

Ver.2.25 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

In version 2.25, we've made adjustments related to Setsuka, the character added in the previous version, as well as applied behavior fixes that were not implemented in the previous version.

Behavior Fixes

- Adding on to version 2.20, adjustments were made primarily to behavior that hindered intentional mind games, such as adjusting hitboxes for vertical attacks that were difficult to evade with an 8-way run.
- We've fixed certain animations that were causing attacks to miss or be performed in an unintended direction. This applies to all characters, but we've listed all affected moves below.

Balance Adjustments

- We've reviewed adjustments for moves that were unintentionally weakened or strengthened after the changes implemented in version 2.20.
- Characters that didn't fully exhibit the intended balance changes in version 2.20 were given additional adjustments.
- For some attacks that send the opponent flying, the animations for the opponent when hit were adjusted to stabilize wall hits.

Category	Nerf/buff	Move	Description
Difficulty Adjustment	-	Soul Chronicle: Mitsurugi Side Story Difficulty	• Lowered the difficulty of the battle against Shugen Kokonoe.
Behavior Adjustment	-	Soul Charge	• Shortened the duration of the shockwave generated when entering soul charge by 3 frames. This change also applies to Haohmaru's Rage Explosion. • Changed the opponent's behavior when hit by the shockwave, making it possible to guard. This change was made to prevent certain attacks from landing in succession after hitting the opponent with the shockwave.

Update for all characters

Category	Nerf/buff	Move	Description
Visual Adjustments	-	FX Sound Voices Camerawork	• Made adjustments to all aspects of animations.
Behavior Adjustment	-	Combo Damage Scaling after a Successful Guard Impact	• When moving to the next battle immediately after using "⇒Ⓞ" or any of the following character-specific guard impact moves, combo damage scaling would be carried over into the next battle. This has been fixed. - Sophitia: ⇒Ⓞ - Amy: Lilith Parry - Haohmaru: ↓↘⇒Ⓞ+Ⓞ

Battle stages

Category	Nerf/buff	Move	Description
Stage Fixed	-	Master Swordsman's Cave: Wicked Depths	• Lowered the height of the walls to reduce instances in which the character would appear to clip into a wall when knocking an opponent out of the ring. This change is visual only; no changes were made to hit detection for walls.

Mitsurugi

Mitsurugi is an all-rounder who can adapt to many different situations in battle. In version 2.20, adjustments were made to give his playstyle more depth. However, the downward adjustments stood out the most, and the changes didn't end up expanding his options very much, so further balance adjustments were made in version 2.25.

We've also made changes to increase options with Mitsurugi's trademark middle and low attack mix-ups, and adjusted "Shura Blade", which was added in Season 2.

Previously, there weren't many opportunities for "Shura Blade" to be used, and whenever it was, it would severely limit the opponent's options. In version 2.25, "Shura Blade" has been adjusted to create more opportunities for it to be used, as well as limit its strength upon activation.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	⇒A,Ⓐ	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	⊗⊗ While soul charged ⊗⊗ ↘↙or↔or↖↗Ⓜ,Ⓐ When hit while performing A+⊗ during Mist	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	⇒⊗,⊗	<ul style="list-style-type: none"> Increased tracking while the opponent is performing a Reversal Edge. This change was made to prevent the 2nd attack from missing when the move is deflected.
Behavior Adjustment	↑	⇒A+⊗ During Mist ⇒⊗	<ul style="list-style-type: none"> Changed the move to shift to an attack throw even when hitting the enemy from behind.
Behavior Adjustment	↑	↘↙or⇒or↘↙Ⓜ ↘↙or⇒or↘↙A+⊗ While soul charged ↘↙or⇒or↘↙A+⊗ ↔⊗ / ↘↙or↔or↖↗Ⓜ	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	Relic	<ul style="list-style-type: none"> While in the stance, Mitsurugi was treated as facing away from the opponent, but has been changed to being treated as facing forward out of consideration for damage when attacked.
Balance Adjustment	↑	↓↘or↑↑Ⓜ	<ul style="list-style-type: none"> Increased the length of stun inflicted by 4 frames when the attack is guarded. Changed the opponent's behavior and increased the length of stun inflicted by 4 frames when the move lands as a counter hit.
Balance Adjustment	↑↓	↓⊗	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent when the move hits. Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	↑↓	↘⊗,⊗	<ul style="list-style-type: none"> Adjusted the opponent's animation upon hit to make it easier to hit them into a wall. This change was made to reduce cases in which characters receiving damage did not hit the wall, regardless of whether or not the wall has been destroyed. The opponent now faces forward when the attack lands.
Balance Adjustment	↑↓	During Mist ⇒⊗	<ul style="list-style-type: none"> Reduced the size of the horizontal hitbox. Increased the length of stun inflicted by 4 frames when the attack is guarded. Now triggers Shura Blade upon hit.
Balance Adjustment	↓	During Shura Blade ↓↘⇒⊗+⊗	<ul style="list-style-type: none"> Reduced the attack's base damage against opponents on the ground. No change was made to damage dealt to opponents in the air, including in air combos.

Seong Mi-na

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	⇒A ↘A (long range) While rising A ⇒⊗A (long range) ↘A+⊗ / ↘A+⊗ ↑A+⊗ ↘↙or↔or↖↗Ⓜ During Lingering Step A After reversal edge hits A,Ⓐ	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
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"> Fixed an issue in which lethal hit conditions for this attack could not be met when using an original creation character.
Behavior Adjustment	↑	↓A+⊗	<ul style="list-style-type: none"> Improved the tracking to make it easier for the attack to hit an enemy during an 8-way run.

Taki

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	<ul style="list-style-type: none"> ↩.↩.↩ ↩↩ Ⓢ.Ⓢ ↩↩ or ↩→ or ↩↩↩↩↩+Ⓢ During Wind Roll ↩ During Distorted Breeze ↩ After reversal edge hits ↩.↩.↩ 	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	<ul style="list-style-type: none"> ↩↩.Ⓢ ↩+Ⓢ While soul charged ↩.↩.↩+Ⓢ While soul charged ↩↩.↩+Ⓢ While soul charged ↩↩ or ↩↩↩↩↩↩↩↩+Ⓢ 	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	-	Talisman technique	<ul style="list-style-type: none"> Fixed an issue in which the number of Talisman techniques landed would not be counted when one was used just as the opponent was KO'd.
Behavior Adjustment	↑	Hitbox Size	<ul style="list-style-type: none"> The following adjustments were made in order to reduce the number of cases in which it was difficult or impossible to dodge a vertical attack during an 8-way run due to the character's size and posture. Reduced the size of the horizontal hitbox for the character's upper body. Reduced the size of the hitbox even more when the character is moving to the side and the opponent uses a vertical attack.
Behavior Adjustment	↑	↓↩ or ↑↩	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Behavior Adjustment	↑↓	↩+Ⓢ+Ⓢ	<ul style="list-style-type: none"> Extended the collision box upward so that the attack is more difficult to hop over with a low jump.
Balance Adjustment	↑↓	During Possession ↩↩	<ul style="list-style-type: none"> Adjusted the opponent's animation upon hit to make it easier to hit them into a wall. This change was made to reduce cases in which characters receiving damage did not hit the wall, regardless of whether or not the wall has been destroyed. The opponent now faces forward when the attack lands.
Balance Adjustment	↓	During Stalker ↩+Ⓢ	<ul style="list-style-type: none"> The following fix was made to limit the ring-out properties when the move is used in a combo. Reduced the move's forward movement.

