Ver.2.02 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.

Update for all characters

·In Ver.2.02, we fixed unintended move behaviors and also felt battle adjustments were required for many characters and readjusted mainly the new added features.

·In Ver.2.00, mechanic changes made on "Vulnerability During a Step" and "Jump Attacks" had affected basic moves like steps and jumps. However it was not our intension to change the feel of control so they were changed back to the same as Ver.1.50 in this update.

Battle System

Category	Nerf/buff	Move	Description
Notice	-	Attack trail effects	·Attack trail effects follow after a character from Ver.2.00. (So sometimes the range of attacks might look wider than the actual size of the hitbox.) ·How it looks is the only change made from Ver.1.50. The actual hitbox and tracking have not changed. ·Changing the rendering back to the same as Ver.1.50 is now under consideration since the change was not intentional.
Behavior Adjustment	-	Soul Attack	·Improved the tracking of all characters' soul attacks against opponents who missed an attack. Tracking is greater if the opponent is in the middle of a missed attack.
Behavior Adjustment	-	Steps	·Fixed an issue in which the changes in version 2.00 made it possible to cancel side steps and backward steps with "ⓖ" right as they began.
Behavior Adjustment	-	Jumping	·Adjusted the input window so that moving to the side and guarding would result in fewer cases of accidentally jumping.
Behavior Adjustment	-	Hit Behavior	·Some characters' soul attacks will ground opponents when they hit in midair. For these moves, we've adjusted the opponent's behavior, making it harder to end up behind the opponent or to their side.
Behavior Adjustment	-	Voices, Sounds, Effects, and Animations	·Readjusted certain timings and behaviors.
Behavior Adjustment	-	Battle Stage: Silver Wolves' Haven	·Reduced instances in which trees and other objects comprising the walls of the stage would hide the screen for a long time after the camera angle changed.

Mitsurugi

Category	Nerf/buff	Move	Description
Command added	-	⇦Ⓐ+Ⓚ (Training mode only)	·Added the exclusive training mode command "⇦Ⓐ+Ⓖ", which can be used to perform a lethal hit when lethal hit conditions are met.
Behavior Adjustment	↑	⇦Ⓐ+Ⓑ	·Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	During Shura Blade ↘️❯or⇨➡️↗️Ⓑ.Ⓑ.Ⓑ During Shura Blade while rising Ⓑ+Ⓚ.Ⓑ	The following adjustments were made to reduce instances in which the last attack would unintentionally miss. ·Reduced the distance between the character and the opponent when the attack immediately before the last attack is guarded and the last attack has already been input. ·Enlarged the last attack's hitbox when the attack immediately before it makes contact with the opponent.
Behavior Adjustment	↑	During Mist ⇦Ⓐ+Ⓖ	·Fixed an issue in which the soul gauge would not increase upon hit.
Behavior Adjustment	↑	During Relic Ⓐ	·Fixed an issue in which the timing at which Tanegashima Terror could be performed was delayed after returning to the Relic stance after an attack.
Behavior Adjustment	↑	When hit by a projectile during Relic	·Fixed an issue in which the move would not be performed even after getting hit by a projectile while in the Relic stance. ·Enlarged the attack's hitbox to prevent it from missing at close range.
Behavior Adjustment	↑ ↓	During Relic ⇦Ⓚ During Relic ⇦❿	·Reduced the distance the opponent flies when hit in midair. ·Enlarged the lower hitbox to prevent the attack from missing against downed enemies.
Balance Adjustment	↑ ↓	⇩↘️⇨Ⓐ+Ⓑ+Ⓚ	·Increased the attack's tracking against opponents who missed an attack. ·Decreased the length of stun inflicted by 2 frames when the attack hits in midair. ·Reduced the distance the opponent flies when hit in midair. ·Fixed an issue in which performing a reversal edge immediately after the attack would remove the limit on the number of attacks you can deflect. ·The character now takes a step forward after the attack, reducing the distance to the opponent.
Balance Adjustment	↓	Ⓐ.Ⓐ.Ⓐ	·Reduced the distance the opponent flies when the 2nd attack hits in midair.
Balance Adjustment	↓	During Mist ⇦Ⓑ During Mist ⇦❷	·Reduced the size of the hitbox in the 2nd half of the attack's duration. This change was made to reduce instances in which the opponent would get struck by a hitbox that was larger than the attack appeared to be.

Seong Mi-na

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	⇩↘️⇨Ⓑ ⇩↘️⇨Ⓐ+Ⓚ (Training mode only)	·Fixed the attack's direction from being a downward middle attack to an upward middle attack. This change will affect the character's behavior when the attack is deflected with a reversal edge.
Behavior Adjustment	↑	⊚Ⓐ	·Adjusted the move so the 2nd attack will be guarded in succession once the 1st attack is guarded.
Behavior Adjustment	↑	↘️Ⓐ+Ⓑ ↘️❶+Ⓑ	·Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Balance Adjustment	↑ ↓	⇩↘️⇨Ⓐ+Ⓑ+Ⓚ ⇩↘️⇨❶+Ⓑ+❿	·Increased the attack's tracking against opponents who missed an attack. ·Decreased the length of stun inflicted by 4 frames for "⇩↘️⇨Ⓐ+Ⓑ+Ⓚ" and by 2 frames for "⇩↘️⇨❶+Ⓑ+❿" when they hit a downed opponent.
Balance Adjustment	↑ ↓	⇩↘️⇨Ⓑ.Ⓑ ⇩↘️⇨Ⓑ.❷	The following adjustments were made to "⇩↘️⇨Ⓑ.Ⓑ". ·Decreased the move's base damage. ·Increased the length of stun inflicted by 5 frames when the attack is guarded. ·Added scaling to the move's combo damage. ·Added scaling to the move's guard crush combo damage. The following adjustments were made to "⇩↘️⇨Ⓑ.❷". ·Decreased the move's base damage when it hits a downed opponent. ·Decreased the amount of guard stamina the attack reduces. ·Added scaling to the move's guard crush combo damage.
Balance Adjustment	↑ ↓	↘️⊚Ⓚ ↘️⊚Ⓚ (fast)	·Decreased the length of stun inflicted by 2 frames when the attack is guarded. ·Reduced the distance between the character and the opponent when the move is guarded. The following changes were also made to "↘️⊚Ⓚ". ·Increased the move's forward movement so that it doesn't miss even from a distance, making its reach similar to that of the fast version. ·Changed the opponent's behavior upon midair hit, making follow-up attacks possible.

