

Patch note

Character name	Note
System	Rising Action ▪ Fixed an issue where an emergency dodge was cancellable. Counter Attack ▪ Fixed an issue where some character's counter crash didn't execute smoothly. ▪ Fixed an issue that Super Armor accidentally activated in the next attack after action had been suspended by receiving an attack before activating Super Armor Guard ▪ Increased damage reduction rate after receiving consecutive chip damage while successfully guarding.
Shoto Todoroki	Plus Ultra ▪ Reduced homing distance of the aerial version. ▪ Reduced guard-side recovery frame for the 1st hit of the aerial version.
Denki Kaminari	Counter Attack ▪ Adjusted to make Force Knockdown easier to apply with the aerial version. ▪ Reduced damage-side recovery frame of the aerial version.

Kyoka Jiro	Target Combo ▪ Adjusted knockback direction for the final hit of the aerial version to be more downwards. Counter Attack ▪ Adjusted to weaken the knockback and strengthen the downward movement of the finishing part. Quirk Skill 1 ▪ Increased duration of the normal sound wave. ▪ Shortened charge time of hold version. ▪ Increased hold version's sound wave projectile speed and flying distance. ▼ Rising Rising Ability ▪ Changed the sound wave to a counter-crash compatible skill. ▪ Changed so that the movement can be knocked back upon hit. ▪ Increased hit stop duration. ▪ Changed to prevent the sound wave from activating by steep descent and ground dash. ▪ Adjusted to delay activation timing of sound wave when jumping and dashing in mid-air.
Shota Aizawa	Quirk Skill 4 ▪ Changed so that the guard stamina-gauge can be depleted without hold.
Gran Torino	Plus Ultra ▪ Enhanced tracking performance of the aerial version.
Dabi	Target Combo ▪ Reduced recovery time for the aerial version.

Himiko Toga	Transform ▪ Fixed an issue where the character received double slip damage while transforming during status ailment along with slip damage. Target Combo ▪ Increased homing speed of the aerial version. Counter Attack ▪ Increased damage of both the ground and aerial versions. Unblockable Attack ▪ Increased damage. Quirk Skill 1 ▪ Added hitbox when transforming. ▪ Added a feature to be capable of cancellation from Target Combo, Unblockable Attack and Quirk Skill4 during the transformable state. Quirk Skill 2 ▪ Enhanced homing performance of both the ground and aerial versions. ▪ Sped up generating bullets of both the ground and aerial versions. Charged Quirk Skill 2 ▪ Added two knives left and right respectively. Quirk Skill 4 ▪ Increased homing distance of both the ground and aerial versions. ▪ Fixed an issue where moves could be activated multiple times in mid-air.
Stain	Quirk Skill 2 ▪ Shortened recovery time for the ground version. ▪ Shortened guard-side recovery frame.

Muscular	Target Combo ▪ Enhanced tracking performance of the ground version. ▪ Enhanced tracking performance of the aerial version. ▼Rising General ▪ Fixed an issue so that damage attenuation does not occur. Target Combo ▪ Enhanced tracking performance of the ground version. ▪ Enhanced tracking performance of the aerial version. Quirk Skill 3 ▪ Increased homing distance.
Mirio Togata	Quirk Skill 1 ▪ Fixed an issue where the character became unattackable under specific conditions. Quirk Skill 2 ▪ Adjusted to make the 1st hit in mid-air easily knocked down. Quirk Skill 4 ▪ Changed to keep the guard status active until grab detection.

Nejire Hado

Target Combo

- Reduced recovery time for the 1st hit of the ground version.
- Reduced recovery time for the 2nd hit of the ground version.
- Reduced recovery time for the 1st hit of the aerial version.
- Reduced recovery time for the 2nd hit of the aerial version.

Counter Attack

- Sped up attack generation speed.

Quirk Skill 1

- Changed so that cancellation is possible upon hit with Quirk Skill 2, Quirk Skill 4 and Charged Quirk Skill 2.
- Enhanced tracking performance.

Charged Quirk Skill 1

- Changed so that it causes Force Knockdown more easily when used in combos.

