

DLC5 Battle Adjustment List

Damage = The amount of health taken away when an attack hits
1 frame = 1/60 of a second. Also a unit used to indicate the passage of time in the game.
Attack startup = The time at which an attack's hitbox becomes active.
This list is written from the perspective of when you hit the enemy or with the move in question (or make them guard).
Move level = the level of strength of an attack when pitted against another attack. There are three levels: weak, middle, and strong. Move levels affect battle in the following ways:
1. When two attacks land at the same time, the attack with the higher move level is more effective. When there is a large gap in move levels, the stronger move hits without interruption.
2. They influence characters' behavior when their attack is deflected by a guard impact. Attacks with higher move levels have less of an opening after being deflected.
3. They affect the amount of guard stamina that is chipped away when the opponent guards an attack. Attacks with higher move levels reduce the opponent's guard stamina more.
4. They affect the amount the character's soul gauge fills when attacking and hitting the opponent. Attacks with higher move levels fill the soul gauge more.
5. The only vertical attacks that can crush an opponent's guard are those whose move level is "middle" or "strong." For horizontal attacks, it is only "strong."
The above points cover the general tendencies of the game, and exceptions may be created as part of balance adjustments, e.g. an attack with a move level of "strong" may become unusable as a guard crush, etc.

Battle System

In response to feedback from players, we've made some adjustments to certain battle systems. The main changes are as follows:

1. Guard Impacts
With version 1.30, the frequency of guard crushes had been much higher than intended, so we decreased the amount of guard stamina used by guard impacts and increased the amount gained when deflecting attacks. When the game had first been released, you could greatly restore your guard stamina with a successful guard impact, which made them too powerful in high-level play. However, in version 1.30, a successful guard impact would leave you with less guard stamina than before using it, which ended up affecting battle as a whole. With this update, we've gone for more of a middle-ground approach, balancing the risk and reward of guard impacts and adjusting their relationship to guard crushes.

2. Grapple Breaks
We adjusted the delay times for certain throws' grapple breaks. When trying to break an opponent's guard using throws with either a short grapple break delay or a long one, it was possible for the opponent to utilize that difference in delay to increase their chances of a successful grapple break, so we've made the grapple break delay the same for both throw options when used in the same situation.

3. Missed Attacks & How They're Handled
We updated how missed attacks are handled. For multi-hit attacks like "A.A", if you missed the 1st attack, then up until now the hit's "miss" status would reset when shifting to the 2nd attack's animation. However, this has now been changed so that the result of the 1st attack will be carried over until the 2nd attack's actual start-up, making it easier to use attacks that become lethal hits when hitting an opponent who missed an attack, as well as those whose tracking increases against opponents who missed an attack.

Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	-	Guard Impacts	<ul style="list-style-type: none">Decreased the amount of guard stamina used by guard impacts. The amount is now between that of version 1.30 and the versions before it.Increased the amount of guard stamina recovered when successfully deflecting an attack. A successful guard impact will bring you back to the amount of guard stamina you had before performing the GI.Fixed an issue in which the amount of guard stamina recovered and soul gauge filled after deflecting a projectile attack was different from the amount filled when deflecting a normal attack.
Behavior Adjustment	-	Throws	<ul style="list-style-type: none">Improved how spacing is adjusted to reduce instances in which the character positions would shift during throw animations.This adjustment was not applied uniformly to all throws, but was rather applied with greater priority to throws that would put one character at a significant disadvantage if positions were not maintained, such as throws that can be followed up with combos.We are looking into applying this change to throws that have not received it in future updates.
Behavior Adjustment	-	Grapple Breaks	<p>We adjusted the grapple break input window for the following throws. The objective is to unify the grapple break input window between the 2 throw options.</p> <p>- Throws with increased grapple break input windows Mitsurugi: ⇨A+Ⓢ (Note: Change does not apply for During Mist A+Ⓢ which has the same animation) Seong Mi-na: ⇨⇨A+Ⓢ Taki: Ⓢ↘ or ⇨⇨ or ⇨↗ A+Ⓢ Siegfried: ⇨A+Ⓢ Astaroth: ⇨⇨A+Ⓢ Cervantes: While soul charged ⇨⇨⇨A+Ⓢ Raphael: While soul charged A+Ⓢ Zasalamel: While soul charged A+Ⓢ 2B: Ⓢ↘ or ⇨⇨ or ⇨↗ A+Ⓢ</p> <p>- Throws with decreased grapple break input windows Taki: During Possession ⇨⇨A+Ⓢ</p>
Behavior Adjustment	-	Hit Detection for Missed Attacks	<ul style="list-style-type: none">For moves that have multiple attacks, if the 1st attack misses before shifting to the 2nd attack, the 1st attack will be counted as having missed until the start-up of the 2nd attack. This change was made for the following 2 reasons. 1. To increase the accuracy of attacks that have strong tracking against opponents that miss attacks (for example, every character's "↘Ⓢ"). 2. To reduce instances in which attacks with "Triggers upon hitting an opponent who missed an attack." as a lethal hit condition would not count as lethal hits if they land after the opponent missed the 1st attack but before the start-up of the 2nd hit of a multi-hit attack.
Behavior Adjustment	-	Critical Edges	<ul style="list-style-type: none">Fixed an issue in which the period of invincibility between the pre-attack sequence and the attack's start-up could be interrupted with a break attack.Fixed an issue in which even critical edges that are not supposed to hit downed opponents would hit opponents rolling to the side depending on the timing of the hit.
Behavior Adjustment	-	Hit Behavior	<ul style="list-style-type: none">Fixed an issue in which moves that knock a character onto one foot, such as Mitsurugi's "⇨Ⓢ", would cause different hit animations for some characters.The characters affected by this issue were Seong Mi-na, Taki, Kilik, Xianghua, Talim, and Zasalamel.
Behavior Adjustment	-	Horizontal Rolls	<ul style="list-style-type: none">Fixed an issue in which it was possible to perform an attack immediately after a horizontal roll by inputting the command at a certain time, effectively skipping the character's rising animation.
Behavior Adjustment	-	Clashes After Reversal Edge Hits	<ul style="list-style-type: none">Changed the effects displayed on screen to make it easier to distinguish when inputs can be made. The input window begins when the effects radiate outward, and the input window ends when the effects contract in the middle of the screen.
Behavior Adjustment	-	Voices, Sounds, Effects, and Animations	<ul style="list-style-type: none">Readjusted certain timings and behaviors.

Update for all characters

In version 1.40, we've made adjustments related to Amy, the character added in version 1.30, as well as applied fixes that did not make it into the previous version. Additionally, we stabilized behaviors that had been unstable, made adjustments to moves that were seeing little use, and added commands that were needed to supplement mind games. Amy is the smallest character in the game, and because of her small stature, the distance she gets knocked back sometimes differs from other characters, which could ultimately have an affect on her opponents' combos. In this update, we've made some positioning-related fixes to improve stability/reliability, and plan to continue monitoring and making adjustments as necessary.

Mitsurugi

Mitsurugi specializes in close-range combat and opening up the opponent's guard with middle and low attacks. If the opponent attempts to answer with a reversal edge, Mitsurugi can parry with "↘↘" or "↘↘" and turn the tables, creating an opportunity to deal heavy damage. This strategy is a valid technique to use when playing the game, but not one that is appropriate for Mitsurugi's "↘↘" or "↘↘", so we made adjustments to the moves' stun duration and input windows.

To make up for this, we changed the lethal hit conditions for some of Mitsurugi's attacks to increase the rewards for predicting an opponent's move and landing a hit through it. We also added "↘↘" or "↘↘" as another option for closing in from long range and initiating clashes up close.

Category	Nerf/buff	Move (EN)	Update Details
Command added	↑	↘↘ or ↘↘ or ↘↘ or ↘↘	• Added a new command that allows you to cancel the 2nd attack of "↘↘ or ↘↘ or ↘↘ or ↘↘" and shift into Mist.
Behavior Adjustment	↑	↘↘ ↘↘ or ↘↘	• This move will now count as a lethal hit when used after the opponent misses the 1st attack of a multi-hit attack, even if it lands as an attack counter before the start-up of the opponent's 2nd attack.
Behavior Adjustment	↑	↘↘ ↘↘ or ↘↘ or ↘↘ ↘↘	• Adjusted the tracking of the 2nd hit after the 1st hit lands. This change was made to reduce instances in which the 2nd hit could miss after the 1st hit landed when near the edge of the stage.
Behavior Adjustment	↑	↘↘+↘↘	• Increased the attack's tracking against opponents who missed an attack.
Behavior Adjustment	↑	While rising ↘↘	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	While rising ↘↘.↘↘	The following changes were made to reduce instances in which the 2nd attack would not count as a lethal hit even when the 1st attack would land as a counter hit. <ul style="list-style-type: none"> • Reduced the distance between the character and the opponent when the 1st hit lands as a ranged counter hit, and made it easier for the 2nd hit to connect. • Made the 2nd hit count as a lethal hit even after the 1st hit lands as a counter hit against an airborne opponent. • Made the 2nd hit count as a lethal hit even against downed opponents after the 1st hit lands as a counter hit. • Made the 2nd hit count as a lethal hit even when the opponent hits the wall after the 1st hit lands as a counter hit.
Behavior Adjustment	↑ ↓	↘↘	• Enlarged the hitbox and stabilized the timing at which the attack makes contact. This change was made to fix an issue in which the timing at which the attack makes contact and the difference in stun could easily change depending on distance.
Behavior Adjustment	↓	↘↘.↘↘+↘↘	• Shortened the input window for the 2nd attack of "↘↘+↘↘". This change was made to fix an issue in which you could use certain inputs to follow up with "↘↘+↘↘" being deflected by a reversal edge.
Balance Adjustment	↑ ↓	↘↘	• Increased the attack's tracking, making it unable to be dodged even when the dodge is timed with the move. • Added scaling to the move's combo damage.
Balance Adjustment	↓	↘↘	• Decreased the delay after the attack by 2 frames when it misses. This change also applies to when the attack is deflected with a reversal edge.
Balance Adjustment	↓	↘↘.↘↘	• Reduced the 2nd attack's base damage when it lands at a distance. Changed the opponent's animation when hit from a distance in order to make the change in damage more obvious. The difference in stun between the close-range and long-range versions has not been changed, but because you become closer to the opponent, they have the opportunity to counterattack.

Seong Mi-na

Using "↘⑥" and "↓④+⑥" to power up at a distance, then knocking down the opponent and launching an assault is a powerful strategy, but in order to provide more variety so that it doesn't end as just a string of special moves, we adjusted the distance after the attack lands and the hit behavior when it lands at close range, making the choice of which move to use even more important. "⇒⑥" is now even more effective against opponents who are back stepping, and "↙④.⑥", which can now be comboed, can also be used against opponents who come in swinging with a horizontal attack. Hitting the opponent with attacks such as "↓⑥.⑥" will cause you to shift to Linger Step, which features three follow-up attacks that now put some distance between you and the opponent, enabling you to engage in powerful ranged assaults.

Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	-	↔↔↔④ ⇒④ While soul charged ⇒④	• Fixed an issue in which some attacks would count as lethal hits at distances different than intended.
Behavior Adjustment	↑	↓④/While crouching ④ ⇒④ While soul charged ⇒④ ↔⑥ ⇒⑥+④ While rising ⑥ While rising ④ ↘↘or⇒⇒or↗↗④ During Linger Step ④	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	↘↗or↔↔↔or↘↘↘④	• This move will now count as a lethal hit when used after the opponent misses the 1st attack of a multi-hit attack, even if it lands as an attack counter before the start-up of the opponent's 2nd attack.
Behavior Adjustment	↓	↘↘or⇒⇒or↗↗⑥ ↘↘or⇒⇒or↗↗⑥	• Decreased the size of the horizontal hitbox in order to make it harder to hit an opponent performing an 8-way run. • Fixed an issue in which certain inputs would cause the difference in stun to be different from what was intended.
Balance Adjustment	↑	⇒⑥	• Sped up the attack's start-up by 4 frames. This change was made in order to make it easier to use from long range, as well as to increase opportunities for a lethal hit. • Enlarged the vertical hitbox to reduce instances in which the attack would miss.
Balance Adjustment	↑	↔↔.⑥	• Changed the opponent's behavior when hit by the 2nd attack after you successfully perform a guard impact, enabling you to make a follow-up attack.
Balance Adjustment	↑	↘↘or⇒⇒or↗↗④+⑥	• Increased the length of stun inflicted by 6 frames when the attack is guarded.
Balance Adjustment	↑	↔⇒④+⑥.⑥ (max)	• Changed the opponent's behavior when hit, enabling a bigger follow-up hit than when you release ⑥ partway through.
Balance Adjustment	↑	During Linger Step ④ During Linger Step ⑥ During Linger Step ④	The following adjustments were made in order to make Linger Step, with its special follow-ups, more effective. During Linger Step ④ / During Linger Step ⑥ • The move's base damage and the opponent's behavior on hit/guard had been different at close and long range. This was fixed by making the attack always behave like the more powerful ranged version. During Linger Step ④ • Increased the move's forward movement. During Linger Step ⑥ • Increased the amount of guard stamina the attack reduces.
Balance Adjustment	↑ ↓	↘↘⑥ ↘↗or↘↘↘⑥	• Increased the move's base damage when it hits from long range. • Reduced the knockback distance of the move when it hits from long range.
Balance Adjustment	↑ ↓	④+⑥	• Increased the move's base damage when it hits from long range. • Added scaling to the move's combo damage.
Balance Adjustment	↑ ↓	↓④+⑥	• Increased the move's base damage when it hits from long range. • Reduced the move's base damage when it hits at close range. • Changed the opponent's behavior when the attack lands as a normal hit at close range so that they will not be knocked down. (Counter hit behavior has not been changed.)

Taki			
<p>It had been possible to input a certain command with Taki that would perform "⇐↯↓↘⇨Ⓢ" from her Possession stance. This was not intended and had not been included on the move list, which meant it was easy for there to be a gap in knowledge between players. To remedy this, we decided to officially include it in her move list, and also adjusted the opening after the attack and input difficulty. In addition to this, we also made it possible to cancel "During Possession Ⓢ" with Ⓢ, giving players greater options for combos and chains, and also added "During Possession ⓈⓈ" as a new feint.</p>			
Category	Nerf/buff	Move (EN)	Update Details
Command added	-	During Possession ⓈⓈ	<ul style="list-style-type: none"> Added "During Possession ⓈⓈ", a command that allows you to perform a feint and return to Possession without making an attack, making it easier to use Possession to rush the opponent.
Command added	-	During Possession ⓈⓈ	<ul style="list-style-type: none"> "During Possession Ⓢ" can now be canceled with Ⓢ before the attack's start-up, making it easier to incorporate into combos.
Command added	-	During Possession ⇐↯↓↘⇨Ⓢ	<ul style="list-style-type: none"> "⇐↯↓↘⇨Ⓢ" could only be input at a specific time during Possession, but this was not indicated on the move list. The move list has now been updated. Lengthened the input window to make the move easier to perform. Fixed an issue in which the move could be canceled with Ⓢ immediately before the attack's start-up. "⇐↯↓↘⇨ⓈⓈ" now has almost the same opening as "ⓈⓈ", "ⓈⓈ", and "ⓈⓈ".
Behavior Adjustment	-	During Possession Ⓢ+Ⓢ During Possession ⇐↯Ⓢ+Ⓢ	<ul style="list-style-type: none"> Adjusted the input window to make the move easier to perform during "During Possession ↓ or ↯".
Behavior Adjustment	-	Ⓢ.Ⓢ / Ⓢ.Ⓢ ⇐Ⓢ.Ⓢ Ⓢ.Ⓢ After reversal edge hits Ⓢ.Ⓢ	<ul style="list-style-type: none"> Enlarged the hitbox and stabilized the timing at which the attack makes contact. This change was made to fix an issue in which the timing at which the attack makes contact and the difference in stun could easily change depending on distance.
Behavior Adjustment	-	Critical Edge	<ul style="list-style-type: none"> Fixed an issue in which the move could be performed at an unintended time by using certain inputs.
Behavior Adjustment	-	↯↯ or ⇐↯ or ↯↯ ⇐Ⓢ.Ⓢ ⇐Ⓢ.Ⓢ	<ul style="list-style-type: none"> When "↯↯ or ⇐↯ or ↯↯" or the 2nd attack of "⇐Ⓢ.Ⓢ" makes contact with the opponent, the move will automatically shift to a break attack. However, it was not clear from the move list regarding which attack is a break attack, so the move list was updated. Fixed a rare issue in which the automatic follow-up would miss.
Behavior Adjustment	-	↯↯ or ⇐↯ or ↯↯	<ul style="list-style-type: none"> Fixed an issue in which some attacks would count as lethal hits at distances different than intended.
Behavior Adjustment	↑	Ⓢ.Ⓢ Facing away Ⓢ.Ⓢ	<ul style="list-style-type: none"> [Ⓢ.Ⓢ] The 3rd attack can no longer be evaded with a crouching guard after the 2nd attack hits. If the 1st attack lands as a normal hit, the 3rd attack must be guarded while standing. (If the 1st hit is a counter hit, the move will combo up to the 3rd attack.) In addition to this change, "Ⓢ.Ⓢ.Ⓢ" will land in succession once the 2nd attack hits. Facing away Ⓢ.Ⓢ The 2nd hit can no longer be evaded with a crouching guard after the 1st hit is guarded.
Behavior Adjustment	↑	⇐Ⓢ Ⓢ⇐ During Stalker Ⓢ+Ⓢ	<ul style="list-style-type: none"> Enlarged the attack's lower hitbox. This change was made to reduce instances in which the attack could miss when used in a combo against certain characters.
Behavior Adjustment	↑	During Possession ↓ or ↯Ⓢ	<ul style="list-style-type: none"> This move will now count as a lethal hit when used after the opponent misses the 1st attack of a multi-hit attack, even if it lands as an attack counter before the start-up of the opponent's 2nd attack.
Behavior Adjustment	↑	Ⓢ.Ⓢ	<ul style="list-style-type: none"> In order to make the move easier to use in air combos, aerial control is no longer possible against the 1st attack if the 2nd attack is already input.
Behavior Adjustment	↑	↯Ⓢ During Possession ⓈⓈ During Possession ↓ or ↯Ⓢ	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑	While soul charged ⇐Ⓢ.Ⓢ.Ⓢ.Ⓢ.Ⓢ	<ul style="list-style-type: none"> Adjusted the opponent's behavior after the 5th attack lands in order to make the move more reliable in an air combo.
Balance Adjustment	↑	While soul charged ↯Ⓢ.Ⓢ+Ⓢ	<p>The following adjustments were made to make the move easier to use in combos.</p> <ul style="list-style-type: none"> Sped up the attack's start-up by 2 frames. Adjusted the forward movement of the 2nd attack according to the character's distance from the opponent. Enlarged the 2nd attack's upper hitbox when the opponent is hit in the air. Adjusted the opponent's trajectory when the 2nd attack hits an airborne opponent, enabling it to be followed up with "Ⓢ+Ⓢ ~" during Stalker Ⓢ+Ⓢ" and other combos. Increased the 2nd attack's base damage, and mitigated scaling to the move's combo damage.
Balance Adjustment	↑ ↓	During Wind Roll Ⓢ ⇐Ⓢ+Ⓢ	<ul style="list-style-type: none"> Enlarged the hitbox and stabilized the timing at which the attack makes contact. This change was made due to the inconsistent timing at which the move makes contact, which would cause combos to fail partway through. Changed the move to track the enemy again after it hits, placing the character in a safer situation after the attack.
Balance Adjustment	↑ ↓	Facing away Ⓢ+Ⓢ While down Ⓢ+Ⓢ	<ul style="list-style-type: none"> Adjusted the opponent's trajectory when hit because "Ⓢ+Ⓢ ~" during Stalker Ⓢ+Ⓢ" could miss based on the angle at which it landed. Reduced the size of the hitbox to make it harder to hit an opponent approaching from the front. Reduced the move's base damage.

Maxi

In this update, we wanted to encourage more active use of Maxi's special stances, so we made improvements to Left Inner, which we viewed as being a difficult stance to use. "During Left Inner ⓧ", a low-risk middle horizontal kick, was added and we also improved "While rising ◎", which is the fastest attack that can be used to shift to Left Inner from a crouching position. We're hoping this will give players more opportunities to take advantage of Left Inner.

We adjusted the hitboxes and tracking properties of a few attacks, and made changes to reduce instances in which attacks would miss mid-combo, or would miss despite the player having properly predicted the opponent would use an 8-way run. In version 1.30, we had adjusted the distance of "During Left Outer ◎" when it landed as a counter hit, but due to that change it became more common for Maxi to not turn around. With this update, he will now always face the enemy after the move hits.

Category	Nerf/buff	Move (EN)	Update Details
Command added	-	During Left Inner ⓧ	<ul style="list-style-type: none"> Added "Wheel Kick", a new middle attack with a small opening. Each follow-up after Left Inner was highly risky, so we added a move that cannot be counterattacked even when guarded in order to make Left Inner and Seven Stars Rebirth easier to use.
Behavior Adjustment	-	Moves that Shift to Left Inner	<ul style="list-style-type: none"> Fixed an issue in which special inputs would cause the soul gauge to be consumed.
Behavior Adjustment	-	Standing Stance	<ul style="list-style-type: none"> Reduced instances in which the character would move slightly if no input was performed for a time in training mode and other modes.
Behavior Adjustment	-	During Neutral Guard Ⓐ	<ul style="list-style-type: none"> Fixed an issue in which the character would continue to move toward the opponent during the attack.
Behavior Adjustment	↑	↘ or ↙ or ↘ or ↙ ◎	<ul style="list-style-type: none"> This move will now count as a lethal hit when used after the opponent misses the 1st attack of a multi-hit attack, even if it lands as an attack counter before the start-up of the opponent's 2nd attack.
Behavior Adjustment	↑	↘ ◎ ↘ ↓ or ↘ ↑ ◎	<ul style="list-style-type: none"> Enlarged the hitbox in order to make it easier to hit an opponent performing an 8-way run.
Behavior Adjustment	↑	During Left Outer ◎	<ul style="list-style-type: none"> Increased the attack's tracking upon hit or when guarded. <p>In version 1.30, we reduced instances in which "During Right Cross ◎" would miss in a combo by reducing the distance between the character and the opponent when this move hit as a counter hit. However, instances in which the second attack of "During Left Outer ◎, ◎" would not hit became more common due to the characters not being aligned, so Maxi will now fact the opponent after he approaches them.</p>
Behavior Adjustment	↑	During Right Outer ◎	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	During Right Outer ⓧ	<ul style="list-style-type: none"> Enlarged the attack's hitbox when the move is performed while the opponent is in the air. <p>This change was made in order to make the attack easier to use in air combos.</p>
Behavior Adjustment	↓	⇒ ◎ + ⓧ ⇒ ◎ + ⓧ	<ul style="list-style-type: none"> Reduced the tracking of the 2nd attack after the 1st attack misses. <p>No change has been made to when the 1st attack lands or is guarded.</p>
Balance Adjustment	↑	⇒ ➡ ◎	<ul style="list-style-type: none"> Increased the attack's move level. <p>This move was originally created as an attack that would become a lethal hit when counter hitting an opponent who used a revenge attack, and while this command is easy to execute, it has no other real strength when it is not used as a lethal hit. This change is meant to increase the move's appeal in different situations, such as when you want to reduce the opponent's guard stamina.</p>
Balance Adjustment	↑	↘ ↘ ⇒ ◎	<ul style="list-style-type: none"> Changed the opponent's behavior upon hit, and increased the length of stun inflicted by 4 frames.
Balance Adjustment	↑	While rising ◎	<ul style="list-style-type: none"> Increased the move's base damage. Increased the length of stun inflicted by 4 frames when the attack hits.
Balance Adjustment	↑	While rising ◎ + ⓧ	<ul style="list-style-type: none"> Changed the opponent's behavior upon hit, and increased the length of stun inflicted by 6 frames. Fixed an issue in which the first half of the attack did not count as being "during a vertical attack".

Voldo

Voldo boasts a unique fighting style that revolves around knowing when to face forward, face away, and when to use Mantis Crawl another move in his wide arsenal of attacks. In the previous update, we tried to further highlight this aspect of his character by adding commands, and in version 1.40, we are continuing in that vein by adding commands that enable you to choose how to proceed after "While rising ☹" and "After reversal edge hits ☹".

