

# Character Adjustment Detail

Character Name	DLC1 (Star Patch)
System	<p>Rising</p> <ul style="list-style-type: none"> <li>Fixed an issue where characters in Rising state would revert to non-Rising state when switching characters after a Plus Ultra Combo.</li> <li>Fixed an issue where attack operations become invalid under specific conditions</li> </ul> <p>Plus Ultra Combo</p> <ul style="list-style-type: none"> <li>Changed so that characters are now able to switch immediately and activate skills without waiting for the damage to end.</li> </ul> <p>Sidekick Change</p> <ul style="list-style-type: none"> <li>Changed so that the sidekick gauge is fully depleted when switching during a counterattack.</li> </ul> <p>Normal Combo</p> <ul style="list-style-type: none"> <li>Fixed an issue where attacks did not execute properly when stuck to a wall.</li> </ul> <p>Other</p> <ul style="list-style-type: none"> <li>Fixed an issue where objects such as bullets appearing from characters would disappear when a melee attack counter occurred.</li> </ul>
Katsuki Bakugo	<p>Quirk Skill 2</p> <ul style="list-style-type: none"> <li>Increased the rate to fill up Plus Ultra Gauge.</li> </ul> <p>Quirk Skill 3</p> <ul style="list-style-type: none"> <li>Increased Plus Ultra Gauge accumulation rate</li> <li>Increased Plus Ultra Gauge accumulation rate during hold</li> <li>Increased damage-side recovery frame during Rising</li> </ul> <p>Quirk Skill 4</p> <ul style="list-style-type: none"> <li>Increased the rate to fill up Plus Ultra Gauge from no-input follow-ups and Target Combo button follow-ups.</li> </ul>
Ochaco Uraraka	<p>Quirk Skill 2</p> <ul style="list-style-type: none"> <li>Reduced guard-side recovery frame for the ground version during Ultime Rising.</li> <li>Increased pushback distance for the ground version during Ultimate Rising.</li> <li>Increased recovery time for the ground version during Ultimate Rising.</li> <li>Increased opponent-side recovery frame for the ground version during Ultime Rising.</li> <li>Changed to allow jump-canceling at the end of the ground version during Ultimate Rising.</li> </ul>
Shoto Todoroki	<p>Target Combo</p> <ul style="list-style-type: none"> <li>Increased chip damage when guarding.</li> </ul>

Tenya Iida	<p>Target Combo</p> <ul style="list-style-type: none"> <li>• Decreased chip damage when guarding.</li> <li>• Increased hitbox size for the 3rd hit of the ground combo.</li> </ul>
Tsuyu Asui	<p>Target Combo</p> <ul style="list-style-type: none"> <li>• Reduced recovery time after the 1st hit.</li> <li>• Reduced recovery time after the 2nd hit.</li> <li>• The second hit now connects consecutively even when guarded.</li> <li>• Reduced movement speed after the final hit's tracking ends.</li> </ul>
Denki Kaminari	<p>General</p> <ul style="list-style-type: none"> <li>• Increased the rate to fill up Plus Ultra Gauge.</li> </ul> <p>Target Combo</p> <ul style="list-style-type: none"> <li>• Increased chip damage when guarding.</li> </ul>
Eijiro Kirishima	<p>Rising</p> <ul style="list-style-type: none"> <li>• Fixed an issue where guard chip damage was not functioning correctly during Rising.</li> </ul> <p>General</p> <ul style="list-style-type: none"> <li>• Fixed an issue that sometimes prevented counter crash from occurring during Hardening.</li> </ul> <p>Target Combo</p> <ul style="list-style-type: none"> <li>• Increased chip damage when guarding.</li> </ul>
Kyoka Jiro	<p>Quirk Skill 1</p> <ul style="list-style-type: none"> <li>• Adjusted hitbox sizes to reduce instances of getting stuck on obstacles.</li> </ul>
Momo Yaoyorozu	<p>Target Combo</p> <ul style="list-style-type: none"> <li>• Increased chip damage when guarding.</li> </ul> <p>Quirk Skill 1</p> <ul style="list-style-type: none"> <li>• Fixed an issue where both the Rising version and the normal version of the shields could sometimes appear simultaneously.</li> </ul>
Fumikage Tokoyami	<p>Rising</p> <ul style="list-style-type: none"> <li>• Changed to nullify most status ailments.</li> </ul> <p>Target Combo</p> <ul style="list-style-type: none"> <li>• Increased chip damage when guarding.</li> </ul> <p>Quirk Skill 4</p> <ul style="list-style-type: none"> <li>• Increased the amount of stamina gauge reduction caused by Dark Shadow's attacks.</li> </ul>