Taki

Category	Nerf/buff	Move	Description
Command added	–	During Possession ⇩or⇧Ⓐ+Ⓚ (Training mode only)	·Added the exclusive training mode command "During Possession ⇩or⇧Ⓐ+Ⓚ", which can be used to perform a lethal hit when lethal hit conditions are met.
Behavior Adjustment	↑	⇩↘⇨Ⓐ+Ⓑ+Ⓚ ⇩↘⇨Ⓐ+Ⓑ+Ⓚ.⇦	·Increased the attack's tracking against opponents who missed an attack.
Behavior Adjustment	↑	⇨Ⓐ+Ⓑ ⇨Ⓐ+Ⓑ.⇦	·If the attack hits an opponent as they move sideways, it is now counted as a run counter.
Behavior Adjustment	↑	↖↘or➡↗Ⓐ+Ⓑ ↖↘or➡↗🅐+🅑	·Enlarged the attack's hitbox to prevent it from missing at close range. ·Changed the opponent's behavior when the 2nd attack lands as a counter hit in order to make it possible to subsequently land the 3rd attack even if the 1st attack missed. ·Adjusted the move to make it harder to hop over the opponent. The character can still hop over downed opponents.
Behavior Adjustment	↑	During Possession while soul charged Ⓐ+Ⓒ	·Improved the tracking to make it easier for the attack to hit an enemy during their 8-way run.
Behavior Adjustment	↑ ↓	During Possession ⇩or⇧Ⓑ+Ⓚ	·Enlarged the attack's hitbox to prevent it from missing at close range. ·Fixed an issue in which certain inputs would trigger a follow-up attack even if the move was guarded.
Balance Adjustment	↑	Ⓐ.Ⓐ.Ⓐ	·Changed the opponent to a standing position when the 3rd hit is guarded while crouching.
Balance Adjustment	↑	Ⓑ.Ⓐ.⇨Ⓚ	·Sped up the timing of the 3rd attack's start-up by 2 frames, which prevents the opponent from interrupting with a guard impact after Ⓑ.Ⓐ hits. ·Enlarged the attack's hitbox to prevent it from missing at close range. ·Changed the attack's move level from "weak" to "medium". ·Increased the length of stun inflicted when guarded by 4 frames. ·Changed the opponent's behavior when hit in midair, allowing Taki to move before the opponent.
Balance Adjustment	↓	During Stalker Ⓚ	·Adjusted the move so all attacks will be guarded in succession once the 1st attacks is guarded. ·Decreased the length of stun inflicted by 2 frames when the 4th hit is guarded. ·Decreased the length of stun inflicted by 8 frames when the 4th hit lands.

Maxi

Category	Nerf/buff	Move	Description
Command added	–	⇦Ⓐ+Ⓚ (Training mode only)	·Added this exclusive training mode command, which can be used to perform Seven Stars Severance.
Behavior Adjustment	–	During Right Outer while soul charged Ⓐ+Ⓑ During Behind Lower while soul charged Ⓐ+Ⓑ During Right Cross while soul charged Ⓐ+Ⓑ During Left Outer while soul charged Ⓐ+Ⓑ During Left Inner while soul charged Ⓐ+Ⓑ	·Fixed an issue in which soul-charged attacks could be performed even at the end of a soul charge.
Behavior Adjustment	↑	⇩↘⇨Ⓐ+Ⓑ+Ⓚ During Neutral Guard ⇩↘⇨Ⓐ+Ⓑ+Ⓚ	·Increased the attack's tracking against opponents who missed an attack. ·Enlarged the 1st hit's lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	During Left Outer Ⓚ During Neutral Guard Ⓑ+Ⓚ	·Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Balance Adjustment	↑	During Seven Stars Severance & during Right Outer Ⓚ	·Delayed the timing at which the visual effects would appear. This change was made primarily to fix an issue in which players with fast reaction times were able to evade the attack by watching for the effects.
Balance Adjustment	↑ ↓	Ⓑ+Ⓚ.Ⓑ.Ⓑ.Ⓑ.Ⓐ Ⓑ+Ⓚ.Ⓑ.Ⓑ.Ⓑ.Ⓐ (exact timing)	·Decreased the move's base damage when performed with exact input timing. Increased the move's base damage when performed without exact input timing. ·Reduced the distance the opponent flies when hit. This will make it harder to knock the opponent out of the ring, but will allow for follow-ups. ·Fixed an issue in which certain inputs would change the attack's start-up timing, making the move harder to perform.
Balance Adjustment	↑ ↓	During Behind Lower while soul charged Ⓐ+Ⓑ	·Decreased the move's base damage. ·Added scaling to the move's combo damage. ·Adjusted the hitbox and tracking to reduce instances in which the move would miss partway through.

Voldo

Category	Nerf/buff	Move	Description
Behavior Adjustment	–	↘Ⓐ ↗Ⓐ ⇦Ⓐ	·Fixed an issue in which inputting Ⓑ+Ⓚ immediately after the command on the left when attempting a soul charge or critical edge would cause the player to perform an unintended move.
Behavior Adjustment	–	During Mantis Crawl with head toward opponent Ⓚ.Ⓑ	·Fixed the attack's direction from being a downward middle attack to an upward middle attack.
Behavior Adjustment	↑	⇩↘⇨Ⓐ+Ⓑ+Ⓚ Facing away ⇩↘⇨Ⓐ+Ⓑ+Ⓚ	·Increased the attack's tracking against opponents who missed an attack. ·Fixed an issue in which performing a reversal edge immediately after the attack would remove the limit on the number of attacks you can deflect.
Behavior Adjustment	↓	While soul charged & jumping Ⓚ During Blind Caliostro Rush while soul charged Ⓚ	·Fixed an issue in which the attack's start-up timing was mistakenly sped up in version 2.00.
Balance Adjustment	↑	⇨Ⓑ ⇨Ⓑ.⇨ While crouching ↘Ⓚ While crouching ↘Ⓚ.⇨	·"↘" and "↗" used to be able to shift to Caliostro Rush, but the input has now been limited to "⇨". ·Lengthened the input window in which "⇨" can shift to Caliostro Rush. ·When shifting to Caliostro Rush with "⇨", you can now cancel the shift by inputting "Ⓑ" before the shift.
Balance Adjustment	↑	⇧Ⓐ+Ⓑ ⇧Ⓐ+Ⓑ ⇧Ⓐ+Ⓑ.⇨	·Changed the attack's move level from "weak" to "medium". The amount of guard stamina reduced remains the same. ·"↘" and "↗" used to be able to shift to Caliostro Rush, but the input has now been limited to "⇨". ·Lengthened the input window in which "⇨" can shift to Caliostro Rush. ·When shifting to Caliostro Rush with "⇨", you can now cancel the shift by inputting "Ⓑ" before the shift.
Balance Adjustment	↑	Facing away ↘Ⓐ	·Changed the attack's move level from "weak" to "medium".
Balance Adjustment	↑	During Mantis Crawl with feet toward opponent Ⓐ	·Reduced the distance between the character and the opponent when the move hits at a distance. This was done to make it easier to land follow-up attacks.
Balance Adjustment	↑ ↓	During Caliostro Rush ⇨Ⓑ	·Increased the move's base damage. ·Changed the opponent's behavior when hit while downed so that follow-up attacks do not hit.
Balance Adjustment	↓	Ⓑ.Ⓑ.Ⓐ	·Reduced the distance the opponent flies when hit in midair.
Balance Adjustment	↓	During Mantis Crawl with feet toward opponent Ⓚ.Ⓑ	·Decreased the length of stun inflicted by 2 frames when the attack is guarded.

