Ver.2.20 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, medium, 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 "medium" or "strong." For horizontal attacks, it is only "strong."
The above points cover the general tendencies of the game, and exceptions may be created as part of balance adjustments, e.g. an attack with a move level of "strong" may become unusable as a guard crush, etc.

Battle System

Version 2.20 sees "Setsuka" added as a playable character, along with various adjustments made to the battle system and existing characters' behavior, etc.

Battle System Changes
   In Season 2, the powerful new guard impact known as "Resist Impact" was added, which allows players to deflect unblockable attacks and break attacks at the cost of some soul gauge. Starting in version 2.20, successfully performing a Resist Impact will now also reduce the opponent's remaining soul charge time. This was done to give all characters in the roster a way of dealing with soul charged rushdowns, and to create more opportunities for new mind games. The tracking after a successful Reversal Edge has been weakened in order to reduce instances in which moves would unintentionally hit opponents moving to the side.

Behavior Fixes
   Adjustments were made primarily to behavior that hindered intentional mind games. Hitboxes for vertical attacks were adjusted to make them easier to evade with an 8-way run, and instances in which horizontal attacks could be evaded by moving to the side were reduced, among other changes.

Balance Adjustments
   More variation was added to each character's offensive options, giving players a more viable selection of moves to use in battle. Moves that were previously difficult to use have been improved, and moves that were more powerful than intended have been weakened. Ⓐ and Ⓑ, and other counterattack moves have had their damage adjusted as well.

Changes to Behavior after a Battle has Ended
   In version 2.20, a new feature has been added that gives players the option to display or hide actions their opponent performs after a battle has ended. Adjustments and fixes to post-battle behavior and elements that affect character states have also been implemented.

Category	Nerf/buff	Move Name	Description

Visual Adjustments	-	Character Creation and Equipment Damage	· Settings for equipment damage can now be adjusted from the Character Creation screen.
			    You can turn equipment damage off for any of 3 types of equipment: upper, middle, and lower.
			    The type(s) you choose will not break, even when hit by an opponent's Lethal Hit, Critical Edge, etc.
			However, player-controlled actions that break equipment are exempt from this setting.
			 - Soul Charge for Kilik, Grøh, and Azwel
			 - 2B's "When at low health ⇨Ⓐ+Ⓑ+Ⓚ"
			 - Optional equipment damage for custom characters when holding a button to trigger soul charge

Behavior Adjustment	-	Guard Impact Against Projectile Attacks	· Fixed an issue in which the hit count would decrease if the opponent performed a multiple-hitting projectile attack immediately after the character deflected a projectile attack with a guard impact.
Behavior Adjustment	-	8-Way Run (⇨ Direction)	· Guard stamina recovers if a character performs an 8-way run forward for a set period of time. However, there was an issue in which stamina would recover even after a battle has ended. This has been fixed.
Behavior Adjustment	-	Equipment Damage	· Equipment will now no longer be damaged from attacks performed after a battle has ended.
Behavior Adjustment	-	Certain Jump Attacks	· The collision boxes for unique jump attacks, etc. extend vertically to prevent the opponent from clipping into the attacks, but the collision boxes would not return to normal if the attacks were stuffed. This has been fixed.
Balance Adjustment	↑	Resist Impacts	· Added an effect that reduces the opponent's soul charge time. This change applies to the universal Resist Impact (⇨Ⓑ+Ⓖ) only, not character-specific attacks with Resist Impact properties. · Fixed an issue in which the distance from the opponent after deflecting an attack with a "weak" move level would differ from that of normal guard impacts and Resist Impacts.
Balance Adjustment	↓	Reversal Edge	· Previously, holding "Ⓑ+Ⓖ" after successfully deflecting the opponent's attack would cause the character to face toward the opponent, but we've lowered the move's tracking to make it easier to evade with an 8-way run.

Update for all characters

Category	Nerf/buff	Move Name	Description
Visual Adjustments	-	FX Sound Voices Camerawork	· Made adjustments to all aspects of animations.
Behavior Adjustment	-	Parameters Carried Over into Battles	· Made adjustments that prevent changes to the soul gauge, the hit count for certain attacks, and other parameters carried over into the following battle when commands are input for attacks after a battle has ended due to a K.O. or being knocked out of the ring. Changes under certain conditions may still occur, such as time running out or a battle ending in a draw.

Battle stages

Category	Nerf/buff	Move Name	Description
Stage Fixed	-	Destructible Walls	· Walls will no longer be destructible from attacks performed after a battle has ended.
Stage Fixed	-	City Ruins: Eternal Apocalypse	· Fixed an issue in which an opponent could be knocked out of the ring during a critical edge's animation. · Raised hit detection for low walls to match that in other stages, as it was somewhat lower compared to other stages.

Mitsurugi

Mitsurugi is a standard-strength character that can perform well in a variety of situations. In version 2.20, we've made some adjustments to expand his playstyle and make it more strategic. "⇓Ⓐ+Ⓑ" has had its opening reduced and its damage increased, and it can now be used as a low-risk option against downed opponents, etc. Mitsurugi's offensive options have been expanded thanks to the increase in power for the feint attack "⇐Ⓑ", as well as a faster shift to Relic for "↘↘or➡or↗ Ⓐ+Ⓑ Ⓖ".

If the powerful low attack "↗Ⓚ.Ⓑ" lands, pressing "Ⓑ" at the very moment the 1st attack hits will increase your soul gauge. However, if you wait to confirm that the 1st attack has hit and then perform the 2nd attack, the move will deal less damage.

In addition to the above changes, combos that were difficult to land at the edge of stages have been stabilized, and some hits/moves that dealt too much damage have been adjusted accordingly.

Category	Nerf/buff	Move Name	Description
Behavior Adjustment	-	⇓↘⇨	· Inputting "Ⓐ+Ⓑ" when **Shura Blade** has not been triggered will now perform "⇓↘⇨Ⓐ". · Inputting "Ⓑ+Ⓚ" when **Shura Blade** has not been triggered will now perform "⇓↘⇨Ⓑ".
Behavior Adjustment	-	⇓↘⇨Ⓚ ↘↘or➡or↗ Ⓐ+Ⓑ Ⓖ	· Fixed an issue in which the timing at which movement actions could be performed during Relic differed from the timing at which attack actions could be performed.
Behavior Adjustment	-	During Relic ⊗Ⓑ	· Adjusted the direction the opponent faces when hit from behind.
Behavior Adjustment	-	⇐Ⓐ+Ⓖ ⇐Ⓐ+Ⓚ (Training mode only)	· Adjusted to stabilize position with respect to the opponent after a lethal hit is triggered.
Behavior Adjustment	↑	↗↙or⇐↘↘Ⓐ	· Adjusted hitbox size and tracking to stabilize the move and ensure it hits the opponent at the intended time.
Behavior Adjustment	↑	Ⓑ+Ⓚ	· Adjusted the distance from the opponent and the hitbox size of the 2nd hit in the combo to make it harder for the 2nd hit to miss after the 1st hit lands at a distance.
Behavior Adjustment	↑	⊗Ⓑ While soul charged ⊗Ⓑ Ⓑ+Ⓚ Ⓑ+Ⓚ during hit Ⓑ	· Adjusted the move to reduce instances in which "↘Ⓑ (lethal hit) ~ Ⓑ+Ⓚ.Ⓑ ~ ⊗Ⓑ" would miss partway through a combo when cornering the opponent against a wall.
Behavior Adjustment	↑	↘↘or↗↗Ⓚ	· Adjusted the move so the character faces the opponent upon hit. This was done primarily to make follow-up attacks easier to perform upon a wall hit.
Behavior Adjustment	↑ ↓	↗Ⓑ	· Adjusted tracking to make it harder for the attack to miss. This change does not apply to the move when used against downed opponents. · Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	↑	⇐Ⓑ	· Increased the move's base damage.
Balance Adjustment	↑	↘↘or➡or↗↗Ⓐ+Ⓑ Ⓖ	· Sped up the timing at which actions can be performed while in the Relic stance.
Balance Adjustment	↑	⊗Ⓐ While soul charged ⊗Ⓐ	· Added a fast input version. Successfully performing the move with the fast input will increase soul gauge (even while soul charged).
Balance Adjustment	↑	⇓Ⓐ+Ⓑ	The following changes were made to allow the move to be used as a starting point for an attack. · Increased the move's base damage. · Reduced the opening after the attack by 2 frames. The stun inflicted upon hit or guard was also reduced by 2 frames, meaning there is no change in the difference in stun. · Changed the opponent's behavior when the move is guarded, and reduced the distance between the character and the opponent. · Reduced the distance between the character and the opponent upon hit.
Balance Adjustment	↑ ↓	⊗Ⓑ While soul charged ⊗Ⓑ	The following changes were made to make the move more viable in combos. · As it is a slide input, when Ⓑ is input affects start-up timing for the move. We've adjusted the input window and made it easier to hit the opponent at the fastest timing possible. · Added scaling to the move's combo damage. · Added a fast input version. In addition to having higher base damage, the fast input version also increases soul gauge (even while soul charged). The following change was made to make the move more viable outside of combos. · Increased the length of stun inflicted by 2 frames when the non-soul charged version of "⊗Ⓑ" is guarded.
Balance Adjustment	↑ ↓	↗Ⓚ.Ⓑ While soul charged ↗Ⓚ.Ⓑ.Ⓑ	· Added an exact timing input. Successfully performing the move with exact timing will increase soul gauge (even when soul charged). · Decreased the move's base damage when not performed with exact timing. This change was made to reward players with more than just increased damage for reading the opponent's standing guard and performing the move, as opposed to performing the 2nd attack only after they confirm the 1st attack lands.
Balance Adjustment	↓	Ⓐ.Ⓐ Ⓑ.Ⓑ During Relic ⇨Ⓖ to guard impact vs. opponent's attack	· Decreased the move's base damage.
Balance Adjustment	↓	↘Ⓑ	· Added scaling to the combo damage when a lethal hit is triggered.
Balance Adjustment	↓	↘↘or➡or↗↗Ⓐ+Ⓑ While soul charged ↘↘or➡or↗↗Ⓐ+Ⓑ	· Decreased the move's base damage against a downed opponent.

Seong Mi-na

Seong Mi-na excels at a distance, but she also has some powerful options up close against downed opponents. In version 2.20, we've shifted focus away from these close-range options and instead focused on mid range options, both increasing and decreasing the effectiveness of certain attacks to place more emphasis on spacing. "⇩Ⓑ.Ⓚ" now hits as a combo at a distance, and "⇩Ⓑ+Ⓚ" now allows for new combo routes when it hits from far away. These changes cater to a playstyle in which players have to more carefully manage their distance from the opponent.

Both "⇦←Ⓐ" and "While crouching ↙Ⓚ.Ⓚ" were used in powerful loops and as a way to make a comeback with a ring-out, but we've reworked their individual properties. "⇦←Ⓐ" would be used to land a lethal hit on an opponent upon wakeup, but its start-up timing has been slowed down, now allowing the opponent to guard the attack if they're expecting it. However, if they guard the tip of the attack, Seong Mi-na will be able to move first. Stopping after the 1st attack of "While crouching ↙Ⓚ.Ⓚ" proved to be a powerful low-risk option, but the 1st attack will now no longer down the opponent upon normal hit.

Category	Nerf/buff	Move Name	Description
Visual Adjustments	-	Back throw	・Adjusted the camera angle after the attack.
Behavior Adjustment	↑	↗↙or⇧←or↖↘Ⓚ	・Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↑	⇩↶⇨Ⓑ.Ⓐ	・Enlarged the attack's hitbox only when it is used in an air combo.
Behavior Adjustment	↑	⇩⬇or⇧⬆Ⓐ+Ⓑ.Ⓐ	・Fixed an issue in which the 2nd attack could be evaded by crouching when the 1st attack landed as a normal hit.
Behavior Adjustment	↑	↗Ⓐ/↗🅐 ⇦Ⓑ ⇩↶⇨Ⓑ.Ⓑ / ⇩↶⇨Ⓑ.🅑	・Adjusted the hitbox to make it harder for the attack to unintentionally miss.
Behavior Adjustment	↑ ↓	⇩Ⓑ.Ⓑ Ⓑ⇨	・Adjusted the hitbox to make it harder for the attack to unintentionally miss. ・Adjusted the hitbox to prevent the attack from making contact with an opponent approaching from behind.
Behavior Adjustment	↑ ↓	Ⓑ⇨	・Changed the opponent's behavior when the 1st hit is guarded, and reduced the distance between the character and the opponent. This was done to make it harder for the 2nd hit to miss.
Behavior Adjustment	↑ ↓	↶↘or⇨↗↗Ⓐ	・Adjusted the hitbox to ensure the attack makes contact with the opponent at the intended time. ・Decreased the length of stun inflicted by 1 frame when the attack makes contact during its duration.
Balance Adjustment	↑	⇦Ⓑ	・Sped up the attack's start-up by 2 frames.
Balance Adjustment	↑	↶Ⓐ+Ⓑ ↶🅐+🅑	・Sped up the attack's start-up by 4 frames. ・Changed the opponent's behavior upon guard, and adjusted the move so all hits will be guarded in succession.
Balance Adjustment	↑	⇩Ⓑ+Ⓚ	・Sped up the attack's start-up by 2 frames. ・Reduced the opening after the attack by 4 frames. The stun inflicted upon guard or when the attack hits at close range was also reduced by 4 frames, meaning there is no change in the difference in stun. ・Enlarged the upper hitbox to make it harder for the attack to unintentionally miss. ・Reduced the distance between the character and the opponent when the move is guarded. ・Increased the attack's base damage when it hits at long range or lands as a counter hit at long range, changed the opponent's behavior, and increased the length of stun inflicted."Ⓑ⇨", soul attacks and other attacks can now be performed as follow-ups.
Balance Adjustment	↑	⇩⬇or⇧⬆Ⓐ+Ⓑ.Ⓐ	・Lengthened the input window for the 2nd attack, making it easier to confirm the situation before entering the command input.

Balance Adjustment	↑ ↓	⇩Ⓑ	・Decreased the opening after the attack by 2 frames.
			・Lengthened the input window for "⇩Ⓑ.Ⓐ", "⇩Ⓑ.Ⓑ", and "⇩Ⓑ.Ⓚ".
			・Fixed an issue in which special inputs would cause "⇩Ⓑ.Ⓚ" to land in succession.
			・The following changes were made to give the move different properties based on whether it lands at close range or at a distance.
			
			Close Range
			  - Increased the move's base damage by 6.
			  - Changed the opponent's behavior when the attack lands as a normal hit, and decreased the length of stun inflicted by 2 frames.
			  - Increased the length of stun inflicted by 4 frames when the attack lands as a counter hit.
			    In this case, "⇩Ⓑ.Ⓚ" will land in succession.
			
			Long Range
			  - Increased the move's base damage by 10.
			  - Increased the length of stun inflicted by 4 frames.
			    Because of this, "⇩Ⓑ.Ⓚ" will now land in succession when it lands at a distance even as a normal hit.

Balance Adjustment	↑ ↓	⇦←Ⓐ	・Delayed the attack's start-up by 4 frames. ・Reduced the distance between the character and the opponent when the attack triggers a lethal hit. ・Decreased the opening after the attack by 2 frames. This change was made to stabilize follow-ups and make them easier to land upon lethal hit, as well as reduce the attack's risk when the attack is guarded, among other benefits. ・Adjusted the hitbox to make it easier to make contact with the opponent at the intended time. ・Though the attack differs in performance based on distance, its range was changed to make it easier to be treated as a long-range attack. ・Increased the length of stun inflicted by 2 frames when the attack hits at close range or is guarded at close range. ・Increased the length of stun inflicted by 6 frames when the attack is guarded at a distance, and adjusted the attack to allow Seong Mi-na to move first. ・Reduced the distance between the character and the opponent when the move is guarded at a distance.

Balance Adjustment	↑ ↓	While crouching ↙Ⓚ.Ⓚ
		While soul charged & crouching ↙Ⓚ.Ⓚ.Ⓑ
			The following changes were made to address the extreme advantage the character would have after knocking the opponent down with this attack.
			
			While crouching ↙Ⓚ.Ⓚ
			  - Changed the opponent's behavior when the 1st attack hits.
			    Landing the move as a normal hit at close range will no longer knock the opponent down. The opponent will still be knocked down when the move lands as a counter hit or lands at a distance.
			  - Added scaling to the combo damage when the 1st attack hits.
			    This change was made to decrease damage caused by follow-up attacks that hit the opponent as they perform an ukemi immediately after being knocked down by the 1st attack as a counter hit, etc.
			  - Increased the base damage of the 2nd attack.
			  - Changed the opponent's behavior when the 2nd attack hits in midair.
			