Shota Aizawa	<p>Quirk Skill 2</p> <ul style="list-style-type: none"> <li>Adjusted the aerial version to make it less likely to force a knockdown.</li> </ul> <p>Quirk Skill 3</p> <ul style="list-style-type: none"> <li>Increased recovery time.</li> <li>Added the ability to cancel into a dodge.</li> <li>Reduced the rate to fill up Plus Ultra Gauge.</li> </ul>
Dabi	<p>Rising</p> <ul style="list-style-type: none"> <li>Changed to put opponents into standby state upon activation.</li> <li>Fixed an issue where certain characters' Rising Abilities could be nullified.</li> </ul> <p>Quirk Skill 2</p> <ul style="list-style-type: none"> <li>Changed so attacks no longer disappear upon hitting obstacles.</li> </ul>
Himiko Toga	<p>Target Combo</p> <ul style="list-style-type: none"> <li>Adjusted to make attacks activate faster when skills collide.</li> <li>Increased movement speed.</li> </ul> <p>Quirk Skill 1</p> <ul style="list-style-type: none"> <li>Adjusted the firing angle to make it easier to aim at the opponent</li> <li>Reduced tracking performance after firing.</li> <li>Fixed an issue where using Ochaco's Quirk Skill 2 after transforming into her caused instability in the movement of the original Ochaco's Quirk Skill in the team.</li> </ul> <p>Quirk Skill 4</p> <ul style="list-style-type: none"> <li>Added a cancel route to Charged Quirk Skill.</li> </ul> <p>Charged Quirk Skill 2</p> <ul style="list-style-type: none"> <li>Changed to face the body vertically.</li> </ul> <p>Plus Ultra</p> <ul style="list-style-type: none"> <li>Changed to increase the Puls Ultra gauge more easily when attacking with the transformed character.</li> <li>Fixed an issue where, under specific conditions, the transformed character would be the opponent instead of an ally.</li> <li>Changed to re-transform during Change Combos.</li> <li>Changed to re-transform during Puls Ultra Combos.</li> </ul>
Stain	<p>Quirk Skill 4</p> <ul style="list-style-type: none"> <li>Increased recovery time.</li> <li>Added dodge cancel to the recovery frame.</li> </ul>

Muscular	<p>Target Combo</p> <ul style="list-style-type: none"><li>• Shortened a distance at which tracking ends during Rising state to make it harder to pass through opponents.</li></ul> <p>Counter Attack</p> <ul style="list-style-type: none"><li>• Shortened a distance at which tracking ends during Rising state to make it harder to pass through opponents.</li></ul> <p>Unblockable Attack</p> <ul style="list-style-type: none"><li>• Shortened a distance at which tracking ends during Rising state to make it harder to pass through opponents.</li></ul> <p>Quirk Skill 1</p> <ul style="list-style-type: none"><li>• Shortened a distance at which tracking ends during Rising state to make it harder to pass through opponents.</li></ul> <p>Quirk Skill 2</p> <ul style="list-style-type: none"><li>• Shortened a distance at which tracking ends during Rising state to make it harder to pass through opponents.</li></ul> <p>Quirk Skill 3</p> <ul style="list-style-type: none"><li>• Added attack hitboxes to the torso area during Rising to make it easier to land hits.</li><li>• Increased forward movement speed upon activation</li></ul> <p>Quirk Skill 4</p> <ul style="list-style-type: none"><li>• Shortened a distance at which tracking ends during Rising state to make it harder to pass through opponents.</li></ul>
Izuku Midoriya Shoot Style	<p>Target Combo</p> <ul style="list-style-type: none"><li>• Adjusted the tracking of the first hit of the ground target combo to stop closer, improving hit stability.</li></ul> <p>Counter Attack</p> <ul style="list-style-type: none"><li>• Increased the attack hitbox size.</li></ul> <p>Quirk Skill 1</p> <ul style="list-style-type: none"><li>• Added Super Armor during Rising,</li></ul> <p>Quirk Skill 4</p> <ul style="list-style-type: none"><li>• Increased the movement speed of the ground version during Rising.</li></ul>

Inasa Yoarashi

#### Counter Attack

- Adjusted to cause knockdowns more easily.
- Slightly reduced the speed after the first hit of the aerial version to make it easier to hit opponents near the stage edge.
- Reduced the damage knockback distance of the second hit of the aerial version.
- Increased the attack recovery time when guarded for the second hit of the aerial version.

