

## Ver.2.12 Battle Adjustment List

Damage = The amount of health taken away when an attack hits

1 frame = 1/60 of a second. Also a unit used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

This list is written from the perspective of when you hit the enemy or with the move in question (or make them guard).

Move level = the level of strength of an attack when pitted against another attack. There are three levels: weak, middle, and strong. Move levels affect battle in the following ways:

1. When two attacks land at the same time, the attack with the higher move level is more effective. When there is a large gap in move levels, the stronger move hits without interruption.
2. They influence characters' behavior when their attack is deflected by a guard impact. Attacks with higher move levels have less of an opening after being deflected.
3. They affect the amount of guard stamina that is chipped away when the opponent guards an attack. Attacks with higher move levels reduce the opponent's guard stamina more.
4. They affect the amount the character's soul gauge fills when attacking and hitting the opponent. Attacks with higher move levels fill the soul gauge more.
5. The only vertical attacks that can crush an opponent's guard are those whose move level is "middle" or "strong." For horizontal attacks, it is only "strong."

The above points cover the general tendencies of the game, and exceptions may be created as part of balance adjustments, e.g. an attack with a move level of "strong" may become unusable as a guard crush, etc.

Update for all characters

In version 2.12, we've fixed issues that negatively affected battle involving the character "Haohmaru" and the stage "Master Swordsman's Cave: Wicked Depths", both newly added in version 2.10. We've also made additional fixes to the things we thought were lacking in the balance adjustments in version 2.02.

When adjusting for balance and battle behavior, we generally do our utmost to avoid making only adjustments that weaken characters in some way. However, to preserve stability in version 2.12, we limited the number of fixes and focused on the more pressing issues, resulting in some characters receiving only downgrades.

<b>Battle stages</b>
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Category	Nerf/buff	Move	Description
Stage Fixed	-	Master Swordsman's Cave: Wicked Depths	<ul style="list-style-type: none"> <li>Fixed an issue in which the hitboxes of the stage's floor and low walls were slightly different from those in other stages. These change were made so that opponents who were blown back by an attack in this stage would hit the floor and wall in virtually the same situations as they would in other stages.</li> </ul>

Taki			
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Category	Nerf/buff	Move	Description
Behavior Adjustment	↓	During Stalker ㊦, ㊧	<ul style="list-style-type: none"> <li>- Made it possible for the opponent to perform an ukemi when the attack hits them in midair.</li> <li>We made similar changes to this attack as we did to "Daring Wind Roll ㊦" in version 2.00.</li> <li>This was to fix an issue in which "㊦ ㊧ ㊧ ㊧ ㊧ ㊧", if performed immediately after landing this attack in midair, would sometimes be very difficult or even impossible to evade.</li> </ul>

Voldo			
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Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Facing away ㊤+㊤ / Facing away ㊤+㊤	• Stabilized the difference in stun between characters when the attack is guarded at any distance.
Balance Adjustment	↓	Facing away ㊤+㊤	• Decreased the length of stun inflicted by 1 frame when the attack is guarded. When this attack was guarded, performing "During Mantis Crawl with head toward opponent ㊤.㊤" immediately afterward would leave the opponent with no other option than to guard. We made an adjustment so that the opponent can now use a guard impact in this situation, expanding options for both players.

Sophitia			
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Category	Nerf/buff	Move	Description
Visual Adjustments	-	Lightning Attack Effects	<ul style="list-style-type: none"> <li>- Adjusted the screen effects (darkening, flashing, etc.) when lightning attacks are performed, reducing visual impact. These changes are purely cosmetic and do not affect the battle properties of the attacks.</li> <li>Changes apply to: <ul style="list-style-type: none"> <li>- While soul charged ⚡ or ⚡↑⚡⚡⚡</li> <li>- During Angel Step while soul charged ⚡+⚡</li> <li>- ⚡⚡⚡+⚡ / While soul charged ⚡⚡⚡+⚡</li> <li>- ⚡⚡⚡↔⚡+⚡+⚡</li> </ul> </li> <li>- These changes were made in addition to the effect brightness changes from version 2.02. Further changes to brightness may be gradually implemented in the future.</li> </ul>

[illegible]

Category	Nerf/buff	Move	Description
Balance Adjustment	↓	⇒ ㊤+㊤	<ul style="list-style-type: none"> <li>Decreased the length of stun inflicted by 2 frames when the attack is guarded.</li> <li>Reduced the distance between the character and the opponent when the move is guarded.</li> <li>Made the attack unusable as a guard crush.</li> </ul> <p>This middle horizontal attack has guard impact properties and deals significant damage when the guard impact is successful. In version 2.02, we made it easier to understand how to counter this attack by adjusting behavior so that a player who guarded the 1st hit will consecutively guard the 2nd, receiving no damage from that 2nd hit. However, there were still cases in which the attack was difficult to counter and in which the guard crushing ability of the 2nd hit could be used to the user's advantage.</p> <p>The changes made in this version were done to assign clear risk to using this attack in battle while preserving Xianghua's ability to deal a great amount of damage when successfully using a guard impact.</p>

Astaroth
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Category	Nerf/buff	Move	Description
Behavior Adjustment	-	$\hat{c} \Rightarrow \hat{c} \oplus \oplus$ $\hat{c} \Rightarrow \hat{c} \oplus \oplus$	Adjusted the input window to reduce cases in which entering this attack's inputs after stepping into the foreground would instead result in a different attack.

