

Ver.2.00 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

Category	Nerf/buff	Move	Update Details
New Mechanic added	-	New Mechanic: Soul Attack	<ul style="list-style-type: none"> •Added special attacks called "Soul Attack" which shift you to a Soul Charged state while attacking the opponent. Soul charging generates a shockwave that knocks the opponent back, making it hard to follow up with powered up attacks. This mechanic was added to counter this. •Soul Attacks are an effective way of utilizing Soul Charged techniques while keeping up your offensive. •One full soul gauge bar is needed to trigger the attack. •It can be performed by all characters with "↓↘⇒④+⑤+⑥". Depending on the fighting style, some Soul Attacks allow follow-ups or shift you to special stances with extra commands. •Unlike Soul Charge, Soul Attacks do not grant you immediate invincibility, meaning they shouldn't be used as a defensive option. •As a general rule, Soul Attacks cannot be performed if you are already in a Soul Charged state. (However, some characters can still use Soul Attacks while in a Soul Charged state.)
New Mechanic added	-	New Mechanic: Resistance Impact	<ul style="list-style-type: none"> •Added a new mechanic called "Resist Impact" that allows you to repel Break Attacks and Unblockable Attacks. •Half of a soul gauge bar is needed to trigger the attack. •It can be performed by all characters with ⇒⑤+⑥. •Unlike a normal Guard Impact (⇒⑤), a Resist Impact does not cost guard stamina. •Successfully repelling an attack with a Resist Impact will restore a great deal of your guard stamina. It is an effective way of getting out of danger just before a guard crush. •While you are Soul Charged, the move will not cost any soul gauge. However, as with Soul Charged moves, it will slightly decrease your Soul Charge time. •Unlike with normal Guard Impacts, successfully repelling an attack will not increase the soul gauge.
Mechanic changed	-	Improvements to Reversal Edge	<p>The following changes were made to Reversal Edge to improve the pace of matches.</p> <ul style="list-style-type: none"> •Previously, the conditions "holding the attack button for the maximum duration" and "immediately after successfully parrying the opponent's attack" would shift you to a Reversal Edge clash upon hit or guard. However, it will now shift only upon hit. •Though you won't shift to a clash upon guard anymore, your soul gauge will increase a great deal. •The amount your soul gauge is increased has been boosted for when the attack lands against an opponent that cannot shift to a clash, such as a jumping or downed opponent. •To replace Reversal Edge clashes triggering upon guard, Season 2 now allows Reversal Edges to guard crush instead. •When guarded, Reversal Edges now deal chip damage. •The amount your soul gauge is increased when parrying the opponent's attack has been boosted.
Mechanic changed	-	Changes Made to Grapple Breaks	<p>Made the follow two changes to allow for more offensive options after a grapple break.</p> <ul style="list-style-type: none"> •The soul gauge increases for the attacker even if the opponent performs a grapple break. •You still receive some damage when successfully performing a grapple break. This damage will never cause a K.O. (Health will never drop below zero from a grapple break.) <p>The above changes do not apply to grapple breaks performed against the following throws.</p> <ul style="list-style-type: none"> Seong Mi-na's "Opening Treasure" and "Holding Treasure" Kilik's "Trick Bo" and "Dirty Bo" The 2nd attack of Sophitia's "Heaven To Hell" The 2nd attack of Talim's "Monsoon Season" Cassandra's "Cyclops Hammer" and "Cyclops Drop" Yoshimitsu's "Soul Siphon" and "Soul Possession"
Mechanic changed	-	Vulnerability During a Step	<ul style="list-style-type: none"> •Taking a step backward or to the side temporarily places you in a vulnerable state during which you cannot guard, but now you will remain vulnerable even if you change direction to take a step forward. •You will be able to guard again after a fixed amount of time has passed. •However, changing direction to take a step forward still cannot be run counterered.
Behavior Adjustment	-	Jump Attacks	<ul style="list-style-type: none"> •Regarding the input window, certain inputs would cause the tracking of jump attacks to be much better than intended. The input window for jump attacks has been made stricter to make it harder for this to occur.
Behavior Adjustment	-	Horizontal Roll Wakeup	<ul style="list-style-type: none"> •Fixed an issue in which characters were unable to guard for some time while waking up from a downed state.
Behavior Adjustment	-	Inputting "↔⇒"	<ul style="list-style-type: none"> •Adjusted the input window to reduce cases in which the attack with this command would be performed unintentionally.
Behavior Adjustment	-	Attacks That Count Number of Hits	<ul style="list-style-type: none"> •Previously, actions that increase in power based on the number of hits, like Zasalamel's curse and Amy's Perception (number of rose hits), would count hits even if performed when a revenge attack misses. This issue has been fixed.
Behavior Adjustment	-	Number of Wall Hits	<ul style="list-style-type: none"> •Normally, up to 2 wall hits are allowed in 1 combo, but hitting an opponent that performed an ukemi would reset the wall hit counter. This issue has been fixed. Note: The health gauge and combo hit display do not reset, making it appear as though the combo continued. This will be addressed in the future.
Behavior Adjustment	-	Midair Hit Behavior	<ul style="list-style-type: none"> •Fixed an issue in which a character getting knocked back midair and making contact with the edge of the stage would cause the character to get caught and slide instead of ringing out.
Behavior Adjustment	-	Wall Hit Behavior	<ul style="list-style-type: none"> •Fixed an issue in which a character would fall down outside of the stage instead of inside it if they are knocked into a wall.
Balance Adjustment	-	Soul Charge	<ul style="list-style-type: none"> •If an opponent's attack hits you before you trigger a Soul Charge, it is now treated as an attack counter.
Balance Adjustment	-	Guard Impact Reverse Impact	<ul style="list-style-type: none"> •Increased the opening after a miss by 2 frames.

Mitsurugi

Mitsurugi became more appealing preparing for tough battles with new rivals in Season 2. We added a new powered-up state called "Shura Blade" which can be triggered in battle and new actions from special stances. You will have more fun with these adjustments.

The new move "Full Moon Glow" is Mitsurugi's "Soul Attack" which will be a good support for Mitsurugi whose mix-up game are enhanced during Soul Charge. You can expect more damage from "Soul Attack" than a Critical Edge by reading your opponent's move since it will ground them and allow you to continue your offense when it hits the opponent mid air.

We adjusted the start-up of his Critical Edge "Thunderbolt Blade". You will have less easy hits with your counterattack or interruption by this adjustment. However, it is still a powerful attack if you use it wisely since "Shura Blade" will be triggered by the use of the Critical Edge.

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇨ ⊕ + ⊕ + ⊕	<ul style="list-style-type: none"> Added the new move "Full Moon Glow" as part of the new "Soul Attack" mechanic. Hitting the opponent midair will ground them and allow you to continue your offensive.
Command added	-	Shura Blade	<ul style="list-style-type: none"> Added a new powered-up state called "Shura Blade" that can be triggered in battle. Certain actions will trigger its activation. Techniques that trigger Shura Blade: <ul style="list-style-type: none"> - Thunderbolt Blade (Critical Edge: ⊕ + ⊕ + ⊕) - Shura's Embrace (While Soul Charged ↑ ⊕ + ⊕) - Tanegashima Terror (When hit by a projectile during Relic) - Bamboo Blind Slice (After Reversal Edge hits ⊕ . ⊕ . ⊕) Shura Blade will remain active until the round ends. It will deactivate after a K.O., ring out, or when time runs out and players advance to the next round. Special attacks are available while Shura Blade is in effect. Techniques available while Shura Blade is active: <ul style="list-style-type: none"> - Step Sinister Divide (↓ ↘ ⇨ ⊕ + ⊕) - Heaven's Advance (While rising ⊕ + ⊕ . ⊕) - Hell's Advance (↘ ↘ or ⇨ ⇨ or ⇨ ↘ ⊕ . ⊕ . ⊕)
Command added	-	New Actions for Season 2	<ul style="list-style-type: none"> New commands have been added. <ul style="list-style-type: none"> - Celestial Divide (⊕ . ⊕ . ⊕) (Changed from Tribute) - Celestial Divide ~ Mist (⊕ . ⊕ . ⊕) - Wind Hole Vortex (⇨ ⊕ + ⊕) - Wind Hole Vortex ~ Mist (⇨ ⊕ + ⊕ ⊕) - Divine Tale (While rising ⊕ + ⊕) - Sky Dance (During Mist ⇨ ⊕) - Sky Dance ~ Relic (During Mist ⇨ ⊕) - Tanegashima Terror (When hit by a projectile during Relic) - Warrior's Resolve (During Relic ⊕ ⊕) - Relic Low Kick (During Relic ⇨ ⊕) - Relic Low Kick ~ Relic (During Relic ⇨ ⊕) - Shura's Embrace (While Soul Charged ↑ ⊕ + ⊕) - Step Sinister Divide (During Shura Blade ↓ ↘ ⇨ ⊕ + ⊕) - Heaven's Advance (During Shura Blade while rising ⊕ + ⊕ . ⊕) - Hell's Advance (During Shura Blade ↘ ↘ or ⇨ ⇨ or ⇨ ↘ ⊕ . ⊕ . ⊕)
Command added	-	↑ ⊕ + ⊕ (Training mode only)	Created a command for "Shura's Embrace" unique to training mode.
Behavior Adjustment	↑	↓ ⊕ While crouching ⊕	Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	During Mist ⊕ + ⊕	<ul style="list-style-type: none"> Adjusted the move to make it harder to miss after guarding an opponent's attack with the Guard Impact properties triggered after a revenge attack. Decreased the opening after the attack by 2 frames.
Balance Adjustment	↑	⊕ . ⊕ . ⊕	<ul style="list-style-type: none"> Sped up the start-up of the 3rd attack and prevented it from being evaded by crouching after the 2nd attack hits. Decreased the opening after the attack by 2 frames. Increased the length of stun inflicted by 2 frames when the attack hits or is guarded.
Balance Adjustment	↑	↓ ⊕ + ⊕	<ul style="list-style-type: none"> Changed the attack's move level to "medium." Decreased the opening after the attack by 2 frames.
Balance Adjustment	↑	⊕ + ⊕	Increased the move's base damage.
Balance Adjustment	↑	⇨ ⊕ + ⊕	<ul style="list-style-type: none"> Added a Lethal Hit condition Made the Lethal Hit condition "Triggers upon hit after using Shura Blade." The Lethal Hit will no longer be triggered if activated once or if you advance to the next round.
Balance Adjustment	↑	⇨ ⊕ + ⊕ During Mist ⊕ + ⊕	Greatly increased the amount the soul gauge is filled when the attack hits.
Balance Adjustment	↑	During Mist ↘ or ↓ or ↘ During Relic ↘ or ↓ or ↘	<ul style="list-style-type: none"> Sped up the timing at which attacks in the stances can be performed by 8 frames. The low stance state can now be extended with ↘ or ↓ or ↘.
Balance Adjustment	↑	During Relic ⊕	<ul style="list-style-type: none"> Changed the attack's move level from "medium" to "strong." The amount of guard stamina reduced remains the same.
Balance Adjustment	↑	After reversal edge hits ⊕	<ul style="list-style-type: none"> Decreased the opening after the attack hits by 2 frames. As the Critical Edge start-up has been delayed, this adjustment was made to ensure the Critical Edge still combos.
Balance Adjustment	↑ ↓	⊕ + ⊕ + ⊕	<ul style="list-style-type: none"> Delayed the attack's start-up by 2 frames. Enlarged the vertical hitbox to make it easier to make contact with the opponent at the intended time. Made it possible for the opponent to perform an ukemi. Increased the move's base damage. Increased the length of stun inflicted when guarded by 4 frames. Now triggers Mitsurugi's unique powered-up state "Shura Blade".
Balance Adjustment	↑ ↓	⇨ ⊕	<ul style="list-style-type: none"> The following adjustments were made to make it easier to attack with Relic moves and to overall improve close combat attack options. <ul style="list-style-type: none"> Changed the opponent's behavior upon hit or guard, and reduced the distance between the character and the opponent. Increased the length of stun inflicted by 2 frames when the attack hits or is guarded.
Balance Adjustment	↑ ↓	↘ ⊕	<ul style="list-style-type: none"> Increased the move's base damage. Enlarged the hitbox to make it easier to make contact with the opponent at the intended time. Decreased the length of stun inflicted by 2 frames when the attack lands as a counter hit.
Balance Adjustment	↓	⊕ . ⊕ ↘ ⊕ During Relic ⊕	Adjusted the move's tracking and the size of its hitbox to reduce cases in which it could hit opponents moving to your side.
Balance Adjustment	↓	⇨ ⊕ + ⊕	<ul style="list-style-type: none"> Decreased the move's base damage. Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↓	During Relic ⇨ ⊕	Increased the opening after failing to repel an enemy's attack by 4 frames.
Balance Adjustment	↓	While soul charged ⊕ ⊕	Made the attack unusable as a guard crush.
Balance Adjustment	↓	While soul charged ↓ ↓ or ↑ ↑ ⊕ . ⊕	<ul style="list-style-type: none"> Added scaling to the combo damage after the 2nd attack hits. Reduced the base damage of the 2nd attack.
Balance Adjustment	↓	While soul charged ↓ ↘ ⇨ ⊕ upon hit or guard ⊕ . ⊕	Added scaling to the combo damage after the 3rd attack hits.

Seong Mi-na

We made adjustments to Seong Mi-na with which you will enjoy swinging her weapon strongly more than ever. We added a horizontal attack which is useful for stopping the opponent's 8-way run and a new ability which increase her soul gauge by performing an attack with hold inputs. These adjustments facilitate her powerful way of fighting.

The new move "Seong's Supernal Strike" is Seong Mi-na's "Soul Attack" which allows you to ground a downed opponent. By combining it to a combo, you can continue your offense with Soul Charged attacks.

We limited combo damage and ring out capability for several combos used in Season 1 by adjusting the direction and distance an opponent flies. It is important to use the combos and other attacks tactfully depending on the situation. For example, you can choose the direction your opponent flies with the new attack, "Rising Heaven".