#### Quirk Skill 1

- Reduced chip damage when guarding.
- Changed to target opponents in the vertical directions.
- The attack no longer disappears when hitting the background.

#### Quirk Skill 2

- Reduced chip damage when guarding.
- Adjusted to cause knockdowns more easily.
- Reduced Stamina gauge depletion.
- Adjusted the recovery frame to enable consecutive guarding.
- Reduced overall recovery frame when guarding.

#### Quirk Skill 3

- Reduced chip damage when guarding.
- Changed to target opponents in the vertical directions.
- The attack no longer disappears when hitting the background.
- Slightly adjusted the pull-in direction to be diagonally downward on hit.

#### Quirk Skill 4

- Reduced chip damage when guarding.
- Reduced the duration of the ground tornado.
- Adjusted knockback direction upward upon hit.
- Reduced recovery frame when guarding.
- Shortened the hit interval of consecutive hits to make hits more stable.

Mirio Togata

#### Rising

- Fixed an issue where certain actions other than movement became impossible under specific conditions.

#### Quirk Skill 1

- Fixed an issue where characters became transparent when their HP depleted and the next character appeared.

#### Quirk Skill 2

- Increased damage-side recovery frame during the final ground attack.

Nejire Hado

General

- Changed the rules for the number of times side dodges can be chained from Quirk Skill 1 and Charged Quirk Skill 1.

Rising

- Adjusted the hitboxes of projectile attacks that were not colliding with other projectiles.

Unique Ability

- Changed so that incoming waves no longer clash with other projectiles.
- Fixed an issue where tracking would be lost when dodging.
- Adjusted the wave movements to improve tracking performance.
- Changed to apply buffs even during Change Combos.

Target Combo

- Reduced the recovery time of the 2nd hit of the ground version.

Counter Attack

- Adjusted to make damage harder to extend during combos.

Quirk Skill 1

- Changed so it can be activated again in midair if side dodge counts remain.

Charged Quirk Skill 1

- Increased the time required for charging.
- Increased recovery time.
- Reduced damage.
- Adjusted to make damage harder to extend during combos.
- Increased the time before lateral step movement becomes possible.
- Changed to allow canceling into Quirk Skill 2 and Quirk Skill 4 when hit.
- Reduced the range of targeting upward/downward with the

Tamaki Amajiki

Unblockable Attack

- Increased damage.
- Adjusted to make damage harder to extend during combos.

Quirk Skill 1

- Added tracking for opponents at varying elevations.

Quirk Skill 4

- Added tracking for opponents at varying elevations.

Plus Ultra

- Adjusted movements to stabilize hits on slopes.

Mina Ashido	<p>Rising</p> <ul style="list-style-type: none"> <li>• Changed the target of the damage reduction effect from 'projectiles only' to 'all attacks'.</li> <li>• Reduced the damage reduction rate.</li> <li>• Fixed an issue where the damage reduction rate was permanently active.</li> </ul> <p>Target Combo</p> <ul style="list-style-type: none"> <li>• Adjusted the tracking distance of the first hit to stop closer to the opponent.</li> <li>• Reduced speed after final hit tracking.</li> </ul> <p>Quirk Skill 2</p> <ul style="list-style-type: none"> <li>• Increased damage-side recovery frame of finishing attacks.</li> </ul> <p>Plus Ultra</p> <ul style="list-style-type: none"> <li>• Increased the size of the attack hitbox to stabilize hits.</li> </ul>
Minoru Mineta	<p>Rising</p> <ul style="list-style-type: none"> <li>• Increased the upward launch angle of 'Pop Off' during Rising, allowing it to travel further.</li> </ul> <p>Counter Attack</p> <ul style="list-style-type: none"> <li>• Added an attack hitbox to the jumping portion of the ground version.</li> <li>• Changed so it jumps upward toward the opponent if no stick input is given during the ground version.</li> <li>• Reduced the unrecoverable time of the aerial version.</li> <li>• Expanded the vertical tracking angle of the aerial version.</li> </ul> <p>Quirk Skill 1</p> <ul style="list-style-type: none"> <li>• Adjusted so that 'Pop Off' decelerates less when bouncing.</li> <li>• Increased vertical firing angle range upon launch.</li> </ul> <p>Quirk Skill 3</p> <ul style="list-style-type: none"> <li>• Increased upward launch angle to make 'Pop Off' travel farther.</li> <li>• Increased the attack startup speed of the aerial version.</li> <li>• Reduced recovery time.</li> </ul> <p>Quirk Skill 4</p> <ul style="list-style-type: none"> <li>• Reduced the recovery time when the parry fails.</li> <li>• Increased recovery time.</li> <li>• Added dodge cancel to the recovery portion.</li> </ul>
Seiji Shishikura	<p>Target Combo</p> <ul style="list-style-type: none"> <li>• Reduced chip damage when guarding.</li> </ul>

