

DLC6 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:

- 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.
- 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.
- 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.
- 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.
- 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

Category	Nerf/buff	Move (EN)	Description (EN)
Behavior Adjustment	–	Guard Stamina	Fixed an issue in which the health gauge display would not update even after there had been a change to a player's guard stamina.

Update for all characters

Version 1.50 sees Cassandra joining the Soulcalibur VI roster. Now that all the Season Pass 1 characters have been added, we think it's a good time to try out a character you've never used before. (You might just find your next main!)

The changes we're implementing in 1.50 do not have a direct impact on the balance of power between the characters; rather, they address issues such as the following.

1. Adjusted Tracking & Hitbox Sizes

We've always tried to keep a close eye on moves' behavior, and in version 1.50 we went back and checked a lot of techniques to make sure they weren't missing when they should be hitting, and to fix them if they were.

One of horizontal attacks' basic properties in the game is that their tracking will terminate immediately before they hit. However, there are certain attacks that we wanted to be more accurate against 8-way running, so we enhanced their tracking.

2. Adjusted Post-Hit Hitbox Sizes for Certain Characters

Tira and Amy's hurtbox sizes are proportionally larger than other characters' hurtboxes. However, this would occasionally result in being unable to evade attacks that should have been evadable, so we shrank the thickness of some of the hurtboxes.

These changes may have an effect on certain combos against Tira and Amy, and while we took great care to ensure it has a minimal impact on the balance of battle, we still plan on carefully watching how these changes play out.

3. Fixed Unintentional Behaviors Related to Hold Inputs and Simultaneous Inputs

We made fixes to inputs that could safely be fixed, focusing on those that have the greatest effect on battle. We plan on continuing to monitor behavior and implement adjustments.

Mitsurugi

In version 1.50, we have made behavioral adjustments that improve the tracking of horizontal attacks (and kick attacks with properties similar to horizontal attacks). These adjustments are to reduce cases in which opponents can evade these attacks simply by sidestepping at the right timing. Regarding "During Mist A + B ", we slightly delayed the timing at which the move receives revenge properties due to cases in which, if an opponent activated a critical edge at while you were in Mist stance, you could press " A + B " while time had stopped to perform a revenge attack after seeing the critical edge sequence.			
Category	Nerf/buff	Move (EN)	Description (EN)
Behavior Adjustment	↑	⇔ A . A ↓ K /While crouching K ↗ K /While soul charged ↗ K During jump A During Relic A	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑ ↓	During Mist A + B	The following balance adjustments were made. • Delayed the timing at which the move receives revenge properties by 1 frame. This changed was made because it was possible to perform a revenge attack after seeing the critical edge sequence for some characters. • Added guard impact properties (vs. high, middle, low attacks) to the motion after a successful revenge attack.

Seong Mi-na

We adjusted the hitbox size and tracking of Mi-Na's attacks. In version 1.40, we decreased the horizontal size of the hitbox for " ↘ N or ⇒ or ↗ N + B ", but this resulted in the move missing during certain combos, so we readjusted the hitbox size to a degree that is still in line with the intended adjustment in 1.40.			
Category	Nerf/buff	Move (EN)	Description (EN)
Notice	–	↓ A + B	In the last batch of balance adjustments (in version 1.40), we changed the properties of "↓ A + B ", but failed to report it in the changelog. The change was as follows: • Decreased the length of stun inflicted by 4 frames when the attack is guarded at close range. (This is not a change that was made this time, in version 1.50.)
Behavior Adjustment	↑	↗ A /↗ A ↓ K /While crouching K	• Adjusted the move's tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	↓ B . K	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↑	⇔ B + K	• Adjusted the opponent's behavior upon hit and the distance between the characters after a hit in order to reduce cases in which the move would miss partway through.
Behavior Adjustment	↑	↘ N or ⇒ or ↗ N + B ↘ N or ⇒ or ↗ N + B	• Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances when used in a combo. In version 1.40, we reduced the horizontal hitbox to prevent it from hitting opponents during an 8-way run, so we have not enlarged the hitbox horizontally.
Behavior Adjustment	↓	B + B	• Reduced the size of the move's horizontal hitbox to reduce cases in which it would hit opponents moving behind or to the side of you.