Maxi

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	<ul style="list-style-type: none"> ↩↩ During Right Cross while soul charged ↩+Ⓢ During Left Outer while soul charged ↩+Ⓢ 	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	<ul style="list-style-type: none"> ↩↩+Ⓢ Ⓢ+Ⓢ.Ⓢ.Ⓢ.Ⓢ.Ⓢ.Ⓢ During Seven Stars Severance Ⓢ+Ⓢ.Ⓢ.Ⓢ.Ⓢ.Ⓢ ↩↩+Ⓢ ↩↩ or ↩↩↩↩ (counter) During Behind Lower while soul charged ↩+Ⓢ 	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	-	Right side throw	<ul style="list-style-type: none"> Fixed an issue in which input for Seven Stars Rebirth would be inverted after the attack.
Behavior Adjustment	↑	<ul style="list-style-type: none"> While crouching ↩↩.↩.↩.↩ Ⓢ+Ⓢ.Ⓢ.Ⓢ.Ⓢ.Ⓢ.Ⓢ During Seven Stars Severance Ⓢ+Ⓢ.Ⓢ.Ⓢ.Ⓢ.Ⓢ 	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent when the attack lands at a distance in order to reduce instances in which it would miss partway through.
Behavior Adjustment	↑	↩↩ or ↩↩↩↩	<ul style="list-style-type: none"> Improved the tracking to make it easier for the attack to hit an enemy during an 8-way run.
Behavior Adjustment	↑	During Left Inner Ⓢ	<ul style="list-style-type: none"> Adjusted the move to make it harder to hop over the opponent. This is to make it harder for the attack to miss primarily when evading a low attack. The character can still hop over downed opponents.
Behavior Adjustment	↑↓	<ul style="list-style-type: none"> During Right Outer while soul charged Ⓢ.Ⓢ.↩+Ⓢ During Left Outer while soul charged Ⓢ.↩+Ⓢ 	<ul style="list-style-type: none"> Fixed an issue in which the portion of the attack that hits the opponent was not in the correct position. Fixed an issue in which the final attack would miss after the attacks were deflected by a reversal edge.

Voldo

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Ⓐ.Ⓔ.Ⓐ ⇨Ⓐ.Ⓐ ⇨Ⓐ Ⓑ.Ⓔ.Ⓐ ↓↓or↑↑Ⓐ ↘↙or⇨⇩or↗↘ ↘↙or⇨⇩or↗↘Ⓐ+Ⓑ ↘↙or⇨⇩or↗↘Ⓐ+Ⓑ Facing away ⇨Ⓐ Facing away & during 8-way run Ⓐ During Mantis Crawl with head toward opponent Ⓐ After reversal edge hits Ⓑ.Ⓐ Ⓐ+Ⓑ+Ⓑ / Facing away Ⓐ+Ⓑ+Ⓑ	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	While rising Ⓑ During Mantis Crawl while soul charged Ⓑ+Ⓑ After reversal edge hits Ⓑ	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	-	Facing away ↓↘↙⇨Ⓐ+Ⓑ+Ⓑ	<ul style="list-style-type: none"> Fixed an issue in which the attack was treated as a "weapon attack".
Behavior Adjustment	↑	During Blind Caliostro Rush Ⓐ	<ul style="list-style-type: none"> 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 Ⓐ.Ⓐ.Ⓐ	<ul style="list-style-type: none"> Improved the tracking of the high-attack portion to make it easier for the attack to hit an enemy during an 8-way run, and enlarged the lower hitbox to prevent the attack from missing against enemies in low stances. Reduced the size of the horizontal hitbox for the special middle attack triggered after missing the high attack in order to make it harder for the attack to hit opponents moving to the side.
Behavior Adjustment	↓	While rising & facing away Ⓑ	<ul style="list-style-type: none"> 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 Caliostro Rush ↘ During Caliostro Rush ↘.↘ During Blind Caliostro Rush ↘ During Blind Caliostro Rush ↘.↘	<ul style="list-style-type: none"> Fixed an issue in which the character would remain soul charged when shifting to this action, even after the remaining soul charge time had reached zero.
Balance Adjustment	↑	Facing away ⇨Ⓑ.Ⓑ	<ul style="list-style-type: none"> 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.

Sophitia

In version 2.20, the amount of remaining soul charge time consumed by "During Angel Step Ⓐ+Ⓑ" while soul charged was increased to prevent matches from being too one-sided. However, this change alone did not increase options for the opponent, and the player using Sophitia could simply perform the same move over and over. To fix this, the 3rd hit can now be interrupted with a Resist Impact. "During Angel Step Ⓐ+Ⓑ" while soul charged will remain a powerful move, but version 2.25 aims to make its usage more strategic, encouraging tactics such as making the opponent wary of this move and then performing another, or aiming for moments when the opponent cannot perform a Resist Impact.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	⇨Ⓐ.Ⓐ ⇨Ⓐ.Ⓐ	<ul style="list-style-type: none"> Improved the tracking to make it easier for the attack to hit an enemy during an 8-way run.
Behavior Adjustment	-	↘↙or⇨⇩or↗↘Ⓐ	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	↓↓or↑↑Ⓐ+Ⓑ ↘↙or⇨⇩or↗↘Ⓑ+Ⓑ.Ⓐ.Ⓑ	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	↑	During Twin Angel Step Ⓐ.Ⓑ	<ul style="list-style-type: none"> Enlarged the attack's upper hitbox only when the opponent is in the air. Extended the collision box upward so that the attack is more difficult to hop over with a low jump. This is to prevent the 2nd attack from being hopped over with moves like Setsuka's "↑Ⓑ+Ⓑ" when the 1st attack is guarded.
Behavior Adjustment	↑	↘↙or⇨⇩or↗↘Ⓑ	<ul style="list-style-type: none"> Enlarged the attack's hitbox to prevent it from missing at close range.
Balance Adjustment	↑ ↓	↓Ⓑ.Ⓑ	<ul style="list-style-type: none"> Adjusted the opponent's animation upon hit to make it easier to hit them into a wall. This change will reduce cases in which characters receiving damage do not hit the wall, regardless of whether or not the wall has been destroyed. The opponent now faces forward when the attack lands.
Balance Adjustment	↓	During Angel Step while soul charged Ⓐ+Ⓑ	<ul style="list-style-type: none"> Decreased the length of stun inflicted when the 2nd hit is guarded, allowing the 3rd hit to be interrupted by a Resist Impact.