Sir Nighteye

#### Normal Combos

- Fixed an issue where manual combos could sometimes result in unintended combo routes.

#### Counter Attacks

- Reduced damage-side recovery frame.

#### Quirk Skill 1

- Fixed an issue where the character's facing direction would not reset after performing specific actions such as an air dash during the hold.
- Fixed an issue where performing an air dash (stick input version) near the opponent during the hold would cause the action to end immediately.
- Adjusted the distance at which the neutral version of the air dash ends while holding to be shorter.
- Fixed an issue where the character would sometimes perform a previous action automatically when starting the hold.
- Adjusted the hitbox size to reduce instances of hitting obstacles.
- Changed so that the character does not move forward when firing continuously in place on the ground.
- Fixed an issue where the stamp would sometimes disappear before hitting the character near the wall.

#### Quirk Skill 2

- Added dodge cancel to the recovery portion.

#### Quirk Skill 3

- Adjusted the firing angle to make it easier to hit opponents at different elevations.

Gang Orca

#### Counter Attack

- Increased attack hitbox size for aerial version.

#### Quirk Skill 1

- Increased attack hitbox activation speed.
- Fixed an issue where it sometimes failed to hit opponents near walls.
- Increased sound wave projectile speed.

#### Quirk Skill 2

- Increased damage.

#### Quirk Skill 3

- Increased damage.

#### Quirk Skill 4

- Adjusted to increase damage during combos.

#### Plus Ultra

- Adjusted the aerial version to increase damage during combos.

Kai Chisaki	<p>Quirk Skill 1</p> <ul style="list-style-type: none"> <li>• Increased startup speed.</li> <li>• Increased recovery time.</li> <li>• Added the ability to cancel with a dodge.</li> <li>• Increased the size of the attack hitbox.</li> </ul> <p>Quirk Skill 3</p> <ul style="list-style-type: none"> <li>• Reduced the damage when all attacks hit.</li> </ul>
Kendo Rappa	<p>Rising</p> <ul style="list-style-type: none"> <li>• Increased boost effect on Plus Ultra Gauge.</li> </ul>
Twice	<p>General</p> <ul style="list-style-type: none"> <li>• Adjusted so that attacks using Twice's duplicate characters make it harder to increase the Plus Ultra Gauge.</li> </ul> <p>Rising</p> <ul style="list-style-type: none"> <li>• Changed the Rising Action to wait until the attack is finished before removing ally characters' duplicates.</li> </ul> <p>Quirk Skill 1</p> <ul style="list-style-type: none"> <li>• Reduced recovery time.</li> </ul> <p>Quirk Skill 3</p> <ul style="list-style-type: none"> <li>• Reduced recovery time.</li> </ul>
Mr. Compress	<p>Target Combo</p> <ul style="list-style-type: none"> <li>• Reduced chip damage when guarding.</li> </ul>
Izuku Midoriya Full Cowl 100%	<p>Target Combo</p> <ul style="list-style-type: none"> <li>• Adjusted time after knockdown to make combos easier to continue against opponents on slopes.</li> </ul> <p>Unblockable Attack</p> <ul style="list-style-type: none"> <li>• Adjusted time after knockdown to make combos easier to continue against opponents on slopes.</li> </ul> <p>Quirk Skill 1</p> <ul style="list-style-type: none"> <li>• Adjusted time after knockdown to make combos easier to continue against opponents on slopes.</li> </ul> <p>Quirk Skill 2</p> <ul style="list-style-type: none"> <li>• Adjusted the distance at which the aerial version begins to stop moving to be closer than before.</li> </ul> <p>Plus Ultra</p> <ul style="list-style-type: none"> <li>• Adjusted the size of the hitbox to make it less likely to disappear into the terrain.</li> <li>• Changed to fly towards opponents who are somewhat below the character at the time of launch.</li> <li>• Increased recovery frame of the first hit.</li> <li>• The launched attack now has a more limited vertical aiming range.</li> </ul>
Hawks	<p>Quirk Skill 3</p> <ul style="list-style-type: none"> <li>• Adjusted the size of the hitbox to make it less likely to disappear when hitting obstacles.</li> </ul> <p>Quirk Skill 4</p> <ul style="list-style-type: none"> <li>• Reduced recovery frame of the first hit.</li> </ul>