Using "Facing away & during 8-way run ☹" and landing a lethal hit after certain stun combos would cause opponents to be stunned multiple times, which canceled the combo, so we changed the opponent's hit animation when struck by a lethal hit under those conditions. With this change, it's now possible to land a follow-up attack even if the combo was unsuccessful and only the effect was displayed. However, for "While crouching ☹☹+☹", which boasts high ring-out capability and had previously been adjusted to prevent you from falling out of the ring before the opponent, we reduced the move's ring-out capability by changing the hit behavior of opponents who are hit in midair.

Category	Nerf/buff	Move (EN)	Update Details
Command added		While rising ☹ While rising ☹	• Previously, "While rising ☹" would return you to an away-facing position, but in order to give players more strategic alternatives to vary up their attack patterns, we made "While rising ☹" return you to a front-facing position, and "While rising ☹" return you to an away-facing position.
Command added	-	After reversal edge hits ☹ After reversal edge hits ☹	• A follow-up for the move would automatically be performed after the attack landed or was guarded, but opponents familiar with Voldo would be able to guard and respond accordingly, so we've made "After reversal edge hits ☹" return you to an away-facing position without a follow-up.
Behavior Adjustment	-	Left side throw	• Fixed an issue in which the opponent would not take damage or get knocked out of the ring when hit by this attack at the edge of the stage.
Behavior Adjustment	-	After reversal edge hits ☹	• Enlarged the follow-up's hitbox to reduce instances in which it would miss when the move lands as a lethal hit.
Behavior Adjustment	-	During Calioistro Rush ☹	• Fixed an issue in which Calioistro Rush would trigger again even though a cancel had been initiated.
Behavior Adjustment	↑	☹ ☹☹ ☹☹or☹☹or☹☹☹☹ Facing away ☹☹ While rising & facing away ☹ During Mantis Crawl ☹☹	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	While rising & facing away ☹	• This move will now count as a lethal hit when used after the opponent misses the 1st attack of a multi-hit attack, even if it lands as an attack counter before the start-up of the opponent's 2nd attack.
Behavior Adjustment	↑ ↓	Facing away & during 8-way run ☹	• Made adjustments so the hit behavior would change when the opponent was stunned and the move landed as a lethal hit. This change is to address an issue in which it was not possible to combo (despite the effect being displayed) when the opponent had been stunned by a different attack, and then was hit during something such as an ukemi, which would trigger a lethal hit. The lethal hit would inflict an additional stun to the opponent, causing the opponent's "hit" status to reset and resulting in a failed combo for Voldo. • Adjusted the hitbox in order to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑	Against downed opponent ☹☹+☹	• Enlarged the angle from which the attack will raise the opponent up when it hits.
Balance Adjustment	↑	Facing away ☹☹☹☹	The following adjustments were made to make the move easier to use at close range while facing away: • Changed the move to make the 2nd attack a normal hit if the opponent inputs anything other than guard after the 1st attack is guarded. • Increased the length of stun inflicted by 4 frames when the 2nd attack is guarded.
Balance Adjustment	↓	While crouching ☹☹☹+☹ While crouching ☹☹☹+☹	• Changed the move's midair hit behavior and the direction it knocks the opponent back.

Sophitia

For Sophitia, we mainly focused on increasing the stability of combo-related behaviors. Inputting "During Angel Step ◎ upon hit ⇐" with exact timing would increase the move's damage, but its stun delay would also become bigger. We decided to remove this downside by making the delay the same as the regular version of the move. "↘↘" is highly effective against standing guards and sideway movements, and on top of that it boasted high damage and a high move level (i.e. it had a small opening after being guard impacted), so we decided to weaken the move a little.

Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	-	Reversal Edge	• Parrying a certain number of attacks would grant the move the same deflective properties as a guard impact, but subsequently deflecting an attack would not be counted as a guard impact. This issue has been fixed.
Behavior Adjustment	-	During Angel Step ◎ during hit ⇐	• Fixed an issue in which performing a critical edge immediately after the move would trigger an unnatural camera angle.
Behavior Adjustment	↑	⇐Ⓐ	• Fixed an issue in which special inputs could cause the difference in stun between the two characters to be different from what was intended, or the attack to not hit the opponent during an 8-way run.
Behavior Adjustment	↑	↘↘or⇐➡or↘↘↘↘	• Adjusted the hitbox in order to reduce instances in which the attack would miss at close range. • Reduced the attack's forward movement when the move is performed close to the opponent in order to prevent clipping. This change was made to prevent the characters would become unaligned, causing the move to miss.
Behavior Adjustment	↑	During Twin Angel Step ◎ During Twin Angel Step while soul charged ◎	• This move will now count as a lethal hit when used after the opponent misses the 1st attack of a multi-hit attack, even if it lands as an attack counter before the start-up of the opponent's 2nd attack.
Behavior Adjustment	↑	During Angel Step ◎ during hit ◎	• Fixed an issue in which the height Amy is launched by the move was lower than other characters, making wall combos harder to perform on her.
Behavior Adjustment	↑	During Angel Step ◎.⇐ (exact timing)	• Decreased the delay after attack because it had previously resulted in a worse outcome than when failing to perform the move with exact timing.
Balance Adjustment	↑	⇐Ⓐ.Ⓐ	• Adjusted the move so the 2nd attack will hit in succession once the 1st attack hits. • Improved the tracking of the 1st and 2nd attacks.
Balance Adjustment	↑	⇐ⓈⒶ ↘↘or⇐➡or↘↘↘↘ During Twin Angel Step Ⓢ	• Increased the attack's tracking, making it unable to be dodged even when the dodge is timed with the move.
Balance Adjustment	↑	While soul charged ◎.◎.◎.◎	• Improved the 4th attack's tracking when the 3rd attack is guarded. Some characters were previously able to evade the 4th attack by moving to the side while others could not. We changed the move so no one could.
Balance Adjustment	↑↓	↘↘	• Increased the attack's tracking, making it unable to be dodged even when the dodge is timed with the move. Changed the move's level to "middle", making it unusable as a guard crush.
Balance Adjustment	↑↓	While soul charged ⇐Ⓐ+◎.◎ While soul charged ↘↘or⇐➡or↘↘↘↘Ⓐ+◎.◎	• Improved the 2nd attack's tracking when the 1st attack is guarded. Some characters were previously able to evade the 2nd attack by moving to the side while others could not. We changed the move so no one could. • Reduced the amount of chip damage dealt when guarded. • Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↓	↘↘	• Reduced the move's base damage. • Changed the attack's move level to "weak."

Siegfried

Our main goal in this update was to make behavioral adjustments to Siegfried, such as changing the input windows so that "During Base Hold ◎ + ◎◎" doesn't get interpreted by the game as "During Reverse Side Hold ◎", and adjustments for cases in which "⇒Ⓐ+◎" doesn't get counted as a command throw. We enhanced the properties of his main attacks, "◎◎Ⓐ" and "⇒◎.◎", and as an improvement to his defensive game, we made the lethal hit conditions easier to fulfill for "↘↘or⇐➡or↘↘↘↘Ⓐ+◎", which should make it easier for him to fight at his preferred distance.

Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	-	During Reverse Side Hold ◎	• Adjusted the input window to prevent the move from triggering at unexpected times.
Behavior Adjustment	-	During Chief Hold Ⓐ During Chief Hold ◎	• Fixed an issue in which the move would act as though the enemy was in front of you even when they were behind you, depending on the angle and input timing.
Behavior Adjustment	-	Reversal Edge	• Enlarged the hitbox at the beginning of the move that is meant to prevent the character from clipping into the opponent, and adjusted the distance to not be overly close. This change is to reduce instances in which the camera would become turned around when the attack was side-stepped at close range at a particular timing.
Behavior Adjustment	↑	⇐Ⓐ+◎	• Fixed an issue in which Siegfried would not move before the opponent if the opponent performed a grapple break when the attack was a lethal hit. When lethal hit conditions had been met, the move's effect would change, and the throw would be counted as a regular throw rather than a command throw.
Behavior Adjustment	↑	Critical Edge ↘↘or⇐➡or↘↘↘↘ While rising Ⓐ.Ⓐ During Reverse Side Hold Ⓐ+◎	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑↓	↘↘or⇐➡or↘↘↘↘Ⓐ+◎	• This move will now count as a lethal hit when used after the opponent misses the 1st attack of a multi-hit attack, even if it lands as an attack counter before the start-up of the opponent's 2nd attack. • Reduced the move's horizontal hitbox to make it harder to hit opponents who have moved behind you.
Balance Adjustment	↑	◎◎Ⓐ ◎◎Ⓐ (fast)	• Decreased the opening after the attack by 2 frames.
Balance Adjustment	↑	⇒◎.◎	• Increased the length of stun inflicted when guarded. • Enlarged the hitbox and stabilized the timing at which the attack makes contact.

Ivy

In version 1.40, we adjusted the hitbox size and tracking of some of Ivy's moves to make them more reliable. We also added a throw as part of a new attack pattern that can be used in conjunction with Serpent's Embrace. It does not deal a lot of damage, but it opens up the opportunity for a command throw if it hits.

A large number of Ivy's combos and chains would only work against certain characters, so we made changes to reduce the differences between characters, such as making "⇒⑥" always connect when "While rising ⑥" lands as a counter hit, regardless of the opponent's size. However, the damage for this combo was too high, so we added damage scaling to it. We also adjusted the hitbox of "During Serpent's Embrace ⑥", which only certain characters were unable to evade with a horizontal roll.

Category	Nerf/buff	Move (EN)	Update Details
Command added	-	During Serpent's Embrace ④+⑥ During Serpent's Embrace ⇐④+⑥	<ul style="list-style-type: none"> Added a new command: "Reeling Mind," a throw. This move does not deal a great amount of damage, but after it lands, you can maneuver around your opponent to continue your offensive. This command was added to provide more offensive variations to use with Serpent's Embrace.
Behavior Adjustment	-	While rising ⑥.⑥ During jump ⑥.⑥.⑥	<ul style="list-style-type: none"> Adjusted the camerawork during the move's sequence and fixed both characters' on-screen positions. This is to fix an issue in which the direction the camera would be facing at the end of the throw would make follow-up commands harder to input.
Behavior Adjustment	-	↘↗⇒⇩↘↗④+⑥ ↘↗⇐⇨⇩⇐⇨⇒④+⑥	<ul style="list-style-type: none"> Fixed the move's effect because it was difficult to distinguish between normal and fast inputs. (No changes were made to the attack's properties.)
Behavior Adjustment	-	After reversal edge hits ⑥	<ul style="list-style-type: none"> Fixed an issue in which an airborne opponent would behave differently than expected when the move would be performed on player 2's side and land as a lethal hit.
Behavior Adjustment	↑	⇩↘or⇐⇨or↗↘⑥	<ul style="list-style-type: none"> This move will now count as a lethal hit when used after the opponent misses the 1st attack of a multi-hit attack, even if it lands as an attack counter before the start-up of the opponent's 2nd attack.
Behavior Adjustment	↑	⇐④	<ul style="list-style-type: none"> Adjusted the hitbox in order to reduce instances in which the attack would miss when used in an air combo.
Behavior Adjustment	↑	⇒④.④ ⇒⑥.⑥ ⇐④+⑥.⑥ While crouching ⑥ While rising ④ While rising ④ During jump ④ During jump ⑥ During jump ⑥ During Serpent's Embrace ④.④ While soul charged ⇒⑥.⑥	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	During Serpent's Embrace ④.④ During Serpent's Embrace while soul charged ④.④	<ul style="list-style-type: none"> Adjusted the distance between the character and opponent when the 1st hit lands at long range in order to prevent the 2nd hit from missing.
Behavior Adjustment	↑	↘↘or⇒⇒or⇩↘↘④	<ul style="list-style-type: none"> Changed the opponent's behavior when the attack is guarded, as the attack would sometimes cause the opponent to face away when the 1st and 2nd hits were guarded. Adjusted the power of the attack in accordance with the distance at which it lands in order to prevent instances in which the lethal hit follow-up "↘⑥+⑥" would miss.
Behavior Adjustment	↑	⇩↘or⇐⇨or↗↘⑥+⑥	<ul style="list-style-type: none"> Increased the tracking during the time it takes to shift to Spiral Lust. <p>This was to decrease instances in which "During Spiral Lust ⑥" would miss, as it was intended to be a follow-up attack.</p>
Behavior Adjustment	↓	During Spiral Lust ⑥	<ul style="list-style-type: none"> Adjusted the move so the hitbox that had been applied to the arm would disappear near the last half of the attack's duration. This change is to make it harder for opponents who dodge behind or to the side of the character to score a counter hit, since the attack's duration is long.
Balance Adjustment	↑	⇒⑥.⑥	<ul style="list-style-type: none"> Enlarged the lower hitbox of the 1st attack so it would more reliably hit as a follow-up against any character when "While rising ④" lands as a counter hit. Lengthened the input window of the 2nd hit to allow for a slight delay.
Balance Adjustment	↑	During Spiral Lust ⑥	<ul style="list-style-type: none"> Sped up the timing at which you can shift to Serpent's Embrace by 4 frames. Increased the tracking during the time it takes to shift to the stance.
Balance Adjustment	↑↓	While rising ⑥	<ul style="list-style-type: none"> Increased the move's base damage. Increased the distance between the character and opponent after the attack lands, but also decreased the length of stun inflicted when the attack hits. <p>This change was made in consideration of the importance of long-range combat for Ivy rather than her opportunity to move first at close range. No changes have been made to "⇒⑥⇩.⑥", which has the same attack timing.</p>
Balance Adjustment	↓	While rising ④ While soul charged ↘↘or⇒⇒or⇩↘↘⑥.⑥	<ul style="list-style-type: none"> Added scaling to the move's combo damage.
Balance Adjustment	↓	During Serpent's Embrace ⑥.⑥.⑥.⑥.⑥ (exact timing)	<ul style="list-style-type: none"> Reduced the size of the 1st attack's hitbox when the opponent is down and performing a horizontal roll. This change was made because a character's ability to evade "During Serpent's Embrace ⑥" with a horizontal roll after certain combos depended on the size of the character.