Siegfried

Category	Nerf/buff	Move	Description
Visual Adjustments	-	Ⓢ↔	<ul style="list-style-type: none"> Fixed an issue in which certain input timing would result in the effect that indicates a break attack not being displayed.
Behavior Adjustment	-	Ⓢ+Ⓢ While rising Ⓢ ↓↓ or ↑↑ Ⓢ ↘↙ or ⇒ or ⇨ Ⓢ, Ⓢ	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	During Base Hold Ⓢ After reversal edge hits Ⓢ	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	-	↓↘↔Ⓢ+Ⓢ+Ⓢ	<ul style="list-style-type: none"> Fixed an issue in which Siegfried would be hit by a lethal hit with the condition "Triggers upon hitting opponent during the opening after a guard" regardless of whether or not he is performing a post-stance-shift attack immediately after this attack.
Behavior Adjustment	↑	↘↙ or ⇒ or ⇨ Ⓢ, Ⓢ	<ul style="list-style-type: none"> Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing. This issue was addressed in version 1.30 but still needed further adjustment, so additional changes were made. In previous adjustments, the time frame during which the 2nd attack evades low attacks was incorrect and removed. This has been readjusted.
Behavior Adjustment	↑	↘↙ or ⇒ or ⇨ Ⓢ, Ⓢ+Ⓢ	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent when the 1st hit is guarded at a distance in order to reduce instances in which the 2nd hit would miss.
Behavior Adjustment	↑	During Chief Hold Ⓢ, Ⓢ	<ul style="list-style-type: none"> Improved the tracking of 1st and 2nd attacks to make it easier for them to hit an enemy during an 8-way run.
Balance Adjustment	↑ ↓	While rising Ⓢ	<ul style="list-style-type: none"> Increased the move's base damage. Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.

Ivy

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	ⓈⓈ ⇒ Ⓢ, ↓ or ↑ ↘↙ or ⇒ or ⇨ Ⓢ, Ⓢ (2nd hit) ⇨ or ⇨ or ⇨ Ⓢ, Ⓢ ↓↓ or ↑↑ Ⓢ+Ⓢ While soul charged ⇒ Ⓢ, Ⓢ	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	↘↙ or ⇒ or ⇨ Ⓢ, Ⓢ+Ⓢ	<ul style="list-style-type: none"> Improved tracking upon hit or guard to make it harder for the attack to miss partway through. Adjusted the distance the opponent flies when the 2nd hit lands at a distance to make it harder for the 3rd hit to miss.
Behavior Adjustment	-	During Spiral Lust Ⓢ (2nd stage, 3rd stage)	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	↑	⇨ Ⓢ+Ⓢ	<ul style="list-style-type: none"> Improved the tracking to make it easier for the attack to hit an enemy during an 8-way run.
Behavior Adjustment	↑	During Serpent's Embrace Ⓢ, Ⓢ, Ⓢ During Serpent's Embrace Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ (exact timing)	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent when the attack lands or is guarded at a distance in order to reduce instances in which it would miss partway through.
Balance Adjustment	↑ ↓	↘↙ or ⇒ or ⇨ Ⓢ, Ⓢ While crouching ↘↙+Ⓢ	<ul style="list-style-type: none"> Adjusted the opponent's animation upon hit to make it easier to hit them into a wall. This change will reduce cases in which characters receiving damage do not hit the wall, regardless of whether or not the wall has been destroyed. The opponent now faces forward when the attack lands.

Kilik

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	↘↙ Ⓢ ⇒ Ⓢ, Ⓢ ↘↙ or ⇒ or ⇨ Ⓢ, Ⓢ ↓↓ or ↑↑ Ⓢ ⇨ or ⇨ or ⇨ Ⓢ, Ⓢ While soul charged ↘↙ or ⇒ or ⇨ Ⓢ+Ⓢ During Monument Ⓢ	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	During Monument Ⓢ	<ul style="list-style-type: none"> Reduced the amount Kilik moves to the side to make it harder for the attack to miss the opponent at close range.
Behavior Adjustment	-	While soul charged Ⓢ+Ⓢ	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	↑	↘↙ Ⓢ	<ul style="list-style-type: none"> Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	↓ ↓ or ↑ ↑ Ⓢ+Ⓢ	<ul style="list-style-type: none"> Removed the successive guard property of the 3rd hit. The 3rd hit will now land if the opponent does not continue to guard. Fixed an issue in which performing a crouching guard after guarding the 3rd hit would cause the character to be hit by the 4th hit. Fixed the character's animation for "↓ ↓ or ↑ ↑ Ⓢ+Ⓢ, ⇒" and "↓ ↓ or ↑ ↑ Ⓢ+Ⓢ, ⇨".
Balance Adjustment	↑ ↓	Ⓢ+Ⓢ Ⓢ+Ⓢ	<p>"Ⓢ+Ⓢ"</p> <ul style="list-style-type: none"> Sped up the timing at which the character shifts to Monument by 5 frames. Enlarged the attack's hitbox to prevent it from missing at close range. <p>"Ⓢ+Ⓢ"</p> <ul style="list-style-type: none"> Increased the move's forward movement. Increased the move's base damage, but added scaling to the move's combo damage. Sped up the timing at which the character shifts to Monument by 4 frames. Shortened the input window for "⇒", which causes a stance shift, to reduce instances in which the input would unintentionally shift the character into the stance. Changed the opponent's behavior when hit on the ground, making the follow-up attacks "⇒Ⓢ" and "During Monument Ⓢ" possible. Changed the opponent's behavior when hit while downed, increasing the length of stun inflicted. Enlarged the attack's hitbox to prevent it from missing at close range.

Xianghua

Category	Nerf/buff	Move	Description
Text Fixed	-	During Silent Xia Sheng $\text{A}+\text{B}$ During Playful Xia Sheng $\text{A}+\text{B}$	<ul style="list-style-type: none"> Changed the lethal hit condition in the move list to read "Triggers upon hitting an opponent during a reversal edge".
Behavior Adjustment	-	BA BA SA or BA or BA or BA SA or BA or BA or BA While soul charged SA After reversal edge hits B	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	$\text{B}+\text{B}$	<ul style="list-style-type: none"> Adjusted the input window for "B" to reduce instances in which the move would unintentionally be canceled.
Behavior Adjustment	↑	While crouching A	<ul style="list-style-type: none"> Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	BA	<ul style="list-style-type: none"> Lengthened the attack's duration against an airborne opponent, making it easier to land.
Balance Adjustment	↑	SB	<p>In version 2.20, this attack's hitbox was enlarged to make it more viable as a guaranteed punishment, allowing it to not only hit opponents in low stances more easily, but also to make contact at timing that can be predicted by opponents at a distance; however, this change made it impossible to perform high-damage combos when the attack lands at a distance.</p> <p>The following change was made to maintain the viability of using "SAB" to increase combo damage when landing the attack at a certain distance.</p> <ul style="list-style-type: none"> Increased the height the opponent is launched when hit at long range.
Balance Adjustment	↑ ↓	After reversal edge hits B	<ul style="list-style-type: none"> Adjusted the opponent's animation upon hit to make it easier to hit them into a wall. This change will reduce cases in which characters receiving damage do not hit the wall, regardless of whether or not the wall has been destroyed. The opponent now faces forward when the attack lands.