Sophitia

Category	Nerf/buff	Move	Description
Behavior Adjustment	–	Lightning Attack Effects	·Reduced the brightness of the effect.
Behavior Adjustment	–	During Angel Step Ⓐ+Ⓑ During Angel Step while soul charged Ⓑ+Ⓚ	·Fixed an issue in which performing the move from "Angel Step ~ Sidestep" allowed you to perform it faster than other Angel Step moves.
Behavior Adjustment	–	Follow-up Attacks during Angel Step	·Fixed an issue in which certain inputs after the attack would mistakenly perform an 8-way run move.
Behavior Adjustment	–	During Angel Step while soul charged Ⓑ (fast)	·Fixed an issue in which the effect showing the fast input was successful would not be displayed.
Behavior Adjustment	↑	Ⓐ+Ⓑ+Ⓚ	·Enlarged the hitbox to make it easier to make contact with the opponent at the intended time.
Behavior Adjustment	↑	⇩↘⇨Ⓐ+Ⓑ+Ⓚ During Angel Step Ⓐ+Ⓑ+Ⓚ During Twin Angel Step Ⓐ+Ⓑ+Ⓚ	·Increased the attack's tracking against opponents who missed an attack. ·Fixed an issue in which performing a reversal edge immediately after the attack would remove the limit on the number of attacks you can deflect.
Behavior Adjustment	↑	⇩ⓀWhile crouching Ⓚ	·Enlarged the lower hitbox to prevent the attack from missing against downed enemies.
Behavior Adjustment	↑	While crouching ↗Ⓚ	·Improved the tracking to make it easier for the attack to hit an enemy during their 8-way run.
Balance Adjustment	↑	⇦Ⓐ.Ⓑ	·Increased the length of stun inflicted when guarded by 4 frames.
Balance Adjustment	↑	During Angel Step while soul charged Ⓑ+Ⓚ	·Fixed an issue in which the attack's move level was mistakenly treated as "weak" when it hit at a distance.
Balance Adjustment	↑ ↓	During Angel Step Ⓐ+Ⓑ During Angel Step while soul charged Ⓐ+Ⓑ	·Delayed the timing at which the move evades high attacks. ·Improved the 2nd attack's tracking to make it easier to hit an enemy during an 8-way run. ·Increased the length of stun inflicted by 4 frames when the 2nd hit is guarded. ·Adjusted the move so all attacks will be guarded in succession once the 1st attack is guarded. ·Increased the amount of soul charge time consumed. ·Decreased the amount of guard stamina the last attack reduces while soul charged, making it unusable as a guard crush. ·Fixed an issue in which the last hit would not generate lightning after performing the move immediately following a lethal hit, regardless of whether it was performed while soul charged or not.

Siegfried

Category	Nerf/buff	Move	Description
Behavior Adjustment	↑	Ⓐ+Ⓑ+Ⓚ During Chief Hold Ⓐ+Ⓑ+Ⓚ	·Adjusted the hitbox in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	While crouching ↘Ⓚ	·The follow-up attack automatically performed can no longer be evaded with aerial control when the 1st attack lands against an opponent in midair.
Behavior Adjustment	↑	During Reverse Side Hold Ⓚ	·Sped up the timing at which the move evades high attacks. This is to make the move's properties the same as when the move is performed during Dark Legacy.
Balance Adjustment	↑	During Reverse Side Hold Ⓐ+Ⓑ During Reverse Side Hold while soul charged Ⓐ+Ⓑ. Ⓑ	·Increased the 1st attack's base damage when it hits at a distance, making it match the damage it does at close range. ·Reduced the distance between the character and the opponent when the 1st attack hits a downed opponent. This is to make it harder for the 2nd attack to miss.
Balance Adjustment	↑ ↓	⇓↘⇨Ⓐ+Ⓑ+Ⓚ	·Increased the attack's tracking against opponents who missed an attack. ·Fixed the attack's direction from being a downward middle attack to an upward middle attack. ·Decreased the base damage of the 2nd attack. ·Reduced the length of stun inflicted by 2 frames when the 2nd attack hits or is guarded.
Balance Adjustment	↑ ↓	During Side Hold Ⓚ	·Changed the opponent's behavior when the attack lands as a lethal hit, reducing the move's ring-out capabilities. ·Added scaling to the combo damage (only when the attack lands as a lethal hit). ·Greatly increased the amount the soul gauge is filled by a lethal hit.

Ivy

Category	Nerf/buff	Move	Description
Behavior Adjustment	–	⇓↗⇦Ⓚ	·Lengthened the input window to make moves easier to perform during Serpent's Embrace.
Behavior Adjustment	↑	While crouching ↘Ⓐ+Ⓑ	·Lengthened the input window to make the move easier to perform. ·Adjusted the hitbox in order to reduce instances in which the attack would miss partway through.
Behavior Adjustment	↑	↘↖or↗↘Ⓚ ↘↖or↗↘❿	·Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Balance Adjustment	↑ ↓	⇓↘⇨Ⓐ+Ⓑ+Ⓚ ⇓↘⇨❷+❶+❿	·Increased the attack's tracking against opponents who missed an attack. ·Changed the first half of the attack's move level from "weak" to "medium". ·Reduced the distance between the character and the opponent when the 1st, 2nd, and 3rd attacks land in order to reduce instances in which the move would miss partway through. ·Adjusted the opponent's behavior when the attack hits in midair, making it harder to end up behind the opponent or to their side. ·Decreased the move's base damage. ·Decreased the length of stun inflicted when the attack hits. ·Fixed an issue in which performing a reversal edge immediately after the attack would remove the limit on the number of attacks you can deflect.
Balance Adjustment	↑ ↓	↗Ⓑ+Ⓚ ↗❶+❿	·Changed the opponent's behavior when the attack hits. This was done to speed up the timing at which the opponent can start performing an action. ·Added scaling to the move's combo damage. ·Increased the base damage of the move when performed with "↗❶+❿".
Balance Adjustment	↑ ↓	↘↖⇦⇨↗↗⇨Ⓐ+Ⓒ (fast) During Serpent's Embrace ↘↖⇦⇨↗↗⇨Ⓐ+Ⓒ	·Decreased the move's base damage. ·Increased the amount the soul gauge is filled when the attack hits.
Balance Adjustment	↓	⇓or↘Ⓑ+Ⓚ	·Adjusted the attack's tracking to reduce the chances of it hitting an opponent during an 8-way run. ·Fixed an issue in which the hitbox size and other properties of the attack differed depending on if the move was performed while crouching or standing.
Balance Adjustment	↓	⇨Ⓚ.Ⓑ Facing away Ⓐ	·Added scaling to the move's combo damage.

Kilik

Category	Nerf/buff	Move	Description
Command added	–	↘➘or⇨➡or↗➚Ⓐ+Ⓚ (Training mode only)	·Added the exclusive training mode command "↘➘or⇨➡or↗➚ Ⓚ Ⓑ", which can be used to perform a lethal hit when lethal hit conditions are met.
Behavior Adjustment	–	⇦Ⓐ+Ⓑ+Ⓚ	·Fixed an issue in which equipment would be damaged after a soul charge even when using a custom character. However, inputting "⇦Ⓐ+Ⓑ+Ⓚ" will still allow for equipment damage, the same as in version 2.00.
Behavior Adjustment	↑	While soul charged ↗Ⓑ+Ⓚ While soul charged ⇩Ⓑ+Ⓚ While soul charged ↘Ⓑ+Ⓚ	·Adjusted the hitbox in order to reduce instances in which the attack would miss partway through.
Balance Adjustment	↑	⇩⬇or⇧⬆Ⓐ+Ⓑ	·Changed the attack's move level to "medium." ·Fixed the attack direction to make it behave as a horizontal attack to the right instead of a horizontal attack to the left. This change will affect the character's behavior when the attack is deflected with a reversal edge.
Balance Adjustment	↑ ↓	⇩↘⇨Ⓐ+Ⓑ+Ⓚ During Monument Ⓐ+Ⓑ+Ⓚ	·Increased the attack's tracking against opponents who missed an attack. ·Fixed an issue in which performing a reversal edge immediately after the attack would remove the limit on the number of attacks you can deflect. ·Increased the length of stun inflicted by 3 frames when the attack hits a downed opponent. The following changes were also made to "During Monument Ⓐ+Ⓑ+Ⓚ". ·Increased the move's base damage. ·Increased the amount of guard stamina the attack reduces. ·Decreased the length of stun inflicted by 6 frames when the attack hits the opponent on the ground or in midair.
Balance Adjustment	↓	While soul charged Ⓐ+Ⓑ+Ⓚ	·Changed the attack so that the soul charged state will end if the attack is deflected by a Resist Impact.