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇒ Ⓐ+Ⓢ+Ⓚ ↓ ↘ ⇒ Ⓐ+Ⓢ+Ⓚ	<ul style="list-style-type: none"> Added the new move "Seong's Supernal Strike" as part of the new "Soul Attack" mechanic. Using "↓ ↘ ⇒ Ⓐ+Ⓢ+Ⓚ" will slow the attack's start-up, but increase its power.
Command added	-	New Actions for Season 2	<ul style="list-style-type: none"> New commands have been added. - Strangling Flower (ⓈⓈ) - Rising Heaven (↓ ↘ ⇒ Ⓢ.Ⓐ) - Rising Heaven (↓ ↘ ⇒ Ⓐ+Ⓢ.Ⓐ) (Training mode only) - Rising Exalted Blade (↓ ↘ ⇒ Ⓢ.Ⓢ) - Rising Storm Kick (↓ ↘ ⇒ Ⓢ.Ⓚ) - Wild Monsoon (↘ Ⓐ+Ⓢ/↘ Ⓐ+Ⓢ) - Heavy Willow Divide (↓ ↓ or ↑ ↑ Ⓐ+Ⓢ.Ⓐ)
Command added	-	Ⓢ.Ⓢ Ⓢ.Ⓢ.Ⓢ	<ul style="list-style-type: none"> Inputting "Ⓢ.Ⓢ." or "Ⓢ.Ⓢ.Ⓢ" will now power up the attack.
Balance Adjustment	↑	Attacks with Hold Inputs	<ul style="list-style-type: none"> The soul gauge will now increase when holding the attack button to change an attack's properties. How much the gauge is filled varies by attack. Note: This does not apply to "Ⓢ+Ⓢ".
Balance Adjustment	↑	Ⓐ+Ⓢ+Ⓚ	<ul style="list-style-type: none"> Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑	⇒ Ⓐ	<ul style="list-style-type: none"> Increased the amount of guard stamina the attack reduces.
Balance Adjustment	↑	Ⓢ.↔Ⓢ	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent when the 1st attack hits at a distance. Sped up the attack's start-up by 2 frames.
Balance Adjustment	↑	↘ Ⓢ Ⓚ	<ul style="list-style-type: none"> Enlarged the attack's vertical hitbox. Decreased the opening after the attack by 4 frames. Decreased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑	↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓢ	<ul style="list-style-type: none"> Changed the attack's move level to "strong."
Balance Adjustment	↑ ↓	While rising Ⓢ+Ⓚ	<ul style="list-style-type: none"> Increased the move's base damage, but added scaling to the move's combo damage. Increased the amount the soul gauge is filled by a Lethal Hit.
Balance Adjustment	↑ ↓	↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓢ+Ⓚ	<ul style="list-style-type: none"> Adjusted the move so the 2nd and 3rd attack will be guarded in succession once the 1st attack is guarded. Reduced the distance between the character and the opponent when the 2nd hit lands. This adjustment was made to stabilize combos. Changed the opponent's behavior to a standing position when the 3rd hit is guarded. Changed the direction the opponent flies when hit in midair by the 3rd hit.
Balance Adjustment	↓	Ⓐ+Ⓢ While soul charged ↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓐ.Ⓐ	<ul style="list-style-type: none"> Added scaling to the move's combo damage.

Maxi

Maxi performs endless combo attacks through seven stances based on Seven Stars of the Big Dipper. He became more appealing with adjustments in Season 2. Although he could perform strong attacks through special stances when Soul Charged, Soul Charge itself was only done during a normal stance in Season 1. The new moves "Zodiac Dragon's Might" and "Guardian Dragon's Might" is Maxi's "Soul Attack" which allows you to attack while shifting to a Soul Charged state and choose the next stance. The moves will be essential for you to create new attacking options. You can increase your soul gauge by performing an attack after "Seven Stars Rebirth", which switches your stances, and you will get new stronger attacks if you light up all seven stars. Although the ring out capability of combos with Critical Edges diminished a little, the variations of your attacks widened on the whole in Season 2.

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇒ (A)+(B)+(K) During Neutral Guard ↓ ↘ ⇒ (A)+(B)+(K)	Added the new moves "Zodiac Dragon's Might" and "Guardian Dragon's Might" as part of the new "Soul Attack" mechanic. The 2nd hit is automatically performed upon hit or guard, and shifts you into a stance after the attack. Which stance you are in afterward varies by input. <ul style="list-style-type: none"> Inputting nothing will shift you to Right Cross. ⇒ while moving forward will shift you to Left Outer. ⇐ while moving backward will shift you to Right Cross. ↓ (↑ when on player 2's side) while moving right will shift you to Right Outer. ↑ (↓ when on player 2's side) while moving left will shift you to Neutral Guard.
Command added	-	New Actions for Season 2	<ul style="list-style-type: none"> Commands have been added/changed. - Crushing Tidal Cry (While crouching ↘(B)) - Steel Dragon (⇒⇒(B)) (Now returns you to the normal Right Inner stance.) - Steel Dragon ~ Left Outer (⇒⇒(B)) - Heaven's Guard (While in any stance (B)+(B)) - Neutral Guard ~ Left Inner (During Neutral Guard ⇒) - Tidal Crash ~ Right Outer (During Neutral Guard (B)+(K)) - Flying Snake's Tale (During Left Outer while Soul Charged (A)+(B)) - Jewel of the Deep ~ Right Outer (During Behind Lower while Soul Charged (A)+(B)) - Jewel of the Deep ~ Right Cross (During Behind Lower while Soul Charged (B)+(B)+(B)) - Shadow Ravine Carve ~ Behind Lower (During Left Inner while Soul Charged (A)+(B)) - Seven Stars Storm (During Seven Stars Severance & during Right Outer (K)) - Seven Stars Maelstrom (During Seven Stars Severance & during Left Inner (B))
Command added	-	↓ ↓ or ↑ ↑ (B)	•Damage can now be increased by pressing (B) at the right timing.
Command changed	-	(B)+(K).(B).(B).(B).(A)	•Changed the move so that it will be performed in full even if the input timing isn't exact. The move only deals its original amount of damage when performed with exact timing.
Behavior Adjustment	-	↘ ↘ or ⇐ or ↘ ↘ (K)	•Adjusted the timing at which the character is treated as being midair / crouching to match how the move appears onscreen.
Behavior Adjustment	↑	↘ (K).(K) During jump (A) During Right Outer (A).(K) During Right Outer (A).(K) During Right Outer (K) During Behind Lower (K) During Behind Lower while soul charged (K) During Left Outer (K)	•Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Balance Adjustment	↑	Attacks Performed from Seven Stars Rebirth	•Performing an attack after Seven Stars Rebirth will light up a star corresponding to your stance, and each new star you light up will increase your soul gauge.
Balance Adjustment	↑	↘ (A).(B) During jump (B)	•Reduced the distance between the character and the opponent when the move is guarded.
Balance Adjustment	↑	During Right Cross (B)	•Increased the length of stun inflicted by 10 frames when guarded.
Balance Adjustment	↑	During Left Inner (B)	•Reduced the opening after the attack by 4 frames.
Balance Adjustment	↑	↘ ↘ or ⇐ or ↘ ↘ (A).(B)	•Reduced the distance between the character and the opponent upon hit or guard. •Adjusted the hitbox and tracking to reduce instances in which the move would miss partway through a combo.
Balance Adjustment	↑	⇒ ⇒ (B) ⇒ ⇒ (B)	•Even if it is not an attack counter, the move now triggers a Lethal Hit if it lands against a revenge attack. Previously, landing the attack as an attack counter was included in the Lethal Hit condition, but now the condition has been made less strict. •Sped up the timing at which the move can be performed during Left Outer by 8 frames.
Balance Adjustment	↑	↘ (B)	•Reduced the distance between the character and the opponent when the move hits. •Increased the length of stun inflicted by 2 frames when the attack hits. •Distance from the opponent differed based on whether the attack landed as a normal hit or a counter hit. This difference has been removed.
Balance Adjustment	↑	↘ (K).(A)	•Adjusted the 2nd attack so it can no longer be evaded by crouching after the 1st attack lands. •Reduced the distance between the character and the opponent when the 2nd attack is guarded, and increased stun inflicted by 1 frame.
Balance Adjustment	↑ ↓	⇐ (A).(A).(A).(B)	•Reduced the distance between the character and the opponent when the attack lands to reduce cases in which the 2nd attack would miss after the 1st attack lands and the 4th attack would miss after the 3rd attack lands. •Increased the length of stun inflicted by 4 frames when the 1st attack hits or is guarded. This is to improve attack options after shifting to Behind Lower. •Added scaling to the combo damage when the 3rd attack hits.
Balance Adjustment	↑ ↓	During jump (K)	•Enlarged the lower hitbox to make it easier for the attack to hit enemies in low stances. •Added scaling to the move's combo damage.
Balance Adjustment	↑ ↓	During Right Outer (B).(B).(K) During Left Outer (B).(B)	The following adjustments were made to "During Right Outer (B).(B).(K)" and "During Left Outer (B).(B)". <ul style="list-style-type: none"> •Added scaling to the move's combo damage. •Changed the opponent's behavior when the move lands as a counter hit. This was done to make it easier to hit with a follow-up attack. The following adjustments were made to "During Right Outer (B).(B).(K)" and "During Left Outer (B).(B)". <ul style="list-style-type: none"> •Increased the move's base damage.
Balance Adjustment	↑ ↓	During Right Cross (A).(A)	•Sped up the start-up of the 2nd attack by 4 frames. This is to make it more effective against opponents who are in a standing guard against "During Right Cross (A).(A)". •Changed the opponent's behavior when the 1st attack hits to ensure the 2nd hit still combos. •Reduced the distance between the character and the opponent when the 1st attack is guarded. •Decreased the length of stun inflicted by 2 frames when the 1st attack is guarded.
Balance Adjustment	↓	(A)+(B)+(K) During Neutral Guard (A)+(B)+(K)	•Lowered the height the opponent is launched into the air when hit on the ground.
Balance Adjustment	↓	↑ ↑ (A)	•Decreased the length of stun inflicted by 4 frames when the attack is guarded. •Reduced the distance between the character and the opponent when the move is guarded.
Balance Adjustment	↓	During Right Outer (K)	•Reduced the distance the opponent flies when hit in midair.

Voldo

Voldo uses various moves at both front/away-facing positions and special moves like "Mantis Crawl" and "Caliostro Rush". We made adjustments to improve the variety of Voldo's attack in Season 2. Since his effective attacks mainly comes from his special stances, we improved his horizontal attack which can be performed from a front-facing position. We also widened the attack variation by adding attacks to/from an away-facing position and to/from Caliostro Rush. The new move "Demonic Drill" is Voldo's "Soul Attack" which can be performed from both positions, facing forward and away. Using Soul Charge usually switches positions however, this new Soul Attack "Demonic Drill" allows you to activate Soul Charge state without switching positions and will lead you to more offensive fights.

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇨ Ⓐ+Ⓢ+Ⓚ Facing away ↓ ↘ ⇨ Ⓐ+Ⓢ+Ⓚ	Added the new move "Demonic Drill" as part of the new "Soul Attack" mechanic. It can be performed while facing forward or while facing away.
Command added	-	New Actions for Season 2	New commands have been added. <ul style="list-style-type: none"> - Fiendish Puppet ~ facing away (Ⓢ.Ⓢ.Ⓐ) - Corrupt Puppet (↑ Ⓐ+Ⓢ) - Corrupt Puppet ~ Caliostro Rush (↑ Ⓐ+Ⓢ or ↑ Ⓐ+Ⓢ.⇨) - Rolling Onslaught (During Mantis Crawl with feet toward opponent Ⓚ.Ⓢ) - Rolling Blitz (During Mantis Crawl with head toward opponent Ⓚ.Ⓢ) - Blind Lunatic Doll (Facing away ↘ Ⓐ) - Blind Mute Middle Kick (Facing away ↘ Ⓚ) - Blind Skewer (During Caliostro Rush ⇨ Ⓢ) - Nether Claw (During Caliostro Rush while Soul Charged Ⓐ.Ⓐ+Ⓢ)
Command changed	-	⇨ Ⓢ While crouching ↘ Ⓚ	"⇨ Ⓢ.⇨" or "While crouching ↘ Ⓚ.⇨" can now be used to shift to Caliostro Rush.
Behavior Adjustment	-	Ⓢ.Ⓢ	•Changed the opponent to a standing state when the 2nd attack hits. This adjustment was made with the new command "Ⓢ.Ⓢ.Ⓐ" in mind.
Behavior Adjustment	-	↘ ↘ or ⇨ ⇨ or ↘ ↘ Ⓐ+Ⓢ.Ⓚ	•Fixed an issue in which the move would temporarily reduce the tracking of the opponent's attack.
Behavior Adjustment	-	While opponent is downed ↓ Ⓐ+Ⓢ	•Adjusted the camerawork upon hit, and made it harder for the characters to switch positions on screen.
Behavior Adjustment	-	While soul charged ↘ Ⓐ+Ⓢ While soul charged & jumping Ⓚ While soul charged & facing away ↓ ↘ ⇨ Ⓚ	Adjusted the input window to prevent an attack during Death Roll from accidentally being performed.
Behavior Adjustment	↑	⇨ Ⓐ During jump Ⓐ	•Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑ ↓	Facing away & during 8-way run Ⓚ	•Fixed an issue in which the character would be treated as being in a midair state for longer than their appearance would suggest. •Adjusted the move to reduce instances in which the 2nd hit would miss when the 1st hit landed as a counter hit.
Balance Adjustment	↑	⇨ Ⓐ.Ⓐ	•Sped up the 1st attack's start-up by 2 frames.
Balance Adjustment	↑	↘ Ⓐ	•Increased the move's base damage. •Increased the length of stun inflicted by 2 frames when the attack is guarded. •Increased the length of stun inflicted by 4 frames when the attack hits. •Changed the opponent's behavior when the attack lands as a counter hit so that they will be knocked down.
Balance Adjustment	↑	⇨ Ⓐ	•Increased the move's base damage. •Changed the opponent's behavior when the attack is guarded to reduce the distance between the character and the opponent.
Balance Adjustment	↑	↘ Ⓐ+Ⓢ While soul charged ↘ Ⓐ+Ⓢ While soul charged Ⓐ.Ⓐ.Ⓐ	•The move is treated as a special middle attack if the high horizontal portion of the move misses. •The special middle attack will hit the opponent even when they are in a crouching state, effectively reducing the risk of the attack when it misses. •Base damage when the move lands on an opponent in a crouching or downed state has been reduced. •To accommodate shifting to Death Roll, the attack will track the opponent's direction after hit or guarded.
Balance Adjustment	↑	While soul charged ↘ ↘ or ⇨ ⇨ or ↘ ↘ Ⓢ.Ⓢ	•The 1st attack now hits a downed opponent. This change was made primarily to provide more opportunities to use the move in combos.
Balance Adjustment	↑ ↓	⇨ Ⓐ+Ⓢ	•Reduced the size of the 1st hit's horizontal hitbox to reduce cases in which it would hit opponents moving to your side. •Changed the behavior when the 1st hit lands on a downed opponent, preventing the 2nd hit from being evaded by an ukemi. •Adjusted the move's tracking and hitbox to prevent the 2nd hit from missing (only applied when the 1st hit lands). •Increased the length of stun inflicted by 2 frames when the 2nd hit lands or is guarded.
Balance Adjustment	↓	⇨ Ⓚ Facing away ⇨ Ⓚ	•Reduced the size of the move's horizontal hitbox to reduce cases in which it could hit opponents moving to your side.
Balance Adjustment	↓	⇨ Ⓐ+Ⓢ	•Made the attack unusable as a guard crush.
Balance Adjustment	↓	During Mantis Crawl Ⓐ	•Adjusted the opponent's behavior upon hit regardless of whether the character's feet or head are facing the opponent. Follow-up attacks used previously are no longer possible, but "During Mantis Crawl Ⓚ" combos against an opponent in a standing state.
Balance Adjustment	↓	During Mantis Crawl Ⓚ	•Reduced the size of the move's horizontal hitbox to reduce cases in which it could hit opponents moving to your side (only while the opponent is moving sideways). •Changed the opponent to a standing position when the move is guarded. •Delayed the shift to Mantis Crawl after the attack by 2 frames.
Balance Adjustment	↓	During Mantis Crawl with feet toward opponent Ⓢ	•Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↓	During Mantis Crawl while soul charged Ⓢ+Ⓚ	•Added scaling to the move's combo damage.

