

Ver.2.31 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."
 6. Attacks do less damage when the opponent's health is low and scaling is higher with "weak" attacks and lower with "medium" and "strong" attacks.
- (The above points cover the general tendencies of the game, and exceptions may be created as part of balance adjustments, e.g. an attack with a move level of "strong" may become unusable as a guard crush, etc.)

Update for all characters

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Tracking of certain vertical attacks	<ul style="list-style-type: none"> • Fixed an issue pertaining to certain moves with heightened tracking against enemies who missed an attack, in which the characters' relative positions would become strange if the move was used when the opponent was airborne or low to the ground after missing. <p>Moves Affected Voldo: \downarrow or \rightarrow or \nearrow or \searrow or \circ Ivy: During jump \circ Nightmare: \nearrow or \rightarrow or \searrow or \circ Cervantes: \circ or \circ Talim: \downarrow or \rightarrow or \nearrow or \searrow or \circ / During Wind Bearer \downarrow or \rightarrow or \nearrow or \searrow or \circ / \nearrow or \rightarrow or \searrow or \circ Tira: During jump \circ Cassandra: \nearrow or \rightarrow or \searrow or \circ Hwang: \nearrow or \rightarrow or \searrow or \circ or \circ / \nearrow or \rightarrow or \searrow or \circ or \circ</p>
Behavior Adjustment	-	Reversal Edges	<ul style="list-style-type: none"> • Fixed an issue in which the timing at which the move's defensive properties would be applied was incorrectly delayed by 1 frame.

Seong Mi-na

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Break Attacks	<ul style="list-style-type: none"> • Fixed an issue in which the effects that show lethal hit conditions have been fulfilled for "\nearrow or \circ" upon hit would also show on subsequent hits.

Taki

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	\downarrow or \circ or \circ or \circ	<ul style="list-style-type: none"> • Fixed an issue caused by changes made in version 2.30 to the opponent's behavior when hit by the 2nd attack in order to reduce knockback, which resulted in cases where the move no longer hit consecutively during a stun combo.

Sophitia

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	While soul charged \circ or \circ While soul charged \downarrow or \circ	<ul style="list-style-type: none"> • Fixed an issue in which the timing at which the move's defensive properties would be applied was incorrectly delayed by 2 frames.

Siegfried

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	\downarrow or \rightarrow or \nearrow or \searrow or \circ or \circ	<ul style="list-style-type: none"> • Fixed an issue in which changes made in version 2.30 to increase tracking against opponents who missed an attack were not applied while Dark Legacy's effects were active.
Behavior Adjustment	↑	\circ	<ul style="list-style-type: none"> • Improved the tracking to make it easier for the attack to hit an enemy during their 8-way run.

Yoshimitsu

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	\downarrow or \rightarrow or \nearrow or \searrow or \circ or \circ	<ul style="list-style-type: none"> • Fixed an issue in which balance adjustments made to "\downarrow or \rightarrow or \nearrow or \searrow or \circ or \circ" in version 2.30 were not also applied to "\downarrow or \rightarrow or \nearrow or \searrow or \circ or \circ".

Zasalamel			
Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Ⓢ+Ⓞ	<ul style="list-style-type: none"> Fixed an issue in which the start-up timing was later than intended for the counterattack that comes after using a Reversal Edge with a large movement to parry a downward swing or horizontal attack to the right. Enlarged the attack's hitbox to prevent it from missing at close range.
Behavior Adjustment	-	After inflicting a curse ↘ or ↠ or ↗ Ⓢ+Ⓞ during hit/guard Ⓢ	<ul style="list-style-type: none"> Fixed an issue in which, when using the move in a combo, the time-stopping effect would be removed if the opponent touched the ground at the same time the sorcery activated. This fix is meant to supplement the fix in version 2.30, which did not address all instances of the issue.
Balance Adjustment	↓	⇒Ⓞ	<ul style="list-style-type: none"> Added scaling to the combo damage when the attack lands as a lethal hit. In version 2.30, scaling was already added to combo damage when the attack lands as a lethal hit; however, in certain situations it was still possible to deal significant combo damage. As such, further adjustments have been made.
Balance Adjustment	↓	⇒Ⓢ+Ⓞ, Ⓢ	<ul style="list-style-type: none"> Added scaling to the move's combo damage. Additional adjustments have been made to further the changes in version 2.30, as it was still possible to deal significant combo damage in certain situations.