Sophitia

We adjusted the tracking of horizontal attacks and also adjusted the hitbox size of middle attacks such as "During Angel Step ⑥" in order to reduce instances of when an attack would unintentionally miss. In the case of the latter, this adjustment was made to reduce instances in which the move would miss what should have been a guaranteed opportunity to punish the opponent after they had guarded the low-stanced attack and were left wide open.

Category	Nerf/buff	Move (EN)	Description (EN)
Behavior Adjustment	–	↑ ①+② ↑ ①+②	• Fixed the move to display a ground-shaking shockwave effect when the special middle attack portion of the move would hit or be guarded at close range. (This is a cosmetic change to increase recognition to the move, and does not affect the move's properties.)
Behavior Adjustment	↑	①.①.① ⇐①.①.① ↓ ⑥/While crouching ⑥ ⇐⇐① ↗↘or⇐⇐or↖↗ ⑥ During Angel Step ①	• Adjusted the move's tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	During Angel Step ⑥ During Angel Step ⑥ (fast) During Angel Step while soul charged ⑥ During Angel Step while soul charged ⑥ (fast) During Twin Angel Step ⑥ During Twin Angel Step while soul charged ⑥ ↓ ⑥.⑥	• Enlarged the vertical hitbox to prevent the attack from missing against enemies in low stances.

Siegfried

Our goal with the adjustments we made this time was to increase the behavioral stability of Siegfried's moves. For example, we fixed an issue with "↘↙or⇒⇒or↗↖ ①+②" in which Siegfried would perform the attack in slow motion if a certain input was made. We also adjusted the move's hitbox in order to prevent it from missing opponents at close range when they had taken a low stance.

Category	Nerf/buff	Move (EN)	Description (EN)
Text added	–	During Chief Hold ①	• "During Chief Hold ①" is an attack that involves both a high hit and a middle hit, and is a different action from "During Chief Hold ①. ①", but the explanation in the move list did not make this clear, so we added text to the move list.
Behavior Adjustment	–	↘↙or⇒⇒or↗↖ ①+②	• Fixed an issue in which special inputs would cause the character to become slow.
Behavior Adjustment	↑	↓ ①/While crouching ① ↗↘ ①.① ↓ ⑥/While crouching ⑥ ↘↙or⇒⇒or↗↖ ① ↘↙or⇒⇒or↗↖ ⑥.⑥ ↓ ↓or↑↑ ⑥ ↘↙or⇒⇒or↗↖ ①+②	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.

Ivy

In version 1.50, we increased the stability of hits against opponents that were in irregular positions such as above the character's head or against the wall. Attack options of Spiral Lust moves such as after "While crouching ↘③" were limited to vertical attacks, so we strengthened the tracking after hitting or being guarded and made the same mind games happen regardless of the situation.

Category	Nerf/buff	Move (EN)	Description (EN)
Behavior Adjustment	↑	③	• Enlarged the size of the overhead hitbox in order to reduce instances in which the 2nd attack would miss after the 1st attack hit the opponent in the air.
Behavior Adjustment	↑	①.① ↓ ↗↘⇐① ③⇔ ↓ ⑥/While crouching ⑥ ↓ ↓or↑↑ ① ↓ ↓or↑↑ ⑥	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	While crouching ↘③	• Increased the attack's tracking upon hit until it shifts to Spiral Lust. This is to fix an issue in which attacks after shifting to Spiral Lust would miss if the opponent had been pushed against the wall at a diagonal angle.
Behavior Adjustment	↑	While soul charged ⇐①	• Adjusted properties such as the hitbox size and attack duration to match the normal version of "⇐①", which was more reliable in air combos than the soul charged version.

Kilik

We mostly made improvements to various attacks' tracking. We also fixed an issue in which pressing certain inputs would cause "B+K" to register as the weaker, unheld version even when you had fully held the buttons.