Gentle Criminal	<p>Rising</p> <ul style="list-style-type: none"> <li>• Changed the automatically generated air bubble to be limited to one per combo.</li> </ul> <p>Unblockable Attack</p> <ul style="list-style-type: none"> <li>• Added a cancel move to Quirk Skill 3.</li> <li>• Reduced damage.</li> <li>• Adjusted the knockback movements to be more moderate.</li> </ul> <p>Quirk Skill 3</p> <ul style="list-style-type: none"> <li>• Reduced damage.</li> </ul> <p>Quirk Skill 4</p> <ul style="list-style-type: none"> <li>• Adjusted the movements so that the attack no longer stops before hitting when used on slopes.</li> <li>• Adjusted to move closer to the opponent during tracking.</li> <li>• Increased the size of the attack hitbox for follow-up attacks after a hit.</li> <li>• Extended the time until the opponent becomes invulnerable after being hit.</li> <li>• Adjusted so attack is harder to land when passing over opponent.</li> <li>• Adjusted to make damage harder to extend during combos for aerial version.</li> </ul>
Mei Hatsume	<p>Quirk Skill 4</p> <ul style="list-style-type: none"> <li>• Increased the attack startup speed.</li> </ul>
Itsuka Kendo	<p>Normal Combo</p> <ul style="list-style-type: none"> <li>• Changed the ground combo route that uses Plus Ultra.</li> </ul> <p>Quirk Skill 1</p> <ul style="list-style-type: none"> <li>• Reduced damage-side recovery time.</li> </ul> <p>Quirk Skill 2</p> <ul style="list-style-type: none"> <li>• Enhanced the tracking performance of the launched rock in both the normal and just-input versions, making it easier to hit opponents in the vertical directions.</li> </ul>
Tetsutetsu Tetsutetsu	<p>Quirk Skill 1</p> <ul style="list-style-type: none"> <li>• Increased the turning performance of the ground version.</li> <li>• Shortened the turning time when activating the aerial version.</li> <li>• Increased the turning performance of the aerial version.</li> <li>• Shortened the turning duration of the aerial version.</li> <li>• Adjusted the angle and speed at which the opponent is launched to make hits more stable; increased the speed and slightly adjusted the angle upward.</li> </ul>
Nomu	<p>Counter Attack</p> <ul style="list-style-type: none"> <li>• Fixed a bug where super armor was not being applied.</li> </ul>

Hitoshi Shinso	<p>Quirk Skill 2</p> <ul style="list-style-type: none"><li>• Increased landing recovery when summoning a character during Rising.</li><li>• Fixed an issue where summoned characters could sometimes end up standing on walls during Rising.</li><li>• Adjusted the timing to end the brainwashing effect sooner.</li><li>• Added a timing window for dodge canceling when the brainwashing effect ends.</li></ul> <p>Quirk Skill 4</p> <ul style="list-style-type: none"><li>• Expanded the vertical firing angle range to allow combos from ground target combos.</li></ul> <p>Plus Ultra</p> <ul style="list-style-type: none"><li>• Adjusted KO timing upon hit.</li></ul>
Yuga Aoyama	<p>General</p> <ul style="list-style-type: none"><li>• Increased the duration of Stomach pain.</li></ul> <p>Target Combo</p> <ul style="list-style-type: none"><li>• Adjusted the final multi-hit attack so that it's less likely to cause a forced knockdown except for the last hit.</li></ul> <p>Quirk Skill 4</p> <ul style="list-style-type: none"><li>• Weakened hit slow to stabilize normal combo hits.</li><li>• Reduced guard-side recovery time.</li></ul> <p>Puls Ultra</p> <ul style="list-style-type: none"><li>• Fixed an issue where attacks wouldn't hit certain characters at the edge of the stage.</li></ul>

Present Mic

#### Rising

- Fixed an issue where stamina gauge reduction was not occurring on some attacks.
- Reduced stamina gauge reduction from Rising Ability.