Grøh			
Category	Nerf/buff	Move	Description
Behavior Adjustment	↓	↘ Ⓢ Ⓞ	<ul style="list-style-type: none"> Adjusted the move's tracking and the size of its hitbox to reduce cases in which it could hit opponents moving to your side.

Azwei			
Category	Nerf/buff	Move	Description
Behavior Adjustment	-	While in spear mode Ⓢ+Ⓞ while in Almighty mode ⇐Ⓢ+Ⓞ	<ul style="list-style-type: none"> In version 2.30, adjustments were made to the 3rd hit, which would send opponents on the ground flying farther than intended. However, further fixes were deemed necessary, so the following adjustments have been made. Reduced the amount the opponent flies when struck by the 2nd hit on the ground. Readjusted the amount the opponent flies when struck by the 3rd hit on the ground.

Amy			
Category	Nerf/buff	Move	Description
Behavior Adjustment	-	⇒Ⓞ	<ul style="list-style-type: none"> In version 2.30, the hitbox was adjusted to make it harder to hit the opponent when they are moving to the side, but this change increased the move's reach and made it difficult to land at close range, so additional adjustments have been made.
Behavior Adjustment	-	↘ or ↠ or ↗ Ⓢ, Ⓞ ⇒⇐Ⓢ, Ⓞ, Ⓢ	<ul style="list-style-type: none"> Fixed an issue in which the 2nd attack is guarded in succession when the 1st attack is guarded.
Behavior Adjustment	-	While crouching Ⓢ+Ⓞ	<ul style="list-style-type: none"> Fixed an issue that occurred when performing Merrow Parry with this command in which an impact counter would not be triggered immediately after the move's defensive properties expired.

Cassandra			
Category	Nerf/buff	Move	Description
Behavior Adjustment	-	⇒Ⓢ, Ⓞ	<ul style="list-style-type: none"> Adjusted the input window to allow for a shift to Divine Force even when the player begins holding the button for the 2nd attack late.
Balance Adjustment	↓	⇒Ⓢ, Ⓞ	<ul style="list-style-type: none"> Adjusted the move so that the 2nd attack can no longer shift to Divine Force when it hits in midair. This change was made to address an issue in which evading with aerial control was difficult in certain situations, allowing for an easy execution of Divine Force.

Hwang			
Category	Nerf/buff	Move	Description
Behavior Adjustment	-	⇐Ⓢ, Ⓢ	<ul style="list-style-type: none"> When "⇐Ⓢ, Ⓢ" is queued, pressing "Ⓢ" will no longer be treated as "⇐Ⓢ, Ⓢ".
Behavior Adjustment	-	Facing away Ⓢ+Ⓞ	<ul style="list-style-type: none"> Fixed an issue that prevented an opponent from performing a crouching guard against the 2nd hit after guarding the 1st hit.
Behavior Adjustment	-	After reversal edge hits Ⓢ	<ul style="list-style-type: none"> Adjusted the direction the opponent flies when hit in midair.
Behavior Adjustment	↑	Ⓢ+Ⓞ	<ul style="list-style-type: none"> Enlarged the attack's hitbox to prevent it from missing at close range.
Behavior Adjustment	↓	Ⓢ Ⓞ ⇒Ⓢ	<ul style="list-style-type: none"> Reduced the size of the move's hitbox to reduce cases in which it could hit opponents moving to your side.
Balance Adjustment	↓	↘ or ⇐ or ↠ or ↗ Ⓢ+Ⓞ, ⇐ ↘ or ⇐ or ↠ or ↗ Ⓢ+Ⓞ, Ⓢ, ⇐	<ul style="list-style-type: none"> Increased the opening after the attack by 2 frames. Increased the length of stun inflicted by 4 frames when the attack is guarded.