Category	Nerf/buff	Move (EN)	Description (EN)
Behavior Adjustment	–	↘A+K (Training mode only)	• Fixed an issue in which the move did not have increased tracking against opponents who missed an attack, which was different from the normal "↘B".
Behavior Adjustment	↑	B+K	• Fixed an issue in which the move would take the properties of the unheld version, even when you had fully held the buttons.
Behavior Adjustment	↑	↗A/↗A ↓K/While crouching K ↗K ↗↘or⇐or↘↘A.A While soul charged ↓↓or↑↑A.A.A While soul charged A+G While soul charged ⇐A+G	• Adjusted the move's tracking in order to reduce instances in which the attack would miss at close range.

Xianghua

We adjusted attacks' tracking and hitbox sizes. We enlarged the lower hitbox of "B⇒" because it would occasionally miss during combos against certain characters, and also that of "↗B A" because it would miss against characters taking a low stance.

Category	Nerf/buff	Move (EN)	Description (EN)
Behavior Adjustment	↑	While crouching ↘A.A	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↑	⇒A.A ⇒B.A B⇒ ↓K/While crouching K ↗B A ↘↘or⇒⇒or↗↗A.B.A While soul charged ↘↘or⇒⇒or↗↗K.A	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.

Yoshimitsu

We primarily made adjustments related to attacks' tracking. "⇐B A+B" allows for movement during the attack, but if used against opponents in the air, it would sometimes result in your character falling out of the ring. You will no longer be able to fall out of the ring in these cases during a battle.

Category	Nerf/buff	Move (EN)	Description (EN)
Text fix	–	While soul charged after reversal edge hits A.A	• "While soul charged after reversal edge hits A" is a break attack, which means opponents who guard it cannot guard the 2nd attack. This has been clarified on the move list.
Behavior Adjustment	↑	⇐B A+B	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↑	⇒A.A ⇒K ↓K/While crouching K While crouching ↘K While rising A During jump A ↗↘or⇐or↘↘A During Indian Stance A	• Adjusted the move's tracking in order to reduce instances in which the attack would miss at close range.

Nightmare

We focused on adjusting attacks' tracking and fixing unintended behaviors. An issue relating to "↘↘or⇒⇒or↗↗B.B" has been fixed in which the attack would sometimes not consume a Terror Charge, enabling you to perform another Terror Charge technique.

Category	Nerf/buff	Move (EN)	Description (EN)
Text fix	–	While rising B	• Fixed the text regarding this attack's lethal hit conditions in order to more correctly explain them. No changes were made to the properties of the move.
Behavior Adjustment	–	⇐B+K	• Fixed an issue in which the action for shifting to Night Lower Stance would unintentionally be performed immediately after shifting to Night Side Stance.
Behavior Adjustment	↑	↓A/While crouching A ↗A ↓K/While crouching K During jump K ⇐K.K	• Adjusted the move's tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↓	While soul charged ↘↘or⇒⇒or↗↗K.K	• Fixed an issue in which a Terror Charge would not be consumed after this attack, which enabled you to use Terror Charge techniques without having a charge.

Astaroth

We focused on adjusting attacks' tracking, and also fixed issues in which missing a throw or a critical edge would result in unintended behavior.

Category	Nerf/buff	Move (EN)	Description (EN)
Behavior Adjustment	–	Throw Attacks Critical Edge	• Fixed an issue in which the system would fail to reset the character's state of "having performed a throw," which would carry over to the next attack that could then be counted toward the "missed throw" conditions for a lethal hit.
Behavior Adjustment	–	⇐Ⓐ+Ⓞ	• Fixed an issue in which the attack would sometimes not become a lethal hit even if you grabbed an opponent during a jump attack.
Behavior Adjustment	–	⇒Ⓐ+Ⓚ (Training mode only)	• Fixed an issue in which attack would not count as a lethal hit after a guard impact had thrown the opponent off their guard, which was different from the normal "⇒Ⓐ+Ⓞ".
Behavior Adjustment	↑	↘Ⓐ.Ⓐ While soul charged ↘Ⓐ.Ⓐ While soul charged ↘Ⓐ.Ⓐ ↓Ⓐ+Ⓞ/ ↑Ⓐ+Ⓞ ↓↓Ⓐ+Ⓞ/ ↑↑Ⓐ+Ⓞ	• Adjusted the move's tracking in order to reduce instances in which the attack would miss at close range.