Yoshimitsu

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	BA BA or BA or BA During jump B	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	SA (counter) While soul charged SA	<ul style="list-style-type: none"> Sped up the timing of soul gauge absorption during the throw animation so that the player's soul gauge will be filled even if this attack K.O.s the opponent.
Behavior Adjustment	↑	During Manji Dragonfly A	<ul style="list-style-type: none"> Changed the opponent's behavior when the 1st and 2nd hits land in order to reduce instances in which the attack would miss partway through a combo.
Behavior Adjustment	↑	During Manji Dragonfly while soul charged BA	<ul style="list-style-type: none"> Enlarged the hitbox of the 2nd attack in order to reduce instances in which the attack would miss partway through a combo.
Behavior Adjustment	↑	During Indian Stance A During Indian Stance B	<ul style="list-style-type: none"> Fixed an issue in which using this attack after evading the opponent's attack would result in the move being performed away from the opponent.
Balance Adjustment	↑ ↓	$\text{B}\text{A}+\text{B}$ $\text{B}\text{A}+\text{B}$	<ul style="list-style-type: none"> Changed the opponent's behavior from "midair" to "downed" when landing a lethal hit. This fix was made to limit ring-out properties when the attack is used in a combo. Made it possible to prevent a lethal hit from triggering by holding "BA+B", even after lethal hit conditions have been met. This change was made to allow the player to trigger a lethal hit at their desired timing.

Nightmare

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	↘↘↘ While rising ⓐ ↓↘↘ or ↑↘↘, ⓐ During Night Side Stance ⓐ During Night Behind Stance while soul charged ⓐ+ ⓐ	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	⇄↘↘+ⓐ ↘↘↘ or ⇄↘↘ ↘↘↘ ↘↘↘ While soul charged ↘↘↘ or ⇄↘↘ ↘↘↘ ↘↘↘	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	↑	⇄↘↘ While rising ⓐ While crouching ↘↘ ⓐ ↘↘↘ or ⇄↘↘ ↘↘↘ ↘↘↘	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Behavior Adjustment	↑	↘↘↘	<ul style="list-style-type: none"> Enlarged the lower hitbox to prevent the attack from missing downed opponents.
Behavior Adjustment	↑	⇄↘↘	<ul style="list-style-type: none"> Improved the tracking to make it easier for the attack to hit an enemy during an 8-way run.
Balance Adjustment	↑	Critical Edge	<ul style="list-style-type: none"> Terror Charge is now triggered the moment the animation begins before the attack. Because of this change, Terror Charge will now be triggered even if the critical edge is deflected by a guard impact.
Balance Adjustment	↑	⇄↘↘, ⓐ	<ul style="list-style-type: none"> Increased the length of stun inflicted by 4 frames when the attack is guarded.
Balance Adjustment	↑	While soul charged ↘↘↘ or ⇄↘↘ ↘↘↘ ↘↘↘	<p>In version 2.20, we reduced the distance between the character and the opponent when the 1st attack lands to fix an issue in which the 2nd attack would miss after the 1st attack lands; however, this fix made it more difficult to hit the opponent against the wall with "↘↘↘ or ⇄↘↘". We erased some of the changes made in version 2.20 and made the following fixes.</p> <ul style="list-style-type: none"> The distance the opponent is knocked back when the 1st attack lands from the front has been restored to that of version 2.12. The distance the opponent is knocked back when the 1st attack lands from behind is the same as that in version 2.20. Enlarged the 2nd attack's hitbox when the 1st attack hits.
Balance Adjustment	↑	During Night Side Stance ⓐ	<ul style="list-style-type: none"> Decreased the opening after the attack by 4 frames.

Astaroth

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	↓↘↘⇄↘↘, ⓐ, ⓐ, ⓐ, ⓐ, ⓐ, ⓐ ⇄↘↘, ⓐ While rising ⓐ, ⓐ ↘↘↘ or ⇄↘↘ ↘↘↘ ↘↘↘ ↘↘↘ or ⇄↘↘ ↘↘↘ ↘↘↘+ⓐ While soul charged ↓↘↘⇄↘↘ While soul charged ⇄↘↘, ⓐ	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	↘↘↘ or ⇄↘↘ ↘↘↘ ↘↘↘ (close range)	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	↑	↘↘↘, ⓐ	<ul style="list-style-type: none"> Improved the tracking to make it easier for the attack to hit an enemy during an 8-way run.
Behavior Adjustment	↑	↓↘↘↘ or ↑↘↘↘, ⓐ	<ul style="list-style-type: none"> Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Balance Adjustment	↑	⇄↘↘, ⓐ	<p>The following changes were made to allow the move to be used as a starting point for an attack.</p> <ul style="list-style-type: none"> Reduced the opening after the attack by 4 frames. The stun inflicted when the attack is guarded was also reduced by 4 frames, meaning there is no change in the difference in stun.
Balance Adjustment	↑	↓↘↘⇄↘↘+ⓐ ↓↘↘⇄↘↘+ⓐ (fast) ↓↘↘⇄↘↘+ⓐ ↓↘↘⇄↘↘+ⓐ (fast)	<ul style="list-style-type: none"> Reduced the opening after the attack by 6 frames when the attack is parried by a reversal edge. This change will allow enough time to guard or perform a resistance impact when this throw attack is parried with a reversal edge.

Inferno

Category	Nerf/buff	Move	Description
Command Fixed	-	Ⓜ Ⓜ Ⓜ	Fixed an issue in which "Ⓜ Ⓜ Ⓜ", which was added to Nightmare in version 2.20, could be performed by Inferno as well.
Behavior Adjustment	-	Ⓜ, Ⓜ ↵ Ⓜ ⇨ Ⓜ+Ⓜ While rising Ⓜ ↓ ↓ or ↑ ↑ Ⓜ, Ⓜ ↵ ↵ or ⇨ ⇨ or ↵ ↵ Ⓜ	The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	↑ Ⓜ+Ⓜ Ⓜ+Ⓜ, Ⓜ During Vile Glare Ⓜ+Ⓜ	Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.

