑	⇒Ⓐ+Ⓑ	Sped up the timing at which the move's defensive properties became active.
Balance Adjustment	↓	↗Ⓐ.Ⓐ	Increased the opening after the attack is guarded.
Balance Adjustment	↓	↑Ⓐ+Ⓑ	Increased the amount the soul charge time is reduced when using this move while soul charged.
Balance Adjustment	↓	↖Ⓐ+Ⓑ	Increased the amount of soul gauge that is consumed when using this move.