Xianghua

Category	Nerf/buff	Move	Description
Behavior Adjustment	↑	⇨Ⓚ.Ⓐ	·Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	↗➘or⇦⬅or↘➘Ⓐ ↗➘or⇦⬅or↘➘Ⓐ	·Improved the tracking to make it easier for the attack to hit an enemy during their 8-way run.
Balance Adjustment	↑	During Playful Xia Sheng Ⓑ.Ⓑ	·Adjusted the hitbox size and tracking to make it easier for the attack to hit an opponent in midair. ·Decreased the opening after the 2nd attack by 1 frame. ·Increased the length of stun inflicted by 1 frame when the 2nd attack is guarded.
Balance Adjustment	↑ ↓	⇩↘⇨Ⓐ+Ⓑ+Ⓚ.Ⓐ ⇩↘⇨Ⓐ+Ⓑ+Ⓚ.⊗Ⓖ ⇩↘⇨Ⓐ+Ⓑ+Ⓚ.⊗⇩	·Increased the attack's tracking against opponents who missed an attack. ·Adjusted the 2nd attack's tracking to reduce instances in which the move would miss partway through. ·Changed the timing at which scaling is added to the combo damage from after the 2nd hit to after the 1st hit. ·Increased the base damage of the 2nd attack. ·Changed the opponent's behavior when the 2nd attack lands as a counter hit. This was to fix an issue in which the move could be used to perform a higher-damaging combo than expected. ·Fixed an issue in which performing a reversal edge immediately after the attack would remove the limit on the number of attacks you can deflect.
Balance Adjustment	↑ ↓	⇨Ⓐ+Ⓑ	·Adjusted the move so the 2nd hit will be guarded in succession when the 1st hit is guarded. ·Changed the opponent's behavior when the 2nd attack is guarded and decreased the length of stun inflicted by 4 frames.

Yoshimitsu

Category	Nerf/buff	Move	Description
Command added	–	While crouching ↘Ⓐ+Ⓚ (Training mode only)	·Adjusted the base damage and other properties of the attack to make them match those of "While crouching ↘Ⓐ".
Command changed	–	⇓↘⇨Ⓚ ⇓↘⇨Ⓐ+Ⓑ	·Reverted the changes made to this move's command in version 2.00.
Behavior Adjustment	↑	⊚Ⓑ	·Increased the attack's tracking against opponents who missed an attack.
Behavior Adjustment	↑	Ⓐ+Ⓚ.Ⓐ+Ⓑ	·Made the opponent unable to perform a Reverse Impact when their attack is repelled by this attack being used as a guard impact. ·Fixed an issue in which this move was not treated as a projectile. With this change, the move will no longer be treated as a normal vertical attack. This means the lethal hit condition "Triggers upon hit after opponent misses a vertical attack" no longer applies to this move.
Behavior Adjustment	↑	While crouching ↘Ⓐ	·Enlarged the hitbox to make it easier to make contact with the opponent at the intended time.
Behavior Adjustment	↑	During Flea ⇨Ⓐ	·Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↓	During Manji Dragonfly while soul charged ❸ (hit) Ⓑ.Ⓑ.Ⓑ	·Adjusted the move's tracking to reduce cases in which it could hit opponents moving around to the side.
Balance Adjustment	↑	⇓↘⇨Ⓐ+Ⓑ+Ⓚ	·Increased the attack's tracking against opponents who missed an attack. ·Slightly increased the height the opponent is launched when hit in midair.
Balance Adjustment	↑	While crouching ↘Ⓑ	·Increased the amount of guard stamina the attack reduces. ·Decreased the opening after the attack by 2 frames. ·Extended the window in which the move can evade high attacks by 3 frames.

Nightmare

Category	Nerf/buff	Move	Description
Behavior Adjustment	–	During Grim Stride Ⓐ	·Fixed an issue in which the move would consume any unused Terror Charge upon being performed.
Behavior Adjustment	–	During Grim Stride while soul charged Ⓐ+Ⓑ	·Fixed an issue in which the attack's start-up was delayed, causing the character to perform a slight step before initiating the attack.
Behavior Adjustment	↑	⇓↘⇨Ⓐ+Ⓑ+Ⓚ During Grim Stride Ⓐ+Ⓑ+Ⓚ While soul charged ⇓↘⇨Ⓐ+Ⓑ+Ⓚ During Grim Stride while soul charged Ⓐ+Ⓑ+Ⓚ	·Increased the attack's tracking against opponents who missed an attack. ·Adjusted the hitbox in order to reduce instances in which the attack would unintentionally miss. ·Increased the amount of soul charge time you gain when using this move while soul charged.
Behavior Adjustment	↑	↘Ⓐ.Ⓑ	·Adjusted the hitbox in order to reduce instances in which the attack would unintentionally miss. ·Adjusted the move so the character will face the opponent upon hit.
Balance Adjustment	↑	When hit while performing ⇨Ⓐ When hit while performing ⇨Ⓑ When hit while performing ⇨Ⓚ When hit while performing ⇨Ⓐ+Ⓑ When hit while performing Ⓐ+Ⓑ facing away	The following changes were made to prevent situations in which Nightmare would be left wide open after an opponent performed a Resist Impact against the Soul Wave that automatically triggers after a successful revenge attack. ·Made the attack a projectile so that getting hit with a Resist Impact no longer throws the character back. ·Reduced the opening after the attack when hit with a Resist Impact. ·The above changes do not apply to "⇨Ⓐ+Ⓑ" or "Facing away Ⓐ+Ⓑ".
Balance Adjustment	↑	Against crouching opponent ⇓↘⇨Ⓐ+Ⓖ During Grim Stride against crouching opponent Ⓐ+Ⓖ	·Sped up the attack's start-up by 2 frames. ·Increased the amount the soul gauge gets filled upon hit during Terror Charge.
Balance Adjustment	↑	While soul charged ↘◤or⇨or◢ Ⓑ.Ⓑ	·Adjusted the hitbox and tracking to reduce instances in which the move would miss partway through. ·Increased the length of stun inflicted by 8 frames when the attack is guarded. ·Fixed an issue in which chip damage would not be dealt when the attack was guarded.
Balance Adjustment	↑	During Grim Stride while soul charged ⊚Ⓑ.Ⓑ	·Changed the attack to be a break attack. With this change, the character will now be able to move first when the attack is guarded.

Astaroth

Category	Nerf/buff	Move	Description
Notice	–	⇨Ⓑ+Ⓚ ⇨🅱+🅺	In version 2.00, the lethal hit condition was changed to "Triggers immediately after a successful revenge attack" to give more opportunities to utilize revenge attacks. The follow situations will trigger a lethal hit. ・Performing "⇨🅱+🅺", being hit by the opponent's attack and shifting to a counterattack (revenge successful), and then landing that counterattack. ・Performing a move such as "↘�‍↘or➡↗Ⓐ+Ⓖ", being hit by the opponent's attack and shifting to a counterattack (revenge successful), being hit again by the opponent, then immediately performing "⇨Ⓑ+Ⓚ" and landing it. Conversely, the following situations will not fulfill the lethal hit condition. ・Performing a move like "↘➍↘or➡↗Ⓐ+Ⓖ", being hit by the opponent's attack and shifting to a counterattack (revenge successful), and then landing that counterattack. ・Performing a move like "↘➍↘or➡↗Ⓐ+Ⓖ", being hit by the opponent's attack, and then being unable to counterattack because the base damage of the opponent's attack was too high.
Command added	–	⇨Ⓚ+Ⓖ (Training mode only)	・Added the exclusive training mode command "⇨Ⓚ", which can be used to perform a lethal hit when lethal hit conditions are met.
Behavior Adjustment	–	Ⓐ+Ⓑ+Ⓚ	・Fixed an issue in which the move would not be treated as an attack counter if you were hit before the attack's start-up.
Behavior Adjustment	–	↗➍⇦or↘➍Ⓐ+Ⓑ ↗➍⇦or↘➍Ⓐ+Ⓑ	・Fixed the attack direction to make it behave as a horizontal attack to the left instead of a horizontal attack to the right.
Behavior Adjustment	–	While soul charged ⇦Ⓐ.Ⓐ While soul charged ⇦Ⓚ.Ⓐ While soul charged ⇦Ⓑ+Ⓚ	・Fixed an issue in which the lethal hit condition for "⇨Ⓑ+Ⓚ" would not be fulfilled if "revenge" was successful during the attack on the left.
Behavior Adjustment	↑	Ⓑ.Ⓐ Ⓑ.⇨Ⓐ	・Changed the opponent to a standing state when the 1st attack hits.
Behavior Adjustment	↑	⇩↘⇨Ⓐ+Ⓑ+Ⓚ ⇩↘⇨🅰+🅱+🅺 When hit while performing ⇩↘⇨🅰+🅱+🅺	・Increased the attack's tracking against opponents who missed an attack. ・Fixed an issue in which performing a reversal edge immediately after the attack would remove the limit on the number of attacks you can deflect. ・Fixed an issue in which the throws against crouching opponents do not hit when "⇩↘⇨🅰+🅱+🅺" or "When hit while performing ⇩↘⇨🅰+🅱+🅺" hit.