Cervantes

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Gun technique	Fixed an issue in which the count used for lethal hit conditions would not advance when the attack was stopped by a revenge attack.
Behavior Adjustment	-	⇨ Ⓜ / ⇨ Ⓜ Ⓜ ⇨ While rising Ⓜ After reversal edge hits Ⓜ	The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	Ⓜ+Ⓜ ⇨ Ⓜ+Ⓜ ↓ ↵ ⇨ Ⓜ (fast) During Dread Charge Ⓜ During Dread Charge ↓ or ↑ Ⓜ During Dread Charge Ⓜ+Ⓜ While soul charged ↵ ↵ or ↵ ↵ Ⓜ, Ⓜ While soul charged ↓ ↵ ⇨ Ⓜ	Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	↑	↵ ↵ or ⇨ ⇨ or ↵ ↵ Ⓜ, Ⓜ While crouching ⇨ Ⓜ ↓ ↓ or ↑ ↑ Ⓜ ↓ ↓ or ↑ ↑ Ⓜ	Increased the attack's tracking against opponents who missed an attack.
Behavior Adjustment	↑	⇨ Ⓜ / ⇨ Ⓜ ⇨ Ⓜ ⇨ Ⓜ, Ⓜ Ⓜ Ⓜ	Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	Ⓜ Ⓜ	Adjusted the move to make it harder to hop over the opponent. This is to make it harder for the attack to miss primarily when evading a low attack. The character can still hop over downed opponents.

Raphael

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	<ul style="list-style-type: none"> ↖↘ ↖↘+Ⓜ ↖↘or↔or↖↘↖↘ During Preparation Ⓜ,Ⓜ During Preparation ↖↘ During Shadow Evade Ⓜ After reversal edge hits Ⓜ 	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	During Preparation while soul charged Ⓜ,Ⓜ,Ⓜ+Ⓜ	<ul style="list-style-type: none"> Lengthened the input window to make the move easier to perform.
Behavior Adjustment	↑	While soul charged ↖↘,Ⓜ	<ul style="list-style-type: none"> The following changes were made to address the issue in which some characters could evade the 2nd attack after guarding the 1st. Improved tracking of the 2nd attack when the 1st attack lands or is guarded. Reduced the attack's forward movement when the move is performed close to the opponent in order to prevent clipping. This change was made to reduce the possibility that the characters would become unaligned.
Behavior Adjustment	↑	↓↘+Ⓜ	<ul style="list-style-type: none"> Adjusted the move to improve combo stability against downed opponents and to make it harder to hop over the opponent when the 1st hit lands.
Behavior Adjustment	↑	↖↘or↔or↖↘↖↘,Ⓜ	<ul style="list-style-type: none"> Improved tracking of the 2nd attack when the 1st attack lands or is guarded. Enlarged the lower hitbox of the 2nd attack to prevent it from missing against enemies in low stances.
Behavior Adjustment	↑ ↓	<ul style="list-style-type: none"> ↖↘↖↘ (fast) During Preparation ↖↘ During Quick Parade Ⓜ,Ⓜ 	<ul style="list-style-type: none"> The character now faces the opponent upon hit or guard in order to reduce instances in which distance would be placed between the character and the opponent primarily upon guard. This change adds on to a similar change made to "↖↘↖↘" in version 2.20.
Behavior Adjustment	↓	<ul style="list-style-type: none"> ↖↘ ↖↘ 	<ul style="list-style-type: none"> Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	↑ ↓	Ⓜ↔	<ul style="list-style-type: none"> Adjusted the opponent's animation upon hit to make it easier to hit them into a wall. This change will reduce cases in which characters receiving damage do not hit the wall, regardless of whether or not the wall has been destroyed. The opponent now faces forward when the attack lands.

Talim

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	<ul style="list-style-type: none"> ↖↘ ↖↘,Ⓜ Facing away Ⓜ,Ⓜ 	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	<ul style="list-style-type: none"> ↖↘↖↘ / ↖↘↖↘ While soul charged ↖↘↖↘or↖↘↖↘↖↘,Ⓜ During Wind Charmer while soul charged Ⓜ,Ⓜ,Ⓜ 	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	↑	Hitbox Size	<ul style="list-style-type: none"> Reduced the horizontal hitbox size in order to reduce the number of cases in which it was difficult or impossible to dodge a vertical attack during an 8-way run due to the character's size and posture.
Behavior Adjustment	↑	During Wind Sault Ⓜ	<ul style="list-style-type: none"> The following adjustments were made to increase the stability of "During Wind Sault Ⓜ,Ⓜ" when it is used in an air combo. Reduced the distance the opponent flies when hit in midair. Increased forward movement of the "Wind Sault" that is performed automatically after landing this attack. Adjusted the move so that the character won't slide under the opponent during an air combo.
Behavior Adjustment	↑	During Wind Sault Ⓜ	<ul style="list-style-type: none"> Enlarged the attack's hitbox against downed opponents. Increased tracking after the attack hits.
Behavior Adjustment	↑	During Wind Sault Ⓜ+Ⓜ	<ul style="list-style-type: none"> Enlarged the attack's lower hitbox. This change was made to reduce instances in which the attack was difficult to land against crouching opponents. Enlarged the size of the hitbox even more during a combo in order to reduce instances in which the attack would miss partway through when it landed on a grounded opponent.
Behavior Adjustment	↑	↖↘↓or↑↑Ⓜ,Ⓜ (exact timing)	<ul style="list-style-type: none"> Improved tracking of the 2nd attack when the 1st attack lands or is guarded. This change was made to reduce instances in which the 2nd hit of the 2nd attack would miss.
Balance Adjustment	↑	During Wind Fury Ⓜ	<ul style="list-style-type: none"> Changed the opponent's behavior when the 1st hit lands on an airborne opponent to reduce instances in which the 2nd hit would miss.

Tira

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	While Jolly Ⓐ.Ⓐ.Ⓐ While Jolly Ⓢ⇒ ↓ or ↑ Ⓐ While Gloomy & soul charged Ⓐ.Ⓐ.Ⓐ While Gloomy Ⓢ or ⇒ or ↗ Ⓐ	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	While Gloomy ⇐.Ⓢ.Ⓢ While Jolly ↗ or ⇐ or ⇐ or ↗ Ⓢ+Ⓢ (lethal hit)	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	-	While Gloomy & after running ⇒ some distance Ⓢ	<ul style="list-style-type: none"> The move would occasionally not be performed even after the character had run a sufficient distance. This has been fixed.
Behavior Adjustment	↑	While Jolly ⇒.Ⓢ	<ul style="list-style-type: none"> The character now faces the opponent after the attack lands in order to reduce instances in which the attack would miss partway through.
Behavior Adjustment	↑	While Gloomy Ⓢ or ⇒ or ↗ Ⓢ	<ul style="list-style-type: none"> Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing. This behavior did not occur when the attack landed on a grounded opponent; a ring-out would only occur when it landed on an airborne opponent.
Behavior Adjustment	↑	While Gloomy Ⓢ+Ⓢ	<ul style="list-style-type: none"> Fixed an issue in which chip damage would not be dealt when the attack was guarded.
Behavior Adjustment	↑	↓ Ⓢ⇒Ⓐ+Ⓢ+Ⓢ	<ul style="list-style-type: none"> The attack will now trigger a personality change when it K.O.s the opponent.
Behavior Adjustment	↓	While Gloomy ⇒.Ⓢ	<ul style="list-style-type: none"> Reduced the size of the horizontal hitbox of the 2nd attack to make it harder to hit the opponent when they are moving to the side.