Cervantes

We adjusted attacks' tracking and hitboxes in order to reduce instances in which attacks would miss partway through a combo, or attacks meant to hit the opponent after you read their movements would miss. Cervantes's "↘Ⓞ" can be followed up with an attack when used against a downed opponent. However, the attack's start-up could be sped up using certain inputs, resulting in the opponent getting hit by a combo when they should have been able to dodge. To avoid this, we fixed the move's inputs so the start-up cannot be sped up.

Category	Nerf/buff	Move (EN)	Description (EN)
Behavior Adjustment	↑	⇒Ⓞ.Ⓐ+Ⓞ While rising Ⓐ ↓Ⓚ/While crouching Ⓚ During jump Ⓚ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	During Dread Charge Ⓚ	• Increased the tracking after the 1st attack had connected with the opponent in order to reduce instances in which the 2nd attack would miss. This adjustment was made because it was easy for the 2nd attack to miss when near the wall.
Behavior Adjustment	↓	↘Ⓞ	• Fixed an issue in which the attack's start-up could be sped up using certain inputs.

Raphael

We increased the stability of certain moves such as "During Preparation Ⓞ.Ⓞ.Ⓞ", which would sometimes miss during combos, and "↓↓or↑↑Ⓐ", which would sometimes miss even if it reached the opponent due to its high striking point.

Category	Nerf/buff	Move (EN)	Description (EN)
Behavior Adjustment	–	↘Ⓐ+Ⓚ (Training mode only) ↑Ⓐ+Ⓚ (Training mode only)	• Fixed an issue in which the attack's start-up timing, hitbox size, and the opening after the attack differed from the normal "↘Ⓐ" and "↑Ⓐ+Ⓞ".
Behavior Adjustment	↑	⇐⇒Ⓐ ↓Ⓚ/While crouching Ⓚ ↓↓↓or↑↑↑Ⓐ During Arriere Gambit Ⓐ During Preparation Ⓐ.Ⓐ During Preparation Ⓞ.Ⓞ.Ⓐ During Preparation Ⓞ.Ⓞ.Ⓞ During Preparation Ⓞ.Ⓞ.Ⓞ (exact timing)	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.

Talim

We fixed issues with certain moves' properties and made stability adjustments to attacks' hitbox sizes and tracking. We also fixed an issue in which "During Wind Charmer Ⓞ" had different move levels (attack strength when two attacks clash) when shifting from "↓↓Ⓞ+Ⓚ" and "↑↑Ⓞ+Ⓚ".

Category	Nerf/buff	Move (EN)	Description (EN)
Behavior Adjustment	–	↘↘or⇐or⇐or↘Ⓐ.Ⓐ	• Fixed an issue in which the move would not be treated as having been held, even when you had fully held the buttons.
Behavior Adjustment	–	During Wind Charmer Ⓞ	• Changed the move level of "During Wind Charmer Ⓞ" to always be a vertical attack, as it had been counted as a horizontal attack in certain situations.
Behavior Adjustment	↑	Ⓐ.Ⓐ.Ⓐ ↘Ⓐ While soul charged Ⓞ.Ⓚ.Ⓐ ↓Ⓚ/While crouching Ⓚ ↘Ⓐ+Ⓞ ↓↓or↑↑↑Ⓐ During Wind Charmer Ⓐ.Ⓚ.Ⓐ During Wind Charmer Ⓐ+Ⓞ During Wind Charmer 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	↑ ↓	Critical Edge	• Fixed an issue where the timing at which the attack would be triggered after the start-up animation ended was 1 frame later than other characters, making it possible to perform a guard impact against it after watching the start-up animation. • With this adjustment, the timing until you become invincible is also 1 frame later.