Sophitia

Sophitia is the standard character in the series who is well-balanced in both offence and defense. We made her even easier to play for more players in Season 2. The new move "Zeus's Fulmination" is Sophitia's "Soul Attack" which aims to provide more attacking opportunities with Soul Charged attacks. You can utilize "Zeus's Fulmination" as a new use of soul gauge since it can be performed from a normal stance and Angel Step and allows you to move first regardless of hit or guard. Some attacks were weakened however, we believe that you will enjoy the battles with a fresh mind since more battle plans can be created with the addition of new actions such as "Angelic Retribution" and "Elysium Kick" which provide effective attacks at any range.

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇒ (A)+(B)+(K) During Angel Step (A)+(B)+(K) During Twin Angel Step (A)+(B)+(K)	Added the new move "Zeus's Fulmination" as part of the new "Soul Attack" mechanic. Allows you to move first after the move hits or is guarded, and puts you into a Soul Charged state to continue your offensive.
Command added	-	New Actions for Season 2	New commands have been added. - Elysium Kick (While crouching ↘(K)) - Angelic Retribution (During Angel Step (A)+(B)) - Seraphim Castigation (During Angel Step while Soul Charged (A)+(B)) - Archangel Strike (During Angel Step while Soul Charged (B)+(K)) - Judgment Spark (While Soul Charged ↓ ↓ or ↑ ↑ (B).(A).(K)) - Judgment Spark (While Soul Charged ⇒(A)+(B) to Guard Impact vs. opponent's middle vertical attack, then (A).(K))
Command added	-	↘(A)+(B) While soul charged ⇒(A)+(B) While soul charged ↘(A)+(B)	•The following command was added as a variation of El Fortune (⇒(A)+(B)), which automatically activates a counterattack after repelling a middle attack. - El Fortune (Synergy) (↘(A)+(B)) •The counterattack performed after a successful Guard Impact becomes different to ⇒(A)+(B). - El Kudos (While Soul Charged ⇒(A)+(B)) - El Kudos (Synergy) (While Soul Charged ↘(A)+(B)) •Works on high and middle attacks. •Added Resist Impact properties. •Sped up the start-up timing of the attack's repel properties by 2 frames.
Command added	-	While soul charged (B).(B).(B) While soul charged ⇐(A)+(B).(B) While soul charged ↘ ↘ or ⇐ or ↘ ↘ ↘ ⇐(A)+(B).(B)	•The final attack can now be powered up with (B). •Adjusted the final hit's tracking in order to prevent the move from missing when near the edge of the stage. •Decreased the amount of guard stamina "(B).(B).(B)" reduces.
Behavior Adjustment	-	(A).(A).(A).⇒ ⇒(A).(A).⇒ ↘ ↘ or ⇐ or ↘ ↘ (A).⇒ After reversal edge hits (A).⇒	•Adjusted the input window to fix an issue where follow-up attacks during Angel Step would sometimes become harder to perform.
Behavior Adjustment	-	↘ ↘ or ⇐ or ↘ ↘ (A)+(B)	•Made the duration of the 1st hit the same as that for "⇐(A)+(B)". •Made the behavior when deflecting with a Reversal Edge the same as that for "⇐(A)+(B)".
Behavior Adjustment	↑	⇐(A) During jump (A)	•Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Balance Adjustment	↑	↘(B) ↓ ↘ ⇒(A).(A) While soul charged ↓ ↘ ⇒(A).(A)	•Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑	During Angel Step (B) During Angel Step (B) (fast) During Twin Angel Step (B) ↓(B).(B) (B)+(K).(B) Note: All commands include soul charged versions.	•Lengthened the input window for follow-ups with ⇐ and (B) upon hit, making them easier to perform. No change was made to the difficulty when performing the moves with exact timing.
Balance Adjustment	↑ ↓	↘(K)	•Increased the move's base damage when it hits at close range. •Changed the opponent's behavior when it hits at close range. •Decreased the length of stun inflicted by 4 frames when the attack hits as a normal hit at long range.
Balance Adjustment	↓	↘ ↘ or ⇒ or ↘ ↘ (B)	•Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↓	⇐(A)+(B) ↘ ↘ or ⇐ or ↘ ↘ (A)+(B)	•Changed the move level of "⇐(A)+(B)" to "weak," giving it the same properties as "↘ ↘ or ⇐ or ↘ ↘ (A)+(B)". •Decreased the base damage of "↘ ↘ or ⇐ or ↘ ↘ (A)+(B)", giving it the same properties as "⇐(A)+(B)".
Balance Adjustment	↓	↘ ↘ or ⇒ or ↘ ↘ (A) While soul charged (B)+(K).(B) While soul charged ↓(B).(B) While soul charged & crouching (B).(B)	•Decreased the move's base damage.

Siegfried

We made adjustments to Siegfried with which you can utilize a Critical Edge and "Dark Legacy" more practically in battles by adding new commands. Since Critical Edge can be performed from "Chief Hold" you will have more chances of landing a Critical Edge during an air combo in Season 2.
 Soul Attack "Lone Warrior" shifts to "Reverse Side Hold" with Soul Charged state after the attack. Since you can move first regardless of hit or guard, you can perform a mix-up from Reverse Side Hold or use powerful Soul Charge attacks by switching to other special stances.
 "↓ or ↑ ⊕ + ⊗" was invincible against vertical attacks in Season 1, however it now performs a parrying action against the opponent's vertical attacks just like a Reversal Edge. This change was made to slow down the timing to shift to Chief Hold.

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇒ ⊕ + ⊕ + ⊗	Added the new move "Lone Warrior" as part of the new "Soul Attack" mechanic. Shifts to Reverse Side Hold after the attack.
Command added	-	New Actions for Season 2	New commands have been added. - Rampart Buster (⊕ ⇐) - Grievous Knee (While crouching ↘ ⊗) - Vengeful Assault (While crouching ↘ ⊗ (hit)) - Vengeful Storm (During Dark Legacy while crouching ↘ ⊗ (hit)) - Remnant Star (↘ ↘ or ⇐ or ↘ ↘ ⊕ + ⊕) - Remnant Star ~ Reverse Side Hold (↘ ↘ or ⇐ or ↘ ↘ ⊕ + ⊕) - Rook Obliterator (While Soul Charged ⇒ ⇒ ⊕ . ⊕) - Rook Obliterator ~ Base Hold (While Soul Charged ⇒ ⇒ ⊕ . ⊕) - Fiend Obliterator (During Reverse Side Hold while Soul Charged ⊕ + ⊕ . ⊕) - Fiend Obliterator ~ Base Hold (During Reverse Side Hold while Soul Charged ⊕ + ⊕ . ⊕) - Crimson Scar (During Chief Hold ⊕ + ⊕ + ⊗)
Behavior Adjustment	↑	⇐ ⊗ ↘ ⊗ . ⊗ . ⊗ During jump ⊕ During jump ⊗ . ⊗ While rising ⊕ ↘ ↘ or ↘ ↘ ⊕ ⊕ + ⊕ + ⊗	•Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Balance Adjustment	↑	During Side Hold ⊗	•Added a Lethal Hit condition •Made the Lethal Hit condition "Triggers upon counter hit while Dark Legacy is active."
Balance Adjustment	↑	During Reverse Side Hold ⊕	•Increased the length of stun inflicted by 6 frames when the attack is guarded.
Balance Adjustment	↑	Base Hold	•Made the opponent unable to perform a reverse impact when their attack is repelled by this stance's Guard Impact properties. •How open the opponent becomes after their attack is repelled still depends on the repelled attack's move level.
Balance Adjustment	↑ ↓	↘ ↘ or ⇐ or ↘ ↘ ⊕	•Reduced the distance the opponent flies when hit in midair. •Decreased the opening after the attack by 14 frames.
Balance Adjustment	↑ ↓	During Reverse Side Hold ⊗	The following adjustments were made to make it easier to open up the opponent's guard with "During Reverse Side Hold ⊕". •Sped up the attack's start-up by 2 frames. •Increased the move's base damage. •Decreased the length of stun inflicted by 4 frames when the attack is guarded.
Balance Adjustment	↑ ↓	During Dark Legacy ⇒ ⊕ + ⊕	•Decreased the amount of guard stamina the attack reduces. •Decreased the opening after the attack by 2 frames.
Balance Adjustment	↓	↘ ⊕ ↘ ⊕ During Base Hold ⊕	•Added scaling to the combo damage when the attack lands as a Lethal Hit. No changes were made to normal combo damage.
Balance Adjustment	↓	↓ or ↑ ⊕ + ⊗ While in any stance ↓ or ↑ ⊕ + ⊗	The move was invincible against vertical attacks in Season 1, but it now performs a parrying action against the opponent's vertical attacks. This change was made to adjust the timing at which you shift to Chief Hold.

Ivy

Ivy can attack an opponent who keeps their distance by using her snake sword which shape can be changed at will. You will enjoy middle to long range battles using the unique weapon with the addition of pokes and enhancement of special stance "Serpent's Embrace". While we made some attacks which were not so effective before more attractive, we limited ring out capability. On the whole, she became a character with whom you can enjoy unique battle styles more than Season 1.

The new move "Heartless Confession" is Ivy's "Soul Attack" which has quick start-up and a long reach. You can use the move effectively aiming for openings after a missed attack. It can also be used as a combo after dragging an opponent in using "Lash of Atonement" followed by Soul Charged attacks from "Serpent's Embrace".

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇒ (A)+(B)+(K) ↓ ↘ ⇒ (A)+(B)+(K)	<ul style="list-style-type: none"> Added the new move "Heartless Confession" as part of the new "Soul Attack" mechanic. Using "↓ ↘ ⇒ (A)+(B)+(K)" after the attack will shift you to Serpent's Embrace.
Command added	-	New Actions for Season 2	<ul style="list-style-type: none"> New commands have been added. - Dancing Wisp (@ ⇒) - Dancing Wisp ~ Serpent's Embrace (A ⇒) - Danger Range (@ ⇄) - Dancing Gnome (↘ (B)+(K) / ↘ (B)+(K)) - Lash of Atonement (↘ (A)+(B) / while crouching ↘ (A)+(B)) Note: Commands for Vile Condemnation are narrowed down to "↓ (A)+(B) / while crouching ↓ (A)+(B)". - Lost Pledge (While crouching ↘ (A)+(B)) - Serpent's Embrace (↓ ↘ ⇄ (K)) - Summon Suffering (During Serpent's Embrace ↘ ↘ ⇄ ↘ ↘ (A)+(B)) - Calamity Symphony (During Serpent's Embrace ↘ ↘ ⇄ ⇄ ↘ ⇄ (A)+(B))
Command added	-	↘ ↘ or ↘ ↘ (K)	<ul style="list-style-type: none"> Inputting "↘ ↘ or ↘ ↘ (K)" will now power up the attack. Inputting "⇄" after the attack will now make you face away.
Behavior Adjustment	↑	<ul style="list-style-type: none"> (B) ⇄ (B).(A) While rising (B).(B) During jump (B).(B).(B) While rising (K) ⇄ (B) ↑ (B)+(B) ↘ (B)+(K) During Serpent's Embrace ↘ (B)+(K) 	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↓	While soul charged ↓ ↓ or ↑ ↑ (A)+(B).(B)	<ul style="list-style-type: none"> The following changes were made to fix an issue in which some characters could not interrupt the 2nd attack with a Guard Impact after guarding the 1st attack. Enlarged the hitbox of the 1st hit of the 2nd attack to ensure contact is made with the opponent at the intended time. Decreased the length of stun inflicted by 1 frame when the 1st attack is guarded. Decreased the opening after the 1st attack by 1 frame to maintain the difference in stun.
Balance Adjustment	↑	↘ (A)	<ul style="list-style-type: none"> Changed the opponent's behavior when the attack lands as a counter hit (at close range) and increased the stun inflicted by 4 frames.
Balance Adjustment	↑	↓ (B)	<ul style="list-style-type: none"> Changed the opponent's behavior when the attack lands as a counter hit so that they will be knocked down.
Balance Adjustment	↑	⇄ (B). ↓ or ↑	<ul style="list-style-type: none"> Changed the opponent's behavior when the move lands at the furthest possible distance. The move is designed to hit 2 times in a row when at a distance. This change was made to ensure this will happen more reliably. Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss. Increased the 2nd attack's base damage. Decreased the opening after the 2nd attack by 4 frames.
Balance Adjustment	↑	⇄ (A)+(B)	<ul style="list-style-type: none"> Decreased the opening after the 1st attack by 4 frames. Changed the 2nd attack from a special low attack to a special middle attack. Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Balance Adjustment	↑	⇄ (B)+(K) ⇄ (B)+(K)	<ul style="list-style-type: none"> Sped up the attack's start-up by 2 frames. Increased the move's base damage after shifting to an attack throw.
Balance Adjustment	↑	↓ (B)+(K) ↘ (B)+(K)	<ul style="list-style-type: none"> Enlarged the attack's hitbox both forward and backward.
Balance Adjustment	↑	↘ ↘ or ⇄ ⇄ or ↘ ↘ (A)	<ul style="list-style-type: none"> Increased the distance at which the attack can shift to an attack throw upon hit.
Balance Adjustment	↑	Facing away (A)	<ul style="list-style-type: none"> Increased the move's base damage. Changed the opponent's behavior upon midair hit, making follow-up attacks possible.
Balance Adjustment	↑ ↓	↘ ↘ ⇄ ⇄ ↘ ↘ (A)+(B)	<ul style="list-style-type: none"> Added a difference in damage dealt between a normal hit and a counter hit when grabbing an opponent from either the front or the side. The move will now deal less damage upon normal hit compared to before, but will deal more damage upon counter hit. Note: There will be no change in damage dealt when grabbing an opponent from behind.
Balance Adjustment	↓	↑ (A)+(B).(B)	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss. Changed the opponent's behavior when the attack lands in midair, making it harder to achieve a ring out.
Balance Adjustment	↓	(B)+(K)	<ul style="list-style-type: none"> Changed the opponent's behavior when the attack lands in midair, allowing for different types of follow-ups not possible before.
Balance Adjustment	↓	↘ ↘ or ⇄ ⇄ or ↘ ↘ (A)	<ul style="list-style-type: none"> Decreased the move's base damage. Added scaling to the move's combo damage. Adjusted the distance the opponent is knocked back upon midair hit, making it harder to achieve a ring out.
Balance Adjustment	↓	While soul charged ⇄ ⇄ (K).(K)	<ul style="list-style-type: none"> Added scaling to the move's combo damage.

Kilik

Kilik normally fights steadily with low-risk moves however, he suddenly becomes aggressive with Soul Charge. The new move "Cleansing Rod" is Kilik's "Soul Attack" which allows you a new battle style where you can attack quickly shifting to a Soul Charge state in the middle of combos including ones with "Monument".
 "Ominous Drill" and "Lonely Phoenix Cry" are new attacks in which Kilik changes himself into a Malfested for a short time. These attacks cost your health but are very powerful and you can move first even when the opponent is guarding without Soul Charge. You will have new fighting options even when not in Soul Charged state.