#### Target Combo

- Increased recovery time for the second hit.
- Reduced damage-side recovery time.

#### Counter Attack

- Changed so that the attack hitbox disappears when receiving damage.
- Adjusted the movements when hit to make hits more stable near walls.
- Increased recovery time for the ground version.
- Increased recovery time for the attacking side when guarding.
- Reduced recovery time for the guarding side when guarding

#### Quirk Skill 3

- Reduced chip damage when guarding.

#### Quirk Skill 4

- Increased vertical tracking performance of sound waves from vertically placed amplifiers.
- Increased the duration of sound waves from vertically placed amplifiers.
- Increased the speed of sound waves from vertically placed amplifiers during Rising.
- Adjusted to make sound waves from vertically and horizontally placed amplifiers less likely to disappear on slopes.
- Increased the movement speed of sound waves from horizontally placed amplifiers.

Mid night

#### Target Combo

- Adjusted to make damage harder to extend during combos starting from the third hit on the ground.

#### Counter Attack

- Adjusted to make damage harder to extend during combos.
- Adjusted to make it easier to force knockdowns.

Kurogiri

Target Combo

- Reduced chip damage when guarding.
- Reduced the speed at the end of the aerial version's attack.

Counter Attack

- Increased recovery time.

Quirk Skill 1

- Increased recovery time for ground version.
- Reduced damage-side recovery frame for the ground version.
- Reduced attack-side recovery frame for the ground version.
- Changed the ground version so that it now causes the blocking player to be launched in air.
- Added a cancel route to target combos on hit for the ground version.
- Reduced the hit interval of consecutive hits during the aerial version of Rising to stabilize hits.

Quirk Skill 2

- Adjusted to make damage harder to extend during combos.
- Reduced stamina gauge depletion.
- Changed so that target combos no longer restore aerial usage.

Quirk Skill 3

- Changed so that target combos no longer restore aerial usage.
- Reduced damage-side recovery time.
- Decreased chip damage when guarding.

Quirk Skill 4

- Increased recovery time after the warp.
- Changed so that target combos no longer restore aerial usage.

High-End Nomu

Target Combo

- Increased chip damage when guarding.

Counter Attack

- Reduced stamina gauge depletion.

Quirk Skill 1

- Adjusted to decrease initial speed of tentacles and increase final speed.

Quirk Skill 2

- Reduced stamina gauge depletion.

Quirk Skill 4

- Fixed an issue that the grab location could sometimes be incorrect.

Izuku Midoriya One For All	<p>Target Combo</p> <ul style="list-style-type: none"><li>• Reduced the rate to fill up Plus Ultra Gauge for ground version.</li></ul> <p>Counter Attack</p> <ul style="list-style-type: none"><li>• Reduced the rate to fill up Plus Ultra Gauge for aerial version.</li></ul> <p>Quirk Skill 1</p> <ul style="list-style-type: none"><li>• Reduced the rate to fill up Plus Ultra Gauge for ground and aerial versions.</li></ul> <p>Quirk Skill 2</p> <ul style="list-style-type: none"><li>• Reduced the rate to fill up Plus Ultra Gauge for ground and aerial versions.</li></ul> <p>Quirk Skill 3</p> <ul style="list-style-type: none"><li>• Increased the rate to fill up Plus Ultra Gauge for ground version.</li><li>• Reduced the rate to fill up Plus Ultra Gauge for aerial version.</li></ul> <p>Quirk Skill 4</p> <ul style="list-style-type: none"><li>• Reduced the rate to fill up Plus Ultra Gauge for the ground Rising version.</li><li>• Increased the rate to fill up Plus Ultra Gauge for the aerial side input and neutral versions.</li><li>• Fixed an issue where the attack would not travel straight when the aerial version was activated while touching the right wall.</li></ul>
Hanta Sero	<p>General</p> <ul style="list-style-type: none"><li>• Increased the travel distance of air dash.</li></ul> <p>Quirk Skill 1</p> <ul style="list-style-type: none"><li>• Added super armor to the approach movement during Rising.</li><li>• Fixed an issue where the aerial version could be guarded when hitting a roll up opponent.</li></ul> <p>Quirk Skill 2</p> <ul style="list-style-type: none"><li>• Fixed an issue where the attack would sometimes fail to restrain the opponent after hitting them with tape.</li></ul> <p>Quirk Skill 4</p> <ul style="list-style-type: none"><li>• Fixed an issue where the attack would sometimes fail to restrain the opponent after hitting them with tape.</li></ul>