Inferno

Category	Nerf/buff	Move	Description
Behavior Adjustment	↑	⇩↘⇨Ⓐ+Ⓑ+Ⓚ While soul charged ⇩↘⇨Ⓐ+Ⓑ+Ⓚ During Vile Glare Ⓐ+Ⓑ+Ⓚ During Vile Glare while soul charged Ⓐ+Ⓑ+Ⓚ	・Increased the attack's tracking against opponents who missed an attack. ・Adjusted the hitbox in order to reduce instances in which the attack would unintentionally miss. ・Increased the amount of soul charge time you gain when using this move while soul charged.

Cervantes

Category	Nerf/buff	Move	Description
Behavior Adjustment	–	↘Ⓑ+Ⓚ ↘Ⓐ+Ⓚ (Training mode only)	・Enlarged the hitbox at the beginning of the move that is meant to prevent the character from clipping into the opponent, and adjusted the distance to not be overly close. This change is to reduce instances in which the camera would become turned around when the attack was side-stepped at close range at a particular timing.
Behavior Adjustment	–	While soul charged ⇩↘⇨Ⓑ	・Enlarged the hitbox at the beginning of the move that is meant to prevent the character from clipping into the opponent, and adjusted the distance to not be overly close. This change was made to prevent the character from jumping over an opponent in a low stance. However, this change does not apply to downed opponents.
Behavior Adjustment	–	While soul charged ⊛⇨.Ⓑ	・Fixed an issue in which the 2nd hit would still connect even if the 1st hit of the gun attack was hit by a guard impact.
Behavior Adjustment	↓	Ⓐ+Ⓑ	・Fixed an issue in which the hitbox was larger than intended, making the move unavoidable by 8-way run.
Balance Adjustment	↑ ↓	⇩↘⇨Ⓐ+Ⓑ+Ⓚ ⇩↘⇨⊛+⊛+⊛Ⓖ	・Increased the attack's tracking against opponents who missed an attack. ・Decreased the length of stun inflicted by 4 frames when the 2nd hit is guarded. ・Changed the input window for Ⓖ to reduce cases in which the move would unintentionally be canceled.
Balance Adjustment	↓	↘➍or➡↗Ⓐ+Ⓖ	・Added scaling to the move's combo damage.

Raphael

Category	Nerf/buff	Move	Description
Command added	–	During Quick Parade Ⓐ+Ⓚ (Training mode only)	·Added the exclusive training mode command "During Quick Parade Ⓚ", which can be used to perform a lethal hit when lethal hit conditions are met.
Behavior Adjustment	–	Ⓑ+Ⓚ ⇩Ⓑ+Ⓚ	·Fixed an issue in dodging an opponent's attack would not be counted towards successful dodges if the move was performed while crouching.
Behavior Adjustment	↑	During Preparation Ⓑ+Ⓖ During Preparation ❸+❻	·Fixed an issue in which performing a reversal edge immediately after the attack would cause a wrong count of the number of attacks you deflected. ·Adjusted the hitbox size to make it easier for the attack to hit an opponent in midair.
Behavior Adjustment	↑	↗Ⓐ	·Enlarged the attack's hitbox to prevent it from missing at close range. ·Improved the attack's tracking against airborne or downed opponents.
Behavior Adjustment	↑	⇩Ⓐ+Ⓑ	·Enlarged the hitbox at the beginning of the move that is meant to prevent the character from clipping into the opponent, and adjusted the distance to not be overly close. The change was made to prevent the character from jumping over opponents in a low stance. However, this change does not apply to downed opponents.
Behavior Adjustment	↑	During Quick Parade Ⓚ	·Improved the tracking to make it easier for the attack to hit an enemy during their 8-way run. ·Fixed an issue in which the 2nd hit would not be treated as a lethal hit when the 1st hit landed as a counter hit, even if lethal hit conditions had been met.
Behavior Adjustment	↑	During Shadow Evade while soul charged Ⓚ.Ⓑ	·Fixed an issue in which performing the attack at the edge of the stage would push the character's body away from the wall, causing a sudden change in position.
Behavior Adjustment	↓	Ⓑ+Ⓖ ❸+❻ Ⓑ+Ⓖ.⇦	·The input window in which you can shift to Arriere Gambit with "⇦" is now limited to the time before the attack hits. ·Changed the opponent's state to "able to guard" if they guard this attack when you are shifting to Arriere Gambit. ·The opponent's behavior when hit with the 2nd attack of "❸+❻.Ⓑ" after guarding the 1st attack remains unchanged.
Balance Adjustment	↑	⇩↙⇨Ⓐ+Ⓑ+Ⓚ	·Increased the attack's tracking against opponents who missed an attack. ·Fixed an issue in which performing a reversal edge immediately after the attack would remove the limit on the number of attacks you can deflect. ·Reduced the distance between the character and the opponent when the move hits. ·Reduced the distance the opponent flies when hit in midair. ·The character now moves forward when shifting to Shadow Evade, reducing the distance to the opponent.
Balance Adjustment	↑	During Quick Parade Ⓑ.Ⓑ	·Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss. ·Improved the tracking of the 2nd attack when you force the opponent to guard the preceding attack.