Kilik			
<p>Kilik is well-rounded and balanced for both offense and defense, and in this update we made adjustments to increase some behavioral stability in order to more fully bring out those characteristics. We made it easier to approach the opponent and initiate and assault with horizontal attacks like the second attack of "⇨Ⓢ.ⓐ" and "⇨↘or⇨⇩or⇨↗ⓐ". On the defensive side of things, we made it easier to fulfill the lethal hit conditions for "⇩⇩or⇩↑Ⓢ", which involve hitting an opponent who's missed an attack, and we also enhanced the lethal hit for "Ⓢ⇨", which can be used as a punishment after guarding an attack.</p>			
Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	↑	⇩⇩or⇩↑Ⓢ	• This move will now count as a lethal hit when used after the opponent misses the 1st attack of a multi-hit attack, even if it lands as an attack counter before the start-up of the opponent's 2nd attack.
Behavior Adjustment	↑	During jump Ⓢ	• Enlarged the lower hitbox and adjusted the timing at which the attack hits downed opponents. This change was made to prevent cases in which the contact timing would be delayed for characters with smaller builds.
Behavior Adjustment	↑	⇨Ⓢ.ⓐ ⇨Ⓢ.Ⓢ ⇨↘or⇨⇩or⇨↗ⓐ ⇩⇩or⇩↑ⓐ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	While soul charged ⇨Ⓢ.Ⓢ.Ⓢ.Ⓢ	• Adjusted the move's hitbox, tracking, and the opponent's behavior upon hit in order to reduce cases in which the move would miss at close range.
Behavior Adjustment	↑	During Back Parry Ⓢ	• Fixed an issue in which the amount of guard stamina the attack reduces was lower than expected.
Balance Adjustment	↑	⇨↗or⇨⇩or⇨↘Ⓢ	• Increased the move's base damage.
Balance Adjustment	↑	⇨↗or⇨⇩or⇨↘Ⓢ.Ⓢ (exact timing)	• Made the attack easier to perform.
Balance Adjustment	↑	Ⓢ⇨	• The move's base damage had been different at close and long range. This was adjusted by making the attack always behave like the more powerful ranged version. • Increased the length of stun inflicted by 2 frames when the attack is guarded.

Xianghua			
<p>Changes to Xianghua in this update were mainly focused on improvements to behavioral stability. Follow-up attacks after landing a throw from Silent Xia Sheng would not reliably hit because the distance with the opponent would change depending on the situation, so we closed the distance to make them more reliable. Continuing from version 1.30, we also enhanced her soul charge techniques, increasing your options for close-range combat using "While soul charged ⓐ.ⓐ.Ⓢ.Ⓢ" and "While soul charged ⇨Ⓢ.Ⓢ".</p>			
Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	-	Against crouching opponent ⇩or⇨ⓐ+Ⓢ Against crouching opponent ⇨ⓐ+Ⓢ	• Adjusted the input window to make the move easier to perform.
Behavior Adjustment	-	During Bea Her Hua Ⓢ	• Adjusted the hitbox size and the opponent's behavior after getting hit in order to make it harder for the 2nd hit to miss after the 1st hit lands.
Behavior Adjustment	-	Moves that Shift to Silent Xia Sheng	• When shifting to Silent Xia Sheng after an attack, you will now face the direction the enemy was in before switching stances. This change is to prevent you from facing a direction the enemy is no longer in.
Behavior Adjustment	-	⇨ⓐ	• Changed the lethal hit conditions on the move list. No changes were made to the attack's properties.
Behavior Adjustment	↑	⇩⇩or⇩↑ⓐ+Ⓢ	• Adjusted the height the opponent is launched into the air when hit from behind, and made the attack easier to land in an air combo.
Behavior Adjustment	↑	⇨Ⓢ.Ⓢ While rising Ⓢ.Ⓢ ⇩⇩or⇩↑ⓐ+Ⓢ While soul charged ⓐ.ⓐ.Ⓢ.Ⓢ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	During Silent Xia Sheng Ⓢ During Playful Xia Sheng Ⓢ	• This move will now count as a lethal hit when used after the opponent misses the 1st attack of a multi-hit attack, even if it lands as an attack counter before the start-up of the opponent's 2nd attack.
Behavior Adjustment	↑	After reversal edge hits ⓐ.ⓐ	• Reduced the distance between the character and opponent after the 1st hit lands to reduce cases in which the 2nd hit would not connect.
Behavior Adjustment	↑	During jump Ⓢ.Ⓢ	• Improved the move's tracking after it hits. This change was made to provide a more stable situation after shifting from "During jump Ⓢ.Ⓢ.⇩" to Playful Xia Sheng.
Behavior Adjustment	↑	⇨Ⓢ+Ⓢ	• Adjusted the opponent's trajectory when the 2nd hit lands as a counter hit in order to make it easier to land a follow-up attack.
Behavior Adjustment	↑	During Silent Xia Sheng ⓐ+Ⓢor⇨ⓐ+Ⓢ During Playful Xia Sheng ⓐ+Ⓢor⇨⇩ⓐ+Ⓢ	• Reduced the distance between the character and the opponent when the move hits to make it easier to perform follow-ups. • Adjusted the direction the opponent faces in order to reduce instances in which the situation would be unstable when the follow-up attack hits from the side.
Balance Adjustment	↑	⇨↘or⇨⇩or⇨↗ⓐ+Ⓢ	• Enlarged the horizontal hitbox to make the attack easier to land in air combos after launching the opponent with "While crouching ⇨Ⓢ" and similar attacks.
Balance Adjustment	↑	⇨↘or⇨⇩or⇨↗Ⓢ+Ⓢ	• Increased the distance that is considered "close range", as the move deals increased damage when hitting at close range.
Balance Adjustment	↑	While soul charged ⓐ.ⓐ.Ⓢ.Ⓢ	The following adjustments were made to improve close-range combat while soul charged. • Sped up the start-up of the final attack by 8 frames. • Decreased the opening after the attack by 4 frames. • Changed the opponent's behavior to take a crouching stance when guarding the break attack portion of the move, and increased the length of stun inflicted by 2 frames. • Increased the length of stun inflicted by 6 frames when the quake portion of the move is guarded. • Added damage scaling to attacks that hit after the break attack portion is guarded.
Balance Adjustment	↑	While soul charged ⇨Ⓢ.Ⓢ.Ⓢ	• Reduced the distance between the character and the opponent when the 2nd attack connects. This is to provide more offensive options when shifting to Silent Xia Sheng from "While soul charged ⇨Ⓢ.Ⓢ".
Balance Adjustment	↑	During Silent Xia Sheng ⓐ+Ⓢ During Playful Xia Sheng ⓐ+Ⓢ	• Made a moment at which the move has invincibility against vertical attacks.

Yoshimitsu

Yoshimitsu has numerous moves with special effects that other characters don't, and in this update we've made adjustments to some of them. "←+Ⓢ+Ⓚ" could previously be used to instantly move out of the way of horizontal attacks, so we decided to allow horizontal attacks to track it while making it invincible against vertical attacks, effectively positioning it as a move that can move you horizontally more quickly than an 8-way run. "⇒+Ⓚ+Ⓚ" was often used to finish matches, so we adjusted the amount of damage both characters take.

"Ⓢ+Ⓚ" is difficult to land due to its extremely short reach, but would normally not provide great returns, so we changed it to a lethal hit technique, adding elements that should prove to be interesting.

Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	-	Standing Stance	• Reduced instances in which the character would move slightly if no input was performed for a time in training mode and other modes.
Behavior Adjustment	-	All Suicide Techniques	• Fixed an issue in which Yoshimitsu would either take no damage or double damage depending on the opponent's position and state.
Behavior Adjustment	-	↑ Ⓢ + Ⓢ ←	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing. This fix is meant to supplement the fix in version 1.30, which did not address all instances of the issue.
Behavior Adjustment	-	During Flea ↵ or ↶	• Adjusted the input window to make the move easier to perform.
Behavior Adjustment	-	While rising Ⓢ Facing away ↓ Ⓢ + Ⓢ	• Added an entry to the move list, as it was not previously included.
Behavior Adjustment	↑	↓ ↵ ← Ⓢ While crouching ↓ ↵ ← Ⓢ	• This move will now count as a lethal hit when used after the opponent misses the 1st attack of a multi-hit attack, even if it lands as an attack counter before the start-up of the opponent's 2nd attack.
Behavior Adjustment	↑	⇒ Ⓢ . Ⓢ . Ⓢ . Ⓢ ⇌ Ⓢ . Ⓢ During Flea Ⓚ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	During Indian Stance Ⓢ	• Fixed an issue in which Yoshimitsu would warp with his back facing the opponent depending on the position at which he appeared.
Behavior Adjustment	↓	During Indian Stance Ⓚ	• Fixed an issue in which it was possible to slightly reduce the opening after "During Indian Stance Ⓚ" by using "During Manji Dragonfly ⇒ or ⇌ or ↓ or ↑" before hitting the ground. This fix is meant to supplement the fix in version 1.30, which did not address all instances of the issue.
Balance Adjustment	↑	Ⓢ + Ⓚ	• Changed the move into a lethal hit technique. • Made the lethal hit condition "Triggers upon hitting an opponent who missed an attack." • This move features an extremely quick start-up, but requires effort to land due to its short reach.
Balance Adjustment	↑	Ⓢ + Ⓢ Ⓚ + Ⓢ	• Enlarged the attack's hitbox. • Adjusted the move's effect to make it match the enlarged hitbox.
Balance Adjustment	↑	⇒ Ⓢ + Ⓢ	• Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑	While rising Ⓚ	The following changes were made to make it easier for the move to use as a punish against attacks from low stances. • Increased the move's forward movement. • Enlarged the attack's lower hitbox.
Balance Adjustment	↑ ↓	While crouching ↵ Ⓢ . Ⓢ . Ⓢ	The following adjustments were made to better differentiate this move with "While rising Ⓢ" when used as a counterattack after a crouching guard. • Increased the base damage of the 1st attack. • Decreased the length of stun inflicted by 2 frames when the 2nd and 3rd attacks hit.
Balance Adjustment	↑ ↓	← Ⓢ + Ⓚ	• Removed the move's anti-tracking properties because the move could be used to evade horizontal attacks. • However, we gave the move invincibility against vertical attacks, and added a moment at which a dodge is guaranteed.
Balance Adjustment	↑ ↓	⇒ Ⓢ + Ⓢ ⇒ Ⓢ + Ⓢ . ⇌	• Increased the move's base damage when it successfully damages the opponent. • Reduced the damage Yoshimitsu takes when the attack fails to damage the opponent. • Reduced the amount of health the opponent recovers when attack fails to damage them. • Reduced the amount the soul gauge is filled. • Adjusted both the distance between the characters and the difference in stun after the throw, making it easier to land a follow-up attack after the move hits.
Balance Adjustment	↑ ↓	⇒ Ⓚ + Ⓚ	This attack is meant to be a high-risk, high-reward move that can deal a lot of damage, but because there are many instances in which the opponent would have to be anticipating the move, we made the following changes. • Reduced the move's base damage. • Reduced the damage Yoshimitsu takes. In exchange for lowering the move's base damage, we lowered the damage Yoshimitsu takes even more. Previously, if both characters had the same amount of health, using this move would result in a double KO, but with this change, Yoshimitsu can now survive the attack in such cases.
Balance Adjustment	↓	During Manji Dragonfly Ⓢ + Ⓢ	• Decreased the length of stun inflicted by 4 frames when the attack is guarded.