			While soul charged & crouching ↙Ⓚ.Ⓚ.Ⓑ
			  - Increased the base damage of the 2nd attack.

Balance Adjustment	↓	⇩Ⓐ/While crouching Ⓐ	・Decreased the length of stun inflicted by 2 frames when the attack hits.
Balance Adjustment	↓	⇩Ⓚ/While crouching Ⓚ ⇩↶⇨Ⓑ.Ⓐ	・Decreased the move's base damage.
Balance Adjustment	↓	⇩⬇or⇧⬆Ⓑ	・Reduced the distance between the character and the opponent when the attack is guarded at close range.
Balance Adjustment	↓	While soul charged ↶↘or⇨↗↗Ⓐ.Ⓐ	・Changed the opponent's behavior when the move is guarded, and reduced the distance between the character and the opponent.

Taki specializes in a close-range rushdown playstyle, and her unique Mekki-Maru attacks deal chip damage upon guard, setting her apart from other characters in the roster. In version 2.20, we've made adjustments to further highlight and add viability to this unique property.

We've improved the tracking for **"Wind Roll"** (⇨Ⓑ+Ⓚ), as well as reduced the distance from the opponent when "During Wind Roll Ⓐ" is guarded. This will allow Taki to approach the opponent from a distance while chipping away at their health. The effective close-range attack"⇨Ⓐ.Ⓐ" now deals even more chip damage upon guard as well. "⇦Ⓐ.Ⓚ", "⇨Ⓚ.Ⓚ", and "↗Ⓚ.Ⓚ", among other moves, have also been powered up, expanding the breadth of offensive options at close range.

"↘↘or➡or↗↗Ⓐ+Ⓑ" was added in season 2, and can now be interrupted with a guard impact, etc. if the 2nd hit is guarded, meaning Taki players will need to know when to hold the attack. The 3rd hit could previously be jumped over by some characters, but this has been fixed.

Category	Nerf/buff	Move Name	Description
Visual Adjustments	-	⇦Ⓐ+Ⓖ	· Adjusted the camera angle after the attack.
Behavior Adjustment	-	During Possession ⇨Ⓐ	· Adjusted the character to face the opponent after the attack is guarded. This is to prevent attacks immediately performed afterward from facing away from the opponent.
Behavior Adjustment	↑	While soul charged ⇨Ⓐ+Ⓑ	· **Possession Rush**, when performed with this command, evades opponent attacks while active, but would previously be caught by crouching throws. This has been fixed.
Behavior Adjustment	↓	↖Ⓑ During Wind Roll Ⓑ During Wind Roll Ⓑ.Ⓑ	· Decreased the size of the hitbox when the opponent is moving to the side to reduce instances in which the move would unintentionally hit.
Balance Adjustment	↑	⇨Ⓐ.Ⓐ	· Increased chip damage when guarded.
Balance Adjustment	↑	↗Ⓚ.Ⓚ	The following changes were made to reduce the move's risk for Taki. Note that the combo still allows the 2nd attack to be guard impacted after the 1st attack hits. · Decreased the opening after the 1st attack by 4 frames. · Increased the length of stun inflicted by 2 frames when the 1st attack hits. · Changed the 2nd attack's move level to "medium". 　The amount of guard stamina reduced does not increase, and the move is not usable as a guard crush. · Improved the tracking for the 2nd attack when the 1st attack lands against a grounded opponent, fixing an issue in which some characters could evade the 2nd attack by moving out of the way.
Balance Adjustment	↑	During Possession ⇩or⇧Ⓐ	· Matched the chip damage dealt upon guard by "During Possession ⇧Ⓐ" with that of "During Possession ⇩Ⓐ".
Balance Adjustment	↑	During Possession ⇨ ⇨Ⓑ.Ⓑ upon hit or guard ⇨ ↗↙or⇦or↘↘Ⓑ upon hit or guard ⇨ While soul charged Ⓐ.Ⓐ.Ⓚ.Ⓑ upon hit or guard ⇨ ⇨Ⓐ+Ⓑ While soul charged ⇨Ⓐ+Ⓑ ⇨Ⓑ+Ⓚ ⓐ⇨.Ⓑ+Ⓚ ↖Ⓚ.Ⓚ.Ⓑ+Ⓚ ⇩↘or⇧↑Ⓚ.Ⓑ+Ⓚ After reversal edge hits Ⓐ.Ⓑ+Ⓚ	· Increased the attack's tracking.
Balance Adjustment	↑	During Wind Roll Ⓐ	· Reduced the distance between the character and the opponent when the move is guarded. 　This change was made to play to Taki's strengths and allow her to get in close while chipping away at the opponent's health.
Balance Adjustment	↑ ↓	⇦Ⓐ.Ⓚ	· Increased the length of stun inflicted by 4 frames when the 1st attack hits. 　It is now harder for the 2nd attack to be interrupted by a guard impact upon hit. · The 1st and 2nd hits of the 2nd attack will now be guarded in succession. · Adjusted tracking for the 2nd attack, and made it easier for the Ⓚ portion of the attack to be evaded by moving to the side when the 1st attack misses or is guarded.
Balance Adjustment	↑ ↓	⇨Ⓚ.Ⓚ	· Increased the length of stun inflicted by 4 frames when the 1st attack hits or is guarded. 　Along with this change, the 2nd attack will now hit if the 1st attack hits. · Decreased the opening after the 1st attack by 4 frames. · Changed the opponent's behavior when the 2nd attack lands as a counter hit. · Reduced the tracking of the 2nd attack when the 1st attack misses.
Balance Adjustment	↑ ↓	↘↘or➡or↗↗Ⓐ+Ⓑ ↘↘or➡or↗↗Ⓐ+Ⓑ	· Changed the opponent's behavior when the attack hits in midair. · Fixed an issue in which some characters could jump over the 3rd hit. · Changed the move level of "↘↘or➡or↗↗Ⓐ+Ⓑ" to "strong." · Decreased the length of stun inflicted when the 2nd hit is guarded. 　Along with this change, the 3rd hit is now easier to interrupt.

Maxi

In version 2.20, horizontal attacks performed while in special stances have been powered up to help maintain offensive pressure, and previously difficult-to-use attacks have been improved as well to expand attack options.

"During Right Outer Ⓐ.Ⓚ", "During Left Outer Ⓐ", and "During Left Inner Ⓐ" are all now lower risk upon guard, making it easier to pressure the opponent. Maxi struggles a bit at mid range, but "↘❯or➡or↗↘Ⓐ" and "↘❯or➡or↗↘Ⓚ" have been improved and make the approach easier. Close-rage moves like "⇨Ⓑ.Ⓑ.Ⓑ" are also now lower risk.

"While in a special stance Ⓑ+Ⓖ" and "During Seven Stars Severance & during Left Inner Ⓑ" were added in season 2, but have been weakened due to the opponent having limited options to counter them. "While in a special stance Ⓑ+Ⓖ" has had its impact effect duration reduced, and the opponent can now use a reverse impact against "During Neutral Guard Ⓐ" when it is performed immediately after deflecting an attack. However, you can now start a combo with "During Neutral Guard Ⓑ+Ⓚ" against opponents who try a reverse impact, granting a huge payoff for mind games if played well.

Category	Nerf/buff	Move Name	Description
Behavior Adjustment	-	⇨➡Ⓑ	· Fixed the character's animation. This change was made to fix an issue in which the player could follow up with **Left Outer** actions before entering the **Left Outer** stance pose.
Behavior Adjustment	↑	⇦Ⓐ.Ⓐ.Ⓐ	· Increased the 3rd attack's tracking. · Enlarged the 3rd attack's lower hitbox.
Behavior Adjustment	↑	⇨Ⓐ+Ⓑ While soul charged ⇨Ⓐ+Ⓑ	· Enlarged the attack's lower hitbox.
Behavior Adjustment	↑ ↓	⇦Ⓐ+Ⓑ ⇦Ⓐ+Ⓑ	· Enlarged the hitbox of the center line. · Reduced the size of the hitbox when hitting opponents moving to the side. · Increased tracking for the 2nd hit when the 1st hit lands.

Balance Adjustment	↑	⇨Ⓑ.Ⓑ.Ⓑ	· Reduced the distance between the character and the opponent when the 1st attack hits or is guarded.
			· Sped up the shift to **Right Outer** from the 2nd attack by 4 frames.
			· Fixed an issue in which the 3rd attack could be evaded by crouching when the 2nd attack landed.
			· Removed the successive guard property of the 3rd attack. The 3rd attack will now hit if the opponent does not continue to guard.
			· Adjusted the 3rd attack's tracking.
			  Reduced tracking when the 2nd attack misses,
			  and improved tracking when the 2nd attack is guarded.
			· Decreased the opening after the 3rd attack by 4 frames.
			· Increased the length of stun inflicted by 4 frames when the 3rd attack is guarded.

Balance Adjustment	↑	While crouching ↘Ⓑ	· Increased the move's base damage.
Balance Adjustment	↑	While rising Ⓚ	· Sped up the attack's start-up by 2 frames. · Increased the move's base damage.
Balance Adjustment	↑	↘❯or➡or↗↘Ⓐ	· Changed the opponent's behavior upon hit, and reduced the distance between the character and the opponent.
Balance Adjustment	↑	↘❯or➡or↗↘Ⓚ	· Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑	During Right Outer Ⓐ.Ⓚ	· Increased the length of stun inflicted by 2 frames when the attack is guarded. · Fixed an issue in which the difference in stun would change based on how long the input was held.
Balance Adjustment	↑	During Left Outer Ⓐ.Ⓚ	· Increased the length of stun inflicted by 2 frames when the 1st attack is guarded.
Balance Adjustment	↑	During Left Inner Ⓐ	· Increased the length of stun inflicted when guarded by 4 frames.
Balance Adjustment	↑	During Neutral Guard Ⓑ+Ⓚ	· Changed the opponent's behavior when the attack lands as a counter hit, making follow-up attacks possible.
Balance Adjustment	↑ ↓	⇨Ⓚ ⇦Ⓚ	· Decreased the opening after the attack by 4 frames. · Enlarged the hitbox to make it easier to make contact with the opponent at the intended time.

Balance Adjustment	↓	While in a special stance Ⓑ+Ⓖ	· The opponent can now use a reverse impact.
			· The length of time during which the move has defensive properties has been reduced. When successfully performing a Resist Impact in the 2nd half of the action, "While in any stance Ⓑ+Ⓖ" will no longer prevent the opponent from performing a reverse impact against the follow-up "During Neutral Guard Ⓐ".
			  However, this change does not apply to the normal guard impact version of "While in any stance Ⓑ+Ⓚ", which does not consume soul gauge. "During Neutral Guard Ⓐ" will still be a guaranteed follow-up depending on deflection timing.
			
			· Fixed an issue in which the move was not part of the lethal hit conditions for 2B's "↘❯or➡or↗↘Ⓚ".
			  The move will not be part of the lethal hit conditions if Maxi is soul charged, as no soul gauge is consumed then.

Balance Adjustment	↓	During Neutral Guard Ⓐ	· Added scaling to the move's combo damage. · Decreased the amount the soul gauge is filled when the attack lands as a lethal hit.
Balance Adjustment	↓	During Seven Stars Severance & during Left Inner Ⓑ	· Decreased the amount of guard stamina the attack reduces. No changes were made to the move when **Seven Stars Severance** has not been activated.

Voldo

In version 2.20, we made adjustments that focused primarily on mid-range play while facing forward. "⬇↘or⬆↗Ⓐ" and "↙↖or⇨➡or↗➚Ⓑ" are now stronger, and "↗Ⓚ", which is a low attack that increases distance from the opponent upon hit, has had its start-up timing sped up, allowing you to cause problems for characters who specialize at close-range combat. "⬆Ⓐ+Ⓑ" can now be followed up upon counter hit, making it effective at countering opponents trying to approach you.

Using "Facing away Ⓐ+Ⓑ" after you knocked the opponent down, opponents had limited options to counter the move, so its tracking has been decreased, and it is now easier to evade the attack by moving to the side, performing a horizontal roll, or by performing an ukemi to the side. Additionally, "During Mantis Crawl with head toward opponent Ⓚ.Ⓑ" no longer knocks the opponent down unless the second attack is a counter hit, preventing mind games from being too one-sided.

Category	Nerf/buff	Move Name	Description
Behavior Adjustment	-	↗↖or⬅or↖↙Ⓑ ↙↖or⇨➡or↗➚Ⓚ	· Changed the command input window during the slide input of "Ⓐ+Ⓑ+Ⓚ" to ensure a critical edge or a soul charge are registered correctly.
Behavior Adjustment	↑	Hitbox Size	· Previously, there were cases in which it was difficult or impossible to dodge a vertical attack while moving to the side due to the character's size and posture. To reduce these cases, we shortened the horizontal hitbox, but only for when the opponent uses a vertical attack while moving to the side.
Behavior Adjustment	↑	⬅Ⓚ Facing away ⬅Ⓚ	· Increased the attack's tracking against opponents who missed an attack.
Behavior Adjustment	↑	Facing away & during 8-way run Ⓐ While soul charged & facing away during 8-way run Ⓐ	Voldo is able to attack either while facing forward or while facing away, and if this special horizontal attack hits while facing away, it triggers a lethal hit. The following changes were made primarily to stabilize forward-facing hit behavior when the move is performed at mid range. · Increased the attack's tracking when the opponent is in front and at a distance. · Enlarged the attack's hitbox when the opponent is in front.
Behavior Adjustment	↑	During Caliostro Rush Ⓑ	· Fixed an issue in which performing the move against a downed opponent would fail to make contact depending on when the opponent got up.
Balance Adjustment	↑	⇨Ⓐ	· Decreased the opening after the attack by 2 frames. · Sped up the attack's start-up by 2 frames. · Changed the opponent's behavior upon counter hit, and increased the length of stun inflicted by 4 frames.
Balance Adjustment	↑	↗Ⓐ	· Increased the move's base damage. · Increased the length of stun inflicted when guarded by 4 frames. · Changed the opponent's behavior upon counter hit, and increased the length of stun inflicted by 6 frames more than when the attack lands as a normal hit.
Balance Adjustment	↑	⬆Ⓐ+Ⓑ	· Decreased the opening after the attack by 4 frames. · The attack now stuns the opponent upon counter hit, allowing for follow-up attacks. · Adjusted the hitbox size for the 2nd to 4th hits to make it harder for the attack to miss partway through an air combo.
Balance Adjustment	↑	↙↖or⇨➡or↗➚Ⓐ+Ⓑ	· The 2nd hit lands as a counter hit when used in stun combos, etc., but damage calculations are no longer split between the 1st and 2nd hits and are instead calculated all at once. · Changed the base damage distribution from "16,18" to "22,12". This will allow the initial attack to break through moves such as Nightmare's revenge attacks. · Improved the move's tracking against opponents who miss.
Balance Adjustment	↑	Facing away ⇨Ⓐ.Ⓐ	· Sped up the start of the 2nd attack by 2 frames. · Reduced the distance between the character and the opponent when the 1st attack lands. · Lengthened the input window for the 2nd attack to make it easier to hit confirm into it from the 1st attack.
Balance Adjustment	↑	↙↖or⇨➡or↗➚Ⓐ+Ⓑ.Ⓚ	· Increased the move's base damage.
Balance Adjustment	↑	↙↖or⇨➡or↗➚Ⓑ While soul charged ↙↖or⇨➡or↗➚Ⓑ	The following adjustments were made. ↙↖or⇨➡or↗➚Ⓑ - Decreased the opening after the attack by 4 frames. - Changed the opponent's behavior upon guard, and increased the distance between the character and the opponent. While soul charged ↙↖or⇨➡or↗➚Ⓑ - Matched the base damage of the move when the 2nd attack isn't performed to that of the normal "↙↖or⇨➡or↗➚Ⓑ". - Changed the opponent's behavior upon guard, and increased the distance between the character and the opponent. - Increased the length of stun inflicted by 4 frames when the attack is guarded.
Balance Adjustment	↑	⬇↘or⬆↗Ⓐ	· Adjusted the hitbox and tracking in order to reduce instances in which the attack would miss at close range. · Decreased the opening after the attack by 4 frames. · Decreased the length of stun inflicted by 2 frames when the attack is guarded. The difference in stun has been improved due to the decrease in opening after the attack. · Decreased the length of stun inflicted by 4 frames when the attack lands as a normal hit. · Changed the opponent's behavior upon counter hit, now allowing the attack to knock the opponent down.
Balance Adjustment	↑ ↓	↗Ⓚ	· Sped up the attack's start-up by 4 frames. Sped up the timing at which the attack evades high attacks by 8 frames. · Increased the length of stun inflicted by 2 frames when the attack is guarded. · Decreased the length of stun inflicted by 4 frames when the attack lands as a normal hit. No change has been made to the length of stun inflicted upon counter hit. · Changed the opponent's behavior when the attack lands as a counter hit to better differentiate it from when the attack lands as a normal hit.
Balance Adjustment	↑ ↓	During Mantis Crawl with head toward opponent Ⓚ.Ⓑ	· Changed the opponent's behavior when the 2nd attack lands as a normal hit, preventing the opponent from being knocked down. This change does not apply when landing as a counter hit.
Balance Adjustment	↑ ↓	During Mantis Crawl with feet toward opponent Ⓚ.Ⓑ During Mantis Crawl with head toward opponent Ⓚ.Ⓑ	· Sped up the start-up of the 2nd attack by 4 frames. This change was made to reduce instances in which the opponent could evade the 2nd attack with an ukemi if the 1st attack landed when the opponent was downed. This change also makes it so the defending player will successively deflect up to the 2nd attack without holding "Ⓑ+Ⓖ" when the 1st attack is deflected with a reversal edge. · Reduced the tracking of the 2nd attack when the 1st attack misses. · Shortened the input window for the 2nd attack by 2 frames. · Sped up the timing at which the 2nd attack evades high attacks by 2 frames.
Balance Adjustment	↑ ↓	During Mantis Crawl with feet toward opponent Ⓐ	· Increased the length of stun inflicted by 2 frames when the attack is guarded. · Changed the opponent's behavior when the move is guarded, and reduced the distance between the character and the opponent.
Balance Adjustment	↓	↗Ⓐ+Ⓑ	· Changed the size of the opponent's motion when deflecting with a reversal edge to "small." · Decreased tracking and reduced the hitbox of the 2nd hit when the 1st hit misses. · Reduced the distance between the character and the opponent when the 1st hit lands in order to reduce the number of cases in which the attack misses partway through.
Balance Adjustment	↓	Facing away Ⓐ+Ⓑ	· Reduced the horizontal hitbox when the opponent is moving to the side or performing a horizontal roll.