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇒ A+⊕+⊗ During Monument ⊕+⊕+⊗	Added the new move "Cleansing Rod" as part of the new "Soul Attack" mechanic. Hitting the opponent midair or while they are downed will ground them and allow you to continue your offensive.
Command added	-	New Actions for Season 2	New commands have been added. - Demon Pyre (While Soul Charged ↘ or ↓ or ↘ ⊕+⊗) - Collapsing Void (While Soul Charged & rising ⊕+⊗) - Ominous Drill (↘ ↘ or ⇒ ⇒ or ↘ ↘ ⊕ ⊕) - Lonely Phoenix Cry (↓ ↓ or ↑ ↑ ⊕+⊗.⊕+⊗) - Lonely Phoenix Cry ~ Monument (↓ ↓ or ↑ ↑ ⊕+⊗.⇒) - Lonely Phoenix Cry ~ Back Parry (↓ ↓ or ↑ ↑ ⊕+⊗.⇐) - Heinous Dragon (↓ ↓ or ↑ ↑ ⊕+⊕) - Retreating Hilt (During Monument ⇐ ⊕) - Triumphal Mist Thrust ~ Heaven Monument (During Monument ⊕.⊗.⊕+⊕)
Behavior Adjustment	↓	⊕.⊕	•Fixed an issue in which the opponent would still be hit if they used ↓ to crouch after guarding the 1st attack.
Balance Adjustment	↑	↘ ↘ or ⇒ ⇒ or ↘ ↘ ⊗	•Increased the length of stun inflicted by 6 frames when guarded. •Increased the tracking after the 1st hit connects with the opponent. This is to make it harder for the 2nd hit to miss.
Balance Adjustment	↑	↘ ⊕ ↘ A+⊗ (Training mode only)	•Increased combo damage when the attack lands as a Lethal Hit. No changes were made to normal combo damage.
Balance Adjustment	↑	↓ ↓ or ↑ ↑ ⊗.⊕ ↓ ↓ or ↑ ↑ ⊕ ⊕	•Increased the move's base damage.
Balance Adjustment	↑ ↓	↘ ↘ or ⇐ ⇐ or ↘ ↘ ⊗.⊕	•Decreased the length of stun inflicted by 4 frames when the 1st attack is guarded. •Changed the move so that it will be performed in full even if the input timing isn't exact. The move only deals its original amount of damage when performed with exact timing.
Balance Adjustment	↓	While soul charged ⊕+⊕+⊗	•Decreased the move's base damage.
Balance Adjustment	↓	While soul charged ↘ A.⊕	•Added scaling to the move's combo damage.

Xianghua

Xianghua fights with moves which are low-risk and easy to perform combining feints with "Silent Xia Sheng" and combos.
 We gave more options to her fighting style with feints in Season 2. The opportunities for attacks through "Silent Xia Sheng" are increased with new commands added. And new moves "Serene Echo" and "Burning Lotus Blade" which are activated through a low special stance "Playful Xia Sheng" enabling you open up the opponent's guard with middle and low attacks.
 The new move "Windswept Blossom" is Xianghua's "Soul Attack" which is a two-strike attack combining a long reach thrust and a horizontal attack. It will work as an offense starter. Performing "Silent Xia Sheng" now increases soul gauge and allows you to spend it using powerful actions. This new property will be a key to success in Season 2.

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇒ (A)+(B)+(K).(A) ↓ ↘ ⇒ (A)+(B)+(K).(B)(C) ↓ ↘ ⇒ (A)+(B)+(K).(C) ↓	<ul style="list-style-type: none"> Added the new move "Windswept Blossom" as part of the new "Soul Attack" mechanic. Canceling the 2nd attack with "↓ ↘ ⇒ (A)+(B)+(K).(B)(C)" will shift you to Silent Xia Sheng, and canceling with "↓ ↘ ⇒ (A)+(B)+(K).(C) ↓" will shift you to Playful Xia Sheng.
Command added	-	New Actions for Season 2	<ul style="list-style-type: none"> New commands have been added. - Feng Yun Feint ((C)(B).(B)) - Double Feng Yun ((C)(B).(B)) - Feng Yun Feint ~ Silent Xia Sheng ((C)(B)) - Muu Jiann Rhythm ~ Silent Xia Sheng (While rising (A)) - Mei Hua Twilight~Silent Xia Sheng (While crouching ↘ (A)) - Serene Echo (During Playful Xia Sheng (A).(A)) - Serene Echo ~ Silent Xia Sheng (During Playful Xia Sheng (A)) - Burning Lotus Blade (During Playful Xia Sheng (B).(B))
Command added	-	Against crouching opponent ↓ or ↘ (A)+(C) Against crouching opponent ↘ (A)+(C).(B)+(K)	The moves can now be used from Silent Xia Sheng and Playful Xia Sheng.
Behavior Adjustment	-	While crouching ↘ (B)+(K)	Fixed an issue in which not holding (K) to perform "While crouching (B)+(K)" would perform "While crouching ↘ (B)+(K)".
Behavior Adjustment	↑	While crouching ↘ (A).(A)	Extended the timing during which you can repel the opponent's attack by 2 frames.
Behavior Adjustment	↑	While crouching ↘ (A).(A) During jump (A) ↓ ↓ or ↑ ↑ (A)+(B)	Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	↘ ↘ or ⇒ ⇒ or ↘ ↘ (A)+(B)	Enlarged the hitbox to make it easier to make contact with the opponent at the intended time.
Behavior Adjustment	↑	During Silent Xia Sheng (B)+(K) During Playful Xia Sheng (B)+(K)	Fixed an issue in which kick moves could not be repelled.
Behavior Adjustment	↓	While crouching ↘ (A).(A)	Fixed an issue in which this attack would sometimes be incorrectly treated as a counter hit.
Balance Adjustment	↑	Silent Xia Sheng	<ul style="list-style-type: none"> Shifting to the stance now increases the soul gauge. How much the soul gauge increases varies based on the command used to enter the stance. This change does not apply to commands that shift you to Playful Xia Sheng.
Balance Adjustment	↑	⇒ (A).(A)	<ul style="list-style-type: none"> Changed the opponent's behavior when the 1st attack hits and increased the stun inflicted by 4 frames. Sped up the start-up of the 2nd attack by 4 frames. Increased the length of stun inflicted by 2 frames when the 2nd attack is guarded.
Balance Adjustment	↑	⇒ (A)+(B) ⇐ (A)+(B) ↓ (A)+(B)	Adjusted the move to now restore guard stamina when a Lethal Hit is triggered.
Balance Adjustment	↑	During jump (K).(K)	<ul style="list-style-type: none"> The following adjustments were made to make the move more viable in stun combos. Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss. Changed the opponent's behavior when the 2nd hit of the 1st attack lands as a counter hit. Sped up the attack's start-up by 2 frames.
Balance Adjustment	↑	↓ ↘ ⇐ (A)+(B)	Adjusted the move to now restore guard stamina.
Balance Adjustment	↑	During Silent Xia Sheng (K) During Playful Xia Sheng (K)	Changed the opponent's behavior when the attack lands as a counter hit, making follow-up attacks possible.
Balance Adjustment	↑ ↓	↘ (A)+(C).(B)+(K)	<ul style="list-style-type: none"> The following adjustments were made to mitigate the large difference between performing the move with and without exact timing. Increased the move's base damage. Added scaling to the move's combo damage. This also applies to the new commands "During Silent Xia Sheng ↘ (A)+(C).(B)+(K)" and "During Playful Xia Sheng ↘ (A)+(C).(B)+(K)".
Balance Adjustment	↑ ↓	↘ ↘ or ⇒ ⇒ or ↘ ↘ (B).(B)	<ul style="list-style-type: none"> Decreased the opening after the 1st attack by 2 frames. Changed the opponent's behavior when the 1st attack is guarded and increased the stun inflicted by 4 frames. Increased the length of stun inflicted by 6 frames when the 2nd attack is guarded. Reduced the distance between the character and the opponent when the 2nd attack hits or is guarded. Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↓	(A).(A).(B)	Reduced the base damage of the 3rd attack.
Balance Adjustment	↓	⇒ (A)+(B)	<ul style="list-style-type: none"> Changed the timing at which scaling is added to the combo damage from after the 2nd hit to after the 1st hit. Increased the opening after the attack hits as a Lethal Hit by 2 frames. This is to fix an issue in which high-damage combos could only be dealt against certain characters.
Balance Adjustment	↓	While rising (B)	Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↓	↘ ↘ or ⇒ ⇒ or ↘ ↘ (A)	Added scaling to the move's combo damage.

Yoshimitsu

We made adjustments in which you will find it more fun to close the gap between you and your opponent by adding close-range moves which Yoshimitsu has always preferred and also middle-ranged moves which had less options before. We added some counteractions to the fact that "Resist Impact" repels Unblockable Attacks in Season 2 since Unblockable Attacks have been very important to Yoshimitsu's fighting style. You can utilize the new moves "Flashing Steel" and "Spectral Blade" to break tough situations since the moves trigger a Lethal Hit. Soul Attack "Yin and Yang Recursion" shifts to "Super Dragonfly" after the attack. You can perform the powerful attack from the sky during Soul Charged state. It will be your deadly weapon.

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇒ (A)+(B)+(C)	<ul style="list-style-type: none"> Added the new move "Yin and Yang Recursion" as part of the new "Soul Attack" mechanic. Shifts you to Super Dragonfly after the attack. The move appears to damage you, but no health is required to trigger it.
Command added	-	New Actions for Season 2	New commands have been added. <ul style="list-style-type: none"> - Parting Thrust (B ⇒) - Side Blow (B B) - Flashing Steel (While crouching ↘ A) - Heretic Sword (While crouching ↘ B) - Spectral Blade (A+C, A+B) - Suicide ~ Cancel (⇒ A+C, B) - Good Will (⇒ A+B, ↓) - Good Will ~ Cancel (⇒ A+B, ↓, B) - Buzzing Flea (During Flea ⇒ A)
Command added	-	During Manji Dragonfly while soul charged B	Inputting "During Manji Dragonfly while Soul Charged B" can now power up an attack while shifting its timing.
Command added	-	While crouching ↘ A+B (Training mode only)	Created a command for "Flashing Steel" unique to training mode.
Command changed	-	↓ ↘ ⇒ A+B ↓ ↘ ⇒ C	Changed commands to reduce instances in which the moves would be performed unintentionally when trying to perform other attacks. From "↓ ↘ ⇒ A+B" to "↔ ↘ ↓ ↘ ⇒ A+B" From "↓ ↘ ⇒ C" to "↔ ↘ ↓ ↘ ⇒ C"
Behavior Adjustment	-	During Super Dragonfly B+C	Fixed an issue in which inputting "B+C" during directional input would not perform "During Super Dragonfly B+C".
Behavior Adjustment	-	During Manji Dragonfly B	Fixed an issue in which certain inputs while Soul Charged would perform the normal version of "During Manji Dragonfly B" instead of the Soul Charged version.
Behavior Adjustment	↑	During Flea C	Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	During Flea ⇒⇒	<ul style="list-style-type: none"> Adjusted the input window to reduce instances in which "During Flea ⇒⇒" would unintentionally be performed when inputting "⇒⇒☆B+C". Fixed an issue in which performing this attack while facing away and against a downed opponent would cause the 2nd hit to be performed while turning around.
Balance Adjustment	↑	Attacks During Flea	<ul style="list-style-type: none"> Flea attacks can now be performed at any time while walking. Fixed an issue in which the inputs for the following moves would not be registered if the attack button was held. <ul style="list-style-type: none"> - Flea Hop (During Flea ↘ or ↑ or ↗) - Flea Walk (During Flea ↔ or ⇒) - Flea Digger (During Flea ↗ or ↓ or ↘)
Balance Adjustment	↑	B+B	Sped up the attack's start-up by 2 frames.
Balance Adjustment	↑	During Manji Dragonfly while soul charged A, B	<ul style="list-style-type: none"> Increased the length of stun inflicted when the 1st attack is guarded and reduced the distance between the character and the opponent (only when the 2nd attack has been inputted). This adjustment was made to make it harder for the opponent to evade the 2nd attack with an 8-way run after guarding the 1st attack. (The move can be interrupted with a Soul Charge or a Resist Impact.)
Balance Adjustment	↑ ↓	During Flea B	<ul style="list-style-type: none"> Increased the length of stun inflicted by 2 frames when the attack is guarded. Reduced the size of the move's horizontal hitbox to reduce cases in which it could hit opponents moving to your side (only when the opponent is moving sideways).
Balance Adjustment	↓	↔ B A+B	Changed the opponent's behavior when the attack lands on the ground, allowing for different types of follow-ups not possible before.
Balance Adjustment	↓	⇒ A+B	Decreased the length of stun inflicted by 4 frames when the attack is guarded.
Balance Adjustment	↓	During Manji Dragonfly C	Added scaling to the move's combo damage.

Nightmare

Nightmare is a power fighter with an all-out offensive style.

We made adjustments with which you can play even more powerful fights. The new move "Harbinger of Doom" is Nightmare's "Soul Attack" which boasts an overwhelmingly long reach and is the only Soul Attack which can be triggered even while Soul Charged. This allows you to keep your Soul Charged state and overpower your opponent quickly.

We also added useful options such as a throw technique "Wicked Torture" from which you can shift to Terror Charge and "Cursed Shutter" which makes middle horizontal attacks easier to use.

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇒ A+Ⓟ+Ⓝ During Grim Stride Ⓝ+Ⓟ+Ⓝ	Added the new move "Harbinger of Doom" as part of the new "Soul Attack" mechanic. Unlike with other characters' moves, this move can be triggered even while Soul Charged.
Command added	-	New Actions for Season 2	New commands have been added. - Wicked Torture (↓ ↘ ⇒ A+Ⓝ/During Grim Stride Ⓝ+Ⓝ) - Cursed Shutter (↘ A.Ⓝ) - Ether Lord's Carnage (While Soul Charged ↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓝ.Ⓝ) - Grim Lord's Violation (During Grim Stride while Soul Charged ⓃⓃ.Ⓝ)
Behavior Adjustment	↑	While soul charged ↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓝ.Ⓝ	•Increased the tracking and enlarged the hitbox for the 2nd attack after the 1st attack lands against a grounded opponent. This change was made to stabilize combos like "↘ A ~ While Soul Charged ⇒ ⇒ Ⓝ.Ⓝ".
Behavior Adjustment	↓	↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓝ	•Reduced the size of the move's horizontal hitbox to reduce cases in which it could hit opponents moving to your side. •Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Balance Adjustment	↑	ⓃⓃ	•Increased the length of stun inflicted when guarded by 4 frames.
Balance Adjustment	↑	A+Ⓝ+Ⓝ	•Now triggers Terror Charge.
Balance Adjustment	↑ ↓	ⓃⓃ A ⓃⓃ A (fast)	•Increased the move's base damage (does not apply to the fast version). •Added scaling to the combo damage when the attack lands as a Lethal Hit.
Balance Adjustment	↑ ↓	While crouching ↘ Ⓝ	•Delayed the start-up of the attack by 2 frames. This is to prevent it from being used in combos with extremely high ring out properties. •Increased the length of stun inflicted by 8 frames when the attack is guarded.
Balance Adjustment	↑ ↓	During Grim Stride while soul charged A+Ⓝ	•Decreased the amount of guard stamina the attack reduces. •Adjusted the move so the 2nd and 3rd attack will be guarded in succession once the 1st attack is guarded.
Balance Adjustment	↓	A+Ⓝ ↘ ↘ Ⓝ.Ⓝ During Grim Stride while soul charged Ⓝ.Ⓝ During Night Side Stance while soul charged A+Ⓝ	•Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↓	During jump Ⓝ	•Decreased the based damage of "↘ Ⓝ" and "↘ Ⓝ" to make them the same as "↘ Ⓝ".