Nightmare

This update for Nightmare is mainly meant to address changes we weren't able to make in version 1.30. We made it harder for some of his main attacks to miss due to his large stature. Since he doesn't have a low attack with a quick start-up, there are more opportunities to use throws for opening up the opponent's guard in close-range combat. We made adjustments to make it easier to attack a downed opponent after "A+@", and if they take precautions against it, you can hit them with "←A+@", which now deals more damage. We also made changes to better enable players to engage in close quarters combat, such as decreasing the opening for "←↔@.@", which had been difficult to use.

Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	-	↓ ↓ or ↑ ↑ @	• Fixed an issue in which some attacks would count as lethal hits at distances different than intended.
Behavior Adjustment	-	←A+@ During Night Lower Stance @	• Fixed an issue in which the opponent would not take damage or get knocked out of the ring when hit by this attack at the edge of the stage.
Behavior Adjustment	↑	@	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	o @	• Changed the attack's category to "vertical attack". • Quickly inputting @ would create a lot of distance with the opponent if they guarded. However, it was never intended for this move's properties to change depending on the precision of the input, so the move will now always have high knockback when guarded.
Behavior Adjustment	↑	Critical Edge	• Improved the attack's tracking when it successfully lands as a revenge attack and the opponent isn't moving sideways. This is to reduce instances in which the characters would become unaligned and the move would miss.
Behavior Adjustment	↑	@ ←A o @ A / o @ A (fast) o @ A / o @ A (fast) While rising A.A ↓ ↓ or ↑ ↑ A.A During Night Side Stance A+@	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑	←↔@.@	• Changed the opponent's behavior when the 1st attack hits so the 2nd attack would more reliably hit. • Decreased the opening after the 1st attack by 4 frames. • Increased the length of stun inflicted by 4 frames when the 1st attack is guarded. • Changed the size of the motion when parrying the 1st hit with a reversal edge to "small." • Sped up the start-up of the 2nd attack by 4 frames.
Balance Adjustment	↑	A+@	• Decreased the opening after the attack by 4 frames. This is to make it easier to attack downed opponents.
Balance Adjustment	↑	←A+@	• Increased the move's base damage.

Astaroth

As part of the last update, we adjusted the grapple break input window for all characters in order to make it easier for players' intentions to properly be reflected. Based on those adjustments, we're making improvements to Astaroth worthy of a powerful character with strong throws. We increase the move level of all his command throws to "strong," which enables him to fill his soul gauge more and also reduces the opening when he's deflected by a guard impact. We also special properties to his most powerful command throws, " $\downarrow \downarrow \leftarrow \textcircled{A} + \textcircled{B}$ " and " $\downarrow \downarrow \rightarrow \textcircled{A} + \textcircled{B}$ " so they now deal even more damage when landing as counter hits. Grabbing an opponent at the start of their attack or while they move to the side will now cause more damage. We also added the command "Against midair opponent $\rightarrow \textcircled{A} + \textcircled{B}$ ", which can hit an enemy against the wall and opens the way for cornering the opponent to deal heavy damage. In close-range battles, it is now possible to use " $\downarrow \downarrow \text{or} \rightarrow \rightarrow \text{or} \downarrow \nearrow \textcircled{B}$ " to repel opponents' " $\downarrow \textcircled{A}$ " and horizontal " $\downarrow \textcircled{B}$ ", making it easier to fight against certain characters that were difficult to deal with.

Category	Nerf/buff	Move (EN)	Update Details
Command added	-	Against midair opponent $\rightarrow \textcircled{A} + \textcircled{B}$ $\downarrow \textcircled{B} + \textcircled{K} \rightarrow \textcircled{A} + \textcircled{B}$	<ul style="list-style-type: none"> Added new commands: "Cursed Wrath" and "Hymn to Obliteration," both throws. It is now possible to grab an airborne opponent and hit them against a wall. However, this attack does not have the ability to knock the opponent out of the ring.
Command added	-	$\downarrow \downarrow \text{or} \rightarrow \rightarrow \text{or} \downarrow \nearrow \textcircled{B}$	<ul style="list-style-type: none"> Can now be canceled with \textcircled{B}.
Behavior Adjustment	-	$\downarrow \downarrow \textcircled{A} + \textcircled{B}$ $\downarrow \downarrow \textcircled{A} + \textcircled{B}$	<ul style="list-style-type: none"> Adjusted the input window to make the move easier to perform.
Behavior Adjustment	-	$\downarrow \downarrow \leftarrow \textcircled{A} + \textcircled{B}$ $\downarrow \downarrow \rightarrow \textcircled{A} + \textcircled{B}$ $\downarrow \downarrow \text{or} \leftarrow \textcircled{A} \text{ or } \downarrow \downarrow \nearrow \textcircled{A} + \textcircled{B}$	<ul style="list-style-type: none"> Changed the distance during the throw sequence to be consistent. This fixes an issue in which the opponent's size would affect the camerawork and the general situation after the attack ended.
Behavior Adjustment	-	$\rightarrow \textcircled{A} + \textcircled{B}$ $\uparrow \textcircled{A} + \textcircled{B}$ Against crouching opponent $\downarrow \textcircled{A} + \textcircled{B}$	<ul style="list-style-type: none"> "$\rightarrow \textcircled{A} + \textcircled{B}$" and "$\uparrow \textcircled{A} + \textcircled{B}$" were treated as normal throws before, but are now treated as command throws. "Against crouching opponent $\downarrow \textcircled{A} + \textcircled{B}$" was treated as a command throw before, but is now treated as a normal throw.
Behavior Adjustment	-	$\rightarrow \textcircled{B}$	<ul style="list-style-type: none"> Reduced the attack's forward movement when the move is performed close to the opponent in order to prevent clipping. This change was made to reduce the possibility that the characters would become unaligned.
Behavior Adjustment	-	$\downarrow \downarrow \text{or} \rightarrow \rightarrow \text{or} \downarrow \nearrow \textcircled{B}$ While soul charged $\downarrow \downarrow \text{or} \rightarrow \rightarrow \text{or} \downarrow \nearrow \textcircled{B}$	<ul style="list-style-type: none"> Fixed an issue in which some attacks would count as lethal hits at distances different than intended.
Behavior Adjustment	↑	\textcircled{A} $\downarrow \textcircled{A}$ /While crouching \textcircled{A} While crouching \textcircled{B} During jump \textcircled{A}	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	$\leftarrow \textcircled{B}, \textcircled{B}$ While soul charged $\leftarrow \textcircled{B}, \textcircled{B}$ $\downarrow \downarrow \text{or} \rightarrow \rightarrow \text{or} \downarrow \nearrow \textcircled{A}, \textcircled{B}$	<ul style="list-style-type: none"> Adjusted the input window because the timing at which you could release the button to perform the attack without shifting to the charged version of the attack was too short.
Behavior Adjustment	↑	$\downarrow \downarrow \text{or} \uparrow \uparrow \textcircled{B}$	<ul style="list-style-type: none"> This move will now count as a lethal hit when used after the opponent misses the 1st attack of a multi-hit attack, even if it lands as an attack counter before the start-up of the opponent's 2nd attack.
Balance Adjustment	↑	Critical Edge	<ul style="list-style-type: none"> Decreased the opening after the grab portion of the attack.
Balance Adjustment	↑	Command Throws	<ul style="list-style-type: none"> Increased the move level of the grab portion of command throws for Astaroth-exclusive throws. According to this change, the following two improvements were made. 1. Once the opponent is grabbed, the soul gauge will fill regardless of whether or not the opponent performs a grapple break. 2. If the opponent performs a guard impact, the opening afterwards is now shorter than that of a normal throw. Note: For a critical edge, only #2 applies.
Balance Adjustment	↑	$\textcircled{B} \textcircled{K}, \textcircled{K}$	<ul style="list-style-type: none"> Increased the length of stun inflicted by 4 frames when the 2nd hit of the 1st attack is guarded. This is to allow for more effective use of the 2nd attack's \textcircled{B}.
Balance Adjustment	↑	When hit while performing $\rightarrow \textcircled{B} + \textcircled{K}$	<ul style="list-style-type: none"> Added break-attack properties to the attack. Increased the length of stun inflicted when the attack is guarded, allowing Astaroth to move first.
Balance Adjustment	↑	$\downarrow \downarrow \leftarrow \textcircled{A} + \textcircled{B} / \downarrow \downarrow \leftarrow \textcircled{A} + \textcircled{B}$ $\downarrow \downarrow \rightarrow \textcircled{A} + \textcircled{B} / \downarrow \downarrow \rightarrow \textcircled{A} + \textcircled{B}$	<ul style="list-style-type: none"> Increased the throw damage when this command's grab lands as a counter hit, including attack counters and run counters.
Balance Adjustment	↑ ↓	$\downarrow \downarrow \text{or} \rightarrow \rightarrow \text{or} \downarrow \nearrow \textcircled{B}$	<ul style="list-style-type: none"> Added guard impact properties vs. low horizontal attacks, making the move effective in certain situations against the quick "$\downarrow \textcircled{A}$" and "$\downarrow \textcircled{B}$", which is not susceptible to revenge attacks. Changed the move to a special middle attack (it is still a high attack at long range). Decreased the opening after the attack by 4 frames when it is a lethal hit. This is to prevent the follow-up attack, "$\downarrow \downarrow \text{or} \uparrow \uparrow \textcircled{B}$", from being evaded with an ukemi. Decreased the amount of guard stamina the attack reduces in anticipation of it being used more often to force the enemy to guard.

Cervantes

Cervantes has long-reaching and powerful attacks that drive the opponent back until they're pinned against the wall, at which point he can choose from a large arsenal of attacks to continue his offensive. In this update, we've added commands to further enhance this aspect of him. Dread Storm boasts powerful follow-up attacks that can pin the opponent against the wall but the opponent can sometimes guard against these by using moves that make them invincible, so we added commands that enable Cervantes to quickly approach without attacking and to cancel a stance and perform a different action. These changes allow Dread Storm to be used in a variety of new ways, such as to approach the opponent and as a feint. Additionally, although it is easy to break opponents' guards on stages with walls, it had been difficult to handle defensive opponents on stages without walls, so we added low attacks and adjusted other attacks to make it easier to pressure opponents regardless of the stage.