Tira

The hurtbox size for Tira was slightly larger in proportion to her body, which resulted in vertical attacks unnaturally striking her during an 8-way run in some cases, so in version 1.50 we reduced the thickness of her hurtbox. In order to reduce this adjustment from having an effect on combos against her, we did not change the size of the hurtbox vertically. Also, in order to more clearly differentiate between her Jolly and Gloomy sides, we imbued "While Jolly after reversal edge hits ㊄" with soul-gauge increasing properties when it hits.

Category	Nerf/buff	Move (EN)	Description (EN)
Behavior Adjustment	–	While Gloomy ⇄Ⓐ+Ⓚ (Training mode only)	• Fixed an issue in which the attack's hitbox size and forward movement differed from the normal "⇄㊄".
Behavior Adjustment	↑	Hurtbox Size	• Tira's hurtbox size is proportionally larger than other characters' hurtboxes. This would occasionally result in certain attacks being difficult to evade, so we shrank the thickness of some of the hurtboxes.
Behavior Adjustment	↑	While Jolly Ⓐ While Gloomy ↗Ⓚ While Gloomy ⇄Ⓐ.㊄ While Gloomy ↓Ⓐ+㊄ ↓↓or↑↑Ⓚ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	While Gloomy ↘㊄	• Fixed the tracking after the attack hits to address an issue in which the opponent would fly up and be difficult to hit with a follow-up attack depending on the angle at which the move landed.
Balance Adjustment	↑	While Jolly after reversal edge hits ㊄	• Gave the attack soul-gauge increasing properties in order to more fully establish Tira's Jolly personality as being better able to fill your soul gauge.

Zasalamel

We increased tracking for several attacks that would miss if the opponent moved to the side at just the right timing. We also fixed the 2nd attack of "⇄㊄" that triggers automatically upon counter hit, so that the character would no longer slide when performing a stun combo near the wall.

Category	Nerf/buff	Move (EN)	Description (EN)
Behavior Adjustment	↑	⇄㊄ automatically triggers upon counter hit	• Adjusted the attack's tracking to prevent it from missing during a combo.
Behavior Adjustment	↑	During jump Ⓐ Facing away Ⓐ During jump Ⓚ Ⓐ+㊄ ↘↙or⇄⇄or↗↖Ⓚ ↓↓or↑↑Ⓚ	• Adjusted the move's tracking in order to reduce instances in which the attack would miss at close range. • Fixed an issue in which the duration of the attack would be different for "Facing away Ⓐ" depending on the situation.
Behavior Adjustment	↑	While rising ㊄+Ⓚ	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.

Grøh

We continued with the behavior stability adjustments we had been making to some attacks. We increased the hitbox size of "↓↓or↑↑㊄", which previously could miss opponents taking a low stance because of the way the weapon slashes upward and diagonally.

Category	Nerf/buff	Move (EN)	Description (EN)
Behavior Adjustment	–	⇄Ⓐ+Ⓚ (Training mode only)	• Fixed an issue in which the move could not be performed while crouching, which was different from the normal "⇄㊄+Ⓚ".
Behavior Adjustment	↑	⇄Ⓐ During jump Ⓐ ↗㊄.㊄ ⇄Ⓚ ↗Ⓚ During jump Ⓚ ⇄㊄+Ⓚ ⇄Ⓐ+Ⓚ (Training mode only) ↓↓or↑↑㊄ ↓↓or↑↑Ⓚ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	Ⓐ+㊄ Ⓐ+㊄.⇄	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↑	⇄Ⓐ+㊄	• Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances. • Increased the 2nd attack's tracking to prevent it from missing partway through.

Azwel

Azwel's "⇄㊄" features three follow-ups in the form of "⇄㊄.Ⓐ", "⇄㊄.㊄", and "⇄㊄.㊄㊄", and the properties of the 1st attack will change depending on which follow-ups are used for the 2nd attack in order to influence mind games with the opponent when they guard. Of the three follow-ups, the command for "⇄㊄.㊄㊄" was difficult to perform, so we added the option of performing it with a simultaneous input ("⇄㊄.Ⓐ+㊄"). This would occasionally result in unintended behavior, so we fixed it with this patch.