Zasamel

Category	Nerf/buff	Move	Description
Notice	-	⇐⇒Ⓢ ↑Ⓢ+Ⓢ Ⓢ or ⇒ or ↗ Ⓐ+Ⓢ	<p>In the last batch of balance adjustments (in version 2.20), we changed the properties of "⇐⇒Ⓢ", "↑Ⓢ+Ⓢ", and "Ⓢ or ⇒ or ↗ Ⓐ+Ⓢ", but failed to report it in the changelog. The change was as follows:</p> <ul style="list-style-type: none"> The game contains a setting that prevents the same hurt animation for special behavior exhibited from displaying multiple times when landing an attack in midair (with some exceptions). <p>We removed the animation limit for "⇐⇒Ⓢ", "↑Ⓢ+Ⓢ", and "Ⓢ or ⇒ or ↗ Ⓐ+Ⓢ". This was done to allow for new combos. (This is not a change that was made this time, in version 2.25.)</p>
Text Fixed	-	After inflicting a curse ↓ Ⓢ⇒Ⓐ+Ⓢ+Ⓢ during hit/guard Ⓢ	<ul style="list-style-type: none"> Fixed the command text in the move list.
Behavior Adjustment	-	⇒Ⓐ.Ⓢ ⇒Ⓢ.Ⓢ ↑Ⓐ+Ⓢ	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	↑Ⓐ+Ⓢ	<ul style="list-style-type: none"> Fixed an issue in which inputting the command immediately after hitting an airborne opponent would cause the follow-up to face away from the opponent.
Behavior Adjustment	-	After inflicting three curses Ⓢ+Ⓢ.⇐ ↗ or ⇐ or ⇐ or ↗ Ⓐ+Ⓢ (lethal hit)	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	↑	⇒Ⓢ.Ⓢ	<ul style="list-style-type: none"> The opponent now faces forward when the 2nd attack hits. This change was made to better stabilize stun combos incorporating this move.
Behavior Adjustment	↑	↓Ⓢ+Ⓢ	<ul style="list-style-type: none"> Adjusted the hitbox to make it harder for the attack to unintentionally miss.
Behavior Adjustment	↑	Facing away Ⓢ.Ⓢ Ⓢ or ⇒ or ↗ Ⓢ Ⓢ or ⇒ or ↗ Ⓢ+Ⓢ	<ul style="list-style-type: none"> Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑ ↓	Facing away Ⓢ	<ul style="list-style-type: none"> The changes made in version 2.02 had unintentionally been reverted to how they were in version 2.00 and earlier; this has been fixed. This will once again prevent this move from connecting into unintended high-damage combos. Enlarged the hitbox during an air combo in order to reduce instances in which the attack would miss partway through a combo. <p>*The game contains a setting that prevents the same hurt animation for special behavior exhibited from displaying multiple times when landing an attack in midair (with some exceptions).</p> <p>In version 2.20, the limitation of "Facing away Ⓢ" was unintentionally removed, allowing for extremely high-damaging combos. Therefore, we have restored it.</p>
Balance Adjustment	↓	After inflicting a curse ⇐Ⓐ during hit/guard Ⓢ	<ul style="list-style-type: none"> Adjusted the opponent's behavior when the attack lands while they are downed, allowing the opponent to guard immediately after landing on the ground when knocked into the air. With this change, the opponent will no longer be able to perform an ukemi immediately after landing on the ground. The attack's damage had previously been adjusted because attacks like "⇐Ⓐ+Ⓢ" could not be used as follow-ups, but the opponent that reached the ground was stunned longer than intended. This has been fixed.
Balance Adjustment	↓	↓ Ⓢ⇒Ⓐ+Ⓢ+Ⓢ	<ul style="list-style-type: none"> Reduced the move's base damage. Added scaling to the move's combo damage.

Groh

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Ⓐ.Ⓐ.Ⓐ Ⓞ⇨ ↵↵or⇨or⇨↵Ⓐ.Ⓞ	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	While rising Ⓞ.⇨	<ul style="list-style-type: none"> Fixed an issue in which the command would not be registered when input at a certain time immediately after shifting to Avenger stance.
Behavior Adjustment	-	↵↵or⇨or⇨↵Ⓐ	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	↑	While soul charged & in Avenger stance Ⓐ.Ⓐ.Ⓐ While soul charged & in Avenger stance ⇨Ⓐ While soul charged & in Avenger stance ⇨Ⓐ	<ul style="list-style-type: none"> Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	↵Ⓐ ↵Ⓐ While crouching Ⓐ	<ul style="list-style-type: none"> Adjusted the hitbox to make it harder for the attack to unintentionally miss.
Behavior Adjustment	↑	Facing away Ⓞ+Ⓐ	<ul style="list-style-type: none"> Enlarged the attack's hitbox to prevent it from missing at close range. Fixed an issue in which the attack could push the opponent, causing it to miss.
Behavior Adjustment	↑ ↓	↵↵⇨Ⓐ While soul charged ↵↵⇨Ⓐ While soul charged & in Avenger stance Ⓐ.Ⓐ.Ⓐ	<ul style="list-style-type: none"> Enlarged the attack's hitbox to prevent it from missing at close range. Reduced the attack's forward movement when the move is performed close to the opponent in order to prevent clipping. This change was made to reduce the possibility that the characters would become unaligned. Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Behavior Adjustment	↓	While in Avenger stance Ⓞ+Ⓐ While soul charged & in Avenger stance ⇨Ⓐ	<ul style="list-style-type: none"> Adjusted the move so the 2nd hit will be guarded in succession once the 1st hit is guarded.

Azwe!

Category	Nerf/buff	Move	Description
Text Fixed	-	↵ ↓ or ↑ ↑ Ⓐ	<ul style="list-style-type: none"> Fixed the text for the lethal hit conditions on the move list.
Behavior Adjustment	-	Ⓐ.Ⓐ.Ⓐ ↵Ⓐ While in ax mode ↵Ⓐ ↵ ↓ or ↑ ↑ Ⓐ While in sword mode ↵ ↓ or ↑ ↑ Ⓐ ↵ ↵ or ⇨ ⇨ or ⇨ ↵ Ⓐ While in spear mode ↵ ↵ or ⇨ ⇨ or ⇨ ↵ Ⓐ Ⓐ+Ⓞ during 8-way run While in sword mode or Almighty mode Ⓞ+Ⓐ While in Almighty mode ↑Ⓞ+Ⓐ ↵ ↵ ⇨ Ⓐ+Ⓞ+Ⓐ (when triggered an odd number of times)	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	↵ ↵ ⇨ Ⓐ+Ⓞ Soul Attacks	<ul style="list-style-type: none"> Azwe! will now be treated as being in a jumping state while he is floating in midair.
Behavior Adjustment	-	↵ ↵ ⇨ Ⓐ+Ⓞ During 8-way run Ⓐ+Ⓞ (lethal hit) While soul charged during 8-way run Ⓐ+Ⓞ (lethal hit) While in spear mode Ⓞ+Ⓐ or while in Almighty mode ⇨Ⓞ+Ⓐ	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	↑	↵Ⓐ.Ⓐ While in spear mode ↵Ⓐ.Ⓐ	<ul style="list-style-type: none"> Enlarged the attack's hitbox to prevent it from missing at close range.
Behavior Adjustment	↑	Ⓞ.Ⓐ ↵↵or⇨or⇨↵Ⓐ While in ax mode ↵↵or⇨or⇨↵Ⓐ	<ul style="list-style-type: none"> Enlarged the attack's hitbox to make it harder for that attack to miss against an opponent performing an 8-way run at close range. The opponent will still be able to dodge the attack from a certain distance.