Category	Nerf/buff	Move (EN)	Update Details
Command added	-	Ⓢ ↓	• Added a new command: "Anchor Marooned Kick," a low attack.
Command added	-	During Dread Storm ⇨ During Dread Charge while soul charged ↓ or ⇧Ⓢ.⇨	• Added a new command: "Dark Flame," a movement action. Instead of performing a follow-up from Dread Storm, you can perform a feint to approach the opponent.
Command added	-	During Dread Storm Ⓢ	• The stance can now be canceled quickly by pressing Ⓢ.
Behavior Adjustment	-	Gun technique	• Adjusted the move to allow "Against midair opponent Ⓢ ↓" to count towards a lethal hit even when the opponent is KO'ed by the damage from the gun technique.
Behavior Adjustment	-	⇐Ⓐ+Ⓢ	• Made it harder for the final attack to miss.
Behavior Adjustment	-	↘ or ⇨ or ⇧ or ⇧Ⓢ+Ⓚ	• Reduced instances in which you would shift to Dread Storm even when you had cornered the opponent and they stood between you and the wall.
Behavior Adjustment	↑	Ⓐ+Ⓢ	• Improved the move's tracking when it hits or is guarded. This is to stabilize the general situation after shifting to Dread Charge.
Behavior Adjustment	↑	⇐Ⓐ+Ⓢ During jump Ⓢ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	While soul charged against midair opponent ⇧Ⓐ+Ⓢ	• Adjusted the size of the hitbox to make it easier to land a follow-up attack when the move lands. • Fixed the move's animation because the move would sometimes hit opponents on the ground.
Behavior Adjustment	↑	While soul charged ⇨⇨Ⓢ	• Made adjustments so horizontal attacks with high tracking would not turn towards you when you had moved behind the opponent.
Balance Adjustment	↑	Against midair opponent Ⓢ ↓	• Reduced the number of gun technique hits needed to achieve a lethal hit from 12 to 9.
Balance Adjustment	↑	Ⓢ.Ⓢ.Ⓢ	• Lengthened the input window for the 3rd attack to make it easier to perform as a reaction to a counter hit.
Balance Adjustment	↑	↘ or ⇧ or ↘ⓈⓀ	In addition to adding a new low attack, the following adjustments were made to change the move's positioning. • Sped up the attack's start-up by 2 frames. • Increased the length of stun inflicted by 4 frames when the attack is guarded, but reduced the distance between the character and the opponent. • Reduced the move's base damage.
Balance Adjustment	↑	During Dread Charge Ⓚ	• Reduced the distance between the character and the opponent when the move is guarded.
Balance Adjustment	↓	⇐Ⓐ/⇐Ⓐ	• Added scaling to the move's combo damage.
Balance Adjustment	↓	↘ ⓈⓈ.Ⓢ	• Increased the opening after the 2nd hit of the 1st attack by 4 frames. • Decreased the length of stun inflicted by 4 frames when the 2nd attack is guarded.

Raphael

In addition to having multiple, highly effective vertical attacks with great reach, Raphael can also cover his openings with his reversal edge, "During Preparation ③+④", in the event that his opponent dodged an attack with an 8-way run. However, with certain pairings, there was not enough risk for Raphael even when the opponent predicted what he would do. For that reason, we've reduced the effectiveness of "During Preparation ③+④" a little, and instead increased the reliability of Raphael's horizontal attacks, which had been a weak point of his. He now has greater strategic options to use different moves.

We also increased options for more technical play by adding lethal hit techniques and making it easier to fulfill lethal hit conditions.

Category	Nerf/buff	Move (EN)	Update Details
Command added	↑	↑ ④+③ ↑ ④+⑤ (Training mode only)	<ul style="list-style-type: none"> Changed the move into a lethal hit technique. Made the lethal hit condition "Triggers upon hitting opponent with a lethal hit 4 or more times." Added an exclusive training mode command to allow the player to practice in training mode.
Behavior Adjustment	-	↵ ④+③	<ul style="list-style-type: none"> Fixed an issue in which performing the move while soul charged would decrease your soul charge time.
Behavior Adjustment	-	While turning around ④+③	<ul style="list-style-type: none"> Fixed an issue in which the move could not shift to a side throw or a back throw when it was performed while soul charged.
Behavior Adjustment	-	After reversal edge hits ③	<ul style="list-style-type: none"> Reduced instances in which the characters' positions would be switched after the opponent would evade using "After reversal edge hits ↓ or ↑". This change was made to prevent instances in which commands would be difficult to input after an evasion. No changes were made to characters' behavior.
Behavior Adjustment	↑	⇐⇨ ④ ⇐⇨ ③ ⇐⇨ ⑤ ↓ ↘ ⇐ ③	<ul style="list-style-type: none"> This move will now count as a lethal hit when used after the opponent misses the 1st attack of a multi-hit attack, even if it lands as an attack counter before the start-up of the opponent's 2nd attack.
Behavior Adjustment	↑	↘ ④ ↘ ⑤ ◎ ↓ / ◎ ↓ . ③ ↘ ③ While crouching ↘ ③ ⇐ ④+③ ↘ ↘ or ⇐ ⇨ or ↘ ↘ ④ ↘ ↘ or ↘ ↘ ③ ↘ ↘ or ⇐ ⇨ or ↘ ↘ ③ During jump ④ While soul charged & jumping ④.③	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑	↘ ④	<ul style="list-style-type: none"> Increased the move's base damage. Sped up the attack's start-up by 2 frames. Adjusted the move's hitbox and tracking, stabilizing the timing at which you would make contact. This change was made to fix an issue in which the timing at which the attack makes contact and the difference in stun could easily change depending on distance.
Balance Adjustment	↑	While rising ③.③	<ul style="list-style-type: none"> Changed the opponent to a standing position when the 1st attack lands as a counter hit, and increased the length of stun inflicted by 2 frames. Enlarged the 2nd attack's vertical hitbox. stabilizing the timing at which you would make contact.
Balance Adjustment	↑	↘ ↘ or ⇐ ⇨ or ↘ ↘ ④.③	<ul style="list-style-type: none"> Increased the length of stun inflicted by 6 frames when the attack is guarded.
Balance Adjustment	↑ ↓	↑ ④+③	The following changes were made in consideration of the fact that the move has been changed to a lethal hit technique. <ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range. Reduced the distance between the character and the opponent when the 1st attack hits. Changed the size of the motion when parrying the 1st hit with a reversal edge to "small." This was to reduce instances in which the 2nd hit would miss. Decreased the opening after the attack by 2 frames. Added scaling to the move's combo damage.
Balance Adjustment	↑ ↓	↘ ↘ or ⇐ ⇨ or ↘ ↘ ④+③	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent when the move hits, making follow-ups easier to perform. Added scaling to the move's combo damage.
Balance Adjustment	↓	During Preparation ③+④	The following two changes were made exclusively to "During Preparation ③+④". <ul style="list-style-type: none"> Delayed the timing at which the move would receive defensive properties for parrying by 4 frames. Decreased the move's base damage and the amount of guard stamina it reduces. No changes were made to "③+④" when performed from your normal stance.

Talim

As with version 1.30, we focused on behavioral adjustments and on making it harder for Talim's main attacks to miss in certain situations. The lethal hit conditions are now easier to fulfill for three of her techniques, namely "☪️ or ☪️ or ☪️ @", "☪️ or ☪️ or ☪️ @", and "During Wind Chamer @", which will give players more opportunities to deal heavy damage to opponents when they try to use poke attacks. This change also enables players to apply more indirect pressure in order to position themselves at a distance advantageous for Talim.

Also, changes made to weaken reversal edges in the previous update ended up having a greater effect on Talim than on other characters, so we enhanced some of her moves in this update.

Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	-	Combat Lessons	<ul style="list-style-type: none"> Updated the "Critical Edges" section, and added text for commands added in version 1.11.
Behavior Adjustment	-	During Wind Fury ☹	<ul style="list-style-type: none"> Adjusted the input window to prevent the move from triggering at unexpected times.
Behavior Adjustment	↑	↗↖or↔←or↘↙Ⓐ ↗↖or↔←or↘↙Ⓑ During Wind Charmer ☹	<ul style="list-style-type: none"> This move will now count as a lethal hit when used after the opponent misses the 1st attack of a multi-hit attack, even if it lands as an attack counter before the start-up of the opponent's 2nd attack.
Behavior Adjustment	↑	Critical Edge Ⓢ.Ⓢ ⬇⬇or⬆⬆Ⓐ ↘↖or↔→or↗↙Ⓢ During Wind Charmer Ⓢ.Ⓢ During Wind Charmer Ⓐ.Ⓐ.Ⓢ.Ⓐ	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	Facing away Ⓢ+Ⓢ.Ⓐ+Ⓢ	<ul style="list-style-type: none"> The 4th hit would miss against certain characters' reversal edges, so we increased the move's hitbox when the opponent is using a reversal edge. Fixed an issue in which the character would continue to move toward the opponent during the attack.
Behavior Adjustment	↑	While soul charged ↘↖or↔→or↗↙Ⓐ.Ⓐ	<ul style="list-style-type: none"> Adjusted the timing of the visual effects. This change was made in order to prevent the opponent from being able to see the 2nd attack coming.
Behavior Adjustment	↓	During Wind Sault ☹ During Wind Sault Ⓐ+Ⓢ	<ul style="list-style-type: none"> Decreased the size of the horizontal hitbox in order to make it harder to hit an opponent performing an 8-way run. The hitbox is only smaller when the 1st hit of "During Wind Sault Ⓐ+Ⓢ" misses, in order to ensure the combo remains stable.
Balance Adjustment	↑	↗Ⓢ	<ul style="list-style-type: none"> Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑	↗↖or↔←or↘↙Ⓐ.Ⓐ	The following adjustments were made to make the move easier to use in combos. <ul style="list-style-type: none"> Mitigated scaling to the move's combo damage after the 1st attack hits. Changed the animation when the 2nd attack hits a midair opponent, making follow-up attacks possible.
Balance Adjustment	↑	⬇⬇or⬆⬆Ⓢ.Ⓢ (exact timing)	<ul style="list-style-type: none"> Made the attack easier to perform.
Balance Adjustment	↑	During Wind Charmer Ⓐ+Ⓢ	<ul style="list-style-type: none"> Lengthened the attack's forward movement and increased its hitbox size because it had been difficult to approach the opponent in certain situations.

Tira

Although the main changes in version 1.40 involve behavioral adjustments and increased stability, the biggest change is that the lethal hit conditions for attacks from Gestopft Madness have been made easier to fulfill. In previous versions, the middle and low attacks from Gestopft Madness were difficult to land as lethal hits and sometimes even depended on luck. However, in version 1.40, it is now possible to score a lethal hit in various situations immediately after a personality change, enabling you to actively attempt very powerful attacks to open up the opponent's guard. This change not only helps to emphasize Tira's unique personality changes, but also adds to the fun of using her as a character.

Category	Nerf/buff	Move (EN)	Update Details
Command added	-	Ⓐ+Ⓚ (Training mode only)	• Added "Ⓐ+Ⓚ", an exclusive training mode command, to allow the player to change personalities at will.
Behavior Adjustment	-	Damage Received by Gloomy Attacks	• You cannot be KO'ed by damage from Gloomy attacks when you are low at health, but it will create an opening for a set amount of time. This behavior had not been explained in the game, so we added an explanation to the Combat Lessons.
Behavior Adjustment	-	While Jolly Ⓐ+Ⓢ	• Polished the move's animation. No changes were made to its function or properties.
Behavior Adjustment	-	While Gloomy & soul charged While Gloomy Ⓐ+Ⓢ+Ⓚ While Gloomy ⇐Ⓐ+Ⓢ While Gloomy ⇐👁or⇒⇒or👁👁Ⓐ+Ⓢ	• Adjusted the input window to make the move easier to perform.
Behavior Adjustment	↑	Ⓢ+Ⓚ	• Increased the attack's forward movement in order to reduce instances in which it would miss when automatically being triggered as a counter attack upon a successful guard impact. • Tira sometimes will be left open at random, but we made adjustments so this would not occur when there were stored inputs for follow-ups to moves such as "During Gestopft Madness Ⓢ".
Behavior Adjustment	↑	Critical Edge While Jolly Ⓐ While Jolly & facing away Ⓢ+Ⓚ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑	While Gloomy ⇐Ⓢ.Ⓢ.Ⓢ (exact timing) While Gloomy ⇓👁⇒⇒ⓈⓈ	• Made the attack easier to perform.
Balance Adjustment	↑	While Gloomy ⇐👁or⇒⇒or👁👁Ⓚ	• Decreased the opening after the attack by 2 frames. • Adjusted the move so you would no longer hop over a crouching opponent and miss the attack. • Changed the move to shift to an attack throw when hitting an opponent in the air, regardless of the angle of the opponent.
Balance Adjustment	↑	During Updraft Ⓚ	• Decreased the opening after the attack to allow for follow-ups after it hits and to make it harder to receive powerful punishments when it is guarded.
Balance Adjustment	↑	During Gestopft Madness Ⓐ During Gestopft Madness Ⓢ	• The lethal hit condition for this move is "Triggers upon hitting opponent immediately after personality change", and now it will work not only after changing personalities with "Ⓢ+Ⓚ", but also after changing personalities via other means.
Balance Adjustment	↓	While Gloomy & after running ⇐ some distance Ⓚ	• Added scaling to the move's combo damage.
Balance Adjustment	↓	While Gloomy & soul charged Ⓐ.Ⓚ.Ⓐ	• Made the 3rd attack unusable as a guard crush.