Category	Nerf/buff	Move (EN)	Description (EN)
Text added	–	During Beauty of Balance ⇄⇄Ⓚ During Beauty of Balance ⇄⇄Ⓚ During Tragedy of War ↓↓or↑↑Ⓚ During Tragedy of War ⇄⇄Ⓚ During Comedy of Errors ↓↓or↑↑Ⓚ During Comedy of Errors ⇄⇄Ⓚ	• Added text to the move list, as the description of the command seen in the left column was lacking.
Behavior Adjustment	–	⇄㊄.㊄㊄	We've made the following adjustments to certain command inputs. • Pressing "⇄㊄.Ⓐ+㊄" will now be treated the same as pressing "⇄㊄.Ⓐ". • When "⇄㊄.Ⓐ" is queued, pressing "Ⓐ+㊄" will now cause "⇄㊄.㊄㊄" to be performed.
Behavior Adjustment	↑	(While in sword mode or Almighty mode) ㊄+Ⓚ	• Enlarged the lower hitbox so the attack would hit enemies in low stances. • Fixed an issue in which hitting an opponent who is facing away would cause them to fall faster than an opponent who is facing forward, which made follow-up attacks difficult.
Behavior Adjustment	↑	Ⓐ.Ⓐ ⇄㊄ During Tragedy of War Ⓐ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↓	↘㊄.㊄ ↗↖or⇄⇄or↗↖㊄or㊄	• Fixed an issue in which the attack's start-up could be sped up using certain inputs.

Geralt

We increased tracking for several attacks that could previously be dodged by moving to the side just before the attack hit. Silver sword attacks' properties change when attacking a soul charged opponent, but sometimes those effects would not trigger against an opponent just about to exit their soul charged state. This issue has been fixed.

Category	Nerf/buff	Move (EN)	Description (EN)
Behavior Adjustment	–	Advance Input for 8-way Run Moves	<div>• Fixed an issue in which performing advance inputs for the following commands would cause them to behave different from normal 8-way run moves.</div> <div>"↘↘or↗↗+ⓐ+ⓑ" - When performing this move, the character was not meant to start the move immediately from standing position, but rather to slightly move to the side first. This has been fixed.</div> <div>"↓↓or↑↑+ⓐ+ⓑ" - Fixed an issue in which this move could not be input in advance.</div> <div>"↗↗or↙↙or↖↖+ⓐ+ⓑ" - Fixed an issue in which this move could not be input in advance.</div>
Behavior Adjustment	↑	<div>Ⓐ.Ⓐ.Ⓐ</div> <div>⇐Ⓐ automatically triggers upon counter hit</div> <div>While rising Ⓐ</div> <div>⇒Ⓑ</div> <div>↓Ⓚ/While crouching Ⓚ</div> <div>During jump Ⓚ</div> <div>↘↘or⇒⇒or↗↗+Ⓐ.Ⓚ</div> <div>↘↘or⇒⇒or↗↗+Ⓐ.Ⓚ</div> <div>Ⓐ+ⓐ.Ⓐ+ⓑ</div>	<div>• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.</div>
Behavior Adjustment	↑	<div>While soul charged ⇒Ⓐ.Ⓑ.Ⓑ</div> <div>⇐Ⓐ during counter hit Ⓐ (exact timing)</div> <div>⇐Ⓑ/⇐Ⓑ</div> <div>⇒Ⓐ+Ⓑ during motion Ⓑ</div> <div>⇒Ⓑ+Ⓚ.Ⓑ</div> <div>Ⓐ+ⓐ.Ⓐ+ⓑ</div> <div>↘↘or⇒⇒or↗↗+Ⓑ.Ⓐ</div> <div>↗↗or⇐⇐or↖↖+Ⓐ</div> <div>↗↗or⇐⇐or↖↖+Ⓑ.Ⓑ</div> <div>After reversal edge hits Ⓐ.Ⓐ</div>	<div>• Fixed an issue in which the attack's properties were not enhanced, despite the opponent being soul charged.</div>

2B

We enlarged the upper hitbox of "↘↘or⇒⇒or↗↗+ⓐ" to make it easier to land during some air combos. In regards to "analysis points," which relate to 2B's lethal hit conditions, we chose and enhanced two techniques that can only hit the opponent in a limited number of situations.