Sophitia

Adjustments made to Sophitia focus primarily on three things: damage, soul charge-related attacks, and attacks that have seen little use.

Previously, Sophitia's soul attacks dealt extremely high combo damage, and could immediately be followed up with powerful soul charge-related attacks. That strategy is still viable in version 2.20, but combos utilizing soul attacks have had their damage lowered, and the amount of soul charge time consumed while soul charged has been increased for attacks like "During Angel Step Ⓐ+Ⓑ" and "During Angel Step Ⓑ+Ⓚ", to alleviate more one-sided matches.

"↖↘or⇒or↗Ⓐ+Ⓒ" is now less risky when guarded, and its animation has been adjusted to make it easier to hit an opponent during a back step; this is to deter opponents from trying to get out of Sophitia's most effective range. "⇒Ⓑ+Ⓚ" has also been improved to make it more viable at both close and mid range. Additionally, new combo routes are possible when "⇑Ⓑ+Ⓚ" is used to start combos that land as a counter hit or a guard crush.

Category	Nerf/buff	Move Name	Description
Behavior Adjustment	-	↖↘or⇒or↗Ⓐ+Ⓒ	· Fixed an issue in which landing the attack after a battle has ended would reset lethal hit conditions.
Behavior Adjustment	-	Ⓐ+Ⓑ+Ⓚ	· The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	↑	During Angel Step while soul charged Ⓐ.Ⓐ.Ⓑ	· Adjusted the distance the opponent is knocked back when the 2nd attack hits midair, making it easier for the 3rd attack to hit midair. · Reduced the distance between the character and the opponent when the 2nd attack hits the opponent while downed. This was done to make it easier for the 3rd attack to land. · Enlarged the 3rd attack's vertical hitbox.
Behavior Adjustment	↑	↖↘or⇒↗Ⓚ Ⓐ+Ⓑ+Ⓚ	· Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	Ⓑ.Ⓑ.Ⓑ	· Adjusted the distance from the opponent, the distance moved forward, and the move's tracking to prevent the 3rd attack from being evaded when the 2nd attack hits an opponent on the ground.
Behavior Adjustment	↑	During Twin Angel Step Ⓐ.Ⓐ	· Adjusted the size of the hitbox to make it harder for the 2nd attack to be evaded by stepping.
Behavior Adjustment	↑ ↓	⇐Ⓐ+Ⓑ ↗↙or⇐←or↘Ⓐ+Ⓑ	· Shortened the duration between the 1st and 2nd hits by 1 frame. · Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side. · Adjusted the size of the 2nd hit's hitbox when the 1st hit lands to reduce instances in which the attack would miss partway through.
Behavior Adjustment	↑ ↓	↗Ⓐ.Ⓐ ⇐Ⓐ.Ⓐ.Ⓐ ⇓⬇Ⓐ / ⇑⬆Ⓐ	· Enlarged the hitbox to make it easier to make contact with the opponent at the intended time. ⇓⬇Ⓐ / ⇑⬆Ⓐ · Improved the tracking to make it easier for the attack to hit an enemy during an 8-way run. · Removed the move's anti-tracking property.
Behavior Adjustment	↑ ↓	During Angel Step Ⓐ.Ⓐ	· Adjusted the 1st attack's base damage to a flat 22 whether performed from a standing or crouching state. · Slightly increased the height the opponent is launched into the air when the 1st attack lands. This will also stabilize combos when the attack hits from a crouching state. · Adjusted the size of the 2nd attack's hitbox to make it harder for the attack to miss partway through a combo. · Fixed an issue in which the size of the 1st attack's hitbox would change if the attack was performed from a crouching state. · Reduced the amount of guard stamina chipped away when the attack is performed from a crouching state. This was done to match the amount chipped away when performed from a standing position.
Behavior Adjustment	↓	⇒Ⓑ.Ⓑ	· Adjusted tracking and reduced the size of the move's horizontal hitbox when the opponent is moving to the character's side. · Reduced the hitbox to make it harder for the attack to hit opponents who have moved behind you.
Behavior Adjustment	↓	During Angel Step Ⓑ	· Fixed an issue in which the soul gauge would increase more than intended when the move was performed from a crouching state.
Behavior Adjustment	↓	↗Ⓚ/↗❽	· Reduced the size of the hitbox in the 2nd half of the attack's duration.
Balance Adjustment	↑	⇒Ⓑ+Ⓚ	· Increased the attack's tracking against opponents who missed an attack. · Increased the length of stun inflicted when guarded by 4 frames. · Extended the time frame during which the character is treated as being in a crouching state.
Balance Adjustment	↑	⇑Ⓑ+Ⓚ	The following adjustments were made for when the move lands as a counter hit. · Adjusted the move to make it harder to hop over the opponent. · Enlarged the attack's vertical hitbox. · Sped up the timing at which the character enters a jumping state by 1 frame. · Adjusted the distance from the opponent and the move's tracking to prevent the 2nd hit from missing when the 1st hit makes contact. · Changed the size of the motion when deflecting the 2nd hit with a reversal edge to "small." · Changed the opponent's behavior when the 2nd hit lands or is guarded and increased the length of stun inflicted by 6 frames. · The 1st hit of "⇑Ⓑ+Ⓚ" can no longer be used as a guard crush. This was done to increase the opportunities for "⇑Ⓑ+Ⓚ.Ⓑ" to land. However, scaling has been · added to the combo damage upon the 2nd hit's guard crush.
Balance Adjustment	↑	⇑Ⓑ+Ⓚ.Ⓐ.Ⓑ	· Reduced the distance moved forward for the 2nd attack and enlarged its lower hitbox, allowing it to hit downed opponents. · Changed the opponent's behavior when the 2nd attack hits. · Decreased the opening after the 3rd attack by 6 frames. · Changed the opponent's behavior when the 3rd attack is guarded, and increased the length of stun inflicted by 10 frames. · Enlarged the hitbox of the 3rd attack, and changed the opponent's behavior when the move hits them while they are downed. · Changed the opponent's behavior when the 3rd attack hits, and added scaling to the combo damage.
Balance Adjustment	↑	⇑Ⓑ+Ⓚ.Ⓑ	· Reduced the attack's forward movement to make it harder to miss at close range. · Adjusted the move to make it harder to hop over the opponent. · Enlarged the vertical hitbox to make it easier to make contact with the opponent at the intended time. · Changed the opponent's behavior when the 2nd attack hits, now allowing different follow-up attacks to be performed. · Added scaling to the move's combo damage.
Balance Adjustment	↑	⇑Ⓑ+Ⓚ.Ⓚ	· Lengthened the input window to perform "⇑Ⓑ+Ⓚ.Ⓚ".
Balance Adjustment	↑ ↓	↖↘or⇒or↗Ⓐ+Ⓑ	· Fixed the animation to make it easier to make contact with the opponent at the intended time. · Increased the length of stun inflicted when guarded by 4 frames. · Enlarged the lower hitbox to make it harder for the attack to miss against enemies in low stances. · Added scaling to the combo damage when the attack lands as a lethal hit.
Balance Adjustment	↓	⇓↖⇒Ⓐ+Ⓑ+Ⓚ During Angel Step Ⓐ+Ⓑ+Ⓚ During Twin Angel Step Ⓐ+Ⓑ+Ⓚ	· Decreased the move's base damage against a downed opponent. · Added scaling to the move's combo damage.
Balance Adjustment	↓	Ⓑ	· Decreased the move's base damage.
Balance Adjustment	↓	↖Ⓑ ↖↘or⇒or↗Ⓑ	· Reduced the size of the horizontal hitbox when hitting opponents moving to the side.
Balance Adjustment	↓	↗❽	· Added scaling to the combo damage when the attack lands as a lethal hit.
Balance Adjustment	↓	During Twin Angel Step Ⓐ.Ⓐ	· Decreased the move's base damage. · Increased scaling to the 2nd attack's damage.
Balance Adjustment	↓	During Angel Step while soul charged Ⓐ+Ⓑ	· Increased the amount of soul charge time consumed. · Adjusted the hitbox and tracking in order to reduce instances in which the 3rd attack would miss.
Balance Adjustment	↓	During Angel Step while soul charged Ⓑ+Ⓚ	· Increased the amount of soul charge time consumed. · Made the attack unusable as a guard crush.

Siegfried

In line with the universal changes made in version 2.20, moves like "↘ⓐ⇐" and "⇩⬇or⇧⬆ⓐ" are now harder to miss, and the hitboxes for "ⓐ⇒" and "During Base Hold Ⓑ" have been adjusted. As a middle horizontal attack, "↘ⓐ⇐" pushed the opponent far back upon guard and could also be used as a guard crush, meaning Siegfried was able to easily overwhelm any opponent who tried to approach. Adjustments were made to the move's properties to address this.

The angle at which the opponent is pushed back by "⇐Ⓐ" and "⇐Ⓚ.Ⓚ" has been changed as well. This was done to give Siegfried the advantage by allowing him to adjust both players' standing positions with these two horizontal attacks. For "⇐Ⓚ.Ⓚ" in particular, Siegfried cannot be punished even if the 2nd attack of the move is guarded, making the move much more viable to use at a slight distance.

Previously, the start-up timing for "ⓐ⇐" would be delayed based on when "⇐" was input, but the start-up will no longer vary based on input timing, and inputting "⇐" with exact timing will now deal more damage. The move is now a great way to punish opponents wary of horizontal attacks, as well as a more viable follow-up in combos.

Category	Nerf/buff	Move Name	Description
Command Added	**-**	ⓐ⇐	· Added an exact timing input. Inputting "⇐" at the last possible moment will register the attack as having been performed with exact timing. 　This is to increase damage when it is used as a follow-up attack in a combo.
Behavior Adjustment	**-**	⬈◢or⇐⬅or⬋◣Ⓐ+Ⓑ	· Adjusted the direction the opponent faces when hit from behind.
Behavior Adjustment	**-**	Ⓐ+Ⓑ+Ⓚ During Chief Hold Ⓐ+Ⓑ+Ⓚ	· Adjusted the move to make it harder to slide below the opponent and miss when used in an air combo.
Behavior Adjustment	⬆	↘ⓐ⇐ ⇒Ⓚ ↘Ⓚ ⇩⬇or⇧⬆Ⓐ During Reverse Side Hold Ⓑ	· Enlarged the lower hitbox to make it harder for the attack to miss against opponents in low stances.
Behavior Adjustment	⬆	⬈◢or⇐⬅or⬋◣Ⓚ	· Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing. · Adjusted the hitbox size to prevent the character from jumping over the opponent when they are in a standing state. 　This was done to make it harder for the attack to miss against opponents standing in low stances. No changes were made for when the attack is used against opponents in crouching states.
Behavior Adjustment	⬆	During Chief Hold Ⓚ.Ⓚ	· Enlarged the 2nd attack's upper hitbox to reduce instances in which the attack would miss partway through an air combo.
Behavior Adjustment	⬇	ⓐ⇒ During Base Hold Ⓑ	· Reduced the size of the horizontal hitbox when hitting opponents moving to the side.
Balance Adjustment	⬆	ⓐⓐⒶ (fast)	· Lengthened the input window to make the move easier to perform.
Balance Adjustment	⬆	⇐Ⓐ	· Changed the opponent's behavior and the angle at which they are pushed by the attack upon guard, allowing him to adjust both players' standing positions.
Balance Adjustment	⬆	ⓐ⇐	· Adjusted the attack to be performed at a specific time, regardless of when "⇐" is input.
Balance Adjustment	⬆	Ⓚ	· Decreased the opening after the attack by 2 frames.
Balance Adjustment	⬆	⇐Ⓚ.Ⓚ	· Changed the opponent's behavior upon guard to allow him to adjust both players' standing positions. · Increased the length of stun inflicted by 6 frames and made the move impossible to be punished on guard. · The character now faces the opponent upon hit or guard. · Adjusted the hitbox to ensure contact is made with the opponent at the intended time.
Balance Adjustment	⬆	During Chief Hold Ⓑ During Chief Hold 🅱	· Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	⬆ ⬇	↘ⓐ⇐	· Increased the attack's tracking. · Decreased the move's base damage. · Reduced the distance between the character and the opponent when the move is guarded. · Made the attack unusable as a guard crush.

Ivy

Ivy possesses several powerful command throws, such as the long-reaching "↘↘⇐↘↗↗⇒Ⓐ+Ⓖ", which is difficult to escape via grapple break; the short-range "↘↘⇒↓↘↙Ⓐ+Ⓖ", which is impossible to escape via grapple break; and "↘Ⓐ+Ⓖ", which can grab the opponent from far away. Her playstyle focuses heavily on using long-range feint attacks to drain the opponent's health and trick approaching opponents into falling for her various throws. Countering this playstyle required extreme skill, so in version 2.20, we've made adjustments to better balance the character.

The versatile "↘↘ or ⇒➡ or ↗↗Ⓐ" will no longer put distance between the characters when it lands against a crouching opponent, and the close-range middle attack will now work well with "⇒Ⓑ.Ⓑ", "⇒Ⓐ+Ⓖ", etc. Improvements were made to mid-range feint attacks "⊗⇐" and "Ⓑ", adding more variety to options at mid to long range.

"↘↘⇐↘↗↗Ⓐ+Ⓖ", "↗➡ or ⇐↘Ⓑ", and "While rising Ⓑ+Ⓚ", which were all effective at punishing opponents who escaped Ivy's long-range dominance, have been weakened, but "↗Ⓑ" and "While crouching ↘Ⓐ+Ⓖ" have been strengthened as a way to keep out approaching opponents.