Geralt

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Ⓐ.Ⓔ.Ⓐ ↻Ⓐ.Ⓐ ⇐Ⓔ.Ⓔ ⇐Ⓔ.↑Ⓔ ↑Ⓐ+Ⓔ ⇐↻or⇐or⇐↻Ⓐ Facing away Ⓔ+Ⓔ.Ⓔ After reversal edge hits Ⓔ While soul charged ⇐Ⓐ.Ⓐ.Ⓐ.Ⓐ.Ⓐ...	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	⇐Ⓔ ⇐Ⓐ+Ⓔ (Training mode only)	<ul style="list-style-type: none"> Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	-	⇐Ⓔ	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	-	↓⇐↻or⇐Ⓐ+Ⓔ+Ⓔ	<ul style="list-style-type: none"> Fixed an issue in which the number of times Yrden landed would not be counted when the attack was stopped by a revenge attack.
Behavior Adjustment	↑	⇐Ⓐ.Ⓔ	<ul style="list-style-type: none"> Enlarged the hitbox of the 2nd attack to prevent it from missing at close range.
Behavior Adjustment	↑	↻Ⓔ ↻Ⓐ+Ⓔ (Training mode only)	<ul style="list-style-type: none"> Adjusted the hitbox to make it harder for the attack to unintentionally miss.
Behavior Adjustment	↓	Standing Guard Stance Crouching Guard Stance	<ul style="list-style-type: none"> Extended the hitbox toward the back when guarding. This was done to reduce instances in which the opponent's attacks would unintentionally miss.
Behavior Adjustment	↓	While soul charged ⇐Ⓐ.Ⓔ.Ⓔ	<ul style="list-style-type: none"> Fixed an issue in which the 2nd attack's duration was 1 frame too long. This change was made to reduce cases in which it became easier to hit an opponent moving around to the side.

2B

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Ⓐ.Ⓐ.Ⓐ / Ⓐ / ⇐Ⓐ.Ⓐ ⇐Ⓐ.Ⓐ / ⇐Ⓐ / during jump Ⓐ ⇐Ⓔ / ↓ⒺⒶ / ⇐Ⓔ+Ⓔ ↓↓or↑↑Ⓐ / ↓↓or↑↑Ⓔ.Ⓔ ↻↻or⇐⇐or⇐↻Ⓐ / ↻↻or⇐⇐or⇐↻Ⓐ Ⓐ+Ⓔ during 8-way run During Aggression Shift Ⓐ.Ⓐ During Aggression Shift ↓Ⓐ During Aggression Shift Ⓔ During Aerial Leap Ⓔ / while in Angler stance Ⓐ After reversal edge hits Ⓐ.Ⓐ.Ⓐ	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	While crouching Ⓔ+Ⓔ During jump Ⓐ ⇐⇐Ⓔ+Ⓔ During Aggression Shift Ⓔ.Ⓔ	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	↑	↻Ⓔ	<ul style="list-style-type: none"> Adjusted the hitbox to make it harder for the attack to unintentionally miss.
Behavior Adjustment	↑	⇐Ⓔ.Ⓔ	The following adjustments were made to increase the stability of air combos. <ul style="list-style-type: none"> Enlarged the 2nd attack's hitbox when the move is performed while the opponent is in the air. Adjusted the move so that the character won't slide under the opponent during an air combo.
Behavior Adjustment	↑	While rising Ⓔ ⇐↻or⇐or⇐↻Ⓔ ⇐↻or⇐or⇐↻Ⓔ+Ⓔ Ⓐ+Ⓔ+Ⓔ	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Behavior Adjustment	↑	During jump Ⓔ	<ul style="list-style-type: none"> Adjusted the move to make it harder to hop over the opponent. This is to make it harder for the attack to miss primarily when evading a low attack. The character can still hop over downed opponents.
Behavior Adjustment	↑	↓↓or↑↑Ⓐ.Ⓔ	<ul style="list-style-type: none"> Adjusted the character's animation to fix an issue in which some characters could avoid the attack with a crouching guard.
Balance Adjustment	↑ ↓	↓⇐↻or⇐Ⓐ+Ⓔ+Ⓔ	<ul style="list-style-type: none"> Adjusted the opponent's animation. This change will reduce cases in which characters receiving damage do not hit the wall, regardless of whether or not the wall has been destroyed. The opponent now faces forward when the attack lands.

Amy

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	<ul style="list-style-type: none"> ↖Ⓐ ↖ or ⤴ or ⤵ or ⤶ or ⤷ ↖ or ⤴ or ⤵ or ⤶ or ⤷ or Ⓐ or Ⓜ or Ⓝ ↖ or ⤴ or ⤵ or ⤶ or ⤷ or Ⓐ During Merrow Parry Ⓐ After reversal edge hits Ⓐ	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	<ul style="list-style-type: none"> ↓ ↓ or ↑ ↑ Ⓜ (lethal hit) 	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	-	During Amaryllis Spin Ⓜ+Ⓜ During Amaryllis Spin ↓Ⓜ+Ⓜ During Amaryllis Spin ↑Ⓜ+Ⓜ	<ul style="list-style-type: none"> Lengthened the input window to make the move easier to perform.
Behavior Adjustment	↑	Ⓜ ⇒	<ul style="list-style-type: none"> Enlarged the attack's lower hitbox. Changed the attack's sound effect upon hit to a blunt attack, as this attack is performed with the hilt of the weapon.
Behavior Adjustment	↓	<ul style="list-style-type: none"> ↓ ↓ or ↑ ↑ Ⓜ ↓ ↓ or ↑ ↑ Ⓜ+Ⓜ (Training mode only) During Amaryllis Spin Ⓜ 	<ul style="list-style-type: none"> Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	↑	↖Ⓜ	<ul style="list-style-type: none"> Changed the opponent's behavior and increased the length of stun inflicted by 4 frames when the move lands as a counter hit.