Quirk Skill 2

- Changed so that cancellation is possible upon hit with Quirk Skill 1 and Charged Quirk Skill 1.
- Enhanced tracking performance for the 1st hit.
- Increased hitbox duration for the 1st hit.
- Changed so that it causes Force Knockdown more easily when used in combo(s).

Quirk Skill 4

- Changed so that cancellation is possible upon hit with Quirk Skill 1 and Charged Quirk Skill 1.
- Changed knockback direction of the Quirk Skill 4.

Mina Ashido	Target Combo ▪ Increased tracking performance of the aerial version. Plus Ultra ▪ Adjusted the movement when an opponent dodges the aerial version. ▼ Rising Rising Ability ▪ Enhanced ground acid hitbox size and duration.
Camie Utsushimi	Normal Combos ▪ Adjusted cancellation timing to make hits stable.
Seiji Shishikura	▼ Rising Rising Ability ▪ Adjusted so that a grabbed enemy will not be off the grab range due to damage by automatic flesh projectile attack. ▪ Adjusted damage direction.
Sir Nighteye	Target Combo ▪ Reduced recovery frame of the 2nd hit of the ground version when guardng.
Gang Orca	Plus Ultra ▪ Increased hitbox size of the aerial version.

Kai Chisaki

Target Combo

- Adjusted the 2nd hit's knockback distance of the ground version.

Quirk Skill 2

- Reduced guard-side recovery frame for the ground version.
- Reduced guard-side recovery frame for the aerial version.

▼Rising

Quirk Skill 1

- Reduced guard-side recovery frame for the ground version.
- Reduced guard-side recovery frame for the aerial version.

Quirk Skill 2

- Reduced guard-side recovery frame for the ground version.
- Reduced guard-side recovery frame for the aerial version.
- Adjusted so that it is easier to cause a knockdown of both the ground and aerial versions.

Quirk Skill 3

- Reduced guard-side recovery frame for the ground version.
- Reduced guard-side recovery frame for the aerial version.

Mr. Compress	Target Combo ▪ Increased the 3rd hit's knockback distance of the ground version. Counter Attack ▪ Increased damage-side recovery frame for the ground version. Quirk Skill 4 ▪ Increased knockback distance of the ground version. ▼Rising Normal Combos ▪ Changed combo routes of Normal Combos of the ground version. Quirk Skill 4 ▪ Adjusted so that the sidekick change-effect is limited to a maximum of three times per one combo.
Tomura Shigaraki	Target Combo ▪ The ground 3rd hit's hitbox size is increased. ▪ The ground 4th hit's hitbox size is increased.
 Izuku Midoriya Full Cowl 100%	Unblockable Attack ▪ Increased damage.
Mei Hatsume	Quirk Skill 4 ▪ Changed so that its aerial version can attack three times without landing.



Itsuka Kendo

Unblockable Attack

- Changed damage-side knockback movement.

Quirk Skill 2

- Increased recovery time for the ground version when attacking the opponent.
- Increased recovery time for the aerial version when attacking the opponent.
- Changed so that the rock disappears when guarding the 1st hit rock of the ground version.
- Changed so that the rock disappears when guarding the 1st hit rock of the aerial version.
- Reduced damage-side recovery frame for the 1st hit rock of the ground version.
- Reduced damage-side recovery frame for the 1st hit rock of the aerial version.
- Reduced guard-side recovery frame for the 1st hit rock of the ground version.
- Reduced guard-side recovery frame for the 1st hit rock of the aerial version.
- Changed so that the 1st hit rock of the ground version is no longer applicable to Counter Crash.
- Changed so that the 1st hit rock of the aerial version is no longer applicable to Counter Crash.
- Reduced guard-side damage amount for the 2nd hit rock of the ground version.
- Reduced guard-side damage amount for the 2nd hit rock of the aerial version.

Plus Ultra

- Enhanced tracking performance of the aerial version.

▼ Rising

Normal Combos

- Changed combo routes of Normal Combos of the aerial version.

Quirk Skill 2

- Adjusted tracking performance of the 1st hit of the aerial version.
- Changed so that follow ups transition to just-follow-ups when they perform at any timing to the 2nd hit rock of the ground version.
- Changed so that follow ups transition to just-follow-ups when they perform at any timing to the 2nd hit rock of the aerial version.