Category	Nerf/buff	Move Name	Description
Behavior Adjustment	↑	⇒Ⓐ.Ⓚ	· Adjusted the 2nd attack's hitbox and the distance from the opponent when the 1st attack is guarded to reduce instances in which the 2nd attack would miss when the 1st attack hits or is guarded.
Behavior Adjustment	↑	⇐⊗⇑ Facing away Ⓐ	· Enlarged the hitbox when the move is used in an air combo.
Behavior Adjustment	↑	While crouching ↘Ⓑ	· Adjusted the distance from the opponent when the attack lands at a distance, making it harder for follow-up attacks to miss.
Behavior Adjustment	↑	⇒Ⓐ+Ⓑ.Ⓐ	· Improved the tracking to make it easier for the attack to hit an enemy during an 8-way run. · Adjusted the distance from the opponent to reduce instances in which the attack would miss partway through when it lands at a distance.
Behavior Adjustment	↑	↘➘ or ⇒➡ or ↗↗Ⓑ	· Enlarged the lower hitbox to make it harder for the attack to miss against enemies in low stances.
Behavior Adjustment	↑	Spiral Lust	· Improved the tracking to make it easier for the follow-up attack to land when the move is used in a combo.
Behavior Adjustment	↓	Ⓐ+Ⓑ+Ⓚ	· Fixed an issue in which the hit count would decrease if the opponent performed a multiple-hitting projectile attack immediately after the character deflected a projectile attack with a guard impact.
Balance Adjustment	↑	⊗⇐	The following adjustments were made to the move intending for it to be used as a low-risk feint attack at mid range. · Enlarged the 1st hit's hitbox to make it easier to make contact with the opponent at the intended time. · Reduced the distance between the character and the opponent when the 1st hit lands at a distance, reducing instances in which the 2nd hit would miss. · Increased the move's base damage when it hits at a distance. · Increased the distance between the character and the opponent when the attack lands or is guarded at a distance. · Changed the standard range of the attack to make it easier to be treated as a long-range attack.
Balance Adjustment	↑	⇒Ⓑ.Ⓑ While soul charged ⇒Ⓑ.Ⓑ	· Adjusted the move so all hits will land in succession when the attack lands as a normal hit. Along with this change, the input window for the 2nd attack has been shortened.

Balance Adjustment	↑	↗Ⓑ	· Increased the base damage of the 1st hit.
			  Along with this change, the move will now beat out actions with general revenge properties.
			  However, the total damage increase for the 3 hits has been mitigated, meaning hits from the 2nd hit onward have had their base damage reduced when the 1st hit lands.
			  No changes were made to the base damage of the 2nd hit onward when the 1st hit misses.
			· Increased the amount of guard stamina the attack reduces.
			· The 3rd hit can now be used as a guard crush.
			· Changed the attack's direction from "thrust" to "downward > upward > upward".
			· Adjusted the tracking and hitbox size when the 1st hit makes contact to reduce instances in which the attack would miss partway through.

Balance Adjustment	↑	While crouching ↘Ⓐ+Ⓑ	· Enlarged the 2nd hit's hitbox when the 1st hit lands or is guarded to reduce instances in which the attack would miss partway through. · Changed the opponent's behavior upon guard, and increased the length of stun inflicted by 4 frames. · Increased the amount of guard stamina the attack reduces.
Balance Adjustment	↑ ↓	Ⓑ	The following adjustments were made to the move intending for it to be used as a low-risk feint attack at mid range. · Increased the length of stun inflicted when the 1st hit is guarded, preventing the 2nd hit from being interrupted by a guard impact. · Reduced the distance between the character and the opponent when the 1st hit lands at a distance or is guarded to reduce instances in which the 2nd hit would miss. · Decreased tracking of the 2nd hit when the 1st hit misses. · Increased the length of stun inflicted by 8 frames when the 2nd hit is guarded, and reduced distance between the character and the opponent. · Increased the move level of the 2nd hit to "medium".
Balance Adjustment	↑ ↓	While rising Ⓑ+Ⓚ	· Decreased the move's base damage. · Reduced the distance between the character and the opponent when the 1st hit lands. · Increased the length of stun inflicted by 2 frames when the 2nd hit is guarded. · Adjusted tracking during the attack to make it easier for the 2nd hit to make contact at the intended time.
Balance Adjustment	↑ ↓	↘➘ or ⇒➡ or ↗↗Ⓐ	· Changed the opponent's behavior when the 1st hit lands against a crouching opponent, making it harder for the 2nd hit to land in succession. · Increased the length of stun inflicted by 4 frames when the 1st hit lands. This change will reduce the opening after the 2nd hit if it misses.
Balance Adjustment	↑ ↓	↘↘⇒↓↘↙Ⓐ+Ⓖ (fast) ↘↘⇐↘↗↗⇒Ⓐ+Ⓖ (fast)	· Delayed when the visual effect appears when successfully performing the fast input version, making it harder for the opponent to react to it and change their approach.
Balance Adjustment	↑ ↓	During Serpent's Embrace Ⓑ.Ⓑ.Ⓑ During Serpent's Embrace Ⓑ.Ⓑ.Ⓑ.Ⓑ.Ⓑ (exact timing)	· Increased the length of stun inflicted by 4 frames when the 3rd and 4th attacks are guarded. · Decreased the length of stun inflicted by 4 frames when the 5th attack is guarded. · All attacks will now be guarded in succession.
Balance Adjustment	↓	↗➡⇐ or ⇐↘Ⓑ	· Changed the opponent's behavior upon guard, reduced the distance between the character and the opponent, and decreased the length of stun inflicted by 4 frames. · Added scaling to the combo damage when the attack lands as a lethal hit.
Balance Adjustment	↓	↘↘⇐↘↗↗Ⓐ+Ⓖ ↘↘⇐↘↗↗Ⓐ+Ⓖ (fast) During Serpent's Embrace ↘↘⇐↘↗↗Ⓐ+Ⓖ	· Decreased the move's base damage. · Increased the opening by 4 frames for when the attack misses.

Kilik's main attack options have proved rather limited in battle, so in version 2.20, we've improved his vertical attacks to give him a more varied offensive.

Base damage for "↙❯or➡➚➘Ⓑ" has been increased, and it can now beat out revenge attacks. The length of stun it inflicts upon hit has also been increased, making it easier to stay on the offensive after shifting to **Monument**. Previously, "Ⓐ⇨" was used to trigger a lethal hit, but landing it as a counter hit at a distance will now allow for follow-ups and make the move more viable at mid range. The opening after the 1st and 2nd attacks of "While soul charged ⇦Ⓑ.Ⓑ.Ⓑ.Ⓚ" has been reduced to better maintain offensive pressure while soul charged. Even when playing more defensively, "Ⓐ⇦" allows for follow-ups upon hit and creates more opportunities to attack.

Category	Nerf/buff	Move Name	Description
Visual Adjustments	-	↗Ⓐ	・Fixed an issue in which performing a soul attack immediately after landing the move from behind would result in an unnatural camera angle.
Behavior Adjustment	-	⇦Ⓑ	・Fixed an issue in which ⇦⇨Ⓑ would accidentally trigger the attack.
Behavior Adjustment	-	During jump Ⓑ	・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	↑	During jump Ⓐ While rising Ⓑ ⇨Ⓚ ↘Ⓚ Ⓐ+Ⓑ **Ⓐ+Ⓑ** ↗✔or⇦or↘❯Ⓑ ↙❯or⇨➡or➚➘Ⓚ ↗✔or⇦or↘❯Ⓚ	・Enlarged the lower hitbox to make it harder for the attack to miss against enemies in low stances. ↙❯or⇨➡or➚➘Ⓚ ・Adjusted the move to make it harder to hop over the opponent.
Behavior Adjustment	↑	During Monument Ⓚ During Back Parry Ⓚ	The following adjustments were made to the move to make it harder for it to miss after deflecting a "weak" move with "⇩↙⇨" or "⇩↗⇦". ・Enlarged the attack's lower hitbox. ・Increased the forward movement for "During Back Parry Ⓚ".
Behavior Adjustment	↑ ↓	Ⓑ During Monument Ⓑ	・Adjusted the attack's hitbox to prevent it from missing at close range. ・Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Behavior Adjustment	↑ ↓	During Monument Ⓐ.Ⓚ During Monument Ⓚ	・Enlarged the hitbox that prevents clipping into the opponent when they are not downed, to prevent the character from jumping over opponents in low stances. ・Improved tracking when the 1st hit lands or is guarded to reduce instances in which the attack misses partway through. ・Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side. ・Adjusted the move to prevent a ring-out from occurring during battle.
Balance Adjustment	↑	Ⓐ⇦	・Changed the opponent's behavior when this attack lands as a normal hit to match their behavior when it lands as a counter hit. This allows for follow-up attacks upon hit while evading the opponent's vertical attacks. ・Adjusted the move's tracking and the size of its hitbox to reduce cases in which it could hit opponents moving to your side.
Balance Adjustment	↑	While rising Ⓚ	・Enlarged the lower hitbox to make it harder for the attack to miss against enemies in low stances. ・Increased the move's forward movement.
Balance Adjustment	↑	↙❯or⇨➡or➚➘Ⓑ While soul charged ↙❯or⇨➡or➚➘Ⓑ	・Increased the move's base damage. Along with this change, the move will now beat out actions with general revenge properties. ・Increased the length of stun inflicted by 2 frames when the attack is guarded. ・Increased the length of stun inflicted by 4 frames when the attack hits. While soul charged ↙❯or⇨➡or➚➘Ⓑ ・Decreased the opening after the attack by 2 frames. This was done to match the difference in stun with that of the normal "↙❯or⇨➡or➚➘Ⓑ".
Balance Adjustment	↑	While soul charged ⇦Ⓑ.Ⓑ.Ⓑ.Ⓚ	・Decreased the opening after the 1st attack by 4 frames. ・Increased the length of stun inflicted by 2 frames when the 1st attack hits or is guarded. ・Decreased the opening after the 2nd attack by 4 frames.
Balance Adjustment	↑ ↓	Ⓐ⇨	・Decreased the opening after the attack by 4 frames. ・Changed the opponent's behavior when the attack is guarded or lands at a distance to match that when it lands at close range. ・Changed the opponent's behavior upon long-range counter hit, making follow-up attacks possible. ・Added scaling to the move's combo damage.

Xianghua

In line with universal changes made in version 2.20, adjustments were made to "↘Ⓑ" and "While crouching ↘Ⓑ" to make them harder to hit opponents moving to the side. Additionally, adjustments were made to make the character overall more viable in battle. For example, the easy-to-use low attacks "↘Ⓐ" and "⇨Ⓑ.Ⓐ", as well as combo moves "⇨Ⓚ.Ⓐ" and "⇨Ⓚ.Ⓐ+Ⓑ", now deal more damage, and "↘↘or⇨or↗Ⓚ" now allows the character to get in close upon hit.

"⇦Ⓐ+Ⓑ" now draws the opponent in upon successful guard impact, and can now deal with an opponent's mid-range poke attacks. "↘↘or⇨or↗Ⓑ.Ⓑ" and "During Hou Lee Ⓑ" can now be used as approach options, offering new strategies in dealing with opponents with long reach.

Category	Nerf/buff	Move Name	Description
Behavior Adjustment	-	⇦Ⓑ+Ⓚ	・Fixed an issue in which the attack was not treated as a "weapon attack".
Behavior Adjustment	↑	⇨Ⓚ.Ⓐ ⇨Ⓚ.Ⓐ+Ⓑ	・Fixed an issue in which the opponent could gain aerial control depending on the timing at which the first attack hit. ・Adjusted tracking to prevent the 2nd attack from being evaded by moving to the side.
Behavior Adjustment	↑	⇨Ⓐ+Ⓑ	・Enlarged the 1st hit's lower hitbox when performing a successful guard impact.
Behavior Adjustment	↑	Facing away Ⓑ+Ⓚ Against crouching opponent ↖Ⓐ+Ⓒ.Ⓑ+Ⓚ Against crouching opponent ↖Ⓐ+Ⓒ.Ⓑ+Ⓚ (exact timing)	・Fixed an issue in which having the character face the opponent after the attack lands caused follow-up attacks to be performed in the opposite direction.
Behavior Adjustment	↑	Facing away ⇩Ⓑ+Ⓚ While soul charged ↘↘or⇨or↗Ⓚ.Ⓚ	・Enlarged the hitbox in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	After reversal edge hits Ⓐ	・Changed the opponent's behavior upon midair hit. This change was to fix an issue in which the opponent could immediately begin performing an action after hit midair with a lethal hit.
Behavior Adjustment	↑ ↓	↘Ⓑ	・Reduced the horizontal hitbox to make it harder for the attack to land against opponents moving to the side. ・Enlarged the lower hitbox to prevent the attack from missing against opponents in low stances.
Behavior Adjustment	↓	While crouching ↘Ⓑ	・Reduced the horizontal hitbox to make it harder for the attack to land against opponents moving to the side. ・Shortened the attack's duration when the opponent is moving to the side.
Balance Adjustment	↑	↘↘or⇨or↗Ⓚ While soul charged ↘↘or⇨or↗Ⓚ.Ⓚ	・Increased the move's forward movement. ・Changed the opponent's behavior upon hit, and reduced the distance between the character and the opponent. ・"While soul charged ↘↘or⇨or↗Ⓚ.Ⓚ" will now land in succession.
Balance Adjustment	↑	↘Ⓐ ⇨Ⓑ.Ⓐ ⇨Ⓚ.Ⓐ ⇨Ⓚ.Ⓐ+Ⓑ	・Increased the move's base damage.
Balance Adjustment	↑	⇦Ⓐ+Ⓑ	・Changed the opponent's behavior when successfully performing a guard impact, making it harder for the attack to miss.
Balance Adjustment	↑	During Hou Lee Ⓑ	・Decreased the opening after the attack by 4 frames. ・Changed the opponent's behavior when the move is guarded, and reduced the distance between the character and the opponent.
Balance Adjustment	↑ ↓	↘↘or⇨or↗Ⓑ.Ⓑ	・Reduced the distance between the character and the opponent when the 1st attack hits at a distance. This change was made to reduce instances in which the 2nd attack misses.

Yoshimitsu

Yoshimitsu's ability to absorb soul gauge from the opponent has been improved with the addition of new commands in version 2.20. Moves like "Ⓐ.Ⓐ.⊚Ⓑ", which is great for hitting opponents wary of the 3rd attack of "Ⓐ.Ⓐ.Ⓐ", and "While crouching ↙❽", which serves as a counterattack after crouching under an opponent's high attack, now absorb soul gauge upon hit. Additionally, soul gauge absorption move "⊚Ⓑ" now has a quicker start-up, giving Yoshimitsu more chances to absorb soul gauge.

Continuing to absorb soul gauge will allow throws "⇨Ⓐ+Ⓒ" and "⇨Ⓐ+Ⓒ.⇨" to trigger lethal hits. Making contact with the opponent with these moves will prevent a grapple break and trigger a lethal hit, making them very effective late in battle (though Yoshimitsu might sacrifice some health to the opponent depending on their input).

"↙❘or⇨➡or↗↗Ⓑ" will now allow for follow-up attacks upon counter hit, and combining it with "⊚Ⓑ" will strengthen middle attacks and give more approach options. Finally, "Ⓐ.Ⓐ.Ⓐ+Ⓑ", which dealt high wall combo damage, has had its combo damage adjusted.

Category	Nerf/buff	Move Name	Description
Command Added	-	Ⓐ.Ⓐ.⊚Ⓑ	· Added new command **"Splinter Gale Lightning Blade ~ Side Blow"** (Ⓐ.Ⓐ.⊚Ⓑ).
Command Added	-	While crouching ↙❽	· Holding the input will now allow the player to absorb soul gauge upon hit.

Command Added	-	⇨Ⓐ+Ⓒ
		⇨Ⓐ+Ⓒ.⇨
		⇨Ⓚ+Ⓒ (Training mode only)
		⇨Ⓚ+Ⓒ.⇨ (Training mode only)
			· Added a lethal hit condition.
			  Triggers after hitting opponent 4 or more times with a technique that drains the soul gauge.
			  Can only be triggered once per match.

Behavior Adjustment	-	Against midair opponent during Manji Dragonfly Ⓐ+Ⓖ During Super Dragonfly Ⓚ	· Fixed an issue in which the increase in soul gauge after successfully landing with "Ⓚ" would remain active even after a battle has ended.
Behavior Adjustment	-	⇩⬇or⇧⬆Ⓚ	· Enlarged the attack's hitbox to reduce instances in which the 2nd hit would miss against an airborne opponent.
Behavior Adjustment	↑	Soul Gauge-absorbing Moves	· Fixed an issue in which the soul gauge would not increase when one of these moves was used just as the opponent was KO'd.
Behavior Adjustment	↑	↙Ⓑ	· Improved tracking when the 1st hit lands to reduce instances in which the move would miss partway through.
Behavior Adjustment	↑	During jump Ⓑ ⇦Ⓚ ↖↙or⇐or↘↘Ⓐ ↙❘or⇨➡or↗↗Ⓑ ↖↙or⇐or↘↘Ⓚ ↙❘or⇨➡or↗↗Ⓑ+Ⓚ.Ⓐ+Ⓑ.Ⓚ	· Adjusted the hitbox size to make it harder for the attack to unintentionally miss.
Behavior Adjustment	↑	During Manji Dragonfly while soul charged Ⓑ (hit) Ⓑ.Ⓑ. Ⓑ	· Enlarged the attack's hitbox and increased tracking for the 2nd attack onward.
Behavior Adjustment	↑	↙❘or⇨➡or↗↗Ⓚ	· Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↑	During jump Ⓚ During Flea ⇨Ⓐ	· Enlarged the attack's lower hitbox.
Behavior Adjustment	↑ ↓	Ⓑ.Ⓑ.Ⓑ	· Reduced the distance between the character and the opponent to prevent the 3rd attack from missing when its input is performed when the 2nd attack lands. · Enlarged the move's lower hitbox to make it harder for the 3rd attack to miss at close range. · Reduced the horizontal hitbox of the 3rd attack to make it easier to evade by moving to the side. · Changed the attack from a thrust to a downward attack.
Balance Adjustment	↑	⊚Ⓑ	· Sped up the attack's start-up by 2 frames. · Enlarged the attack's vertical hitbox. · Changed the opponent's behavior upon midair hit, allowing soul gauge to be absorbed when the move lands in midair.
Balance Adjustment	↑	While crouching ↙Ⓑ	· Increased the move's forward movement.
Balance Adjustment	↑	↙❘or⇨➡or↗↗Ⓑ	· Adjusted the attack's hitbox to prevent it from missing at close range. · Changed the opponent's behavior upon counter hit, allowing for follow-up attacks. · The move can now be used as a guard crush. · Changed the attack's move level to "strong."
Balance Adjustment	↓	Ⓐ.Ⓐ.Ⓐ+Ⓑ	· Added scaling to the move's combo damage. This was done primarily to reduce combo damage upon wall hit.