Astaroth

Astaroth boasts great raw power with his devastating throws.
 We added new throws "Vile Titan" and "Wicked Judgement" which you perform after you dodge high attacks and charge towards your opponent. These attacks will be strong options for dominating close range battles.
 We also added "Bear Tamer" which is useful as a control technique at middle-range, "Death Bringer" which is useful as a counter after dodging a high attack by crouching, and a new feature in which you activate a Lethal Hit after an opponent succeeds in a certain number of grapple breaks.
 The new move "Fiendish Assault" is Astaroth's "Soul Attack" which is a middle horizontal attack with a quick start-up. It will be used as a starter for attacks with Soul Charge.

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇒ (A)+(B)+(K) ↓ ↘ ⇒ (A)+(B)+(K)	<ul style="list-style-type: none"> Added the new move "Fiendish Assault" as part of the new "Soul Attack" mechanic. Using "↓ ↘ ⇒ (A)+(B)+(K)" will activate revenge properties just before the attack hits.
Command added	-	New Actions for Season 2	<ul style="list-style-type: none"> New commands have been added. - Bear Tamer ((B).(A)/(B).⇒(A)) - Death Bringer (While crouching (B)+(K)) - Burial (Against downed opponent (B)+(B) ↓) - Vile Titan (⇒⇐(A)+(B)) - Wicked Judgement (⇐⇒(A)+(B)) - The Rack (Against an opponent facing away (A)+(B)) Note: Back throw has been changed to "Against an opponent facing away ⇐(A)+(B)". - Titan Swing (↘ ↗ or ⇐ or ↘ ↗ (A)+(B)/↘ ↗ or ⇐ or ↘ ↗ (A)+(B))
Behavior Adjustment	↑	↘ (A)	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	(B).(B)	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent when the 1st attack hits or is guarded at a distance. Changed the opponent's behavior when the 1st attack lands as a counter hit. This adjustment was made in tandem with the new commands "(B).(B)" and "(B).⇒(A)" to make it harder for the move to miss partway through a combo.
Behavior Adjustment	↑	While soul charged ⇒(B).(A)	<ul style="list-style-type: none"> Fixed an issue in which Soul Charge time would decrease more than expected.
Balance Adjustment	↑	(B)+(B)	<ul style="list-style-type: none"> Sped up the attack's start-up by 2 frames.
Balance Adjustment	↑	⇐(B)	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent with the move lands as a normal hit. Changed the opponent's behavior when the attack lands as a counter hit so that they will be knocked down.
Balance Adjustment	↑	⇒(K)	<ul style="list-style-type: none"> Added a Lethal Hit condition Made the Lethal Hit condition "Triggers upon hit after opponent successfully performs a grapple break 5 or more times." Grapple break count can be carried over between battles.
Balance Adjustment	↑	⇒(B)+(K) ⇒(B)+(K)	<ul style="list-style-type: none"> In addition to "⇒(B)+(K)", "⇒(B)+(K)" is now also a Lethal Hit technique. The Lethal Hit condition has been changed to "Triggers upon hit immediately after a successful revenge attack." Both triggering revenge properties on ⇒(B)+(K) itself and triggering revenge properties on other attacks can fulfill this Lethal Hit condition.
Balance Adjustment	↑ ↓	↘ (A)	<ul style="list-style-type: none"> Increased the length of stun inflicted by 2 frames when the attack is guarded. Changed the opponent's behavior when the attack lands as a counter hit so that they will not be knocked down.
Balance Adjustment	↑ ↓	(B)⇒.(B)	<ul style="list-style-type: none"> Decreased the opening after the 1st attack by 6 frames. Changed the opponent's behavior when the 2nd attack is guarded to reduce the distance between the character and the opponent. Decreased the length of stun inflicted by 8 frames when the 2nd attack is guarded.
Balance Adjustment	↑ ↓	⇒(A)+(B)	<ul style="list-style-type: none"> Increased the length of stun inflicted by 6 frames when the attack is guarded. Reduced the distance between the character and the opponent when the move is guarded. Increased the length of stun inflicted by 4 frames when landing as a counter hit. The move can be comboed into a throw against crouching opponents.
Balance Adjustment	↓	⇒(A)+(B) ↓ (B)+(K).⇒(A)+(B)	<ul style="list-style-type: none"> Added scaling to the move's combo damage when grabbing a midair opponent.

Inferno

We added the new move "Annihilation Bringer" which is Inferno, the boss character's "Soul Attack". You can take advantage of the fearsome move to eliminate opponents efficiently since Inferno can activate a lot of Lethal Hits when Soul Charged.

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇒ ⊕+⊕+⊕ During Vile Glare ⊕+⊕+⊕	Added the new move "Annihilation Bringer" as part of the new "Soul Attack" mechanic. Unlike with other characters' moves, this move can be triggered even while Soul Charged.

Cervantes

We added new actions using a gun to Cervantes who wields a pistol sword. The new move "Cyclops Carnage" is Cervantes's "Soul Attack" which allows you to attack your opponent with his sword at a close-range first, then with his gun at a long-range. You can utilize it to aim at your opponent after they miss at a long-range or attack with Soul Charged attacks by canceling his shooting at a close-range. You will enjoy attacking while Soul Charged with new strong Break Attacks and throws.

"Storm Maker" is a useful vertical attack which can be used based on the number of gun hits and allows you to perform it while closing in and triggers a Lethal Hit. We recommend that you perform high damaging attacks actively while suppressing your opponent's 8-way run using "Slant Cross".

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇒ (A)+(B)+(X) ↓ ↘ ⇒ (A)+(B)+(X).(C)	<ul style="list-style-type: none"> Added the new move "Cyclops Carnage" as part of the new "Soul Attack" mechanic. Follows the sword attack with a gun attack. The gun attack can be canceled with "↓ ↘ ⇒ (A)+(B)+(X).(C)".
Command added	-	New Actions for Season 2	<ul style="list-style-type: none"> New commands have been added. Iceberg Circular (A)+(B) (Now returns you to a neutral stance.) Iceberg Circular ~ Dread Charge (A)+(B) Slant Cross (↘(A)+(B)) Vile Dirge (↘(B)+(X)) Storm Maker (↘(B)+(X) (hit)) Storm Front Culverin (While Soul Charged (B)⇒.(C)) Flash Geo Da Ray (While Soul Charged ↓ ↘ ⇒ (B)) Phantasm Fleet (While Soul Charged ↘ ↘ or ⇒ ⇒ or ↘ ↘ (A)+(B))
Command added	-	↘ (A)+(X) (hit, training mode only)	Created a command for "Storm Maker" unique to training mode.
Command changed	-	While crouching ↘ (B)	Added a command that performs "Bloody Hoist" (↘ ↘ or ⇒ ⇒ or ↘ ↘ (B) (B)).
Behavior Adjustment	-	↓ (A)+(X) (Training mode only)	Lengthened the input window to make the move easier to perform.
Behavior Adjustment	↑	Hitbox Size	Fixed an issue involving the hitbox reduction implemented to more easily evade the opponent's vertical attack by moving sideways. The reduction previously did not apply in the same way to other characters.
Behavior Adjustment	↑	(A) During jump (A)	Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	(B) ⇒	Adjusted the 1st hit's tracking to prevent it from missing unintentionally.
Behavior Adjustment	↑	(B) (X) During Dread Storm (A) During Dread Charge (X)	Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↑	During Dread Charge (A)	Added a time frame during which the character is treated as being in midair before the attack.
Behavior Adjustment	↑	During Dread Charge (B)	In the event of a guard crush, the move now shifts to a landing action.
Behavior Adjustment	↑ ↓	↘ ↘ or ⇒ ⇒ or ↘ ↘ (A)+(B)	<ul style="list-style-type: none"> Fixed an issue occurring when pressing an opponent against a wall, in which the timing at which the opponent hit the wall or the direction they bounced off of it would vary by character. Increased the opening after the attack by 2 frames.
Behavior Adjustment	↓	After reversal edge hits (A).(B)	Changed the move to make it so getting hit with a Guard Impact no longer throws the character back.
Balance Adjustment	↑	(B).(B).(B)	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent when the 1st attack is guarded (only when following up with the 2nd attack). Increased the length of stun inflicted by 6 frames when the 2nd attack hits. Increased the length of stun inflicted by 2 frames when the 2nd attack is guarded. Increased the length of stun inflicted by 4 frames when the 3rd attack is guarded.
Balance Adjustment	↑	While rising (X)	Increased the length of stun inflicted by 4 frames when the attack is guarded.
Balance Adjustment	↑	While crouching (A)+(B)	Increased the length of stun inflicted by 6 frames when the attack is guarded.
Balance Adjustment	↑	While crouching ↘ (B) ↘ ↘ or ⇒ ⇒ or ↘ ↘ (B) (B)	Increased the length of stun inflicted by 6 frames when the attack is guarded.
Balance Adjustment	↑	↘ ↘ or ⇒ ⇒ or ↘ ↘ (A)	Decreased the opening after the attack by 2 frames.
Balance Adjustment	↑	⇒ ⇒ (B)	Increased the move's base damage.
Balance Adjustment	↑	↘ ↘ or ↘ ↘ (B)	Changed the attack's move level from "medium" to "strong." Additionally, improved all of the attack's properties, such as the amount of guard stamina the attack reduces.
Balance Adjustment	↑	↓ ↓ or ↑ ↑ (B)	<ul style="list-style-type: none"> Changed the opponent's behavior upon hit to make it the same as their behavior against "↓ ↓ or ↑ ↑ (B)", making follow-up attacks possible. Increased the length of stun inflicted by 10 frames when the attack is guarded.
Balance Adjustment	↑	↘ ↘ or ⇒ ⇒ or ↘ ↘ (X)	<ul style="list-style-type: none"> Decreased the opening after the attack by 4 frames. Decreased the stun inflicted upon hit by 4 frames to maintain the difference in stun when the attack lands as a normal hit. Changed the opponent's behavior when the attack lands as a normal hit or a counter hit, making it easier to continue your offensive. Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Balance Adjustment	↑	During Dread Storm (X) During Dread Charge while soul charged ↓ ↓ or ↑ ↑ (B).(X)	<ul style="list-style-type: none"> Increased the move's base damage. Increased the length of stun inflicted by 6 frames when the attack is guarded.
Balance Adjustment	↑ ↓	↓ (A)+(B)	<ul style="list-style-type: none"> Added scaling to the combo damage when the attack lands as a Lethal Hit. Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↓	(B) (A)	Added scaling to the move's combo damage.

Raphael

Raphael specializes in vertical strikes and the speed and reach of his attacks are matchless. He also covers his opening after his move by his special stance "Preparation". We improved actions associated with "Preparation" making his fight more attractive in Season 2.

"Venom Impact", a combo starter, replaced a Reversal Edge during "Preparation" which was an important strategic option in Season 1. Its defensive capability remains the same.

The new move "Royal Serpent" is Raphael's "Soul Attack" which can shift to "Shadow Evade" after the attack, leading you to an opportunity to perform the new low attack "Mandrake Shaft". It will always be your great option to finish your opponent with sturdy defense.

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇒ Ⓐ+Ⓜ+Ⓚ	Added the new move "Royal Serpent" as part of the new "Soul Attack" mechanic. •Using ↓ after the attack will shift you to Shadow Evade.
Command added	-	New Actions for Season 2	Commands have been added/changed. - Spinning Affondo Thrust (↘Ⓐ+Ⓜ) - Twin Vipers (During Quick Parade Ⓚ) - Ebony Spindle (During Preparation Ⓐ.Ⓚ) - Lunging Press ~ Preparation (During Preparation ⇒ Ⓚ) - King Cobra Strike (During Preparation Ⓐ+Ⓜ) - Quick Parade (During Preparation Ⓜ+Ⓚ) - Venom Impact (During Preparation Ⓜ+Ⓚ/Ⓚ+Ⓚ) (Changed from Venomous Strike.) - Mandrake Shaft (During Shadow Evade while Soul Charged Ⓚ.Ⓜ)
Command changed	-	During Preparation ↑Ⓜ+Ⓚ	- Along with the addition of "Quick Parade (During Preparation Ⓜ+Ⓚ)", the command for "Cantarella Needle (Retreat)" has been changed.
Behavior Adjustment	↑	Ⓜ.Ⓜ ↘Ⓚ ↑Ⓐ+Ⓜ Ⓜ+Ⓚ.Ⓜ ↑Ⓐ+Ⓚ (Training mode only) During Quick Parade Ⓐ During Shadow Evade Ⓚ	•Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Balance Adjustment	↑	⇒Ⓐ.Ⓐ	•Increased the length of stun inflicted by 4 frames when the 1st attack is guarded. •Adjusted the move so that the 1st and 2nd hit can be guarded in succession.
Balance Adjustment	↑	↓Ⓐ While crouching Ⓐ	•Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑	⇐Ⓜ+Ⓚ	•Changed the opponent's behavior upon a successful Guard Impact to reduce the distance between the character and the opponent.
Balance Adjustment	↑	During Quick Parade Ⓜ.Ⓜ	•Increased the amount of guard stamina the attack reduces.
Balance Adjustment	↑ ↓	During Quick Parade Ⓐ	•Changed the opponent's behavior when the attack lands as a normal hit so that they will not be knocked down. •Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑ ↓	During Preparation while soul charged Ⓜ.Ⓜ.Ⓐ+Ⓜ	•Increased the length of stun inflicted when the repeated thrusting portion is guarded. This is to prevent the final attack from being interrupted by a Guard Impact.
Balance Adjustment	↓	Ⓐ+Ⓜ+Ⓚ During Preparation Ⓐ+Ⓜ+Ⓚ	•Made it possible for the opponent to perform an ukemi.
Balance Adjustment	↓	↑Ⓐ+Ⓜ	•Added scaling to the combo damage when the attack lands as a Lethal Hit.
Balance Adjustment	↓	Ⓜ+Ⓚ.Ⓜ	•Made guarding possible for the opponent after the attack lands as a normal hit. Note: This will not apply if the attack lands as a counter hit.

Talim

Talim prefers close-range battles using special movements such as "Wind Sault" and attacks with high damage. We made her close-range battles more attractive by improving the usability of her main attacks and increasing options for her away-facing position. "Gale Force Kick" is a low kick with a small jump which can be performed to evade low quick attacks aiming at your legs such as "↓△". "Encroaching Storm" is a middle vertical attack which can dodge high attacks. With these moves, you can try an offensive mind game even when you are in a disadvantageous situation. Soul Attack "Typhoon Mabilis" triggers a tornado by the power of "Priestess of the Winds" and drags your opponent in, restoring your guard stamina at the same time. It will bring a breath of fresh air to middle-range battles.