Zasalamel

Rather than focusing on balance adjustments, we concentrated in this update on making changes that affect specific behaviors in order to increase stability and reliability when using Zasalamel in battle. For opponents who crouch to evade "Ⓐ+Ⓢ", we added "Ⓢ+ⓈⓈ" as a way of both reducing the risk to Zasalamel and inflicting a curse, and also reduced the input difficulty of "↵Ⓢ" during counter hit Ⓢ (exact timing)", a vital technique that can act as both a quick counter hit and a connector for stun combos. These changes should help bolster Zasalamel in battles. The projectile command "While soul charged Ⓢ+Ⓢ.Ⓢ" that was added in version 1.30 was difficult to side step for some characters, so we made adjustments to the move without greatly changing its feel or usage.

Category	Nerf/buff	Move (EN)	Update Details
Command added	-	Ⓢ+ⓈⓈ	• Added a new command: "Tiamat's Ploy," a middle attack. • The move can now hit opponents who attempt to evade "Ⓐ+Ⓢ" by crouching, and it will inflict a curse if it hits.
Behavior Adjustment	-	Moves that Inflict Curse	• Fixed an issue in which the attack would still curse the opponent even if Zasalamel got hit by the opponent and the attack did not actually land.
Behavior Adjustment	-	Ⓢ.Ⓢ.Ⓢ	• Adjusted the input window to reduce cases in which the move would accidentally be performed.
Behavior Adjustment	-	⇒Ⓢ.Ⓢ	• Fixed an issue in which some attacks would count as lethal hits at distances different than intended.
Behavior Adjustment	-	Ⓐ+Ⓢ	• Adjusted the size of the hitbox to prevent it from grabbing opponents that had moved behind you.
Behavior Adjustment	-	↵Ⓐ+Ⓢ	• Fixed an issue in which performing the move while soul charged would decrease your soul charge time.
Behavior Adjustment	↑	⇒Ⓐ+Ⓢ	• Fixed an issue in which the move would miss during the sequence.
Behavior Adjustment	↑	↵Ⓐ	• Enlarged the hitbox in order to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑	↵Ⓢ during counter hit Ⓢ (exact timing)	• Made the attack easier to perform.
Balance Adjustment	↑	While rising Ⓢ+Ⓢ	• Increased the length of stun inflicted upon hit or guard, and changed the opponent's behavior when the attack is guarded. • This move is not necessarily meant to allow you to move before the opponent, but we did make adjustments to reduce the opening when approaching the opponent.
Balance Adjustment	↓	Ⓢ+Ⓢ While soul charged Ⓢ+Ⓢ.Ⓢ	• Adjusted the tracking of "Ⓢ+Ⓢ" and the hitbox size of "Ⓢ+Ⓢ.Ⓢ" in order to make it harder to hit an opponent performing an 8-way run.

Grøh

In version 1.30, we focused our attention on one of Grøh's most defining features, namely his ability to counter vertical attacks. Now, in version 1.40, we've shifted our focus to improvements that revolve around his soul charge and standard strategies. We made some changes that, while perhaps not seemingly impressive, still make combat decidedly easier, such as making the lethal hit conditions easier to fulfill for "↓↵or↑↑Ⓢ" and "↵↵or↵↵or↵↵", as well as enhancements to standard moves such as "↵Ⓐ" and "⇒Ⓢ.Ⓢ". Also, we raised his soul charge to a more important position in his battle strategy by giving it a secondary effect that makes it possible to perform a lethal hit with "↵Ⓢ+Ⓢ" in the next battle after the soul charge expires.

Category	Nerf/buff	Move (EN)	Update Details
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.
Behavior Adjustment	-	⇒Ⓢ+Ⓢ	• Adjusted the input window for follow-ups to Avenger because it had been easy for a follow-up to accidentally be triggered.
Behavior Adjustment	-	While in Avenger stance Ⓢ	• Fixed an issue in which the move would be triggered at unexpected times.
Behavior Adjustment	-	While soul charged & in Avenger stance ⇒ Other Follow-Up Attacks	• Changed the input window because attacks in Avenger stance became harder to perform after shifting to Steed of the Night.
Behavior Adjustment	↑	↓↵or↑↑↑Ⓢ ↵↵or↵↵or↵↵	• This move will now count as a lethal hit when used after the opponent misses the 1st attack of a multi-hit attack, even if it lands as an attack counter before the start-up of the opponent's 2nd attack.
Behavior Adjustment	↑	Ⓢ.Ⓢ ⇒Ⓢ+Ⓢ While soul charged ↵Ⓢ.Ⓢ While soul charged & in Avenger stance ⇒Ⓐ While soul charged & in Avenger stance ⇒Ⓢ	• Fixed an issue in which commands entered during this attack's animation would accidentally be performed after shifting to Avenger stance.
Balance Adjustment	↑	↵Ⓐ	• Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑	⇒Ⓢ.Ⓢ	• Increased the move's base damage.
Balance Adjustment	↑	During jump Ⓢ	• Increased the length of stun inflicted by 2 frames when the attack is guarded. • Fixed an issue in which the timing at which the character entered a jumping state was 2 frames slower than other jump attacks.
Balance Adjustment	↑	↵Ⓢ+Ⓢ	• Changed the move into a lethal hit technique. • Made the lethal hit condition "Triggers in the next battle after you use a soul charge."
Balance Adjustment	↑	↑Ⓐ+Ⓢ	• Enlarged the attack's hitbox and made it immune to aerial control in order to reduce instances in which the move would miss when used in air combos.
Balance Adjustment	↑	While soul charged & in Avenger stance ↵ Other Follow-Up Attacks	• Made adjustments so horizontal attacks with high tracking would not turn towards you when you had moved behind the opponent.

Azwel

In version 1.30, we made balance adjustments to each of Azwel's weapon modes to highlight his unique strengths. In version 1.40, we've increased ways to switch between modes with "⇨Ⓢ. ⓈⓈ" and "While crouching Ⓢ+Ⓢ", allowing players to fight in a way more fitting to Azwel. The moves added in this update also are able to cover situations that Azwel had a hard time handling before, making it easier for him to face off against characters who previously gave him trouble (depending, of course, on how a player uses him). Additionally, we made more intricate changes to address issues such as the size of hitbox not matching the range of attacks, etc.

Category	Nerf/buff	Move (EN)	Update Details
Command added	-	⇨Ⓢ. ⓈⓈ	<ul style="list-style-type: none">Added a new command: "Barbaric Lament," a middle attack.This command serves as a new option for close-range combat, and a way of switching from an ax attack to a sword attack. When the move ends, you will be in sword mode.
Command added	-	While crouching Ⓢ+Ⓢ While crouching Ⓢ+Ⓢ.Ⓢ While crouching Ⓢ+Ⓢ.⇨Ⓢ While crouching Ⓢ+Ⓢ.⇦Ⓢ	<ul style="list-style-type: none">Added a new command: "Ascension of the Three Magi," a middle attack.This move does not use any weapon, so the start-up speed is the same in every mode.
Command added	-	While in ax mode Ⓢ+Ⓢ While in ax mode Ⓢ+Ⓢ	<ul style="list-style-type: none">This attack would originally cause you to throw your ax far away, which meant it would miss at close range, but we've added two command options to choose where the ax will fall, making it viable at different ranges.
Behavior Adjustment	-	While soul charged ⇨Ⓢ+Ⓢ+Ⓢ While in ax mode Ⓢ+Ⓢ or while in Almighty mode ⇨Ⓢ+Ⓢ While in spear mode Ⓢ+Ⓢ or while in Almighty mode ⇦Ⓢ+Ⓢ	<ul style="list-style-type: none">Adjusted the input window to make the move easier to perform.
Behavior Adjustment	-	During Tragedy of War ⇨Ⓢ	<ul style="list-style-type: none">Reduced the distance between the character and the opponent when the 1st attack is guarded. This change was made to prevent instances in which the 2nd hit would miss and the difference in stun between the characters would be different than intended.Decreased the length of stun inflicted when the 1st hit is guarded due to cases in which only the 2nd hit would miss.
Behavior Adjustment	-	Reversal Edge While crouching Ⓢ While turning around Ⓢ While turning around ⇩Ⓢ	<ul style="list-style-type: none">Fixed an issue in which the weapon mode would not switch after the attack when used against an airborne opponent.
Behavior Adjustment	-	During Beauty of Balance Ⓢ.Ⓢ.Ⓢ	<ul style="list-style-type: none">Added projectile properties to the move so that getting hit with a guard impact no longer throws the character back.
Behavior Adjustment	↑	⇨Ⓢ ⇩Ⓢ ⇧Ⓢ ⇧Ⓢ While crouching ⇩Ⓢ.Ⓢ ⇦Ⓢ+Ⓢ ⇩⇩ or ⇧⇧Ⓢ ⇩⇩ or ⇧⇧Ⓢ ⇨⇩ or ⇦⇩ or ⇩⇩Ⓢ During Comedy of Errors Ⓢ	<ul style="list-style-type: none">Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↓	⇦Ⓢ During Tragedy of War Ⓢ	<ul style="list-style-type: none">Decreased the size of the horizontal hitbox in order to make it harder to hit an opponent performing an 8-way run.

Geralt

Continuing with updates made in version 1.30, we made adjustments to increase the usability of some techniques that went relatively overlooked until now. In an attempt to further differentiate Geralt's steel and silver swords, we made changes so that techniques that use his silver sword fill the soul gauge more than techniques that use his steel sword. The soul gauge is required to use Geralt's most powerful techniques—his signs—and plays an important role in determining the outcome of every match. Now that it is possible to actively fill your soul gauge with the silver sword, your situational decisions should have a greater impact upon each match.

Category	Nerf/buff	Move (EN)	Update Details
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.
Behavior Adjustment	-	⇒Ⓐ+Ⓚ ⇒Ⓐ+Ⓚ during motion Ⓐ ⇒Ⓐ+Ⓚ during motion Ⓚ Other Attacks that Use Quen	• Fixed an issue in which hitting an opponent with the moves after they were KO'ed would count towards lethal hit conditions for "↘Ⓚ".
Behavior Adjustment	-	↙Ⓐ+Ⓚ.Ⓐ+Ⓚ	• Fixed an issue in which the move would not count towards the lethal hit conditions for "↘Ⓚ".
Behavior Adjustment	-	↘ or ⇒ or ↗ or ↘Ⓐ+Ⓚ	• Fixed an issue in which the sound effects would play in succession if the move was performed at the same time as a sequence initiated by the opponent that stops time, such as a critical edge or soul charge.
Behavior Adjustment	↑	↙Ⓐ (counter) Ⓐ	• Adjusted the hitbox and duration of the attack because the automatic follow-up would occasionally miss when the move landed as a counter hit against an airborne opponent. • It is now easier for the automatic follow-up attack to hit airborne opponents, but the 3rd attack of "↙Ⓐ (counter hit) Ⓐ" may sometimes miss.
Behavior Adjustment	↑	↓Ⓚ ↓ or ↘ or ↗ or ↘Ⓐ While crouching Ⓚ Facing away Ⓚ+Ⓚ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	⇒Ⓚ+Ⓚ.Ⓚ	• Adjusted the move's hitbox so the 1st attack would always hit at a set timing when used in an air combo, regardless of distance. Making the timing of the hit later is meant to prevent the opponent from evading it using aerial control due to the move's low height.
Balance Adjustment	↑	Silver Sword Attacks	• Increased the amount the soul gauge is filled when the attack hits or is guarded.
Balance Adjustment	↑	↙Ⓚ ↙Ⓚ	The following adjustments were made to make the silver sword easier to use against opponents who are not soul charged. • Added evasive properties to the attack so it can dodge high attacks at the start of the move. • Changed the opponent's behavior when "↙Ⓚ" lands as a counter hit, allowing for different types of follow-ups.
Balance Adjustment	↑	After reversal edge hits Ⓚ	• Decreased the opening after the attack by 6 frames. This change was made to reduce the opening after the move was guarded, and to allow for higher-damage follow-ups to hit when the move lands as a lethal hit.
Balance Adjustment	↑	↘ or ↙ or ↘ or ↗ or ↘Ⓚ.Ⓚ	The following adjustments were made to make the silver sword easier to use against opponents who are not soul charged. • Decreased the opening after the 1st attack by 6 frames. • Decreased the opening after the 2nd attack by 4 frames. • Increased the length of stun inflicted by 2 frames when the 2nd attack is guarded.