Balance adjustments were made to help Nightmare play more like the powerhouse he was designed to be. Nightmare will now be able to move first when "⊚⊚Ⓐ", "⊚⊚Ⓐ", or "↘�’or➡or↗❜Ⓐ+Ⓑ" are guarded. As Nightmare can move before his opponent, moves that have revenge properties, such as "⇨Ⓐ", "⇨Ⓑ", and "⇨Ⓚ", become much more effective.

Nightmare's revenge attacks cannot protect him against low attacks, so "⇩↘⇨Ⓐ+Ⓒ" and "↗�’or⇦or↘❜Ⓚ" were adjusted to help him deal with them. "⇩↘⇨Ⓐ+Ⓒ" is a guaranteed punishment when used after guarding a low attack that returns the opponent to a crouching position, and using "↗�’or⇦or↘❜Ⓚ" against a low attack that returns the opponent to a standing position will trigger a lethal hit. This will force the opponent to think twice about using a low attack, and make it easier to maintain an offensive with revenge attacks.

Category	Nerf/buff	Move Name	Description
Command Added	-	⊚⊚Ⓐ ⊚⊚Ⓐ (fast)	· Created a separate command for **"Quick Backspin Slash"** (⊚⊚Ⓐ). Depending on when advanced input for the move was performed, "⊚⊚Ⓐ" would be difficult to perform at the fastest possible time compared to "⊚⊚Ⓐ", so we've added a separate command.
Text Fixed	-	⇩Ⓐ+Ⓑ Against crouching opponent ⇩↘⇨Ⓐ+Ⓒ During Grim Stride against crouching opponent Ⓐ+Ⓒ	· The move increases the amount of soul gauge gained upon hit during Terror Charge, but this property was not noted anywhere in-game. An entry was added to the move list to address this.
Visual Adjustments	-	Ⓐ+Ⓒ	· Adjusted the camera angle after the attack.
Behavior Adjustment	-	Critical Edge	· Fixed an issue in which an effect was not displayed when successfully performing a guard impact by holding the input. · Fixed an issue which landing the attack as a revenge attack against moves like Zasalamel's curse moves or Amy's rose attacks would not increase curse or Perception.
Behavior Adjustment	-	↗Ⓚ ↗Ⓚ	· Fixed an issue in which the attack could push the opponent and cause the attack to miss.
Behavior Adjustment	↑	⇨Ⓐ.Ⓐ	· Increased the attack's tracking. · Enlarged the hitbox to make it easier to make contact with the opponent at the intended time.
Behavior Adjustment	↑	⇩Ⓐ+Ⓑ During Night Lower Stance Ⓚ	· Enlarged the lower hitbox to prevent the attack from missing downed enemies at close range.
Behavior Adjustment	↑	During Grim Stride Ⓚ	· Reduced instances in which the move would slide directly under the opponent and miss when used in an air combo.
Behavior Adjustment	↑	During Night Side Stance Ⓐ+Ⓑ	· Enlarged the hitbox of the 1st hit, making it harder for the move to miss at a distance.
Behavior Adjustment	↑	During Night Lower Stance Ⓐ+Ⓑ	· The opponent could evade the attack partway through with an ukemi if it landed while they were downed, so the length of stun inflicted was increased upon hitting a downed opponent.
Behavior Adjustment	↑ ↓	While soul charged ↘�’or➡or↗❜Ⓚ.Ⓚ	· Reduced the distance between the character and the opponent when the 1st attack lands. This was done to reduce instances in which the 2nd attack would miss if the 1st attack hit the opponent from behind.
Behavior Adjustment	↓	Ⓐ+Ⓑ	· Fixed an issue in which the attack could be exempt from some attacks' lethal hit conditions.
Balance Adjustment	↑	⊚⊚Ⓐ ⊚⊚Ⓐ	· Lengthened the input window for the fast version by 1 frame, making it easier to perform.
Balance Adjustment	↑	⇨Ⓚ	· Increased the length of stun inflicted when guarded by 4 frames. · Changed the opponent's behavior upon guard, and increased the distance between the character and the opponent.
Balance Adjustment	↑	⇦Ⓚ.Ⓚ After reversal edge hits Ⓚ	· Adjusted the move to gain more soul gauge upon hitting the opponent during Terror Charge.
Balance Adjustment	↑	↗�’or⇦or↘❜Ⓚ	· Enlarged the lower hitbox to reduce instances in which the attack would miss against opponents in low stances. · Added a lethal hit condition. Triggers upon hitting an opponent who missed a low attack.
Balance Adjustment	↑	↘�’or➡or↗❜Ⓐ+Ⓑ	· Increased the length of stun inflicted by 6 frames when the attack is guarded. Along with this change, Nightmare will now be able to move first upon guard. · Fixed an issue in which the move level was treated as "weak" when the attack missed.
Balance Adjustment	↑	Against crouching opponent ⇩↘⇨Ⓐ+Ⓒ During Grim Stride against crouching opponent Ⓐ+Ⓒ	· Enlarged the lower hitbox, making it easier to hit an opponent during an ukemi. · Sped up the start-up of "⇩↘⇨Ⓐ+Ⓒ" by 2 frames. No changes were made to the start-up timing for "During Grim Stride Ⓐ+Ⓒ".

Balance Adjustment	↑ ↓	⊚⊚Ⓐ/⊚⊚Ⓐ (fast)
		⊚⊚Ⓐ/⊚⊚Ⓐ (fast)
			· Increased the length of stun inflicted by 2 frames when the attack is guarded.
			  Along with this change, Nightmare will now be able to move first upon guard.
			· Lengthened the input window for the fast version by 1 frame, making it easier to perform.
			· Mitigated scaling to the combo damage of the fast version of "⊚⊚Ⓐ".
			  This fixes an issue in which scaling was more harshly applied to the combo damage of the fast version than the normal version.
			· Increased the base damage of the normal version of "⊚⊚Ⓐ".
			· Added scaling to the combo damage of "⊚⊚Ⓐ" and "⊚⊚Ⓐ (fast)".

Balance Adjustment	↑ ↓	↗Ⓚ	· Increased the length of stun inflicted when guarded by 4 frames. · Changed the opponent's behavior upon counter hit. Along with this change, Nightmare will now be able to move first upon counter hit. · Fixed an issue in which the difference in stun would change based on how long the input was held. · Adjusted the collision boxes for both characters to make it harder to miss at close range.

In version 2.20, adjustments were made primarily to lethal hits and soul charge mechanics for Astaroth. Astaroth specializes in throws, but opponents who perform grapple breaks often can be frustrating for him. To counter this, "⇨Ⓚ" will now trigger a lethal hit after the opponent performs a grapple break 4 times instead of the previous 5, making it easier to use. Landing "↗↙or⇦⇐or↘↖Ⓚ" against an opponent who misses an attack with a "medium" move level will also trigger a lethal hit. This can be achieved by forcing the opponent to use a reversal edge to deflect an attack with a short opening, then using an 8-way run to evade their counterattack and punish them.

The amount of soul charge time consumed by "⇦Ⓚ", "⇨Ⓑ", and "↘↖or⇨or↗↙Ⓚ" while soul charged has been reduced, allowing Astaroth more time to keep on the offensive and pressure the opponent.

Category	Nerf/buff	Move Name	Description
Behavior Adjustment	-	↗Ⓑ/↗❸	· Fixed an issue in which the attack could push the opponent and cause the attack to miss. · Enlarged the attack's hitbox to prevent it from missing at close range.
Behavior Adjustment	-	◉Ⓚ.Ⓐ+Ⓒ ◉Ⓚ.⇐Ⓐ+Ⓒ	· Fixed an issue in which the opponent's animation after being hit did not play correctly. · The throw attack performed when grabbing the opponent from behind with "◉Ⓚ.⇐Ⓐ+Ⓒ" has been changed to the behind throw of "⇐Ⓐ+Ⓒ".
Behavior Adjustment	↑	↘Ⓑ	· Enlarged the lower hitbox to prevent the attack from missing downed enemies at close range.
Behavior Adjustment	↑	⇩⬇or⇧⬆Ⓐ.Ⓐ	· Adjusted the tracking to make it harder for the move to miss at the edge of the stage, etc.
Behavior Adjustment	↓	Critical Edge	· Fixed an issue in which lethal hit conditions would not apply if the throw missed.
Balance Adjustment	↑	⇨Ⓚ	· Adjusted the lethal hit condition. The number of necessary grapple breaks from the opponent has been reduced to 4, making a lethal hit easier to trigger.
Balance Adjustment	↑	↗↙or⇦⇐or↘↖Ⓚ	· Increased the attack's tracking against opponents who missed an attack. · Added a lethal hit condition. Triggers upon hitting an opponent who missed an attack with a "medium" move level.
Balance Adjustment	↑	While soul charged ⇦Ⓚ While soul charged ⇨Ⓑ While soul charged ↘↖or⇨or↗↙Ⓚ	· Decreased the amount of soul charge time consumed.
Balance Adjustment	↑ ↓	Ⓚ	· Increased the move's base damage. · Changed the opponent's behavior when the attack lands as a counter hit so that they will be knocked down. · Added scaling to the move's combo damage.

In version 2.20, we've made adjustments that both stabilize previously used air combos and allow for new combo routes.

Cervantes's position with respect to the opponent has been stabilized for air combos that use "Facing away Ⓑ+Ⓚ" and "⇩↙⇦Ⓑ (fast)". The height the opponent is launched into the air by "While rising Ⓑ" upon hit has been increased to stabilize follow-ups, and a faster start-up for "⇩Ⓑ" means it can now be used as a follow-up after this attack lands. "⇩Ⓑ" can also be used as a low-risk option outside of combos.

A trademark aspect of Cervantes's playstyle is using walls, so to keep in line with that, "↘↘or⇨➡or↗↗Ⓑ+Ⓚ" and "↙↙or⇦←or↖↖Ⓑ+Ⓚ" can now move diagonally. This makes it easier to shift to his special **Dread Storm** stance, from which he can trigger powerful moves with his feet against a wall.

"While soul charged Ⓐ⇨.Ⓑ", a powerful new move added in season 2, resulted in many one-sided matches. To alleviate this, the amount of soul charge time it consumes was increased, and it is now harder for the move to place distance between characters upon guard.

Category	Nerf/buff	Move Name	Description
Visual Adjustments	-	↘Ⓑ+Ⓚ	· The 2nd hit of the gun attack is now unblockable. This change does not affect the properties of the move; it was done to make the animation more obvious.
Behavior Adjustment	-	Ⓐ⇩	· Fixed an issue in which landing the attack after a battle has ended would reset lethal hit conditions.
Behavior Adjustment	-	↗Ⓐ Ⓑ.Ⓑ	· Hitting the opponent from behind will now also shift to an attack throw.
Behavior Adjustment	-	During jump Ⓑ	· Increased the attack's tracking against opponents who missed an attack. · Adjusted the move to prevent the character from jumping over opponents in a crouching state.
Behavior Adjustment	-	Ⓐ Ⓐ	· Changed the opponent's behavior when the 1st hit lands and enlarged the hitbox of the 2nd hit to reduce instances in which the attack would miss partway through.
Behavior Adjustment	-	↘Ⓑ+Ⓚ	· Fixed an issue in which landing a lethal hit with the combo "⇦Ⓐ Ⓑ ～ ↘Ⓑ+Ⓚ" would cause the game to determine that the same type of stun had persisted and end the combo.
Behavior Adjustment	↑	Ⓐ⇩ Facing away Ⓑ+Ⓚ During Dread Charge Ⓐ+Ⓑ	· Enlarged the vertical hitbox to reduce instances in which the attack would miss in an air combo.
Behavior Adjustment	↑	⇩↙⇦Ⓑ (fast) Facing away Ⓑ+Ⓚ	· Reduced instances in which the move would slide directly under the opponent and miss when used in an air combo by a wall, etc.
Balance Adjustment	↑	↗Ⓑ/↗❸	· Enlarged the attack's hitbox to prevent it from missing at close range. · Increased the length of stun inflicted by 8 frames when "↗Ⓑ" is guarded.
Balance Adjustment	↑	While rising Ⓑ	· Raised the height the opponent is launched when hit. This was done to make it easier to land follow-up attacks upon hit against crouching opponents as well.
Balance Adjustment	↑	↘↘or⇨➡or↗↗Ⓑ+Ⓚ ↙↙or⇦←or↖↖Ⓑ+Ⓚ While soul charged ↘↘or⇨➡or↗↗Ⓑ+Ⓚ While soul charged ↙↙or⇦←or↖↖Ⓑ+Ⓚ	· Movement direction can now be changed with "↘", "↗", "↙", or "↖".
Balance Adjustment	↑ ↓	⇩Ⓑ	· Sped up the attack's start-up by 2 frames. · Decreased the opening after the attack by 2 frames. · Increased the length of stun inflicted by 2 frames when the attack hits or is guarded. · Added scaling to the move's combo damage.
Balance Adjustment	↓	Ⓐ.Ⓐ	· Decreased the move's base damage.
Balance Adjustment	↓	While soul charged Ⓐ⇨.Ⓑ	· Increased the amount of soul charge time consumed. · Reduced the distance between the character and the opponent when the move is guarded.

Although Raphael requires a high level of execution to draw out his true strength, his moves proved to be very damaging despite their low risk. To address this, we've readjusted the damage of some of his moves in version 2.20.

Damage was reduced for a variety of moves, such as "↘❺" and "↘❺or➡or↗↗+Ⓚ", which allowed Raphael to safely shift to **Preparation** and deal massive damage upon hit; "Ⓑ.Ⓑ" and "➡Ⓑ", which were used often as counterattacks; and "During Preparation Ⓑ.Ⓚ", which dealt more damage in wall combos.

To make the character more accessible to players who find it difficult to input complex commands, moves with easier command inputs which previously saw little use have been improved.

The opening after "↘❺or➡or↗↗Ⓚ" was greatly reduced, giving it more viability as an offensive option. The 2nd attack of "⇓⬇or⇑⬆Ⓑ.Ⓑ" now launches the opponent higher than before when the 1st attack lands as a counter hit, giving Raphael the chance to make use of air combos involving "➡Ⓐ+Ⓑ".