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇒ △+⊕+⊗ ↓ ↘ ⇒ △+⊕+⊗	Added the new move "Typhoon Mabilis" as part of the new "Soul Attack" mechanic. Activating the move will grant the wind's blessing and restore guard stamina. •Using "↓ ↘ ⇒ △+⊕+⊗" after the attack will shift you to Wind Fury.
Command added	-	New Actions for Season 2	New commands have been added. - Cross Breeze (⇒⊕.⊗) - Gale Force Kick (Facing away ↓⊕+⊗) - Encroaching Storm (Facing away ↑⊕+⊗) - Wind Spirit Hiwa (During Wind Charmer ⊕.△) - Howling Winds (While Soul Charged ↓⊕.△.⊕)
Command added	-	Facing away ⊕+⊗.△+⊕ Facing away ⊕+⊗.△+⊕	Inputting "Facing away ⊕+⊗.△+⊕" or "Facing away ⊕+⊗.△+⊕" will now power up the attack.
Behavior Adjustment	↑	△.△.△ △+⊕+⊗ Facing away △+⊕+⊗	•Enlarged the hitbox, and adjusted tracking and distance moved in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	↓ ↓ or ↑ ↑ ⊕.⊕ (exact timing)	•Fixed an issue in which the 2nd hit would sometimes fail to come out if the 1st hit missed, creating a large opening.
Behavior Adjustment	↑	During Wind Fury ⊕.⊕	•Adjusted the move so that it will count as hitting or having been guarded (i.e., it didn't miss) if the 1st attack clashes with the opponent's attack or if the opponent uses a revenge attack against the 1st attack, allowing the 2nd attack to be performed.
Balance Adjustment	↑	⊕+⊗	•Sped up the attack's start-up by 2 frames.
Balance Adjustment	↑	△.△.⊕.⊕	•Changed the opponent's behavior when the attack is guarded and increased the stun inflicted by 2 frames.
Balance Adjustment	↑	⇒⊕	Along with the addition of the new command "⇒⊕.⊗", the following adjustments were made. •Reduced the distance between the character and the opponent when the move hits. This is to prevent the 2nd attack from missing. •Changed the opponent's behavior when hit midair, allowing the 2nd attack to hit as a combo.
Balance Adjustment	↑	During Wind Charmer ⊕	•Changed the opponent to a standing state when the attack hits. This adjustment was made with the new command "During Wind Charmer ⊕.△" in mind.
Balance Adjustment	↑	During Wind Charmer △+⊕	•Added a Lethal Hit condition Made the Lethal Hit condition "Triggers upon hit after opponent misses a Guard Impact".
Balance Adjustment	↑	Wind Fury	•Maintaining the Wind Fury stance will grant the wind's blessing and restore guard stamina over time.
Balance Adjustment	↑	During Wind Fury ⊕ during hit/guard ⊕ While soul charged ↘ ↘ or ⇒ ⇒ or ↘ ↘ or ↘ ↘ ⊕.⊕	•Activating the move will grant the wind's blessing and restore guard stamina.
Balance Adjustment	↑ ↓	↓ ↘ ⇒ ⊕	•In addition to "↓ ↘ ⇒ ⊕", "↓ ↘ ⇒ ⊕" will now also land as a Lethal Hit when the condition "Triggers upon hit after opponent misses a Guard Impact" is met. •Increased the length of stun inflicted when guarded by 4 frames. •Fixed an issue in which base damage and combo damage scaling differed based on whether the move was performed from a crouching state or a standing state.
Balance Adjustment	↑ ↓	During jump ⊕	Added scaling to the move's combo damage. Fixed an issue in which certain special inputs would improve the move's tracking. Adjusted the attack's hitbox and shortened the portion protruding from the back.
Balance Adjustment	↑ ↓	↓ ↓ or ↑ ↑ △ During Wind Charmer while soul charged △.△.⊗.△	•Decreased the opening after the attack by 2 frames. •Added scaling to the move's combo damage.
Balance Adjustment	↑ ↓	During Wind Sault △+⊕	•Changed the opponent to a standing position when the move is guarded. •Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑ ↓	During Wind Fury ⊕ during hit/guard ⊕	•Added scaling to the combo damage when the attack lands as a Lethal Hit. •Increased the length of stun inflicted by 2 frames when the 1st attack is guarded.
Balance Adjustment	↓	↘ ↘ or ⇒ ⇒ or ↘ ↘ or ↘ ↘ △+⊕	•Decreased the amount of guard stamina the attack reduces. •Added scaling to the move's guard crush combo damage.
Balance Adjustment	↓	Facing away ⊕	•Changed the opponent's behavior when the move is guarded, and reduced the distance between the character and the opponent. •Decreased the length of stun inflicted by 4 frames when the attack is guarded.

Tira

We made major changes to Tira in Season 2. The following two conditions are no longer effective allowing you to fight with a personality change in mind more. "Tira will return to Jolly if she gets a Break Attack." "Tira will be vulnerable if she doesn't have enough health remaining to use an attack that consumes health."

We also made her easier to play by adding commands which can be used by both personalities.

The new move "Acidic Modulation" is Tira's "Soul Attack" which always triggers a personality change upon hit and allows you to mix-up the opponent with a Lethal Hit using Gestopft Madness. We increased the chance of "Gloomy Coda" by allowing personality changes to be triggered more.

Category	Nerf/buff	Move	Update Details
Command added	-	<ul style="list-style-type: none"> ↓ ↘ ⇒ (A)+(B)+(K) ↓ ↘ ⇒ (A)+(B)+(K) 	<ul style="list-style-type: none"> Added the new move "Acidic Modulation" as part of the new "Soul Attack" mechanic. Will always trigger a personality change upon hit. Using "↓ ↘ ⇒ (A)+(B)+(K)" will shift you to Gestopft Madness. Shifting to Gestopft Madness with this command will not grant you any Guard Impact properties.
Command added	-	New Actions for Season 2	<ul style="list-style-type: none"> Commands have been added/changed. - Fin Beat (While Jolly (B)⇒) - Deadly Feather (While crouching (S)Ⓞ) - Killer Cacophony (While Soul Charged ⇐(B).(K)) - Offbeat Claw (⇒(B)+(K)) - Pit of Resonance (While Jolly ⇒(B)+(K) (counter hit)) - Pit of Syncopation (While Gloomy ⇒(B)+(K) (counter hit)) - Chattering Mandible (While Jolly ↘ ↘ or ⇐ or ↘ ↘ (B)+(K)) - Swing Kick (While rising (K)) Note: Can also be used while Gloomy. - Chattering Cantabile ~ Updraft (While rising (B)+(K)) (Changed from "While Gloomy & while rising (K)").
Behavior Adjustment	↑	<ul style="list-style-type: none"> While Jolly ⇒(A) While Jolly ⇐(A) While Jolly ↘ ↘ or ⇐ or ↘ ↘ (B).(A) While Jolly (B) While Jolly ↘ ↘ or ⇐ or ↘ ↘ (A) While Gloomy ⇒(A) While Gloomy (B).(B) 	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	After reversal edge hits (A).(A)	<ul style="list-style-type: none"> Increased the amount of guard stamina the attack reduces.
Behavior Adjustment	↓	<ul style="list-style-type: none"> While Jolly (A) While Gloomy (B).(B) 	<ul style="list-style-type: none"> Changed the move so the 1st and 2nd hits can now be guarded in succession. Due to the change above, increased the stun inflicted by 2 frames when the 1st attack of "While Gloomy (B).(B)" is guarded.
Balance Adjustment	↑	Behavior When Hit by a Break Attack	<ul style="list-style-type: none"> When the opponent lands a Break Attack, the following will no longer be possible in Season 2. Returning to Jolly when hit by the opponent's Break Attack while Gloomy Not being able to turn Gloomy when your health drops below 30% or below 5% due to getting hit by the opponent's Break Attack.
Balance Adjustment	↑	Gestopft Madness	<ul style="list-style-type: none"> The soul gauge now increases when spending health.
Balance Adjustment	↑	Health-Consuming Techniques While Gloomy	<ul style="list-style-type: none"> Previously, Tira would become highly vulnerable if she didn't have enough health remaining to use an attack that consumes it. This is no longer the case in Season 2.
Balance Adjustment	↑	<ul style="list-style-type: none"> While Jolly (A) While Jolly (B) 	<ul style="list-style-type: none"> Sped up the attack's start-up by 2 frames.
Balance Adjustment	↑	While Jolly ⇐(A)	<ul style="list-style-type: none"> Mitigated scaling to the move's combo damage. Improved the tracking to make it easier for the attack to hit an enemy during their 8-way run.
Balance Adjustment	↑	While Jolly ⇐(B).(B).(B)	<ul style="list-style-type: none"> Increased the 1st attack's base damage. Decreased the opening after the 1st attack by 6 frames. Increased the length of stun inflicted by 4 frames when the 2nd attack hits. Adjusted the move so the 3rd attack will hit as a combo if the 2nd attack lands as a counter hit. Adjusted the chances of triggering a personality change when the 3rd attack hits. Increased the length of stun inflicted by 6 frames when the 3rd attack is guarded. Note: The same change has been made to the 3rd hit of "While Jolly ⇐(B).(A).(B)".
Balance Adjustment	↑	While Gloomy ⇐(B).(B).(B)	<ul style="list-style-type: none"> Changed the move so that it will be performed in full even if the input timing isn't exact. The move only deals its original amount of damage when performed with exact timing.
Balance Adjustment	↑	While Jolly ↘ ↘ or ⇐ or ↘ ↘ (B)	<ul style="list-style-type: none"> Increased the move's base damage. The base damage of this move when hitting a downed opponent had been lowered, but this setting will no longer be applied if you do not follow through with the 2nd attack.
Balance Adjustment	↑	While Jolly ↓ ↓ or ↑ ↑ (B)	<ul style="list-style-type: none"> Increased the move's base damage. Changed the opponent's behavior when the 2nd hit lands as a counter hit, allowing for follow-ups.
Balance Adjustment	↑	<ul style="list-style-type: none"> While Gloomy ⇐(A) While Gloomy & soul charged ⇒(A).(B).(B) While Gloomy & soul charged (B).(B).(B) While Gloomy & soul charged ⇒(B).(B) While Gloomy & soul charged ⇒(A)+(K).(B) (Training mode only) 	<ul style="list-style-type: none"> Increased the move's base damage. Adjusted "⇒(B).(B)" and "⇒(A)+(B).(B)" to prevent the 2nd attack from being evaded even with an ukemi after the 1st attack hits a downed opponent.
Balance Adjustment	↑ ↓	While Jolly ⇐(K)	<ul style="list-style-type: none"> Increased the move's base damage. Increased the chances of triggering a personality change. Adjusted the attack to allow the character to move first upon hit. Added scaling to the move's combo damage.
Balance Adjustment	↑ ↓	While Gloomy ⇐(K)	<ul style="list-style-type: none"> Increased the chances of triggering a personality change. Decreased the opening by 6 frames when the attack lands and doesn't trigger a personality change.
Balance Adjustment	↑ ↓	<ul style="list-style-type: none"> While Jolly ↓ ↓ or ↑ ↑ (A) While Gloomy ↓ ↓ or ↑ ↑ (A) 	<ul style="list-style-type: none"> Added scaling to combo damage for "While Jolly ↓ ↓ or ↑ ↑ (A)". Increased the length of stun inflicted by 2 frames when "While Jolly ↓ ↓ or ↑ ↑ (A)" hits, making it behave like "While Gloomy ↓ ↓ or ↑ ↑ (A)". Mitigated scaling to combo damage for "While Gloomy ↓ ↓ or ↑ ↑ (A)".
Balance Adjustment	↑ ↓	While Gloomy & soul charged ⇒(A)+(B)	<ul style="list-style-type: none"> The move's base damage, how much health it recovers, and the chances of it triggering a personality change each varied by 3 levels based on Tira's remaining health. Base damage and the chances of a personality change have now been fixed at their highest values regardless of Tira's health. Adjusting the move to always deal high damage was done to strengthen the move, while increasing the chance of changing to Jolly was done to better balance its power. The lower your health, the more health you'll recover. This remains unchanged.
Balance Adjustment	↓	<ul style="list-style-type: none"> While Gloomy ⇒(A).(B) While Gloomy (B).(B).(B) While Gloomy ⇒(B) While Gloomy ⇒(A)+(K) (Training mode only) 	<ul style="list-style-type: none"> Added scaling to the move's combo damage.

Zasalamel

Zasalamel curses an opponent and then casts magic on them. We added some moves intending to make this strategy deeper. His soul gauge was relatively hard to utilize before since his Critical Edge has more defensive capabilities. The new move "Abyssal Punishment" is Zasalamel's "Soul Attack" which allows you to cast magic and shift to a Soul Charged state in Season 2.

And now, you can use a new magic to make the curses explode in purpose of offence and defense.

Now the effect of his Critical Edge changes based on the number of curses which adds depth to his strategy. This will also make it easier for the opponent to attack Zasalamel who has soul gauge.