Mashirao Ojira

Target Combo

- Adjusted the knockback direction of the first and second ground hits to be diagonally downward, making it easier to connect combos against opponents in air.

Counter Attack

- Fixed an issue where canceling into Target Combos or Unblockable Attacks upon hit was not functioning.
- Increased movement speed for ground version.
- Reduced knockback speed for opponents hit by ground version.
- Increased damage-side recovery time upon ground version hit.
- Adjusted ground version to make combo damage harder to extend.
- Changed so knockback movements no longer varies based on opponent size upon ground version hit.
- Changed to delay the timing when canceling becomes possible after air version hit.

Quirk Skill 2

- Reduced stamina gauge depletion.

Quirk Skill 4

- Changed to allow canceling into target combos when guarded.
- Increased movement speed.
- Increased the unrecoverable time.
- Reduced damage.
- Increased the size of the attack hitbox.

Rikido Sato

Target Combo

- Reduced the movement speed of the aerial version.

Unblockable Attack

- Decreased the attack startup speed.

Quirk Skill 1

- Fixed an issue where the move would be interrupted when Sugar Counter reached 5 during Rising.

Quirk Skill 3

- Increased recovery time.

Toru Hagakure	<p>Counter Attack</p> <ul style="list-style-type: none"> <li>• Adjusted to make it harder to gain momentum.</li> <li>• Increased waiting time before tracking begins.</li> </ul> <p>Quirk Skill 1</p> <ul style="list-style-type: none"> <li>• Changed so that the light gathering level increases faster during Rising.</li> <li>• Reduced the time required to increase the light gathering level.</li> </ul> <p>Quirk Skill 2</p> <ul style="list-style-type: none"> <li>• Fixed an issue where the blind effect would sometimes fail to activate against grounded opponents.</li> <li>• Fixed an issue where the aerial version would not cause the opponent to flinch without charging.</li> <li>• Adjusted to make damage easier to extend during combos.</li> </ul> <p>Quirk Skill 3</p> <ul style="list-style-type: none"> <li>• Increased recovery time.</li> <li>• Adjusted to make damage easier to extend during combos.</li> </ul> <p>Quirk Skill 4</p> <ul style="list-style-type: none"> <li>• Adjusted hit stop and consecutive hit intervals to fix an issue where normal combos would not connect when charged.</li> <li>• Increased burn damage during Rising.</li> <li>• Increased burn duration during Rising.</li> </ul> <p>Plus Ultra</p> <ul style="list-style-type: none"> <li>• Adjusted to make damage easier to extend during combos.</li> </ul>
Best Jeanist	<p>Target Combo</p> <ul style="list-style-type: none"> <li>• Adjusted the knockback of the 3rd hit and final hit of the ground version to stabilize combos.</li> <li>• Changed the final hit of the aerial version to face up and down to make it easier to hit opponents on slopes.</li> </ul>
Mirko	<p>Target Combo</p> <ul style="list-style-type: none"> <li>• Added attack hitboxes to the final hit of the normal version and Lunar Deadly version to stabilize hits.</li> <li>• Adjusted the attacker's movements to make attacks easier to land against opponents on uphill slopes.</li> </ul> <p>Counter Attack</p> <ul style="list-style-type: none"> <li>• Increased hitbox duration for ground version.</li> </ul> <p>Quirk Skill 3</p> <ul style="list-style-type: none"> <li>• Added the ability to break tracking by moving backwards.</li> </ul> <p>Quirk Skill 4</p> <ul style="list-style-type: none"> <li>• Reduced knockback distance.</li> <li>• Reduced damage-side recovery frame.</li> <li>• Increased recovery time for aerial version.</li> </ul>

Armored All Might

Rising

- Changed so that each attack can only be canceled once per combo.