Category	Nerf/buff	Move Name	Description
Behavior Adjustment	-	Ⓐ	· Fixed an issue in which the attack could push the opponent and cause the attack to miss.
Behavior Adjustment	↑	↗➹or⬅or↘➴Ⓚ During Arriere Gambit Ⓚ	· Adjusted the move to prevent the character from jumping over a non-downed opponent, making it harder for the attack to miss as well.
Behavior Adjustment	↑	↗➹or⬅or↘➴Ⓚ+Ⓚ	· Fixed an issue in which the shift to Preparation could not occur if the opponent moved behind you.
Behavior Adjustment	↑	↘❺or➡or↗↗+Ⓚ	· Adjusted the hitbox in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	⇓↘⇨Ⓑ ↘❺or➡or↗↗+Ⓚ	· Reduced forward movement when triggered at close range to reduce instances in which the attack would miss at close range. · The character now faces the opponent after "⇓↘⇨Ⓑ" hits or is guarded.
Behavior Adjustment	↑ ↓	Ⓚ⬅	· Adjusted the hitbox in order to reduce instances in which the attack would miss at close range. · Reduced the horizontal hitbox when the opponent is moving to the side.
Behavior Adjustment	↑ ↓	↘Ⓑ	· Changed the attack direction to "upward".
Behavior Adjustment	↑ ↓	Critical Edge	· Reduced instances in which the move would slide directly under the opponent and miss when used in an air combo. · Reduced the horizontal hitbox when the opponent is moving to the side.
Balance Adjustment	↑	➡Ⓑ.Ⓑ.Ⓑ	· Fixed an issue in which the amount the soul gauge increased varied based on whether or not the attack was performed with exact timing.
Balance Adjustment	↑	➡Ⓐ+Ⓑ ⇓⬇or⇑⬆Ⓑ.Ⓑ	· Mitigated scaling to the move's combo damage when incorporated into a stun combo.
Balance Adjustment	↑	While rising Ⓚ	· Increased the move's base damage.
Balance Adjustment	↑	⇓⬇or⇑⬆Ⓑ.Ⓑ	· Changed the opponent's behavior when the 1st attack lands as a counter hit, and increased the length of stun inflicted by 8 frames. The move is now treated as a stun combo. · Raised the height the opponent is launched when the 2nd attack lands as a counter hit. This change also applies when the 1st attack lands as a counter hit and stuns the opponent. · Mitigated scaling to the move's combo damage when the 2nd attack hits.
Balance Adjustment	↑ ↓	↘❺or➡or↗↗Ⓚ	· Decreased the opening after the attack by 6 frames. · Increased the length of stun inflicted by 2 frames when the attack is guarded. · Added scaling to the move's combo damage. · Added scaling to the move's guard crush combo damage.
Balance Adjustment	↓	Ⓑ.Ⓑ ➡Ⓑ	· Decreased the move's base damage.
Balance Adjustment	↓	↘❺ ⇓⬇or⇑⬆Ⓚ During Preparation Ⓑ.Ⓚ	· Added scaling to the move's combo damage. No changes were made to "↘Ⓑ".
Balance Adjustment	↓	↘❺or➡or↗↗+Ⓚ	· Added scaling to the move's combo damage. · Added scaling to the move's guard crush combo damage.
Balance Adjustment	↓	Ⓑ+Ⓖ During Preparation Ⓑ+Ⓖ	· Reduced the attack's tracking. · Reduced the horizontal hitbox when the opponent is moving to the side.

Talim

In version 2.20, adjustments were made with primarily two points in mind: making approaching easier for Talim, and helping her stay close to the opponent. The distance moved forward during "↙↘or➡or↗🔜Ⓑ" has been increased, making it easier for Talim to chase down opponents who try to back away. Also, she now has a better advantage at close range when she uses "⇨Ⓐ.Ⓑ", which is now a break attack, and "⇨Ⓐ.Ⓚ", which has been powered up. Talim's close-range combat has been improved further thanks to "Ⓑ.Ⓑ" now keeping her closer to the opponent after it hits. Additionally, the start-up for "⇨Ⓚ" has also been sped up, making it a guaranteed punishment at distances at which Talim used to struggle.

Category	Nerf/buff	Move Name	Description
Behavior Adjustment	-	Critical Edge	· The opponent will now face forward when guarding the attack from behind. · Enlarged the hitbox of the 2nd hit when the 1st hit connects with an airborne opponent.
Behavior Adjustment	-	⇨Ⓐ.Ⓚ	· Fixed an issue in which performing special inputs would prevent the move from making a combo.
Behavior Adjustment	-	While soul charged Ⓐ.Ⓐ.Ⓑ.Ⓑ	· Fixed an issue in which performing special inputs would cause the attack to have the properties of a normal attack, rather than that of a soul charged attack.
Behavior Adjustment	↑	Ⓐ.Ⓐ.Ⓐ+Ⓑ	· Reduced instances in which the move would slide directly under the opponent and miss when used in an air combo. · Adjusted the move to make it harder to evade with aerial control.
Behavior Adjustment	↑	⇨Ⓑ ⇨Ⓐ+Ⓑ ⇨❹+❺	· Increased the attack's tracking against opponents who missed an attack.
Behavior Adjustment	↑	⇨Ⓑ	· Adjusted the hitbox in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↓	Ⓑ ⇦Ⓑ ↖↗or⇦↖or↘Ⓑ	· Reduced the horizontal hitbox when the opponent is moving to the side.
Behavior Adjustment	↓	⇩Ⓐ+Ⓑ	· Fixed an issue in which lethal hit conditions would not apply to moves like Siegfried's "⊛⊛Ⓐ".
Balance Adjustment	↑	⇨Ⓐ.Ⓑ	· Decreased the opening after the 1st attack by 6 frames. · The 2nd attack is now a break attack. · Reduced the distance between the character and the opponent when the 2nd attack is guarded.
Balance Adjustment	↑	⇨Ⓐ.Ⓚ	· Increased the 2nd attack's forward movement. When delayed for a longer period of time, the move will have the following adjustments to its properties. - 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 length of stun inflicted by 4 frames when the attack is guarded.
Balance Adjustment	↑	⇨Ⓚ	The following adjustments were made to the move to make it more viable as a close-range punishment/interruption. · Sped up the attack's start-up by 4 frames. · Reduced the horizontal hitbox when the opponent is moving to the side.

Balance Adjustment	↑	↙↘or⇨➡or↗🔜Ⓑ
		While soul charged ↙↘or⇨➡or↗🔜Ⓑ
			· Increased the move's forward movement.
			  This was done to make it more viable as a way to approach the opponent, and to make it easier to hit an opponent during a back step.
			· Increased the length of stun inflicted when guarded by 4 frames.
			  Talim can now move at the same timing as the opponent when the attack is guarded during start-up, and she can move first when the attack is guarded towards the end.
			· Reduced the distance between the character and the opponent when the move is guarded at a distance.

Balance Adjustment	↑	⇩⬇or⇧⬆Ⓑ.Ⓑ	· Increased the move's base damage when performed with exact timing. · Fixed an issue in which the opponent's behavior upon hit would change based on whether or not the move was performed with exact timing.
Balance Adjustment	↑ ↓	Ⓑ.Ⓑ	· Increased the 1st attack's forward movement. · Decreased the opening after the 2nd attack by 2 frames. · Reduced the 2nd attack's horizontal hitbox when the opponent is moving to the side. · Reduced the distance between the character and the opponent when the 2nd attack hits or is guarded.
Balance Adjustment	↑ ↓	↙Ⓚ	· Adjusted the attack's tracking in order to reduce instances in which it would unintentionally miss. · Reduced the distance between the character and the opponent upon hit or guard.

In line with the universal changes made in version 2.20, hitboxes have been reduced for vertical attacks that were difficult to evade by moving to the side, and tracking was also adjusted to prevent the attacks from unintentionally missing.

"➡️Ⓑ" while Jolly and "➡️Ⓑ" while Gloomy were able to easily catch opponents moving to the side, particularly at mid range. The reduction in their hitboxes had a huge effect on Tira's strategy, so "➡️Ⓑ+Ⓚ", which saw little use before, was adjusted to be more viable. Because it has lower risk than before, it's also a great move to land as a counter hit on an approaching or retreating opponent.

Tracking for **"Gestopft Madness"** (Ⓑ+Ⓚor⬇️↙️➡️Ⓐ+Ⓑ+Ⓚ, etc.) has been improved, which makes it harder for opponents to maneuver around Tira and easier for her to follow-up.

Category	Nerf/buff	Move Name	Description
Behavior Adjustment	↑	While Jolly ↙️Ⓐ While Jolly ⬅️Ⓑ While Jolly ⬅️Ⓑ.Ⓑ.Ⓑ While Gloomy ⬅️Ⓑ	· Adjusted the hitbox and tracking to make it harder for the attack to miss at close range.
Behavior Adjustment	↑	After reversal edge hits Ⓐ.Ⓐ After reversal edge hits Ⓐ.🅐	· Adjusted the distance the opponent is knocked back to reduce instances in which the attack would miss partway through when hitting an airborne opponent.
Behavior Adjustment	↑	While Jolly ↙️🎯or➡️or↗️🎯Ⓑ	· Increased the attack's tracking against opponents who missed an attack.
Behavior Adjustment	↑	Ⓑ+Ⓚ.Ⓚ.Ⓚ While Jolly ↙️Ⓐ.Ⓑ.Ⓑ+Ⓚ While Jolly ↙️🎯or➡️or↗️🎯Ⓚ.Ⓑ+Ⓚ While Jolly & facing away Ⓑ+Ⓚ.Ⓑ.Ⓑ+Ⓚ ⬇️↙️➡️Ⓐ+Ⓑ+Ⓚ	· Increased the attack's tracking. This was done to make it easier to land follow-up attacks.
Behavior Adjustment	↑ ↓	While Gloomy & soul charged ↙️Ⓑ.Ⓑ	· Improved tracking of the 2nd attack when the 1st attack lands. · Adjusted the hitbox in order to reduce instances in which the attack would miss at close range. · Reduced the horizontal hitbox when the opponent is moving to the side.
Behavior Adjustment	↓	While Jolly ➡️Ⓑ While Gloomy ➡️Ⓑ While Gloomy ➡️Ⓐ.Ⓑ While Gloomy Ⓑ.Ⓑ.Ⓑ While Gloomy ➡️Ⓐ+Ⓚ (Training mode only)	· Reduced the horizontal hitbox when the opponent is moving to the side.
Balance Adjustment	↑	⬇️↙️➡️Ⓐ+Ⓑ+Ⓚ	· Fixed an issue in which the soul gauge did not increase when performing **Gestopft Madness**. · Tira will no longer stagger and shift to an animation that leaves her vulnerable.
Balance Adjustment	↑	While Jolly Ⓐ+Ⓑ	· Changed the opponent's behavior when successfully performing a guard impact, making it harder for the attack to miss.
Balance Adjustment	↑	➡️Ⓑ+Ⓚ	· Sped up the attack's start-up by 2 frames. · Decreased the opening after the attack by 6 frames. · Changed the opponent's behavior when the attack is guarded and decreased the length of stun inflicted by 4 frames. Tira's opening after the attack has been reduced, improving the difference in stun by 2 frames. · Changed the opponent's behavior when the attack lands as a normal hit so that they will be knocked down.
Balance Adjustment	↑	While Jolly & soul charged ↙️🎯or➡️or↗️🎯Ⓐ.Ⓐ.Ⓐ	· Increased the move level of the 1st hit of the 3rd attack. This reduced the opening after being guard impacted by the opponent.
Balance Adjustment	↓	While Gloomy ↙️Ⓐ.Ⓐ+Ⓑ While Gloomy & soul charged ↙️Ⓐ.Ⓐ+Ⓑ	· Added scaling to the move's combo damage.

Zasalamel

In version 2.20, we've made additional balance adjustments to elements added in season 2. Zasalamel's soul attacks now inflict one **curse** upon hit or guard, so **magic** spells can now be cast even with no **curses** inflicted. Opponent behavior has been changed to allow for use in combos as well. Zasalamel's critical edge changes based on how many **curses** have been inflicted upon the opponent, but landing the attack with the maximum of three will now reduce the opponent's soul gauge and guard stamina, adding more benefit to using the attack. Additionally, adjustments were made to magic spells that make them easier to use in air combos after "⇦Ⓐ" hits, making this strategy more fun to use.

Category	Nerf/buff	Move Name	Description
Behavior Adjustment	-	⇦↘or⇨or↗Ⓐ	· The opponent now faces forward when the 2nd hit lands.
Behavior Adjustment	-	After inflicting two curses Ⓑ+Ⓒ.⇦	· Adjusted the direction the opponent faces when hit from behind.
Behavior Adjustment	-	⇦↘or⇨or↗Ⓑ	· The character now faces the opponent after the attack lands.
Behavior Adjustment	-	↗↙or⇦or↘Ⓐ+Ⓑ	· Reduced the distance between the character and the opponent upon hit, making follow-up attacks more stable.
Behavior Adjustment	↑	⇦Ⓐ (hit or guard) After inflicting a curse ⇦Ⓐ during hit/guard Ⓑ	⇦Ⓐ (hit or guard) · Enlarged the lower hitbox to prevent the 1st attack from missing against enemies in low stances. · Adjusted the distance between the character and the opponent when the 1st attack hits at a distance. This reduces instances in which the 2nd attack, which is an automatic follow-up, would miss. · Improved tracking after hit to control for the opponent moving behind the character. · The opponent now faces forward upon hit. After inflicting a curse ⇦Ⓐ.Ⓑ The following adjustments were made to the move to make it viable in combos, etc. · Changed the opponent's behavior when the 1st attack hits in midair. · Changed the downed opponent's behavior for the 2nd magical attack.
Behavior Adjustment	↑	◉Ⓚ ◉Ⓚ (fast) Facing away Ⓑ+Ⓚ	· Adjusted the hitbox in order to reduce instances in which the attack would miss partway through.
Behavior Adjustment	↑	↗Ⓑ ⇩Ⓚ/While crouching Ⓚ ⇦Ⓚ ↗↙or⇦or↘Ⓐ ↗↙or↘Ⓑ Soul Attack	· Adjusted the hitbox size to make it harder for the attack to unintentionally miss.
Behavior Adjustment	↓	Reversal Edge	· Adjusted the hitbox and tracking of the 2nd hit when the 1st hit misses.
Behavior Adjustment	↓	⇦↘Ⓑ ⇦⇨Ⓑ ⇦⇨Ⓑ (fast) ⇦↘or⇨or↗Ⓑ ⇩⬇or⇧⬆Ⓑ	· Reduced the horizontal hitbox when the opponent is moving to the side.
Balance Adjustment	↑	After inflicting three curses Ⓐ+Ⓑ+Ⓚ	Even with the carryover of resources between battles, the following adjustment was made to make the move more strategically viable as a damaging move. · The opponent's soul gauge and guard stamina are reduced upon hit.
Balance Adjustment	↑	◉Ⓚ ⇦⇨Ⓑ After inflicting a curse ⇦⇨Ⓑ during hit/guard Ⓑ	We matched the properties of both the normal and fast versions of the attack as best we could to make them both more viable in combos and as counterattacks. The only advantage the fast version has is that it deals more damage. ◉Ⓚ · Changed the opponent's behavior upon hit, and matched the length of stun inflicted with that of the fast version. ⇦⇨Ⓑ · The attack will now hit downed opponents, matching the behavior of that of the fast version. After inflicting a curse ⇦⇨Ⓑ during hit/guard Ⓑ(fast) · Fixed an issue in which the length of stun inflicted when the opponent has two curses was shorter than that of the normal version.
Balance Adjustment	↑	⇦Ⓐ+Ⓑ	· Decreased the opening after the attack by 2 frames. · Increased the length of stun inflicted by 12 frames when the attack is guarded. · Changed the opponent's behavior when the attack hits, and increased the length of stun inflicted by 8 frames. Along with this, landing "⇦Ⓐ+Ⓑ" will make "⇨Ⓚ" hit in succession.
Balance Adjustment	↑ ↓	Soul Attack	· Now inflicts one curse upon hit or guard. This allows the character to immediately perform a magic spell even when landing the attack with no curses. · Changed the opponent's behavior when the attack lands as a normal hit, preventing stun. · Changed the opponent's behavior when the magic spell hits, preventing stun.
Balance Adjustment	↑ ↓	⇦Ⓚ	· Decreased the opening after the attack by 2 frames. · Increased the move's forward movement. · Increased the attack's tracking against opponents who missed an attack. · Powerful throw attacks (like Astaroth's throw) will no longer trigger a lethal hit.

Grøh

In version 2.20, new commands were added and balance adjustments made for Grøh's special stance "**Avenger**" in which he separates his sword into two, allowing for new strategies. Major improvements were made, such as "↘↘or⇨➡or↗↗Ⓑ.®ⓒ" being added as an effective way to combat opponents who guard impact the 2nd attack of "↘↘or⇨➡or↗↗Ⓑ.Ⓑ", and "While in Avenger stance Ⓚ.Ⓐ" now hitting up to the 2nd attack in succession when the 1st attack lands as a normal hit.

One of Grøh's greatest strengths is his high-damaging attack power while soul charged. To keep in line with this, "⇦Ⓐ+ⓒ" while soul charged has had its damage increased, "↗Ⓐ.Ⓚ" now deals more combo damage upon lethal hit, and opponent behavior has been changed when "While in Avenger stance Ⓑ.Ⓚ.Ⓑ" lands in midair, among other changes.