Talim

Category	Nerf/buff	Move	Description
Behavior Adjustment	↑	⇩↙⇨Ⓐ+Ⓑ+Ⓚ	·Increased the attack's tracking against opponents who missed an attack. ·Adjusted the attack's tracking after hitting the enemy to reduce instances in which the move would miss partway through a combo.
Behavior Adjustment	↑	⇦Ⓑ.Ⓐ⇦Ⓑ.❹	·Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	During Wind Sault Ⓐ+Ⓑ	·Enlarged the hitbox at the beginning of the move that is meant to prevent the character from clipping into the opponent, and adjusted the distance to not be overly close. The change was made to prevent the character from jumping over opponents in a low stance. However, this change does not apply to downed opponents.
Behavior Adjustment	↑	During Wind Charmer Ⓐ+Ⓑ	·Fixed an issue in which the combo damage scaling that is applied when the attack lands as a lethal hit would differ depending on the direction Wind Charmer was performed. The highest damage value has been applied to all instances of the move.
Balance Adjustment	↑	During Wind Charmer Ⓑ.Ⓐ	·Changed the opponent to a standing state when the 1st attack lands as a counter hit. ·Changed the opponent's behavior when the 2nd attack lands as a counter hit, making follow-up attacks possible. ·Increased the length of stun inflicted by 2 frames when the 2nd attack is guarded.
Balance Adjustment	↑	↗🗡or⇦◄↖↘🗡Ⓐ+Ⓑ	·Increased the move's base damage. ·Mitigated scaling to the move's combo damage. ·Enlarged the attack's hitbox to prevent it from missing at close range. ·The attack will now hit downed opponents as well. ·Improved the attack's tracking after making contact with the opponent.
Balance Adjustment	↑ ↓	⇨Ⓑ.Ⓚ	·Sped up the start-up of the 2nd attack by 3 frames. ·Adjusted the move so the 2nd attack will be guarded in succession when the 1st attack is guarded. ·Increased the base damage of the 2nd attack. ·Made the 2nd hit unusable as a guard crush. ·The input window in which you can shift to "⇨Ⓑ.Ⓚ" is now limited to the time just before the 1st attack of "⇨Ⓑ.Ⓚ" hits. ·Reverted the opponent's behavior when hit by the 1st attack in midair to what it was before version 1.50. Only when shifting to "⇨Ⓑ.Ⓚ" and hitting the opponent in midair will their behavior be different.
Balance Adjustment	↑ ↓	Facing away ⇧Ⓑ+Ⓚ	The following changes were made because follow-up attacks were unreliable depending on the opponent's size and the angle at which they were hit. ·Changed the opponent's behavior when this attacks lands as a normal hit to match their behavior when it lands as a counter hit. ·Increased the move's base damage. ·Improved the attack's tracking after making contact with the opponent in order to reduce instances in which the relative positions of the characters would shift at the edge of the stage.
Balance Adjustment	↑ ↓	While soul charged ⇩Ⓑ.Ⓐ.Ⓑ	·Adjusted the move so all hits will land in succession when the attack lands as a normal hit. ·Added scaling to the move's combo damage.

Tira

Category	Nerf/buff	Move	Description
Behavior Adjustment	–	While crouching ↘Ⓐ	·Adjusted the move so the 2nd hit will be guarded in succession when the 1st hit is guarded. ·Fixed the attack direction to make it behave as a horizontal attack to the right instead of a horizontal attack to the left.
Behavior Adjustment	–	While soul charged ⇦Ⓑ.Ⓚ	·Fixed an issue in which the move could not be performed unless soul charged, even if Gloomy Coda was active. ·Decreased the base damage of the move when the 1st attack hits a downed opponent, or when the 2nd attack hits a downed opponent or an opponent in midair. ·Added scaling to the move's combo damage.
Behavior Adjustment	–	While Jolly ⇨Ⓑ+Ⓚ (counter) While Gloomy ⇨Ⓑ+Ⓚ (counter)	·Fixed an issue in which soul charge time would begin to decrease partway through the attack.
Behavior Adjustment	↑	During Gestopft Madness Ⓑ	·Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↓	⇨Ⓑ+Ⓖ	·Fixed an issue in which a Resist Impact could be performed during the motion for a guard impact.
Balance Adjustment	↑	⇨Ⓑ+Ⓚ	·Sped up the attack's start-up by 2 frames. ·Increased the move's base damage.
Balance Adjustment	↑ ↓	⇩↘⇨Ⓐ+Ⓑ+Ⓚ ⇩↘⇨Ⓐ+Ⓑ+Ⓚ	·Increased the attack's tracking against opponents who missed an attack. ·Decreased the length of stun inflicted by 10 frames when the attack hits in midair. ·Fixed an issue in which performing a reversal edge immediately after the attack would remove the limit on the number of attacks you can deflect. ·Adjusted the move so the character will face the opponent upon hit.
Balance Adjustment	↓	While Jolly ⇨Ⓑ+Ⓚ (counter)	·Sped up by 4 frames the timing at which the opponent can begin to move after being hit. ·Made it possible for the opponent to perform an ukemi.
Balance Adjustment	↓	While Jolly & soul charged ↘➘or⇨➚or↗Ⓐ.Ⓐ.Ⓐ	·Added scaling to the move's combo damage.

Zasalamel

Category	Nerf/buff	Move	Description
Behavior Adjustment	↑	⇩⬇or⇧⬆Ⓑ+Ⓚ	·Fixed an issue in which the 2nd hit was guarded when the 1st hit landed in midair.
Behavior Adjustment	↑ ↓	⇩↘⇨Ⓐ+Ⓑ+Ⓚ After inflicting a curse ⇩↘⇨Ⓐ+Ⓑ+Ⓚ.Ⓑ	·Changed the opponent's state to "able to guard" if they guard the spell. This is to fix an issue in which they would be unable to guard a low attack with a fast start-up after guarding the spell. However, no changes were made to "After inflicting a curse ⇦⇨Ⓑ.Ⓑ" in order to keep it as an existing technique. ·Increased the attack's tracking against opponents who missed an attack. ·Enlarged the attack's hitbox to prevent it from missing at close range. ·Adjusted the move so the 2nd hit will be guarded in succession when the 1st hit is guarded.
Behavior Adjustment	↑ ↓	⇩↗⇦Ⓑ+Ⓚ	·Made the 1st hit unusable as a guard crush. ·Adjusted the input window to reduce cases in which the move would accidentally be performed.
Behavior Adjustment	↓	Facing away Ⓚ	·Fixed an issue in which the character would face forward after the attack. ·Sped up the timing at which the opponent can perform an ukemi when hit in midair.

Grøh

Category	Nerf/buff	Move	Description
Behavior Adjustment	–	⇦Ⓐ+Ⓑ+Ⓚ	·Fixed an issue in which equipment would be damaged after a soul charge even when using a custom character. However, inputting "⇦🅐+🅑+🅚" will still allow for equipment damage, the same as in version 2.00.
Behavior Adjustment	–	While soul charged ⇩↘⇨Ⓑ (hit)	·Changed the move to no longer shift to an attack throw after a K.O.
Behavior Adjustment	–	While in Avenger stance Ⓚ.Ⓐ While soul charged & in Avenger stance Ⓚ.Ⓐ.Ⓚ While in Avenger stance Ⓑ.Ⓚ While soul charged & in Avenger stance Ⓑ.Ⓚ.Ⓑ	·Fixed an issue in which certain inputs after the attack would mistakenly perform an Avenger Stance move.
Behavior Adjustment	–	While soul charged & in Avenger stance ⇨Ⓚ	·Enlarged the hitbox at the beginning of the move that is meant to prevent the character from clipping into the opponent, and adjusted the distance to not be overly close. The change was made to prevent the character from jumping over opponents in a low stance. However, this change does not apply to downed opponents.
Behavior Adjustment	↑	⇩↘⇨Ⓐ+Ⓑ+Ⓚ	·Increased the attack's tracking against opponents who missed an attack. ·Fixed an issue in which performing a reversal edge immediately after the attack would remove the limit on the number of attacks you can deflect.
Behavior Adjustment	↑	⊚⇨	·Enlarged the hitbox to make it easier to make contact with the opponent at the intended time.
Behavior Adjustment	↑	↘↘or⇨➡or↗↗Ⓐ.Ⓑ ⇩⬇or⇧⬆Ⓐ ⇩⬇or⇧⬆🅐 ↗↙or⇦⬅or↙↘Ⓐ	·Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	⇩↘⇨Ⓑ While soul charged ⇩↘⇨Ⓑ	·Increased the attack's tracking against opponents who missed an attack. ·Reduced the size of the hitbox that is meant to prevent clipping into the opponent.
Behavior Adjustment	↑	While soul charged & in Avenger stance Ⓑ.Ⓚ.Ⓑ	The following changes were made to make the move easier to use as a combo. ·Changed the opponent's behavior when the 2nd attack lands as a counter hit if the 3rd hit has already been input. ·Reduced the size of the hitbox that is meant to prevent clipping into the opponent.
Behavior Adjustment	↑ ↓	While soul charged ↗Ⓐ.Ⓚ	·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 soul charge time would continue to deplete during the hit sequence when lethal hit conditions have been met.
Behavior Adjustment	↓	While in Avenger stance Ⓚ.Ⓐ	·Fixed an issue in which this attack would sometimes be incorrectly treated as a counter hit.
Balance Adjustment	↑ ↓	↗↙or⇦⬅or↙↘Ⓚ⊚Ⓐ	·Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances. ·Added scaling to the move's combo damage. ·Increased the distance between the character and the opponent when the attack hits a downed opponent in order to make it easier to follow up with Destructive Order.