Target Combo

- Reduced chip damage when guarding.
- Reduced guard-side recovery frame for the final hit of the ground version.
- Increased recovery time for the final hit of the ground version.
- Adjusted the aerial version to be consecutive guards.
- Increased recovery time for the final hit of the aerial version.

Quirk Skill 1

- Decreased startup speed for the aerial version.
- Increased recovery time for the 3rd hit.
- Increased chip damage when guarding.

Quirk Skill 2

- Increased recovery time when hit.
- Increased recovery time after upward attacks
- Increased recovery time after downward attacks
- Increased chip damage when guarding
- Increased recovery frame.

Quirk Skill 3

- Reduced tracking performance.

Plus Ultra

- Increased stamina damage depletion.

Tomura Shigaraki All For One

Rising

- Fixed an issue where HP would continue to decrease after Rising ended under certain conditions.

Target Combo

- Reduced chip damage when guarding.

Quirk Skill 1

- Increased attack startup speed.
- Reduced damage-side recovery frame.

All For One Rewind	<p>Normal Combo</p> <ul style="list-style-type: none"> <li>• Changed combos incorporating Plus Ultra.</li> </ul> <p>Target Combo</p> <ul style="list-style-type: none"> <li>• Improved the tracking performance of the second hit of the aerial version.</li> <li>• Changed the reaction of the second hit of the aerial version to stagger.</li> </ul> <p>Counter Attack</p> <ul style="list-style-type: none"> <li>• Adjusted to guarantee tracking even at close range.</li> <li>• Added cancel routes to Quirk Skill 1, 2, 3, and Plus Ultra after the animation to pull out Revet Stab.</li> <li>• Reduced damage-side recovery frame.</li> </ul> <p>Other</p> <ul style="list-style-type: none"> <li>• Fixed an issue where attack power would sometimes not return to normal after returning from the Rising state in Training Mode.</li> </ul>
Dabi Flame of Death	<p>General</p> <ul style="list-style-type: none"> <li>• Increased dash speed.</li> <li>• Increased horizontal movement speed during jumps.</li> <li>• Increased movement speed of the neutral air dash.</li> <li>• Increased duration for stick input air dash.</li> <li>• Fixed an issue where the super armor effect would sometimes not activate when Flame of Death level reached 3 under certain conditions.</li> </ul> <p>Target Combo</p> <ul style="list-style-type: none"> <li>• Removed the waiting time to track for the first hit of the ground version.</li> <li>• Reduced recovery time for the first hit of the ground version.</li> <li>• Increased recovery time for the second hit of the ground version.</li> <li>• Increased movement speed and travel distance of the ground version.</li> <li>• Increased movement speed of the aerial version.</li> </ul> <p>Quirk Skill 2</p> <ul style="list-style-type: none"> <li>• Increased damage.</li> </ul> <p>Quirk Skill 4</p> <ul style="list-style-type: none"> <li>• Reduced recovery time.</li> <li>• Fixed an issue where the attack would sometimes disappear easily when there was a wall to the left.</li> <li>• Adjusted the launch angle to be slightly downwards.</li> <li>• Increased the hit interval of consecutive hits.</li> <li>• Reduced damage-side recovery frame.</li> </ul>
Neito Monoma	<p>Rising Action</p> <ul style="list-style-type: none"> <li>• Increased hit stop.</li> <li>• Adjusted tracking angle to be shallower.</li> </ul>
Lady Nagant	<p>Counter Attack</p> <ul style="list-style-type: none"> <li>• Reduced stamina gauge depletion.</li> </ul>

## All For One Chaos

### General

- Changed so that attacks can be canceled between different Quirk Skills, excluding the same move.

### Target Combo

- Reduced chip damage when guarding.
- Adjusted the inertia and tracking time of the aerial version to stabilize hits at close range.

### Quirk Skill 1

- Increased attack startup speed.
- Reduced tracking performance.
- Increased the speed of the stick input version.
- Adjusted the downward angle of the stick input version to be shallower.

### Quirk Skill 2

- Increased the startup speed of the laser in the aerial version.
- Adjusted the aerial version to track downwards as well.

### Quirk Skill 4

- Reduced activation speed of attack hitbox.
- Reduced the movement speed of the Rising attack hitbox to match the normal version.

### Plus Ultra

- Removed guard hitbox upon activation.