Category	Nerf/buff	Move Name	Description
Command Added	-	New Commands	The following commands were added to increase **Avenger**'s viability. - **Sir Gawain's Charge ~ Avenger** (↘↘or⇨➡or↗↗Ⓑ.®ⓒ) - **Sir Galahad's Chosen** (While in Avenger stance Ⓑ.Ⓚ) - **Sacred Verse** (While in Avenger stance Ⓚ)
Behavior Adjustment	↑	⇨Ⓐ.Ⓐ	· Improved the tracking to make it easier for the attack to hit an enemy during an 8-way run.
Behavior Adjustment	↑	While soul charged ↘Ⓑ.Ⓑ While soul charged & in Avenger stance ⇨Ⓑ	· Changed the opponent's behavior when the 1st and 2nd hits land so that the opponent will be knocked down. · Adjusted the hitbox and the distance between the character and the opponent to make it harder for up to the 3rd hit to miss partway through.
Behavior Adjustment	↑	⇨Ⓑ+Ⓚ While in Avenger stance Ⓑ+Ⓚ While soul charged & in Avenger stance ⇨Ⓚ While soul charged & in Avenger stance Ⓚ.Ⓐ.Ⓚ	· Reduced instances in which the move would slide directly under the opponent and miss when used in an air combo by a wall, etc.
Behavior Adjustment	↑	Soul Attack While soul charged & in Avenger stance ⇨Ⓐ	· Enlarged the attack's hitbox to prevent it from missing at close range.
Behavior Adjustment	↑	While soul charged & in Avenger stance Ⓚ.Ⓐ.Ⓚ	· Adjusted the move to prevent the character from jumping over a non-downed opponent, making it harder for the attack to miss as well.
Behavior Adjustment	↑ ↓	↘↘or⇨➡or↗↗Ⓑ.Ⓑ	· Shortened the duration of the 1st attack. · Adjusted the hitbox and tracking to make it harder for the attack to unintentionally miss. · Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	↑	Ⓑ.Ⓑ.Ⓑ	To prevent the 3rd attack from being interrupted by a guard impact when the 2nd attack hits, the start-up of the 3rd attack was sped up by 1 frame. · Improved the 3rd attack's tracking when the 2nd attack hits.
Balance Adjustment	↑	↘Ⓑ	· Slightly raised the height the opponent is launched upon hit. This was done to better stabilize follow-up attacks.
Balance Adjustment	↑	↘Ⓐ+Ⓑ	· Increased the move's base damage.
Balance Adjustment	↑	⇨Ⓑ+Ⓚ	· Changed the opponent's behavior, allowing for the same counter stagger to be stacked multiple times. The move can now be used in combos after landing a wall hit with moves like "↗↙or⇦↘Ⓑ+Ⓚ".
Balance Adjustment	↑	⇦Ⓐ+ⓒ	· Increased the move's base damage while soul charged. The move is not a soul charge move, but its power is increased while the character is soul charged, meaning triggering it will not consume soul charge time.

Balance Adjustment	↑	While soul charged ↗Ⓐ.Ⓚ	· The following adjustments were made to make it harder for the 2nd attack to miss when it lands at a distance.
			  - Reduced the distance between the character and the opponent when the 1st attack lands.
			  - Adjusted the 2nd attack's hitbox when the 1st attack hits.
			· Increased the move's base damage when it lands as a lethal hit.
			· Reduced the opening after the attack by 1 frame when it lands as a lethal hit.

Balance Adjustment	↑	While soul charged & in Avenger stance Ⓑ.Ⓚ.Ⓑ	· Changed the opponent's behavior when the attack hits in midair.
Balance Adjustment	↑ ↓	While in Avenger stance Ⓚ.Ⓐ	· Adjusted the move so the 2nd attack will hit in succession once the 1st attack lands as a normal hit. · Decreased the move's base damage. · Reduced the length of stun inflicted by 4 frames when the 2nd attack lands as a normal hit. · Changed the opponent's behavior when the 2nd attack lands as a counter hit. There is no change in the difference in stun upon counter hit from version 2.12.

Azwel is a unique character in that he fights without holding a weapon. When performing an attack, he generates a weapon out of thin air, and attacks performed after a weapon has been generated have the benefit of faster start-up. **Sword mode** saw far more use than **spear mode** before, but in version 2.20, adjustments were made to better balance all three of Azwel's modes; sword mode was downgraded slightly, while spear mode was improved.

"Ⓐ+Ⓚ" is a new command added in season 2, and it now earns Azwel more resources when forming a weapon. This makes it a viable option when knocking the opponent away, etc. The opponent's behavior is now different when hit midair with "Without weapons formed Ⓑ+Ⓚ", making the move great as a follow-up after **spear mode weapon arts**, etc.

Category	Nerf/buff	Move Name	Description
Text Fixed	-	Weapon Arts While Soul Charged	・Added an entry to the in-game move list stating that soul charge time is consumed while soul charged.
Behavior Adjustment	-	While rising Ⓐ+Ⓑ	・Fixed an issue in which special inputs would cause "Ⓐ+Ⓑ" while in an unformed state to be performed.
Behavior Adjustment	-	While in sword mode or Almighty mode Ⓑ+Ⓚ	・Improved the tracking of the 2nd hit when the 1st hit lands, making the character face the opponent.
Behavior Adjustment	-	After reversal edge hits Ⓑ	・Adjusted the direction the opponent faces when hit from behind. The opponent's behavior when the attack lands from the front was adjusted in Ver. 1.30. However, not all issues were fixed, so additional adjustments were made.
Behavior Adjustment	-	Critical Edge	・Fixed an issue in which the camera would pan around if the opponent was moving to the side when the critical edge was triggered.
Behavior Adjustment	↑	⇓Ⓑ.Ⓑ	・Enlarged the 2nd attack's lower hitbox to reduce instances in which the attack would miss at close range. ・Reduced the distance between the character and the opponent when the attack hits the opponent from behind.
Behavior Adjustment	↑	Ⓑ Ⓑ.Ⓑ.Ⓑ While soul charged Ⓑ.Ⓑ.Ⓑ ⇨Ⓑ ⤢Ⓑ While crouching ⤢Ⓑ ⇨Ⓐ+Ⓑ While soul charged ⇨Ⓐ+Ⓑ During Beauty of Balance Ⓐ During Beauty of Balance Ⓚ During Tragedy of War Ⓐ During Comedy of Errors Ⓐ.Ⓐ Ⓐ+Ⓚ.ⒶorⒷorⓀ (form an ax).Ⓐ Soul Attack (Triggered an Odd Number of Times)	・Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↓	⇓⬇or⇧⬆Ⓑ	・Decreased the move's tracking to reduce cases in which it could hit opponents moving around to the side. ・Reduced the size of the horizontal hitbox when hitting opponents moving to the side.
Balance Adjustment	↑	Ⓑ.Ⓐ	・The 2nd attack is now a break attack. ・Increased the length of stun inflicted by 2 frames when the 2nd attack is guarded.
Balance Adjustment	↑	⇦Ⓑ While in Almighty mode ⇧Ⓑ+Ⓚ	・Increased the move's base damage.
Balance Adjustment	↑	⤢Ⓑ	・Decreased the opening after the attack by 2 frames. ・Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑	Ⓐ+Ⓚ.ⒶorⒷorⓀ to form a sword Ⓐ+Ⓚ.ⒶorⒷorⓀ to form a spear and shield Ⓐ+Ⓚ.ⒶorⒷorⓀ to form an ax	・Increased the amount the soul gauge is filled when forming a sword. ・Increased the amount of guard stamina restored when forming a spear and shield. ・Increased the amount of health recovered when forming an ax. ・Sped up the timing at which the attack can be performed with "Ⓐ" from each command by 6 frames. ・Increased the length of stun inflicted by 4 frames when "Ⓐ" is guarded after forming a spear and shield.
Balance Adjustment	↑	Without weapons formed Ⓑ+Ⓚ	・Changed behavior when the attack hits midair. ・"Ⓑ+Ⓚ" can now be performed while facing away. ・The character now faces the opponent after the attack hits or is guarded.
Balance Adjustment	↓	Ⓐ Ⓐ+Ⓑ+Ⓚ	・Decreased the move's base damage.
Balance Adjustment	↓	⇧Ⓐ	・Decreased the length of stun inflicted by 4 frames when the attack is guarded. ・Changed the opponent's behavior upon hit and guard. This was done primarily to make it harder to put distance between the characters.
Balance Adjustment	↓	While crouching ⤢Ⓐ	・Decreased the move's base damage. ・Decreased the length of stun inflicted by 2 frames upon guard.
Balance Adjustment	↓	Ⓐ+Ⓑ during 8-way run While soul charged during 8-way run Ⓐ+Ⓑ	・Added scaling to the combo damage when the attack lands as a lethal hit.

  Adjustments were made in version 2.20 to make moves that saw little use before more appealing. "⇨Ⓚ" will now knock the opponent down upon normal hit, just as it does upon counter hit, making it a guaranteed punishment after guarding an attack that leaves the opponent vulnerable. "⇨Ⓑ+Ⓚ.❸" now fills the soul gauge even more, allowing the player to prioritize either damage or soul gauge gain when performing combos.

In order to reduce its ring-out properties, changes were made to "⇨➡Ⓑ.Ⓐ", including shortening its forward movement distance. "↗↘or↘↙Ⓐ" was a difficult attack for opponents to deal with, so it can now no longer be used as a guard crush.

Category	Nerf/buff	Move Name	Description
Behavior Adjustment	-	⇦Ⓑ	・Adjusted the direction the opponent faces when hit from behind with a counter hit.
Behavior Adjustment	-	⇦⬅Ⓐ	・Fixed an issue in which hitting an opponent who is soul charged would fill the soul gauge less than it would when the opponent wasn't soul charged. ・Fixed an issue in which hitting the opponent after the battle had ended would still fill the soul gauge.
Behavior Adjustment	-	Quen	・Fixed an issue in which performing **Quen** after missing a critical edge would cause the opponent to freeze.
Behavior Adjustment	-	⇨Ⓐ+Ⓑ	・Fixed an issue in which the number of times **Quen** landed would not be counted when the attack landed as a revenge attack.
Behavior Adjustment	-	Ⓐ+Ⓒor⇦Ⓐ+Ⓒ.Ⓐ+Ⓑ	・Fixed an issue in which the number of times **Aard** landed would still be counted after the battle had ended. ・Fixed an issue in which hitting the opponent after the battle had ended would still fill the soul gauge.
Behavior Adjustment	-	Soul Attack	・Fixed an issue in which the number of times Yrden landed would still be counted after the battle had ended.
Behavior Adjustment	↓	Ⓐ+Ⓒor⇦Ⓐ+Ⓒ.Ⓐ+Ⓑ ↘↙or➡↗Ⓐ+Ⓑ	・Fixed an issue in which the move was not part of the lethal hit conditions for 2B's "↘↙or⇨➡↗Ⓚ". The moves will not be part of the lethal hit conditions if Geralt is soul charged, as no soul gauge is consumed then.
Behavior Adjustment	↓	↘↙or➡↗Ⓑ+Ⓚ	・Decreased the tracking of the 2nd hit when the 1st hit misses.
Behavior Adjustment	↑	⇦Ⓐ (counter) ↘↙or↗Ⓑ	・Adjusted the hitbox and tracking of the 2nd hit to reduce instances in which the attack would miss partway through.
Behavior Adjustment	↑	⇦Ⓑ ⇦❸ ⇨Ⓑ+Ⓚ.Ⓑ ⇨Ⓑ+Ⓚ.❸	・Reduced instances in which the move would slide directly under the opponent and miss when used in an air combo by a wall, etc. ・The character now faces the opponent after the attack lands.
Balance Adjustment	↑	⇨Ⓚ	・Mitigated scaling to the move's combo damage. ・Changed the opponent's behavior upon normal hit, making it match that of the behavior upon counter hit.
Balance Adjustment	↑	Ⓑ+Ⓚ ↗↘or⇦⬅or↘↙Ⓑ+Ⓚ	・Changed the opponent's behavior upon hit, making follow-up attacks possible.
Balance Adjustment	↑	⇨Ⓑ+Ⓚ.❸	・Increased the amount the soul gauge is filled when the attack hits.
Balance Adjustment	↑	While opponent is moving back Ⓐ+Ⓚ	・Decreased the opening after the attack hits by 2 frames. Improved the difference in stun by 2 frames, allowing ⇨➡Ⓑ+Ⓚ to hit as a follow-up attack.
Balance Adjustment	↓	Ⓐ.Ⓐ	・Decreased the move's base damage.
Balance Adjustment	↓	During Quen motion Ⓚ	・Decreased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↓	↗↘or↘↙Ⓐ	・Made the attack unusable as a guard crush.
Balance Adjustment	↓	⇨➡Ⓑ.Ⓐ ⇨➡Ⓑ.Ⓑ ⇨➡Ⓑ.Ⓐ+Ⓚ (Training mode only)	The following fixes were performed to limit the ring-out properties when the move is used in a combo. ・Decreased the attack's forward movement when the opponent is in close range. ・Reduced the distance the opponent flies when ⇨➡Ⓑ.Ⓐ hits in midair. ・Enlarged the lower hitbox of "⇨➡Ⓑ.Ⓐ".

Balance adjustments were made in version 2.20 to add more variety to 2B's offensive options. 2B's strength is her mix-ups that make use of her **Aggression Shift**. By improving her lesser-used lower execution moves, we've increased the strength of her neutral game. "⇨Ⓐ.Ⓐ" hits in succession as a run counter and now deals more damage; "⇨❸" is now a break attack; and "⇩⬇or⇧⬆Ⓚ.❸" moves 2B further forward and places less distance between her and the opponent upon guard.

While 2B is soul charged, her offensive pressure is a force to be reckoned with, and to further highlight this, her soul attacks now hit downed opponents as well.

Category	Nerf/buff	Move Name	Description
Behavior Adjustment	-	Ⓚ+Ⓖ	· Every time the action is performed, affinity with Pod increases and the voices change. However, affinity would change even after the battle had ended. This issue has been fixed.
Behavior Adjustment	-	↰Ⓑ+Ⓚ	· Adjusted the direction the opponent faces when the 1st hit lands from behind.
Behavior Adjustment	-	Facing away Ⓑ+Ⓚ	· Slightly raised the height the opponent is launched upon hit to stabilize follow-up attacks.
Behavior Adjustment	-	↰↘or⇨↗Ⓚ	· Fixed an issue in which a lethal hit would not be triggered against Resist Impacts or against some characters' actions that consume soul gauge. Setsuka's "⇨Ⓐ+Ⓑ", "⇦Ⓐ+Ⓑ", and "↰Ⓑ+Ⓚ" lower the soul gauge when performed, but they are exempt from the lethal hit conditions.
Behavior Adjustment	-	Critical Edge	· Fixed an issue in which the camera would pan around if the opponent was moving to the side when the critical edge was triggered.
Behavior Adjustment	↑	⇨Ⓑ.Ⓑ	· If the opponent inputs a crouching guard after the 5th hit lands, a middle attack will now hit them while they are staggered.
Behavior Adjustment	↑	While in Angler Stance Ⓐ+Ⓑ	· Adjusted the input window to reduce cases in which the move would accidentally be performed.
Balance Adjustment	↑	⇨Ⓐ.Ⓐ	· Increased the move's base damage. · Increased the length of stun inflicted by 6 frames when the attack hits.
Balance Adjustment	↑	⇩Ⓐ/While crouching Ⓐ ⇩Ⓚ/While crouching Ⓚ ↰↘or⇨↗Ⓑ	· Increased the move's base damage. ⇩Ⓐ and ⇩Ⓚ had lower base damage compared to other characters, so the base damage has been increased to be on the same level.
Balance Adjustment	↑	⇦Ⓐ	· Increased the move's base damage. · Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑	⇨❸	· The final attack can now be used as a break attack. · Increased the length of stun inflicted by 10 frames when the attack is guarded.
Balance Adjustment	↑	↰❸	· Increased the 1st hit's base damage, and decreased the damage of all hits from the 2nd hit onward. Because of this change, the move will now beat out general revenge attacks.
Balance Adjustment	↑	⇦Ⓑ ⇩⬇or⇧⬆Ⓑ+Ⓚ	· Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	Ⓚ	· Increased the length of stun inflicted by 2 frames when the attack hits or is guarded.
Balance Adjustment	↑	↰Ⓑ+Ⓚ	· Sped up the timing at which the character shifts to a crouching state by 3 frames.
Balance Adjustment	↑	⇩⬇or⇧⬆Ⓚ.❸	· Increased the 1st attack's forward movement. · Increased the 1st attack's tracking. · Increased the base damage of the 1st attack. · Reduced the distance between the character and the opponent when the final attack is guarded. · Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing. · Adjusted the move to make it harder to hop over the opponent.
Balance Adjustment	↑	Soul Attack	· The attack will now hit downed opponents.
Balance Adjustment	↑	While in Angler Stance Ⓐ+Ⓑ	· Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑ ↓	⇨Ⓑ.Ⓑ.Ⓑ	· Returned the opponent to a crouching state upon guard. · Increased the length of stun inflicted by 6 frames when the attack is guarded. · Sped up the start-up of the final attack by 7 frames. · Changed the opponent's behavior when the final attack lands so that they will be knocked down. · Added scaling to the move's combo damage after the final attack hits.
Balance Adjustment	↑ ↓	⇩⬇or⇧⬆Ⓑ	· Reduced the distance at which a lethal hit is triggered. · Added scaling to the combo damage when the attack lands as a lethal hit.
Balance Adjustment	↓	During Aggression Shift Ⓑ.Ⓐ	· Decreased the move's base damage when it hits an opponent who has moved behind 2B, and prevented the move from knocking the opponent down.