Nomu	Target Combo ▪ Increased damage-side recovery frame for the 1st hit of the ground version. Counter Attack ▪ Reduced knockback speed of the ground version. ▪ Increased damage-side recovery frame for the ground version. ▪ Reduced attack-side recovery frame for the ground version. Quirk Skill4 ▪ Fixed an issue where the opponents' attacks no longer hit after completing the ground version. ▪ Fixed an issue where the opponents' attacks no longer hit after completing the aerial version. ▪ Changed so that the move is no longer cancellable to Counter Attack of both the ground and aerial versions. ▪ Reduced homing speed of both the ground and aerial versions.
 Hitoshi Shinso	Quirk Skill 2 ▪ Changed so that recovery time is no longer cancellable by guard. ▪ Adjusted the dodgeable timing.
 Yuga Aoyama	Quirk Skill 1 ▪ Reduced guard-side chip damage with single press of the ground version. ▪ Reduced guard-side stamina-gauge depletion with single press of the ground version. Quirk Skill 3 ▪ Reduced damage-side recovery frame for the 1st hit of the ground version. ▪ Reduced damage-side recovery frame for the 2nd hit of the ground version.
Present Mic	Target Combo ▪ Reduced guard-side recovery frame for the final hit of the aerial version. Quirk Skill 2 ▪ Increased projectile range of the aerial version. ▼ Rising Quirk Skill 2 ▪ Increased projectile range of the aerial version.

Kurogiri	Plus Ultra Enhanced tracking performance of the aerial version.
 Izuku Midoriya One For All	Target Combo - Extended guard-side recovery frame for the 3rd hit of the ground version. - Shortened guard-side recovery frame for the final hit of the ground version. - Reduced stamina-gauge depletion for the 4th hit. Plus Ultra - Reduced stamina-gauge depletion.
Hanta Sero	Target Combo Enhanced tracking performance for the 1st hit of the aerial version.
 Rikido Sato	Target Combo - Shortened reduced damage-side recovery frame for the 3rd of the ground version. - Enhanced tracking performance for the 1st hit of the aerial version.
 Toru Hagakure	Target Combo Enhanced tracking performance for the 1st hit of the aerial version.
Mezo Shoji	Quirk Skill 1 Changed so that the move can be cancelled by other Quirk Skills regardless of the number of attacks. ▼ Rising Target Combo Enhanced tracking performance for the 1st hit of the aerial version.

Koji Koda	General ▪ Adjusted combos to cause knockdowns more easily. Counter Attack ▪ Reduced damage of the aerial version. Unblockable Attack ▪ Adjusted to make damage harder to extend. Quirk Skill 3 ▪ Adjusted to make damage harder to extend. Quirk Skill 4 ▪ Adjusted to make damage harder to extend. ▪ Reduced damage for insects level 3. ▼Rising Rising Ability ▪ Adjusted to make damage for insects of the ground harder to extend.
Dabi Flame of Death	▼Rising Rising Ability ▪ Fixed an issue where auto-generate flame pillar could be generated in mid-air under specific conditions.
 Lady Nagant	Target Combo ▪ Enhanced downward tracking performance for the 2nd hit of the aerial version. ▪ Enhanced downward tracking performance for the 3rd hit of the aerial version.
Star and Stripe	General ▪ Fixed an issue where knockback time of the mid-air guard was shorter than other characters.

Nana Shimura

General

- Fixed an issue where floating status was deactivated when receiving no-damage attacks with floating status.
- Fixed an issue where Shimura remains on stage during sidekick change while moving with floating status.

Target Combo

- Changed so that the move is no longer cancellable to Quirk Skill 4 when guarded by opponents.

Counter Attack

- Increased hitbox size of the aerial version.
- Increased hitbox size of the floating version.

Quirk Skill 1

- Increased bullet speed of both the ground and aerial versions.

Charged Quirk Skill 1

- Increased bullet speed.

Quirk Skill 3

- Increased recovery time for the ground version when attacking the opponent.

Plus Ultra

- Adjusted to make Force Knockdowns harder to occur.