2B

In version 1.30, we decreased risks while increasing rewards for 2B, but she still had relatively few horizontal attacks with a tight radius, which forced her to rely on high-risk, high-reward tactics that use Aggression Shift.

In order to increase the breadth of strategic options for 2B in battle, we added commands and made balance adjustments revolving around the poke attacks that support her main attacks. As a result, it's now easier to go after high payoff attacks here and there while still staying back when fighting opponents 2B struggles with. However, we did slightly lower the power of combos that use "During Aggression Shift $\Delta + \textcircled{B}$ ", as they were dealing just a little too much damage.

Category	Nerf/buff	Move (EN)	Update Details
Command added		$\text{↘} \textcircled{B} \textcircled{B}$	• Added the ability to use \textcircled{B} to cancel the 2nd hit, feinting while you return to crouching.
Behavior Adjustment	-	$\text{↘} \textcircled{B}$	• Fixed an issue in which certain inputs could be used to cancel the automatic follow-up attack that triggers upon hit or guard and instead perform an Aerial Leap attack.
Behavior Adjustment	-	$\text{↘} \downarrow \text{ or } \uparrow \uparrow \textcircled{B}$	• Fixed an issue in which some attacks would count as lethal hits at distances different than intended.
Behavior Adjustment	-	$\text{↘} \textcircled{B} \Delta$ While soul charged $\text{↘} \Delta \cdot \textcircled{B}$	• Lengthened the input window to make the move easier to perform.
Behavior Adjustment	-	During Aggression Shift $\textcircled{B} \cdot \textcircled{B}$	• Adjusted the input window to reduce cases in which the move would accidentally be performed.
Behavior Adjustment	-	Angler Stance	• Changed the stance's behavior so that 2B would only turn toward the opponent if they were in front of her. This change was made to prevent her from tracking the enemy even while her back was turned to them.
Behavior Adjustment	↑	$\Delta \cdot \Delta$ While rising Δ $\text{↘} \downarrow \text{ or } \uparrow \uparrow \Delta$ During Aggression Shift $\textcircled{B} \cdot \textcircled{B}$ While in Angler Stance Δ $\Delta + \textcircled{B} + \textcircled{B}$ / During Aerial Leap $\Delta + \textcircled{B} + \textcircled{B}$	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	$\leftarrow \Delta$	• Fixed an issue in which the move would not land as a lethal hit even when lethal hit conditions had been met after a successful guard impact.
Behavior Adjustment	↑	\textcircled{B}	When the 2nd hit lands as a counter hit, the 3rd hit will automatically trigger. The following changes were made to reduce instances in which the attack would miss partway through. • Reduced the distance between the character and the opponent when the 2nd hit connects. • Lengthened the 3rd hit's forward movement and increased its hitbox size.
Behavior Adjustment	↑	$\text{↘} \text{ or } \rightarrow \text{ or } \nearrow \nearrow \Delta + \textcircled{B}$	• This move was treated as a normal throw before, but is now treated as a command throw, which makes for a better outcome after a grapple break.
Behavior Adjustment	↑	$\Delta + \textcircled{B}$ during 8-way run	• Adjusted the distance between the character and opponent to prevent the attack from missing partway through.
Behavior Adjustment	↑	During Aggression Shift $\leftarrow \Delta + \textcircled{B}$	• Reduced instances in which a follow-up attack would be difficult to land because the distance between the characters after the attack would vary depending on the opponent's character. Moves such as " $\leftarrow \text{ or } \nearrow \textcircled{B}$ " are now easier to land.
Behavior Adjustment	↑	During Aerial Leap $\Delta \cdot \Delta \cdot \textcircled{B}$ During Aerial Leap $\Delta \cdot \Delta \cdot \textcircled{B}$	• Improved the move's tracking against airborne opponents. • This change was made to reduce instances in which the move could miss partway through a combo at the edge of the stage.
Behavior Adjustment	↑	During Aerial Leap $\Delta + \textcircled{B} + \textcircled{B}$	• Fixed an issue in which the move would have no invincibility on start-up and could be interrupted by an opponent's attack.
Balance Adjustment	↑	$\textcircled{B} \Rightarrow$	The following adjustments were made to make the move easier to use at close range. • Changed the opponent's behavior when the move is guarded or lands as a counter hit. • Reduced the distance between the character and the opponent when the move hits or is guarded.
Balance Adjustment	↑	$\text{↘} \text{ or } \rightarrow \text{ or } \nearrow \nearrow \textcircled{B}$	• Sped up the attack's start-up by 2 frames. • This change will increase instances in which the move can be used as a guaranteed punishment after guarding an opponent's critical edge.
Balance Adjustment	↓	$\text{↘} \Delta + \textcircled{B} / \text{ or } \Delta + \textcircled{B}$ During Aggression Shift $\Delta + \textcircled{B}$ / During Aggression Shift $\Delta + \textcircled{B}$	Added scaling to the move's combo damage.

Amy			
<p>Added as part of DLC 4, Amy excels at controlling the fight at close range with her techniques which, while not powerful, are very effective. Hitting the opponent with roses will increase her Perception, which eventually turns her into one of the most powerful characters in the game and makes her somewhat of a "late bloomer" in battle.</p> <p>In version 1.40, we tried to make it easier for more people to play as Amy by improving the effects, combat lessons, and sound effects related to her "Perception" mechanic. Also, to increase her damage when she's in her initial state, we improved her capabilities, mostly focusing on her follow-up techniques to Amaryllis Spin, which is her main mode of attack. This change makes it easier for players who are not yet proficient at raising her Perception, as well as those who prefer her quicker attacks that don't use roses.</p> <p>Additionally, we fixed issues with some unexpected behaviors and irregular issues that arose from her being the smallest character in the game.</p>			
Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	-	Combat Lessons	<ul style="list-style-type: none"> The notes about the follow-up after "After reversal edge hits ⑤" hits were not accurate, so the text was altered to match the actual properties.
Behavior Adjustment	-	Perception	<ul style="list-style-type: none"> Added more detailed explanations to the Combat Lessons of Perception, which can be raised by hitting the opponent with roses. The maximum level for both Red Rose Perception and White Rose Perception is now 4. Added and adjusted the visual effects and sound effects for each Perception level to make it easier to discern your Perception progress when a rose hits the opponent.
Behavior Adjustment	-	Rose Attacks	<ul style="list-style-type: none"> Fixed an issue in which your Perception would not increase if a rose-throwing attack hit at the same time as an opponent's attack. Fixed an issue in which your Perception would not increase if a rose-throwing attack hits the opponent's revenge attack.
Behavior Adjustment	-	Critical Edge	<ul style="list-style-type: none"> Fixed an issue in which the sequence would still be initiated when the move hit an enemy that had already been knocked out of the ring.
Behavior Adjustment	-	⑤ or ⑤ or ⑤ or ⑤.⑤ ⑤ ⑤.⑤	<ul style="list-style-type: none"> Added a note to the move list that the move can be delayed, as it was not previously included. However, "⑤ or ⑤ or ⑤.⑤", which has a similar animation, cannot be delayed.
Behavior Adjustment	↑	While soul charged & with Red Rose Perception at max ⑤.⑤.⑤ ⑤ ⑤ During Lilith Parry ⑤	<ul style="list-style-type: none"> Adjusted the attack's forward movement and its hitbox in order to reduce instances in which the tip of the attack would miss when just in range.
Behavior Adjustment	↑	⑤ ⑤+⑤ During Amaryllis Spin ⑤+⑤	<ul style="list-style-type: none"> Enlarged the hitbox and made the attack easier to land. This change is to fix an issue in which it was harder to hit with this attack when using a custom character with Amy's fighting style.
Behavior Adjustment	↑	⑤ ⑤ ⑤+⑤	<ul style="list-style-type: none"> Adjusted the distance of the characters after the attack lands in order to make follow-up attacks land more reliably.
Behavior Adjustment	↑	⑤ ↓ or ⑤ ↑ ⑤	<ul style="list-style-type: none"> Increased the length of stun inflicted by 1 frame when the attack is guarded because the difference in stun had not been as intended.
Behavior Adjustment	↑	During Amaryllis Spin & with White Rose Perception at max ⑤.⑤.⑤	<ul style="list-style-type: none"> Increased the attack's forward movement in order to reduce instances in which the 3rd hit would miss. When the 2nd attack hits and White Rose Perception is at max, if the command for the 3rd attack has already been input, the opponent will now be unable to perform aerial control.
Behavior Adjustment	↓	Behavior When Hitting the Wall	<ul style="list-style-type: none"> Made adjustments to reduce instances in which some throws that were part of wall combos, such as Nightmare's "During Grim Stride ⑤.⑤", would fail to connect against Amy.
Behavior Adjustment	↓	⑤+⑤ ⑤+⑤.⑤	<ul style="list-style-type: none"> Adjusted the tracking to make it harder to hit an opponent performing an 8-way run. Decreased the attack's forward movement when the opponent is in close range. <p>This change is to reduce instances in which the camera would become turned around when the attack was side-stepped at close range at a particular timing.</p>
Behavior Adjustment	↓	During Lilith Parry ⑤.⑤ During Biondetta Parry ⑤	<ul style="list-style-type: none"> Decreased the size of the horizontal hitbox in order to make it harder to hit an opponent performing an 8-way run.
Balance Adjustment	↑	⑤.⑤ During Amaryllis Spin ⑤.⑤	<ul style="list-style-type: none"> Increased the move's base damage.
Balance Adjustment	↑	⑤ ⑤	<ul style="list-style-type: none"> Adjusted the height the move launched the opponent, as it could be guarded partway through "⑤ ⑤.⑤ ~ during Amaryllis Spin ⑤" and other combos when it hit the opponent from behind.
Balance Adjustment	↑	⑤ ⑤	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent when the move lands as a lethal hit. This was done to make it easier to hit with a follow-up attack.
Balance Adjustment	↑	⑤ ⑤	<ul style="list-style-type: none"> Decreased the opening after the attack by 1 frame, but also decreased the length of stun inflicted by 1 frame when the attack hits or is guarded. There is no change to the difference in stun, but the opening when the attack misses is slightly smaller. Further decreased the opening after the attack when it is a lethal hit in order to make the follow-up attack more reliable.
Balance Adjustment	↑	During Amaryllis Spin ⑤	<p>When certain characters guarded the attack, there would be an extremely high risk, so the following two changes were made.</p> <ul style="list-style-type: none"> Increased the length of stun inflicted by 2 frames when the attack is guarded. Changed the opening after the attack to be in a standing position.
Balance Adjustment	↑	During Amaryllis Spin ⑤+⑤ / ⑤+⑤	<ul style="list-style-type: none"> This move was treated as a normal throw before, but is now treated as a command throw, which makes for a better outcome after a grapple break. Increased the move's base damage, and reduced the distance between the character and the opponent after the attack. (Does not include the same command used while soul charged.)
Balance Adjustment	↑	After reversal edge hits ⑤	<ul style="list-style-type: none"> Fixed an issue in which an opponent's "After reversal edge hits ⑤" would be counted as hitting from behind, creating an extremely high risk against certain characters.
Balance Adjustment	↓	During Lilith Parry ⑤.⑤	<ul style="list-style-type: none"> Made the attack unusable as a guard crush.

Inferno

Inferno is an evil boss character who appears as an enemy to the player. He cannot be used in tournaments or online modes.

Changes to Inferno in this update are not aimed at adjusting the balance in player vs. player battles, but rather at adjusting the difficulty in single-player modes. "⇨Ⓐ+Ⓢ.Ⓢ" is one of his trademark moves, boasting so much power that it all but guarantees victory if you can land it, so in version 1.40 we lowered the move's damage to reduce the frequency of unfair losses it can produce.

Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	-	⇨Ⓢ.Ⓢ.Ⓢ	• Made the move's tracking the same as Nightmare's "While soul charged ⇨Ⓢ.Ⓢ.Ⓢ" in order to reduce instances in which the attack would miss partway through after hitting or being guarded.
Behavior Adjustment	-	During Vile Glare Ⓢ	• Adjusted the knockback direction when the 2nd hit lands as a counter hit.
Balance Adjustment	↓	⇨Ⓐ+Ⓢ.Ⓢ	• Reduced the move's base damage.