In line with the universal changes made in version 2.20, Amy's attack options have been expanded, and balance adjustments have been made to add more viability to her move set.

Middle attacks "↘Ⓚ" and "↘↘or➡↗Ⓚ" have improved difference in stun upon guard, making them less risky than other middle attacks with similar start-up, which gives players more choices.

Amy's mix-ups are improved when her **Red Rose Perception** level is maxed out, but given that her perception levels are easier to increase in season 2, her low attack "⇦Ⓐ.Ⓐ" gave her too much control over the opponent. To address this, the move's damage has been decreased.

Category	Nerf/buff	Move Name	Description
Behavior Adjustment	-	Ⓑ⇨	· Fixed an issue in which the attack could push the opponent and cause the attack to miss.
Behavior Adjustment	-	⇦Ⓐ+Ⓑ	· Adjusted the direction the opponent faces when hit from behind with a counter hit.
Behavior Adjustment	↓	↗↘or⇦↖↘Ⓚ	· The difference in stun after the move is guarded was not what was intended, so the length of stun inflicted upon guard was reduced by 1 frame.
Balance Adjustment	↑	↗Ⓐ During Biondetta Parry ⒷⒼ	· This attack now has Resist Impact properties when Red/White Rose Perception are both maxed out.
Balance Adjustment	↑	↘Ⓚ ↘↘or➡↗↘Ⓚ	· Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑	⇦⇨Ⓚ	· Increased the move's forward movement. This was done to reduce instances in which the move would not reach after performing a successful guard impact.
Balance Adjustment	↑	⇩⬇or⇧⬆Ⓑ+ⒷⒼ.Ⓚ During Amaryllis Spin ⇩or⇧ⒷⒼ.Ⓚ	· Increased the length of stun inflicted by 4 frames when the attack hits. Along with this change, Amy will now be able to move first upon hit. · Changed the opponent's behavior when the attack lands as a counter hit so that they will be knocked down.
Balance Adjustment	↓	During Lilith Parry Ⓐ.Ⓚ	· Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↓	With Red Rose Perception at max ⇦Ⓐ.Ⓐ	· Decreased the move's base damage.

Cassandra excels at close range, and her powerful attacks' quick start-up allows her to deal high damage with ease. In version 2.20, we've reduced the damage for some of the attacks that proved too strong, and made adjustments to better highlight Cassandra's unique elements.

Landing certain attacks will trigger **Divine Force** and gives Cassandra access to the power of the gods with **Full Force**. Triggering **Divine Force** with it already active now has the added benefit of increasing the soul gauge. **Titanic Struggle** straddles the opponent and forces them into a guessing game. Previously, shifting into the stance five or more times would allow "During Titanic Struggle ⇐Ⓐor⇐Ⓑor⇐Ⓚ" to land as a lethal hit, but that condition has been lowered to four. Using combos that shift to Titanic Struggle, such using "⇧Ⓑ+Ⓚ" in a midair combo, now have much more viability.

Category	Nerf/buff	Move Name	Description
Behavior Adjustment	-	Critical Edge	· The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	⇙↘or⇨➡or⇗↗Ⓐ+Ⓑ during hit ⇐	· Fixed an issue in which performing the attack with exact timing when shifting to an attack throw would not increase the soul gauge.
Behavior Adjustment	-	⇙↘or⇨➡or⇗↗Ⓚ	· Fixed an issue in which lethal hit conditions would carry over into the next battle.
Behavior Adjustment	↑	While rising Ⓑ	· Reduced instances in which the move would slide directly under the opponent and miss when used in an air combo.
Balance Adjustment	↑	⇙↘or⇨➡or⇗↗or⇓↓or⇧⇧Ⓑ+Ⓚ	· Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	During Titanic Struggle ⇐Ⓐor⇐Ⓑor⇐Ⓚ	· Adjusted the lethal hit condition. Reduced the number of shifts to Titanic Struggle needed for a lethal hit to 4, making it easier to trigger.
Balance Adjustment	↑	Divine Force	· Landing a hit with a move that triggers **Divine Force** when **Divine Force** has already been triggered now has the benefit of increasing the soul gauge.
Balance Adjustment	↑ ↓	⇧Ⓑ+Ⓚ	· Increased the move's base damage. · Decreased the opening after the attack by 2 frames. · Reduced the horizontal hitbox when the opponent is moving to the side. · The character now faces the opponent upon hit or guard.
Balance Adjustment	↓	While crouching ⇧Ⓚ	· Reduced the horizontal hitbox when the opponent is moving to the side. · Added scaling to the combo damage when the attack lands as a lethal hit.
Balance Adjustment	↓	Ⓐ.Ⓐ.Ⓐ	· Decreased the base damage of the 1st attack. · Reduced the length of stun inflicted by 2 frames when the 2nd attack hits. · Decreased the length of stun inflicted by 2 frames when the 3rd attack is guarded. · Shortened the input window for the 3rd attack by 2 frames.
Balance Adjustment	↓	Ⓑ ⇨Ⓑ During Divine Force ⇨Ⓑ.Ⓐ+Ⓑ During Angelic Twirl while soul charged Ⓐ During Divine Force Ⓐ+Ⓑ+Ⓚ	· Decreased the move's base damage.

Hilde has access to special techniques called **focused attacks** that are triggered by holding and releasing attack buttons. In order to ensure SCVI players who struggle with this mechanic can still enjoy playing as Hilde, we have improved her low execution moves. As part of the changes in version 2.20, we've adjusted moves like "⇨Ⓚ", "↘↘➡⇨or↗↗Ⓑ.Ⓑ", and "⇩↓or⇧⇧Ⓑ+Ⓚ", and made Hilde's playstyle easier to manage without requiring high levels of skill.

Though Hilde can still be played by less technical players, the **Regalia** system was intended as a way to reward more technical input. Landing a focused attack will grant Hilde **Regalia** and give her access to powerful **Regalia Arts**. Landing another focused attack with Regalia already granted will increase the soul gauge.

Category	Nerf/buff	Move Name	Description
Behavior Adjustment	-	Critical Edge	· The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	After reversal edge hits Ⓐ	· Fixed an issue in which performing the attack would reset the lethal hit condition for "⇨➡Ⓐ+Ⓑ".
Behavior Adjustment	-	⇩Ⓑ+Ⓚ.Ⓚ	· Shortened the input window for the 2nd attack to be before the 1st attack hits. · Changed the opponent's behavior when the 1st attack hits them while they are downed and the 2nd attack has been input. This fixes an issue in which landing this attack against a downed opponent on their back would cause the 2nd attack to reverse the opponent's downed state.
Behavior Adjustment	↑	Focused Attacks	· **Regalia** is now granted even when this attack hits at the same time as an opponent's attack.
Behavior Adjustment	↑	With Spear Regalia Ⓑ (release) ⇨.Ⓑ+Ⓚ	· Adjusted the distance the opponent is knocked back when hit from behind, making follow-up attacks easier to perform. · Lengthened the input window of the 2nd attack to make it easier to perform.
Balance Adjustment	↑	Acquiring Regalia	· Landing a hit with a move that grants **Regalia** when you already have it now has the benefit of increasing the soul gauge. However, this does not apply to "⇩↙⇦Ⓐ" and "⇩↙⇦Ⓑ" while soul charged, as well as Training Mode exclusive commands that grant **Regalia**.
Balance Adjustment	↑	⇦Ⓐ.Ⓚ	· Changed the opponent's behavior 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. · Added scaling to the combo damage when the 2nd attack hits.
Balance Adjustment	↑	ⓐ⇨.Ⓑ With Spear Regalia Ⓑ (release) ⇨.Ⓑ+Ⓚ	· Increased the move's base damage.
Balance Adjustment	↑	While soul charged Ⓑ.Ⓐ.Ⓐ	· Enlarged the hitbox to make it easier to make contact with the opponent at the intended time. · Changed the opponent's behavior when the attack lands as a counter hit, making follow-up attacks possible. · Added scaling to the move's combo damage.
Balance Adjustment	↑	⇨Ⓚ	· Increased the length of stun inflicted when guarded by 4 frames. · Changed opponent behavior when hit, making follow-up attacks possible.
Balance Adjustment	↑	While rising Ⓑ	· Sped up the attack's start-up by 2 frames.
Balance Adjustment	↑	While rising Ⓑ+Ⓚ	· Increased the length of stun inflicted by 6 frames when the attack is guarded. · Changed the opponent's behavior upon guard, and adjusted the distance between the character and the opponent.
Balance Adjustment	↑	⇦Ⓑ+Ⓚ	· Changed the opponent's behavior upon normal hit, making it match that of the behavior upon counter hit.
Balance Adjustment	↑	↘↘or⇨➡or↗↗Ⓑ.Ⓑ	· Changed the opponent's behavior when the 2nd attack lands both upon normal hit and counter hit. The opponent will be knocked down even when the attack lands as a normal hit.
Balance Adjustment	↑	↘↘or⇨➡or↗↗Ⓐ+Ⓑ	· Reduced the opening after the attack when it lands as a lethal hit, allowing for more follow-up attack options. No changes were made to the lethal hit for "↘↘or⇨➡or↗↗Ⓐ+Ⓑ".
Balance Adjustment	↑	Soul Attack	· Changed the opponent's behavior, allowing for the same counter stagger to be stacked multiple times. The attack can now be used in combos starting with moves like "⇩↓or⇧⇧Ⓑ+Ⓚ".
Balance Adjustment	↑ ↓	⇩↓or⇧⇧Ⓑ+Ⓚ	· Decreased the opening after the attack by 2 frames. · Reduced the distance between the character and the opponent when the move hits. · Decreased the length of stun inflicted by 4 frames upon guard.

Because Haohmaru was not designed to be a quick character that overwhelms the opponent at close range, his basic attacks like "Ⓐ.Ⓐ" and "Ⓑ.Ⓑ" have relatively slow start-up. However, in version 2.20, we've made improvements to his toolkit to compensate for his start-up speeds and make him easier to play.

"Cyclone Slash: Zero Form" (⇨⇩⇙Ⓐ, etc.) now deals more damage and is a great way to stop the opponent in their tracks when they try to move to the side.

"↗ or ⇦ or ↖ Ⓚ" was a difficult attack for opponents to deal with, so its damage has been reduced and Haohmaru is now at a disadvantage upon guard, meaning he will have to engage the opponent in a mindgame. Defensive options like "⇩⇙⇨Ⓐ+Ⓑ" and "⇦Ⓐ+Ⓑ" will now need to be used as well, depending on the opponent's actions.

Category	Nerf/buff	Move Name	Description
Command Added	-	Behind opponent ⇩Ⓐ+Ⓚ (Training mode only)	· Created a Training Mode exclusive command that allows a lethal hit to be performed with "**Omen Slash**".
Behavior Adjustment	-	Ⓐ.Ⓐ.Ⓐ.⇨ ⇨Ⓑ.⇨ ⇩⬇ or ⬆Ⓚ.⇨	· Holding Ⓒ will prevent the shift to Warrior's Focus.
Behavior Adjustment	-	⇦Ⓑ	· Adjusted the direction the opponent faces when hit from behind with a counter hit.
Behavior Adjustment	-	⇩↗⇦Ⓚ	· Fixed an issue in which the attack was not treated as a "weapon attack".
Behavior Adjustment	-	Bare Knuckles	· Fixed an issue in which forward/back input was reversed.
Behavior Adjustment	-	During Bare Knuckles Ⓑ+Ⓚ	· Fixed an issue in which the character could not shift into a forward roll when blocking a projectile attack.
Behavior Adjustment	-	During Bare Knuckles ↗ or ⇩ or ⇙	· Fixed an issue in which the move would be treated as an impact counter when unable to evade the opponent's attack. · The move can no longer be used to evade a special low attack.
Behavior Adjustment	-	⇩⇙⇨Ⓐ+Ⓑ+Ⓚ.Ⓐ.Ⓐ.Ⓑ.Ⓑ.Ⓚ.Ⓚ.Ⓐ.Ⓑ.Ⓚ.Ⓚ.Ⓚ.Ⓑ+Ⓚ	· Fixed an issue in which Max Rage moves could not be performed with advance input after this attack.
Behavior Adjustment	-	Ⓐ+Ⓒ	· Fixed an issue in which the opponent would get up facing away when performing an ukemi.
Behavior Adjustment	-	Ⓑ+Ⓚ or while rising Ⓑ+Ⓚ While soul charged Ⓑ+Ⓚ or while rising Ⓑ+Ⓚ	· Reduced the move's forward movement when the opponent is in close range to make it harder for the attack to miss at that range. · Enlarged the attack's hitbox at close range. · Reduced the size of the hitbox in the 2nd half of the attack's duration. · Reduced how far the opponent is pushed back.
Behavior Adjustment	-	Ⓐ.Ⓐ.Ⓑ Ⓑ+Ⓚ or while rising Ⓑ+Ⓚ While soul charged Ⓑ+Ⓚ or while rising Ⓑ+Ⓚ ⇙↖ or ⇨↗ Ⓑ+Ⓚ	· Fixed an issue in which the character would shift to a staggered state during a guard crush.
Behavior Adjustment	-	Actions While Turning Around	· Fixed an issue in which the character was not treated as being hit from behind when hit by an attack.
Behavior Adjustment	-	With Max Rage ⇨Ⓐ+Ⓑ+Ⓚ	· The move can now be performed with "⇙Ⓐ+Ⓑ+Ⓚ" and "↗Ⓐ+Ⓑ+Ⓚ" as well.
Behavior Adjustment	-	⇩⇙⇨Ⓐ+Ⓚ (Training mode only)	· Fixed an issue in which the move could not be used when the soul gauge was empty.
Behavior Adjustment	↑	⇦Ⓐ+Ⓒ	· Reduced the distance between the character and the opponent. This was done to alleviate differences in how far the attack reached against certain characters.
Behavior Adjustment	↑	While soul charged ⇨⇩⇙Ⓚ.Ⓑ	· Increased the 2nd attack's tracking after the 1st attack hits.
Behavior Adjustment	↑	While soul charged ⇨⇩⇙Ⓐ+Ⓑ	· Reduced instances in which the move would slide directly under the opponent and miss when used in an air combo by a wall, etc.
Balance Adjustment	↑	Ⓐ+Ⓑ+Ⓚ ⇙⇦↗⇩⇙⇨⇩↗Ⓑ+Ⓚ	· Increased the move's base damage. · Increased the move's forward movement. · Enlarged the attack's hitbox. · Decreased the amount of pushback to reduce instances in which the opponent would be pushed back on contact, resulting in the attack missing. · Decreased the opening after the attack when guarded by 14 frames. · Increased the length of stun inflicted by 2 frames when the attack is guarded. · Performing the attack with ⇙⇦↗⇩⇙⇨⇦⇩↗Ⓑ+Ⓚ will now trigger a screen fade and effect.
Balance Adjustment	↑	Ⓐ.Ⓐ Ⓑ.Ⓑ ⇨Ⓐ upon hit or guard Ⓐ While rising Ⓑ upon hit or guard Ⓐ ↗↖ or ⇦↖↘Ⓐ upon hit or guard Ⓐ ⇙↘ or ⇨↗Ⓑ upon hit or guard Ⓐ ⇨⇩⇙Ⓐ / ⇨⇩⇙Ⓐ (fast)	· Increased the move's base damage.
Balance Adjustment	↑	Ⓐ.Ⓐ.Ⓐ	· Increased the length of stun inflicted when guarded by 4 frames. · Lengthened the input window during which the character can shift to Warrior's Focus.
Balance Adjustment	↑	Ⓑ.Ⓑ.Ⓑ	· Increased the length of stun inflicted when guarded by 4 frames.
Balance Adjustment	↓	↗↖ or ⇦↖↘Ⓚ	· Decreased the move's base damage to 22. · Decreased the length of stun inflicted by 6 frames when the attack is guarded. · Decreased the amount the soul gauge is filled by a lethal hit. · Added scaling to the combo damage when the attack lands as a lethal hit.