Azwel

Category	Nerf/buff	Move	Description
Behavior Adjustment	–	Ⓑ.Ⓐ	·If the attack hits an opponent as they move sideways, it is now counted as a run counter.
Behavior Adjustment	–	Without weapons formed Ⓑ+Ⓚ	·Changed the attack's category from "horizontal attack" to "kick (weaponless strike)". ·Shifting into a different weapon mode after the match will now no longer count toward the total number of shifts.
Behavior Adjustment	↑	Ⓑ.Ⓑ.Ⓐ	·Improved the tracking to make it easier for the attack to hit an enemy during their 8-way run.
Behavior Adjustment	↑	⇩↘⇨Ⓐ+Ⓑ+Ⓚ (when triggered an odd number of times) ⇩↘⇨Ⓐ+Ⓑ+Ⓚ (when triggered an even number of times) ⇩↘⇨Ⓐ+Ⓚ (Training mode only)	·Increased the attack's tracking against opponents who missed an attack. ·Fixed an issue in which soul charge time would begin to decrease partway through the attack. ·Fixed an issue in which performing a reversal edge immediately after the attack would remove the limit on the number of attacks you can deflect. ·Fixed an issue in which "⇩↘⇨Ⓐ+Ⓚ (Training mode only)" does not activate properly under certain conditions.
Behavior Adjustment	↑ ↓	While in Almighty mode ⇧Ⓑ+Ⓚ While soul charged ⇧Ⓑ+Ⓚ	·Fixed the attack direction of the 1st hit to make it behave as an upward middle attack.
Balance Adjustment	↑	Ⓐ+Ⓚ.ⒶorⒷorⓀ (form a sword).Ⓐ Ⓐ+Ⓚ.ⒶorⒷorⓀ (form a spear and shield).Ⓐ	·Changed the attack's move level from "medium" to "strong."

Geralt

Category	Nerf/buff	Move	Description
Notice	–	⇨➡Ⓑ.Ⓑ ↗Ⓑ ↘Ⓑ	In version 2.00, a lethal hit could be triggered using "⇨➡Ⓑ.Ⓑ" after landing 3 signs, "↗Ⓑ" after landing 4 signs, or "↘Ⓑ" after landing all signs. Each of these lethal hit moves can only trigger a lethal hit once per match. For example, triggering a lethal hit with ↗Ⓑ after landing all signs will still allow you to trigger a lethal hit with ⇨➡Ⓑ.Ⓑ or ↘Ⓑ, but landing ↗Ⓑ again will no longer trigger a lethal hit in the same match. We are looking into adding additional notes to the lethal hit condition text in a future update.
Command added	–	↘Ⓐ+Ⓚ (Training mode only) ⇨➡Ⓑ.Ⓐ+Ⓚ (Training mode only)	·Added the exclusive training mode commands "↘Ⓑ", "⇨➡Ⓑ.Ⓑ", which can be used to perform a lethal hit when lethal hit conditions are met.
Behavior Adjustment	–	↗Ⓐ+Ⓚ.Ⓐ (Training mode only)	·Fixed an issue where Glyph that lands would not be counted correctly.
Behavior Adjustment	–	⇨Ⓚ.⇧Ⓚ ⇨Ⓚ.⇩Ⓚ	·Fixed an issue in which the command would be changed based on the character's on-screen standing position.
Behavior Adjustment	–	⇨Ⓑ+Ⓚ.Ⓑ	·Fixed an issue in which holding and releasing the 2nd attack of "⇨Ⓑ+Ⓚ.Ⓑ" partway through would delay the start-up to the same degree as the held version.
Behavior Adjustment	–	⇨Ⓐ+Ⓑ during motion Ⓚ ⇨Ⓐ+Ⓑ during motion Ⓚ ↘↙or➡or↗Ⓐ.Ⓑ during motion Ⓚ ↘↙or➡or↗Ⓐ.Ⓑ during motion Ⓚ	·Adjusted the input window to make the move easier to perform.
Behavior Adjustment	–	Facing away Ⓑ+Ⓚ.Ⓑ	·The move now counts as having landed "Aard Push" when it hits.
Behavior Adjustment	↑	⇩↘⇨Ⓐ+Ⓑ+Ⓚ	·Increased the attack's tracking against opponents who missed an attack. ·Fixed an issue in which performing a reversal edge immediately after the attack would remove the limit on the number of attacks you can deflect. ·Changed the 1st attack's category from "vertical attack" to "kick (weaponless strike)". ·Fixed the attack direction of the 3rd hit to make it behave as an downward middle attack.
Behavior Adjustment	↑	↘Ⓑ ↗Ⓑ	·Fixed an issue in which landing the attack against an opponent knocked off balance from a guard impact would not trigger a lethal hit, even if lethal hit conditions had been met.

2B

Category	Nerf/buff	Move	Description
Command added	–	↘↙or➡or↗Ⓑ+Ⓚ (Training mode only)	·Added the exclusive training mode command "↘↙or➡or↗Ⓑ+Ⓚ", which can be used to perform a lethal hit when lethal hit conditions are met.
Behavior Adjustment	–	↗↙or↘↙Ⓑ+Ⓚ	·Fixed an issue in which weapons would no longer be displayed after the attack.
Behavior Adjustment	–	Right side throw ↘↙or➡or↗Ⓐ+Ⓒ	·Fixed an issue in which the guard stamina would not restore when analysis points are awarded.
Behavior Adjustment	↑	Ⓐ+Ⓑ+Ⓚ	·Reduced instances in which the attack would not land against certain characters after "During Aggression Shift ⇦Ⓐ+Ⓒ" hits.
Behavior Adjustment	↑	↘Ⓑ+Ⓚ	·Increased the attack's tracking against opponents who missed an attack. ·Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	While in Angler Stance Ⓐ+Ⓑ	·Improved the tracking to make it easier for the attack to hit an enemy during their 8-way run.
Behavior Adjustment	↑	While soul charged ↘↙or➡or↗Ⓑ.Ⓑ	·Changed the opponent's behavior when the 1st attack hits in midair and the 2nd attack has already been input, making the 2nd attack land as a follow-up attack. The opponent's behavior was changed in version 2.00 to weaken the attacker's ability to apply pressure on wake-up, but it's been reworked so the move's 2nd attack will hit as a combo.
Balance Adjustment	↑ ↓	⇩↘⇨Ⓐ+Ⓑ+Ⓚ	·Fixed an issue in which the character would become invincible partway through the attack. ·Fixed an issue in which soul charge time would begin to decrease partway through the attack. ·Increased the attack's tracking against opponents who missed an attack. ·Enlarged the attack's hitbox to prevent it from missing at close range. ·Lowered the height the opponent is launched when hit midair.
Balance Adjustment	↓	⇨Ⓑ.Ⓑ.Ⓑ	·Decreased the length of stun inflicted by 4 frames when the 2nd attack is guarded.
Balance Adjustment	↓	During Aggression Shift Ⓐ.Ⓐ While soul charged during Aggression Shift Ⓐ.Ⓐ	·The input window in which you can shift to "During Aggression Shift Ⓐ.Ⓐ" is now limited to the time just before the 2nd attack of "During Aggression Shift Ⓐ" hits. ·Increased the opening after the last hit by 3 frames. ·Increased the length of stun inflicted by 3 frames when the last hit is guarded. ·Decreased the length of stun inflicted by 3 frames when the last hit lands.
Balance Adjustment	↓	During Aggression Shift ⇩Ⓐ	·Made the attack a projectile so that getting hit with a guard impact no longer throws the character back. ·Decreased the length of stun inflicted by 4 frames when the attack is guarded.