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇒ Ⓐ+Ⓜ+Ⓚ After inflicting a curse ↓ ↘ ⇒ Ⓐ+Ⓜ+Ⓚ.Ⓜ	<ul style="list-style-type: none"> Added the new move "Abyssal Punishment" as part of the new "Soul Attack" mechanic. "Ingress of the Abyss" casts a magical spell that can be performed if the opponent has been cursed.
Command added	-	New Actions for Season 2	<ul style="list-style-type: none"> New commands have been added. - Ilabrat's Ingress (After inflicting a curse ⇐Ⓐ upon hit or guard Ⓜ) - Purge of Ereshkigal (After inflicting a curse Ⓜ+Ⓜ.⇐) - Breath of Mushussu (↓ ↘ ⇐Ⓜ+Ⓚ) - Enlii's Punishment (↓ ↓ or ↑ ↑ Ⓜ+Ⓚ) - Fatal Gravity (While Soul Charged ↓ ↘ ⇒ Ⓐ+Ⓜ) Note: Changed to allow "Ⓐ+Ⓜ" to be performed normally even while Soul Charged. - Fatal Gravity (While Soul Charged ↓ ↘ ⇐Ⓐ+Ⓜ)
Command changed	-	Ⓐ+Ⓜ+Ⓚ ⇐Ⓐ+Ⓜ+Ⓚ	<ul style="list-style-type: none"> Adjusted the Critical Edge so that its properties change depending on the number of curses inflicted on the opponent. - The Voice from the Abyss: Variation (Ⓐ+Ⓜ+Ⓚ) Can be used when there are no curses inflicted. Has Guard Impact properties against middle and low attacks before it lands. - The Voice from the Abyss: First Threshold (After inflicting a curse Ⓐ+Ⓜ+Ⓚ) Has Guard Impact properties against high, middle, and low attacks before it lands. - The Voice from the Abyss: Second Threshold (After inflicting two curses Ⓐ+Ⓜ+Ⓚ) Has Guard Impact properties against high, middle, and low attacks before it lands, and also restores guard stamina. Has higher base damage. - The Voice from the Abyss: Third Threshold (After inflicting three curses Ⓐ+Ⓜ+Ⓚ) Has Resist Impact properties against high, middle, and low attacks before it lands, and also restores guard stamina. Has even higher base damage. - The Voice from the Abyss (⇐Ⓐ+Ⓜ+Ⓚ) Allows you to use the move without regard to the number of curses inflicted. Has properties identical to the "Variation" version of the move.
Behavior Adjustment	-	⇐Ⓐ.Ⓜ While soul charged ↘ Ⓐ.Ⓜ	<ul style="list-style-type: none"> Fixed the animation so that the move appears as a vertical attack. No changes were made to other attack properties, such as the hitbox.
Behavior Adjustment	↑	⇐Ⓜ.Ⓜ ⇐Ⓜ during counter hit Ⓜ (exact timing) ↓ Ⓐ+Ⓜ	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↓	↘ Ⓜ	<ul style="list-style-type: none"> Fixed an issue in which certain inputs would extend the hitbox further than intended, making the move unavoidable by 8-way run.
Balance Adjustment	↑	Ⓜ+Ⓜ	<ul style="list-style-type: none"> Sped up the timing of the attack's start-up by 2 frames.
Balance Adjustment	↑	⇐Ⓜ.Ⓚ	<ul style="list-style-type: none"> Decreased the amount of guard stamina the 1st attack reduces. Increased the length of stun inflicted by 4 frames when the 2nd attack is guarded. Increased the length of stun inflicted by 2 frames when the 2nd attack hits, making it possible to follow up with moves that inflict curses on the opponent.
Balance Adjustment	↑	Ⓜ ⇐	<ul style="list-style-type: none"> Added a Lethal Hit condition Made the Lethal Hit condition "Triggers upon counter hit after inflicting three curses."
Balance Adjustment	↑	↘ ↘ or ⇐ or ↘ ↘ Ⓐ	<ul style="list-style-type: none"> Decreased the opening after the attack by 4 frames. Decreased the length of stun inflicted by 4 frames when the attack hits to maintain the difference in stun. Enlarged the hitbox to make it easier to make contact with the opponent at the intended time.
Balance Adjustment	↑	↘ ↘ or ↘ ↘ Ⓜ	<ul style="list-style-type: none"> Increased the move's base damage. Decreased the opening after the attack by 4 frames. Changed the opponent to a crouching state when the attack hits. Increased the length of stun inflicted when guarded by 4 frames.
Balance Adjustment	↓	↘ Ⓐ.Ⓚ	<ul style="list-style-type: none"> Changed the opponent's behavior when the attack lands as a normal hit to prevent it from becoming a wall hit. No changes have been made to the opponent's behavior upon counter hit.
Balance Adjustment	↓	↘ ↘ or ⇐ or ↘ ↘ Ⓜ	<ul style="list-style-type: none"> Added scaling to the move's combo damage.
Balance Adjustment	↓	Facing away Ⓚ	<ul style="list-style-type: none"> Changed the opponent's behavior when the attack hits. This attack cannot directly lead into a ring out, but it is possible to aim for a wall hit. Decreased the opening after the attack by 4 frames.

Grøh

Grøh suppresses an opponent by his Double Sabre which has a wide attack range and finishes them by attacks from the "Avenger stance" which splits his weapon in two. We improved this fighting style by adding various new moves. The new move "Swords United" is Grøh's "Soul Attack" which can be shifted to his stance after the attack. It will work as a starter for newly added Soul Charged attacks from the Avenger stance. We added options to stop opponent's 8-way run for more stable battles such as "Knight's Vow" and "Hidden Tomb" which are easy-to-use horizontal attacks, "Sir Lancelot's Might" and "Sir Bors's Scream" which are charges from a distance. Please enjoy his shouts during his moves!

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇨ Ⓐ+Ⓢ+Ⓚ ↓ ↘ ⇨ Ⓐ+Ⓢ+Ⓚ.⇨	<ul style="list-style-type: none"> Added the new move "Swords United" as part of the new "Soul Attack" mechanic. Using "↓ ↘ ⇨ Ⓐ+Ⓢ+Ⓚ.⇨" after the attack shifts you to Avenger.
Command added	-	New Actions for Season 2	<ul style="list-style-type: none"> New commands have been added. - Knight's Vow (Ⓢ⇨) - Bloodstain (↓ ↘ ⇨ Ⓢ) - Camelot's Ruse (While Soul Charged ↓ ↘ ⇨ Ⓢ (hit)) - Hidden Tomb (↘ Ⓐ+Ⓢ) - Sir Lancelot's Might (↘ ↘ or ⇨ ⇨ or ↘ ↘ Ⓢ Ⓢ) - Sir Bors's Scream (⇨ ↘ or ⇨ ⇨ or ↘ ↘ Ⓢ Ⓢ) - Sacred Verse (While in Avenger stance Ⓢ.Ⓐ) (Changed from Corbenic's Veil) - Grim Verse (While Soul Charged & in Avenger stance Ⓢ.Ⓐ.Ⓚ) - Sir Galahad's Chosen (While in Avenger stance Ⓢ.Ⓚ) - Kill Order (While Soul Charged & in Avenger stance Ⓢ.Ⓚ.Ⓢ)
Behavior Adjustment	-	While in Avenger stance Ⓢ	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent when the attack lands to reduce instances in which follow-up attacks would miss.
Behavior Adjustment	↑	↓ Ⓢ/While crouching Ⓢ ↓ Ⓐ+Ⓢ While soul charged ↓ Ⓐ+Ⓢ During jump Ⓐ ↓ ↓ or ↑ ↑ or ↘ ↘ or ⇨ ⇨ or ↘ ↘ Ⓢ Ⓢ Ⓢ Ⓢ+Ⓚ ↓ ↓ or ↑ ↑ Ⓐ ↘ ↘ or ⇨ ⇨ ↘ ↘ Ⓢ Ⓢ	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Balance Adjustment	↑	Opportune moments	<ul style="list-style-type: none"> Increased the number of opportunities for Grøh to shout his move names, so that his allies may better appreciate them.
Balance Adjustment	↑	⇨ ↘ or ⇨ ⇨ or ↘ ↘ Ⓢ Ⓢ	<ul style="list-style-type: none"> Sped up the attack's start-up by 4 frames. Sped up the timing at which the attack's Guard Impact properties are applied by 3 frames. Increased the length of stun inflicted by 4 frames when the attack hits or is guarded. Changed the opponent's behavior when landing a Lethal Hit, making it easier to perform follow-up attacks. Added scaling to the combo damage (only when the attack lands as a Lethal Hit).
Balance Adjustment	↑ ↓	↓ ↓ or ↑ ↑ or ↘ ↘ or ⇨ ⇨ or ↘ ↘ Ⓢ Ⓢ+Ⓢ	<ul style="list-style-type: none"> Adjusted the move's tracking and the size of its hitbox to reduce cases in which it could hit opponents moving to your side. Decreased the amount of guard stamina the attack reduces. Delayed the 2nd hit's start-up by 2 frames. Increased the length of stun inflicted when guarded by 4 frames.
Balance Adjustment	↑ ↓	While soul charged ⇨ Ⓐ.Ⓢ	<ul style="list-style-type: none"> Decreased the move's base damage. Added a Lethal Hit condition Made the Lethal Hit condition "Triggers upon hitting an opponent knocked off balance with a Guard Impact."
Balance Adjustment	↑ ↓	While soul charged ↘ Ⓢ.Ⓢ While soul charged & in Avenger stance ⇨ Ⓢ	<ul style="list-style-type: none"> Adjusted the move's hitbox and tracking, as well as the opponent's behavior upon midair hit, to reduce instances in which the move would unintentionally miss. Adjusted the move so the 2nd and 3rd attack will be guarded in succession once the 1st attack is guarded. Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↓	⇨ Ⓐ	<ul style="list-style-type: none"> Decreased the move's base damage. Changed the opponent's behavior when the attack is guarded. This was done to reduce instances in which the opponent ends up facing away when the attack is guarded.
Balance Adjustment	↓	↘ Ⓢ	<ul style="list-style-type: none"> Reduced the distance the opponent flies when hit in midair.
Balance Adjustment	↓	↘ ↘ or ⇨ ⇨ or ↘ ↘ Ⓢ Ⓢ.Ⓐ	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss. Changed the opponent's behavior when the attack lands as a normal hit so that they will not be knocked down. This adjustment comes in tandem with the new command "↘ ↘ or ⇨ ⇨ or ↘ ↘ Ⓢ Ⓢ".
Balance Adjustment	↓	While soul charged Ⓐ+Ⓢ+Ⓚ	<ul style="list-style-type: none"> Decreased the move's base damage.

Azwel

Azwel has a unique fighting style in which he is empty-handed however, can create weapons out of thin air. We added new moves which deepens this style in Season 2. You can produce weapons by "Pareidolia's Awakening" which is a counter attack with a quick start-up without dealing any damage. When your opponent is at a distance, you will have time to select your weapon activating "Humanity's Emancipation". Azwel's "Soul Attack" changes the attack you perform based on the number of "Soul Attacks" triggered. The first time, the attack will be "Spirit Sword Salvation" which drags your opponent in. And the second time the high damaging "Evil Sword's Embrace" will be activated.

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇒ Ⓐ+Ⓜ+Ⓚ	<ul style="list-style-type: none"> Added a new move as part of the new "Soul Attack" mechanic. The attack changes based on the number of times it is triggered. <ul style="list-style-type: none"> - If triggered an odd number of times: Spirit Sword Salvation - If triggered an even number of times: Evil Sword's Embrace Using "↓ ↘ ⇒ Ⓐ+Ⓜ+Ⓚ" in training mode will allow you to perform Evil Sword's Embrace regardless of how many times you trigger the attack.
Command added	-	New Actions for Season 2	<ul style="list-style-type: none"> New commands have been added. <ul style="list-style-type: none"> - Death to Defectors (Ⓐ.Ⓐ.Ⓜ) - To the Gallows (Ⓜ.Ⓜ.Ⓐ) - Almighty Paradox (While in Almighty mode ↑ Ⓜ+Ⓚ) - Everlasting Antithesis (While Soul Charged ↑ Ⓜ+Ⓚ) - Condemnation of Transgressors (During Comedy of Errors Ⓐ.Ⓐ)
Command added	-	Without weapons formed Ⓜ+Ⓚ.ⒶorⓂorⓀ	<ul style="list-style-type: none"> Added "Pareidolia's Awakening", an action that allows you to form a weapon. This move has different effects and shifts you into different weapon modes depending on the number of times weapons have been formed. <ul style="list-style-type: none"> - 1st time: Switches to sword mode/Increases soul gauge - 2nd time: Switches to spear mode/Restores guard stamina - 3rd time: Switches to ax mode/Restores health - 4th time: Switches to Almighty mode
Command added	-	Ⓐ+Ⓚ.ⒶorⓂorⓀ	<ul style="list-style-type: none"> Added "Humanity's Emancipation", an action that allows you to form a weapon. Inputting "ⒶorⓂorⓀ" will allow you to form the weapon displayed above Azwel's head. The order in which weapons are displayed is random. Shifting to sword mode will increase the soul gauge; shifting to spear mode will restore guard stamina; and shifting to ax mode will restore health. Using "Ⓐ" will allow for the follow-up attacks listed below. <ul style="list-style-type: none"> - Advent of Awakening (Ⓐ+Ⓚ.ⒶorⓂorⓀ to form a sword.Ⓐ) - Humanity's Enlightenment (Ⓐ+Ⓚ.ⒶorⓂorⓀ to form a spear.Ⓐ) - Animality Extinguished (Ⓐ+Ⓚ.ⒶorⓂorⓀ to form an ax.Ⓐ)
Behavior Adjustment	-	<ul style="list-style-type: none"> Ⓐ.Ⓐ.Ⓐ While soul charged Ⓐ.Ⓐ.Ⓐ ↘ Ⓜ ↘ or ⇐ or ↘ ↘ Ⓜ ↘ or ⇐ or ↘ ↘ Ⓜ Ⓐ+Ⓜ during 8-way run While soul charged during 8-way run Ⓐ+Ⓜ During 8-way run Ⓐ+Ⓚ (Training mode only) While soul charged during 8-way run Ⓐ+Ⓚ (Training mode only) 	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	↘ Ⓜ	<ul style="list-style-type: none"> Adjusted the opponent's behavior when this attack hits them from behind as a Lethal Hit, making it easier to land the same combos possible with a Lethal Hit from the front.
Behavior Adjustment	↑	↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓐ	<ul style="list-style-type: none"> If the attack hits an opponent as they move sideways, it is now counted as a run counter.
Behavior Adjustment	↑	<ul style="list-style-type: none"> ↓ ↓ or ↑ ↑ Ⓚ During Tragedy of War ↓ ↓ or ↑ ↑ Ⓚ During Comedy of Errors ↓ ↓ or ↑ ↑ Ⓚ 	<ul style="list-style-type: none"> Fixed an issue in which the timing during which the character would be treated as being in a midair state when inputting "↑ ↑ Ⓚ" would differ from that of "↓ ↓ Ⓚ".
Behavior Adjustment	↓	Ⓐ+Ⓜ+Ⓚ	<ul style="list-style-type: none"> Delayed the attack's start-up during sword mode by 1 frame, as it was faster than intended. No change has been made to the attack's start-up when no weapons have been formed.
Behavior Adjustment	↓	<ul style="list-style-type: none"> ↘ Ⓜ During Tragedy of War Ⓜ 	<ul style="list-style-type: none"> Adjusted the move's tracking and the size of its hitbox to reduce cases in which it could hit opponents moving to your side and behind you. Adjusted the move "During Tragedy of War Ⓜ" to make it easier to evade with a horizontal roll upon wakeup.
Balance Adjustment	↑	While in spear mode Ⓜ+Ⓚ or while in Almighty mode ⇐ Ⓜ+Ⓚ	<ul style="list-style-type: none"> Extended the length of Guard Impact properties for the move by 4 frames. Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Balance Adjustment	↑	Ⓜ.Ⓜ.Ⓜ	<ul style="list-style-type: none"> Changed the opponent's behavior when the 2nd attack lands as a counter hit. This is to allow the new command "Ⓜ.Ⓜ.Ⓐ" to be used in a stun combo.
Balance Adjustment	↑	Ⓜ ⇐	<ul style="list-style-type: none"> Added a Lethal Hit condition Made the Lethal Hit condition "Triggers upon hitting an opponent knocked off balance with a Guard Impact."
Balance Adjustment	↑ ↓	During Comedy of Errors Ⓐ.Ⓜ	<ul style="list-style-type: none"> Decreased the length of stun inflicted by 2 frames when the 1st attack is guarded. Enlarged the 2nd attack's lower hitbox to make it easier for the attack to hit enemies in low stances. Reduced the size of the 2nd attack's horizontal hitbox to reduce cases in which it could hit opponents moving to your side (only when the opponent is moving sideways). The 2nd attack of "During Comedy of Errors Ⓐ.Ⓜ" will now be easier to evade by moving sideways.
Balance Adjustment	↓	Weapon Arts	<ul style="list-style-type: none"> Performing the move while Soul Charged now decreases your Soul Charge time.
Balance Adjustment	↓	While in ax mode Ⓜ+Ⓚ or while in Almighty mode ⇒ Ⓜ+Ⓚ	<ul style="list-style-type: none"> Decreased the move's base damage.
Balance Adjustment	↓	<ul style="list-style-type: none"> Ⓐ.Ⓐ.Ⓐ Ⓐ.Ⓜ 	<ul style="list-style-type: none"> Reduced the length of stun inflicted by 2 frames when the 2nd attack of "Ⓐ.Ⓐ.Ⓐ" hits. Increased the length of stun inflicted by 2 frames when the 3rd attack is guarded. Changed the opponent's behavior when the 2nd attack of "Ⓐ.Ⓜ" hits. This change does not apply when landing as a counter hit.
Balance Adjustment	↓	↘ Ⓐ	<ul style="list-style-type: none"> Changed the opponent to a standing state when the attack lands as a counter hit.
Balance Adjustment	↓	↘ Ⓜ	<ul style="list-style-type: none"> Added scaling to the combo damage when the attack lands as a Lethal Hit. This change does not apply when using "↘ Ⓜ.Ⓜ".
Balance Adjustment	↓	While crouching ↘ Ⓜ.Ⓜ	<ul style="list-style-type: none"> Decreased the length of stun inflicted by 4 frames when the 1st attack is guarded. This was done to make it easier to evade the 2nd attack by moving sideways.