Category	Nerf/buff	Move (EN)	Description (EN)
Behavior Adjustment	–	⇐Ⓐ+Ⓚ (Training mode only)	<div>• Fixed an issue in which the move could not be performed while crouching, which was different from the normal "⇐Ⓚ".</div>
Behavior Adjustment	–	During Aerial Leap Ⓐ.Ⓐ.Ⓐ+Ⓚ (Training mode only)	<div>• Adjusted the input window to make the move easier to perform.</div> <div>• Fixed an issue in which the move did not have increased tracking against opponents in the air, which was different from the normal "During Aerial Leap Ⓐ.Ⓐ.Ⓚ".</div>
Behavior Adjustment	–	<div>While in Angler Stance Ⓚ</div> <div>While in Angler Stance ⇒Ⓚ</div> <div>While in Angler Stance ⇐Ⓚ</div>	<div>• Adjusted the move so it will no longer shift to an attack throw if the opponent's body is detected to be outside the ring.</div>
Behavior Adjustment	↑	↘↘or⇒⇒or↗↗+Ⓑ	<div>• Enlarged the hitbox in order to make it easier to hit an opponent in the air.</div>
Balance Adjustment	↑	<div>↗↗or⇐⇐or↖↖+Ⓚ</div> <div>During jump Ⓚ</div>	<div>• Increased analysis points gained upon hit from 3 to 4.</div>

Amy

In addition to making adjustments to attacks' tracking and hurtbox sizes, we also changed the character's hurtbox. The hurtbox size for Amy was slightly larger in proportion to her body so that an opponent's high attacks and follow-up hits in a combo would not unintentionally miss only her. However, this resulted in vertical attacks unnaturally striking her during an 8-way run in some cases, so in version 1.50 we reduced the thickness of her hurtbox. In order to reduce this adjustment from having an effect on combos against her, we did not change the size of the hurtbox vertically.

Category	Nerf/buff	Move (EN)	Description (EN)
Behavior Adjustment	–	After reversal edge hits Ⓚ	<div>• Adjusted the knockback distance when the kick portion of the attack knocks out the opponent.</div> <div>We fixed an issue in which Amy's roses would not appear to hit the enemy. (Hitting an opponent with a rose is meant to raise her Perception.)</div>
Behavior Adjustment	–	↓↓or↑↑+Ⓐ+Ⓚ (Training mode only)	<div>• Fixed an issue in which the attack's hitbox size and duration differed from the normal "↓↓or↑↑+ⓐ".</div>
Behavior Adjustment	–	During Merrow Parry Ⓚ	<div>• Fixed an issue in which the attack would not be a lethal hit against opponents who were thrown off their guard with a guard impact.</div>
Behavior Adjustment	↑	Hurtbox Size	<div>• Amy's hurtbox size is proportionally larger than other characters' hurtboxes. This would occasionally result in certain attacks being difficult to evade, so we shrank the thickness of some of the hurtboxes.</div>
Behavior Adjustment	↑	<div>Ⓐ.Ⓐ.Ⓐ</div> <div>With Red Rose Perception at max Ⓐ.Ⓐ.Ⓐ</div> <div>While soul charged & with White Rose Perception at max Ⓐ.Ⓐ.Ⓐ</div> <div>With Red Rose Perception at max ↓↓↗↗⇐Ⓐ</div> <div>↓Ⓚ/While crouching Ⓚ</div> <div>Facing away Ⓑ+Ⓚ</div> <div>During Merrow Parry Ⓐ</div>	<div>• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.</div>