Amy

Category	Nerf/buff	Move	Description
Behavior Adjustment	↓	While crouching & with White Rose Perception at max ↘Ⓑ.Ⓑ	·Fixed an issue in which the hitbox was larger than intended, making the move unavoidable by 8-way run.
Balance Adjustment	↓	⇓↘⇨Ⓐ+Ⓑ+Ⓚ During Amaryllis Spin Ⓐ+Ⓑ+Ⓚ	·Increased the attack's tracking against opponents who missed an attack. ·Added scaling to the move's combo damage. ·Enlarged the hitbox when the attack is used in an air combo in order to make it harder for the attack to miss.

Balance Adjustment	↓	While crouching Ⓐ+Ⓑ	The follow-up attacks that could be performed when this move was used in stun combos and other combos was too powerful, so the following changes were made.
			  ·Increased the opening after the attack by 4 frames.
			  ·Increased the length of stun inflicted when guarded by 4 frames.
			  ·Increased the length of stun inflicted by 4 frames when the attack hits.
			These changes do not apply to "While crouching ❶+❷".

Balance Adjustment	↓	Ⓑ+Ⓚ (or alternate inputs)	·Added scaling to the combo damage that comes after repelling the opponent's attack.

Cassandra

Category	Nerf/buff	Move	Description
Command added	–	While crouching ↘Ⓐ+Ⓚ (Training mode only)	·Added the exclusive training mode command "While crouching ↘Ⓐ", which can be used to perform a lethal hit when lethal hit conditions are met.
Behavior Adjustment	–	Lightning Attack Effects	·Reduced the brightness of the effect.
Balance Adjustment	↑ ↓	⇓↘⇨Ⓐ+Ⓑ+Ⓚ During Angel Step Ⓐ+Ⓑ+Ⓚ ⇓↘⇨Ⓐ+Ⓑ+Ⓚ.⇨ ⇓↘⇨Ⓐ+Ⓑ+Ⓚ.⇦	·Increased the attack's tracking against opponents who missed an attack. ·Fixed an issue in which performing a reversal edge immediately after the attack would remove the limit on the number of attacks you can deflect. ·Enlarged the attack's hitbox to prevent it from missing at close range. The following changes were made to make it easier to perform intended actions after the attack. ·"↘" and "↗" used to be able to shift to Angel Step, but the input has now been limited to "⇨". ·"↙" and "↖" used to be able to shift to Angelic Twirl, but the input has now been limited to "⇦". ·Shortened the input window for "⇨" "⇦". ·Adjusted the input window to make the moves during Angel Step and Angelic Twirl easier to perform. ·You can now press "◎" to cancel the shift to the stances.

Hilde

Category	Nerf/buff	Move	Description
Behavior Adjustment	–	Reversal Edge clash	·When players initiate Reversal Edge clash with a button being held, they need to release the button to perform "forward step", "side step" or "back step". Adjusted the behaviors only for Hilde, for whom "Focused Attacks" are so important.
Behavior Adjustment	–	Soul Charge	·Fixed an issue where an aura effect did not surround Hilde's sword while soul charged when she was wearing weapons other than "Glänzende Nova and Frischer Himmel".
Behavior Adjustment	–	Throws	·Improved how spacing is adjusted to reduce instances in which the character positions would shift during throw animations.
Behavior Adjustment	–	With Spear Regalia ⇐ⓑ+ⓚ.ⓑ	·Fixed an issue where the move was not played properly on the lethal hit tab in the move list.
Behavior Adjustment	–	After reversal edge hits ⓑ	·Fixed an issue where the K.O. animation became fuzzy.
Behavior Adjustment	–	While soul charged ⇓ ↙⇐Ⓐ While soul charged ⇓ ↙⇐Ⓑ	·Adjusted the input window to reduce cases in which the move would accidentally be performed.
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	↑	⇓ ↙⇨Ⓐ+ⓑ+ⓚ ⇓ ↙⇨Ⓐ+ⓑ+ⓚ.Ⓐ ⇓ ↙⇨Ⓐ+ⓑ+ⓚ.ⓑ 🅑 Release 🅑 Release ⇨ While crouching or rising 🅑 Release	·Increased the attack's tracking against opponents who missed an attack. ·Enlarged the attack's hitbox to prevent it from missing at close range.
Behavior Adjustment	↑	With Spear Regalia while crouching ↙ⓚ.ⓑ during hit ⓑ	·Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss partway through a combo.
Behavior Adjustment	↑	With Sword Regalia Ⓐ (release) ⇨.Ⓐ+ⓑ	·Decreased the opening after the attack by 2 frames.
Behavior Adjustment	↑	🅐 Release 🅐 Release ⇨ With Sword Regalia Ⓐ (release) ⇨.Ⓐ+ⓑ 🅐 Release ⇐ 🅐 (hold for a while, then release) ⇐ While crouching or rising 🅐 Release ⇨Ⓐ.Ⓐ While rising ⓑ.Ⓐ ↖or↘⇨or↗ ↗Ⓐ+ⓑ ↖or↘⇨or↗ ↗🅐+🅑 Throws	·Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	Facing away ⓑ+ⓚ.Ⓐ	·Enlarged the upper hitbox for the opponent in midair.
Behavior Adjustment	↓	⇨ⓑ.ⓑ.Ⓐ ⇨ⓑ.ⓑ.ⓑ	·Fixed an issue where the 2nd and 3rd attacks would hit in succession when the 1st attack hit as a normal hit at long range. The 2nd and 3rd attacks hit in succession when the 1st attack hits as a counter hit is a designed behavior.
Balance Adjustment	↑	Ⓐ+ⓑ+ⓚ	·Made it harder for the move to shift to an attack throw upon hit when the opponent has already ringed out. ·Increased the length of stun inflicted by 2 frames when the 2nd hit is guarded.
Balance Adjustment	↑	↗Ⓐ	·Increased the length of stun inflicted by 4 frames when the attack is guarded.
Balance Adjustment	↑	↖↘or↘⇨or↗ ↗ⓑ+ⓚ	·Increased the length of stun inflicted by 6 frames when the attack is guarded.
Balance Adjustment	↑	ⓐ ⇐	·Increased the length of stun inflicted by 2 frames when the attack lands as a counter hit.
Balance Adjustment	↑	🅐 Release ⇨	·Changed the opponent's behavior when the move lands as a normal hit. This was done to make a clear difference from when it lands as a counter hit.
Balance Adjustment	↓	⇐Ⓐ+ⓖ	·Decreased the length of stun inflicted by 1 frames when the attack hits. ·Made it possible for the opponent to perform an ukemi.
Balance Adjustment	↓	🅐 Release ⇐ 🅑 (hold for a while, then release) ⇐	·Added scaling to the move's combo damage.