Geralt

Geralt wields swords of two types, steel and silver and can also use basic magic "Glyph". We added a lot of new commands making his Glyphs more useful. Now in Season 2, you can use "Axii Glyph" not only when Critical Edge hits but also in a normal state to attack your opponent who is moving back.

The new move "Yrden Aggression" is Geralt's "Soul Attack" which allows you to actively damage your opponent with "Yrden Glyph" which was only used defensively before. This way, it will be easier for you to perform Lethal Hits triggered by hits of different Glyphs.

We also added a horizontal attack which can stop your opponent giving you more chances to attack. We would recommend Geralt for those who play SCVI for the first time from Season 2 because of his usability.

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇨ Ⓐ+Ⓜ+Ⓚ	Added the new move "Yrden Aggression" as part of the new "Soul Attack" mechanic. You can now actively damage the opponent with Yrden Glyph.
Command added	-	New Actions for Season 2	<p>New commands have been added.</p> <ul style="list-style-type: none"> - Kingsweeper ~ Fleet Footwork (↘Ⓐ.Ⓜ.Ⓚ ↓ or ↑Ⓜ+Ⓚ) - Splintered Sternum ~ Axii Glyph (⇨Ⓚ.Ⓚ) - Splintered Sternum ~ Quen Strike (⇨Ⓚ.⇨Ⓚ) - Splintered Sternum ~ Igni Burn (⇨Ⓚ.↓Ⓚ) - Splintered Sternum ~ Yrden Glyph (⇨Ⓚ.⇨Ⓚ) - Splintered Sternum ~ Aard Push (⇨Ⓚ.↑Ⓚ) - Quen Invade (⇨Ⓐ+Ⓜ during motion Ⓚ) - Quen Invade (⇨Ⓐ+Ⓜ during motion Ⓚ) - Axii Glyph (While opponent is moving back Ⓜ+Ⓚ) - Axii Glyph (While opponent is moving back ⇨Ⓜ+Ⓚ) - Axii Glyph (While opponent is moving back ↓Ⓜ+Ⓚ) - Axii Glyph (While opponent is moving back ↑Ⓜ+Ⓚ) - Svalblod Slash (↘ ↘ or ↘ ↘ Ⓐ) Note: Commands for Deadly Retribution are narrowed down to "⇨⇨Ⓐ".
Command added	-	Ⓜ.Ⓜ.Ⓜ ⇨Ⓜ+Ⓚ.Ⓜ	•Inputting "Ⓜ.Ⓜ.Ⓜ" or "⇨Ⓜ+Ⓚ.Ⓜ" will now power up the attack.
Behavior Adjustment	-	Hitbox Size	•Fixed an issue involving the hitbox reduction implemented to more easily evade the opponent's vertical attack by moving sideways. The reduction previously did not apply in the same way to other characters.
Behavior Adjustment	↑	⇨Ⓐ.Ⓐ ↘Ⓚ ↘ ↘ or ⇨ or ↘ ↘ Ⓐ.Ⓚ	•Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Balance Adjustment	↑	↘ ↘ or ⇨ or ↘ ↘ Ⓜ.Ⓜ ↘Ⓚ Ⓜ	<p>•Added/changed Lethal Hit conditions.</p> <ul style="list-style-type: none"> - ↘ ↘ or ⇨ or ↘ ↘ Ⓜ.Ⓜ: Triggers after hitting an opponent with three different signs - ↘Ⓚ: Triggers after hitting an opponent with four different signs - Ⓜ: Triggers after hitting an opponent with all five signs
Balance Adjustment	↑ ↓	↓ Ⓐ+Ⓜ	•Increased the base damage of the portion of the attack triggered with "↓ Ⓐ+Ⓜ". Additionally, decreased the damage of the second half of "↓ Ⓐ+Ⓜ". This is to match the total damage originally dealt when all attacks of "↓ Ⓐ+Ⓜ" hit.
Balance Adjustment	↓	Ⓐ+Ⓜ	•Added scaling to the move's combo damage.
Balance Adjustment	↓	⇨Ⓐ+Ⓜ	•Adjusted the timing during which the opponent is in slow motion after successfully performing the move, shortening the time for follow-ups.

Amy

Amy moves swiftly at close-range and enhances herself by raising "Perception". We added easy-to-use combos and enhanced her main characteristic moves in Season 2. "Amaryllis Spin", which is used to close in, became much more flexible with the additions of "Amaryllis Perch" which stops your move and shifts to crouching and "Amaryllis Flicker" in which you sidestep and give your opponent a thrust. When "Red Rose Perception" is at max, it now increases the soul gauge greatly. By using this new element, aiming to attack with "Mystic Thorn", which is Amy's new "Soul Attack", could be interesting. You will have a good chance to attack quickly since you can shift to 3 different stances after this attack.

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ or ↘ ↘ or ↘ ↘ or ↘ ↘ During Amaryllis Spin (A+B+K)	Added the new move "Mystic Thorn" as part of the new "Soul Attack" mechanic. <ul style="list-style-type: none"> Using "B+K" after the attack will shift you to Lilith Parry. Using "↓ B+K" after the attack will shift you to Mellow Parry. Using "↑ B+K" after the attack will shift you to Biondetta Parry.
Command added	-	New Actions for Season 2	New commands have been added. <ul style="list-style-type: none"> Radieux Wolfsbane (↘ ↘ ↘) Insigne Lune (↘ ↘ ↘ upon hit or guard B) Shadow Stinger ~ Amaryllis Spin (While crouching ↘ ↘ ↘) Nocturne Stratagème (While crouching B+B/A+B) Insigne Lune (↓ ↓ or ↑ ↑ ↘ upon hit or guard B) Pirouette Sweep (↓ ↓ or ↑ ↑ B+B.K) Amaryllis Flicker (During Amaryllis Spin ↓ or ↑ B) Amaryllis Flicker (Cancel) (During Amaryllis Spin ↓ or ↑ B.B) Crimson Slicer (During Amaryllis Spin ↓ or ↑ B.B.A) Assault Blade (During Amaryllis Spin ↓ or ↑ B.B.B) Pirouette Sweep (During Amaryllis Spin ↓ or ↑ B.B.K) Amaryllis Perch (During Amaryllis Spin B) Vermillion Signet (While Soul Charged ↘ ↘ or ↘ ↘ or ↘ ↘ B+B) Vermillion Signet ~ Amaryllis Spin (While Soul Charged ↘ ↘ or ↘ ↘ or ↘ ↘ B+B.↘)
Behavior Adjustment	-	↘ ↘ or ↘ ↘ or ↘ ↘ ↘ ↘ ↘ ↘ ↘	Adjusted the input window to reduce instances in which "↘ ↘ or ↘ ↘ or ↘ ↘ ↘ B+B+K" would unintentionally be performed when inputting the command for "↘ ↘ or ↘ ↘ or ↘ ↘ ↘ B.B".
Behavior Adjustment	-	During Amaryllis Spin (A+B) During Amaryllis Spin ↘ ↘ ↘ ↘	Decreased the opening after the attack and the stun inflicted by 6 frames each. No change was made to the difference in stun.
Behavior Adjustment	-	During Amaryllis Spin & with Red Rose Perception at max (A+B) During Amaryllis Spin while soul charged & with Red Rose Perception at max (A+B)	Fixed an issue in which the move would still shift to an attack throw upon hit even when the opponent has already ringed out.
Balance Adjustment	↑	Rose Attacks	If the appropriate Perception level is already maxed out, the soul gauge will now be increased upon hit. How much the soul gauge increases varies by move.
Balance Adjustment	↑	Red Rose Perception	Made adjustments to increase the soul gauge when the Perception level reaches maximum.
Balance Adjustment	↑	B+B ↑ B+B ↓ B+B	These attacks now have Resist Impact properties when Red/White Rose Perception are maxed out.
Balance Adjustment	↑	↘ B A	Increased the length of stun inflicted by 6 frames when the 2nd attack is guarded.
Balance Adjustment	↑	↓ ↓ or ↑ ↑ K	Changed the opponent's behavior when the attack hits in midair. This adjustment comes in tandem with the addition of a new command for a 2nd attack.
Balance Adjustment	↑	↘ ↘ or ↘ ↘ or ↘ ↘ K	The attack now hits downed opponents. Sped up the attack's start-up by 1 frame. Enlarged the attack's hitbox to prevent it from missing at close range.
Balance Adjustment	↑	During Mellow Parry B	Reduced the opening after the attack by 2 frames, allowing for follow-ups like "While crouching B+B" to be performed upon hit. Increased the length of stun inflicted by 8 frames when guarded, and reduced the distance between the character and the opponent.
Balance Adjustment	↑	During Mellow Parry & with White Rose Perception at max B	Reduced the opening after the attack by 2 frames, allowing for follow-ups like "While crouching B+B" to be performed upon hit. Increased the length of stun inflicted by 4 frames when guarded, and reduced the distance between the character and the opponent.
Balance Adjustment	↑	During Amaryllis Spin K.K	Reduced the opening after the 1st attack by 1 frame. Increased the length of stun inflicted by 3 frames when the 1st attack is guarded. The 2nd attack of "During Amaryllis Spin K.K" can no longer be interrupted by a Guard Impact. ("K.B" can be guarded in succession.) Increased the length of stun inflicted by 6 frames when the 2nd attack is guarded.
Balance Adjustment	↑ ↓	↘ ↘ ↘ ↘	Changed the opponent's behavior when the 2nd attack lands as a counter hit, allowing for follow-ups. Added scaling to the move's combo damage. The 1st attack now no longer stuns the opponent when it lands as a counter hit.
Balance Adjustment	↑ ↓	↘ ↘	Increased the move's base damage. Changed the opponent's behavior when the attack hits.

Cassandra

Cassandra, like her older sister Sophitia, uses standard and effective moves. In Season 2, we made the start-up of her basic move "A" one of the fastest moves in the game allowing her to take more advantage in close-range battles. You will enjoy more powerful battles with the addition of new moves such as "Angel Discus: Regina" which decreases guard stamina but can shift you to a close-range battle with advantage and "Righteous Blow" which triggers Divine Force upon hit.

The new move "Ruffian Hunter" is Cassandra's "Soul Attack" which is a middle horizontal attack with a low risk. You can shift to "Angel Step" or "Angelic Twirl" after the move and aim for powerful Soul Charged attacks.

Category	Nerf/buff	Move	Update Details
Command added	-	↓ ↘ ⇨ A+Ⓟ+Ⓟ During Angel Step A+Ⓟ+Ⓟ	Added the new move "Ruffian Hunter" as part of the new "Soul Attack" mechanic. •Using ⇨ after the attack shifts to Angel Step. •Using ⇨ after the attack shifts to Angelic Twirl.
Command added	-	New Actions for Season 2	New commands have been added. - Righteous Blow (While crouching ↘Ⓟ) - Angel Discus: Regina (⇨A+Ⓟ) - Elfin Orbit: Regina (During Angelic Twirl A) - Cherub Orbit: Regina (During Angelic Twirl while Soul Charged A) - Celestial Turbulence (During Divine Force ↘A.A+Ⓟ) - Helios Meteor Blow (During Divine Force & during Angel Step Ⓟ.A+Ⓟ)
Behavior Adjustment	-	↑Ⓟ+Ⓟ	•Adjusted the move so that it would not shift to Titanic Struggle upon hit when the opponent has already ringed out.
Behavior Adjustment	-	↘ ↘ or ⇨ → or ↗ ↘	•Fixed an issue in which landing a Lethal Hit could immediately be followed up with the same Lethal Hit.
Behavior Adjustment	-	During Titanic Struggle ⇨A or ⇨Ⓟ or ⇨Ⓟ	•Fixed how the visual effects of the health gauge depletes when the move lands as a Lethal Hit. This change applies only to the visual effects and not the amount of damage itself.
Behavior Adjustment	↑	Angel Step	•Fixed an issue in which Break Attacks and unblockable high attacks could not be evaded when moving from a crouching position into Angel Step.
Behavior Adjustment	↑	During jump Ⓟ.Ⓟ	•Reduced the distance between the character and the opponent when the 1st attack lands. This is to prevent the 2nd attack from missing.
Behavior Adjustment	↑	During Angel Step ↓ or ↑ ☆	Regarding follow-up actions during Angel Step, there was an issue in which inputting "During Angel Step ↓ or ↑ ☆.⇨" would not shift the character to Angelic Twirl. This issue has been fixed.
Behavior Adjustment	↓	While soul charged ↗ A+Ⓟ	•Fixed an issue in which attacks could still be performed without Soul Charge effects ending after the throwing animation of the move ended. •Fixed an issue in which the non-Soul Charged version of "↗A+Ⓟ" would be performed even while Soul Charged if the command was inputted while facing away.
Balance Adjustment	↑	↓ ↓ or ↑ ↑ Ⓟ ↘ ↘ or ⇨ → or ↗ ↘ A+Ⓟ	•Increased the length of stun inflicted when guarded by 4 frames.
Balance Adjustment	↑	Ⓟ ⇨	•Sped up the attack's start-up by 2 frames.
Balance Adjustment	↑	↓ Ⓟ+Ⓟ	•Increased the length of stun inflicted when guarded by 4 frames.
Balance Adjustment	↑	During Angel Step Ⓟ	•Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑	During Angelic Twirl Ⓟ	•Increased the amount of guard stamina the attack reduces.
Balance Adjustment	↑ ↓	A.A	•Sped up the start-up of the 1st attack by 2 frames. •Reduced the base damage of the 2nd attack.
Balance Adjustment	↑ ↓	⇨A+Ⓟ	•Previously, the length of stun inflicted by this move upon hit or guard was inconsistent depending on distance. The length of stun inflicted has been adjusted to stabilize this issue. •Adjusted the hitbox to reduce instances in which the 2nd attack would miss if the tip of the attack is guarded.
Balance Adjustment	↓	Ⓟ+Ⓟ	•Added scaling to the move's combo damage.
Balance Adjustment	↓	⇨A.A	•Decreased the length of stun inflicted by 2 frames when the 1st hit lands as a counter hit.
Balance Adjustment	↓	During Angelic Twirl A	•Decreased the length of stun inflicted by 2 frames when the attack hits.