Raphael
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Category	Nerf/buff	Move	Description
Behavior Adjustment	-	During Quick Parade ⑥.⑧	Fixed an issue in which the opening after this attack was mistakenly made too long in version 2.10.

Cassandra			
Category	Nerf/buff	Move	Description
Visual Adjustments	-	Lightning Attack Effects	<ul style="list-style-type: none"> <li>Adjusted the screen effects (darkening, flashing, etc.) when lightning attacks are performed, reducing visual impact. These changes are purely cosmetic and do not affect the battle properties of the attacks.</li> </ul> Changes apply to: <ul style="list-style-type: none"> <li>During Divine Force ⇨ Ⓐ+Ⓢ+Ⓢ</li> <li>During Divine Force ⇨ Ⓢ+Ⓢ</li> <li>During Angelic Twirl while soul charged Ⓢ</li> </ul> <ul style="list-style-type: none"> <li>These changes were made in addition to the effect brightness changes from version 2.02. Further changes to brightness may be gradually implemented in the future.</li> </ul>
Behavior Adjustment	-	Ⓐ+Ⓢ+Ⓢ	<ul style="list-style-type: none"> <li>Fixed an issue where this attack would mistakenly ring out Cassandra when her attack connects in a specific location in the "City Ruins: Eternal Apocalypse" stage.</li> </ul> This issue occurred from Ver.2.10 onwards.
Haohmaru			
Category	Nerf/buff	Move	Description
Notice	-	Lethal Hit condition description	The condition to perform a lethal hit was mistranslated in-game. The issue will be fixed in the next update.  Incorrect text: Triggers upon hitting an opponent who has not performed a weapon attack for some time  Correct text: Triggers upon hitting the opponent after not attacking with a weapon for a certain time.
Behavior Adjustment	-	With Max Rage ⇨ Ⓐ+Ⓢ+Ⓢ / ⇨ Ⓢ⇨Ⓢ+Ⓢ	<ul style="list-style-type: none"> <li>Fixed an issue in which hitting an opponent with this attack after they have been KO'd would still decrease their guard stamina.</li> </ul>
Behavior Adjustment	-	During Bare Knuckles Ⓢ+Ⓢ	<ul style="list-style-type: none"> <li>Fixed an issue in which performing this attack directly after a successful guard impact would sometimes exhibit the behavior of a successful parry even when the enemy's attack was not parried.</li> </ul>
Behavior Adjustment	-	Throws	<ul style="list-style-type: none"> <li>Reduced lower hitbox sizes to fix an issue in which a throw used immediately after the opponent stands up would still hit them even though the throw did not appear to make contact.</li> </ul>
Balance Adjustment	↓	Soul Attack	<ul style="list-style-type: none"> <li>Reduced the distance characters move during the attack in order to reduce the attacks' ability to push opponents to the edge of the stage.</li> <li>Decreased the amount of guard stamina the attack reduces.</li> </ul>
Balance Adjustment	↓	Ronin Technique, canceled from the 12th hit of the soul attack "14-slash combo" Ⓐ+Ⓢ / ⇨ ⇨ ⇨ Ⓢ ⇨ Ⓐ+Ⓢ / ⇨ ⇨ Ⓢ With Max Rage ⇨ Ⓐ+Ⓢ / ⇨ ⇨ Ⓢ While soul charged ⇨ Ⓐ+Ⓢ / ⇨ ⇨ Ⓢ ⇨ ⇨ Ⓢ / ⇨ ⇨ Ⓢ (fast) ⇨ ⇨ Ⓢ / ⇨ ⇨ Ⓐ+Ⓢ (Training mode only) ⇨ ⇨ ⇨ Ⓐ+Ⓢ+Ⓢ / ⇨ ⇨ ⇨ ⇨ ⇨ ⇨ ⇨ ⇨ Ⓢ+Ⓢ With Max Rage ⇨ ⇨ ⓈⓈⓈ With Max Rage ⇨ Ⓐ+Ⓢ+Ⓢ / ⇨ ⇨ ⇨ Ⓢ+Ⓢ While soul charged ⇨ ⇨ ⇨ Ⓐ+Ⓢ	<ul style="list-style-type: none"> <li>Changed the attack's properties so that it cannot trigger a guard crush, ring-out, wall hit, or lethal hit.</li> <li>This change was made to inhibit the excessively high ring-out properties the attack had in certain combos or under certain conditions.</li> </ul>