Cassandra

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	<ul style="list-style-type: none"> ↔Ⓐ+Ⓜ ↖Ⓐ+Ⓜ While crouching ↖Ⓐ While rising Ⓐ <ul style="list-style-type: none"> ↖ or ⤴ or ⤵ or ⤶ or ⤷ During Angelic Twirl Ⓐ During Angelic Twirl Ⓜ	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	<ul style="list-style-type: none"> ↓ ↓ Ⓐ+Ⓜ ↖ or ⤴ or ⤵ or ⤶ or ⤷ or ↓ ↓ or ↑ ↑ Ⓜ+Ⓜ During Divine Force ↖Ⓐ.Ⓐ+Ⓜ (lethal hit) During Divine Force & during Angel Step Ⓜ.Ⓐ+Ⓜ During Angelic Twirl while soul charged Ⓐ (counter) During Angelic Twirl while soul charged Ⓜ (counter) 	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	-	↓ ↖ ↔	<ul style="list-style-type: none"> Adjusted the input window to reduce cases in which the move would accidentally be performed. Successfully performing the command while guarding will now prioritize guarding over the attack.
Behavior Adjustment	↑	Ⓜ.Ⓐ	<ul style="list-style-type: none"> Enlarged the hitbox of the 2nd attack when the 1st attack is guarded and improved tracking to fix an issue in which some characters could evade the 2nd attack by moving to the side after guarding the 1st attack.
Balance Adjustment	↑ ↓	Ⓐ.Ⓐ	<ul style="list-style-type: none"> Increased the distance between the character and the opponent when the attack lands at a distance to fix an issue in which the character and the opponent were closer together when the 1st attack hit at a distance than when it hit at close range. Changed the opponent's behavior upon counter hit so that it will look more obvious that landing the 1st attack as a counter hit stuns the opponent for a longer time. Increased the 2nd attack's forward movement.

Hilde

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	<p>Ⓐ (release)</p> <p>↘Ⓐ</p> <p>⇒Ⓞ.Ⓞ.Ⓐ</p> <p>⇒Ⓐ+Ⓞ</p> <p>↓ ↓ or ↑ ↑ Ⓐ</p> <p>↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓐ+Ⓞ</p> <p>↓ ↘ ⇒ Ⓐ+Ⓞ+Ⓞ.Ⓐ</p> <p>While soul charged Ⓞ.Ⓐ</p> <p>With Sword Regalia ↘ Ⓞ.Ⓐ</p>	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	<p>Ⓞ (release) ⇒</p> <p>While soul charged ↓ ↘ ↘ Ⓐ+Ⓞ.Ⓞ</p> <p>With Sword Regalia ↘ Ⓐ+Ⓞ.Ⓐ</p>	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	-	<p>Ⓞ+Ⓞ</p> <p>Ⓐ+Ⓞ (Training mode only)</p>	<ul style="list-style-type: none"> Fixed an issue in which lethal hit conditions for this attack could not be met when using an original creation character. Reduced the distance between the character and the opponent upon lethal hit to make follow-up attacks easier to land.
Behavior Adjustment	-	↓ ↘ ↘ Ⓐ+Ⓞ	<ul style="list-style-type: none"> Lengthened the input window to make the move easier to perform.
Behavior Adjustment	↑	⇒Ⓐ	<ul style="list-style-type: none"> Enlarged the lower hitbox to prevent the attack from missing when it is used in a combo.
Behavior Adjustment	↑	<p>Ⓐ+Ⓞ+Ⓞ</p> <p>↓ ↘ ↘ Ⓐ+Ⓞ+Ⓞ</p>	<ul style="list-style-type: none"> Enlarged the hitbox to make it easier to make contact with the opponent at the intended time.

Haohmaru

Category	Nerf/buff	Move	Description
Visual Adjustments	-	Victory Animation	<ul style="list-style-type: none"> Haohmaru will now always do a certain victory animation in matches against Setsuka.
Behavior Adjustment	-	<p>↘Ⓐ</p> <p>During Warrior's Focus Ⓞ.Ⓐ</p>	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	While soul charged Ⓞ+Ⓞ	<ul style="list-style-type: none"> Fixed an issue in which the hitbox would shrink just after a successful revenge attack.
Behavior Adjustment	-	<p>↘ ↘ or ↘ ↘ or ↘ ↘ Ⓞ</p> <p>↘ ↘ or ↘ ↘ or ↘ ↘ Ⓞ</p> <p>↘ ↘ or ↘ ↘ or ↘ ↘ Ⓞ+Ⓞ</p>	<ul style="list-style-type: none"> Adjusted the hitbox to make it harder for the attack to unintentionally miss.
Behavior Adjustment	-	<p>↓ ↘ ↘ Ⓐ+Ⓞ (Training mode only)</p> <p>↓ ↓ or ↑ ↑ Ⓐ+Ⓞ (Training mode only)</p>	<ul style="list-style-type: none"> Lengthened the input window to make the move easier to perform.
Behavior Adjustment	↑	While soul charged ⇒ ↓ ↘ Ⓐ+Ⓞ	<ul style="list-style-type: none"> Enlarged the hitbox when the attack is being used in a combo in order to reduce instances in which the attack would miss partway through.
Behavior Adjustment	↑	<p>↓ ↘ ↘ Ⓞ</p> <p>↓ ↘ ↘ Ⓐ+Ⓞ (Training mode only)</p> <p>⇒Ⓐ upon hit or guard Ⓞ</p> <p>While rising Ⓞ upon hit or guard Ⓞ</p>	<ul style="list-style-type: none"> Fixed an issue in which the 2nd hit would not trigger a lethal hit when the 1st hit clashes with the opponent's attack, even if lethal hit conditions had been met.

Setsuka

Setsuka is a technical character who can gain significant combo damage and soul gauge through more difficult inputs. In exchange, her soul gauge fills more slowly, so the more skilled a player is, the more their dedicated practice comes into play.

In version 2.25, we've adjusted some unintended behaviors, as well as made balance adjustments mainly to lethal hits to address cases in which combo damage or soul gauge gain were higher than intended. Previously, "While soul charged ↓↓ or ↑↑+Ⓜ.Ⓜ.Ⓜ" could trigger a ring-out in many different situations. However, regardless of her difficult techniques, it was decided that it didn't suit Setsuka to have such powerful comeback moves, so this attack can no longer trigger a ring-out.

Category	Nerf/buff	Move	Description
Visual Adjustments	-	Defeat Animations	<ul style="list-style-type: none"> Setsuka will now show different emotions with certain opponents.
Behavior Adjustment	-	⇐↵.Ⓜ ⇐↵ or ⇐↵ or ⇐↵ ↵+Ⓜ During Shrouded Sky Ⓜ (2nd stage) After reversal edge hits Ⓜ	<ul style="list-style-type: none"> The opponent will now face forward when guarding the attack from behind.
Behavior Adjustment	-	Ⓜ Ⓜ Ⓜ ⇐↵+Ⓜ to guard impact vs. opponent's attack (3rd time) During Shrouded Sky Ⓜ (3rd stage or upon lethal hit) While soul charged ⇐↵.Ⓜ.Ⓜ.Ⓜ.Ⓜ	<ul style="list-style-type: none"> Adjusted the amount the opponent clips into the wall when sent flying by the attack. This change was made to allow for regular follow-ups to be performed even when the opponent is launched into the air near a wall.
Behavior Adjustment	-	⇐↵⇐↵+Ⓜ (Training mode only)	<ul style="list-style-type: none"> Lengthened the input window to make the move easier to perform.
Behavior Adjustment	-	↵+Ⓜ	<ul style="list-style-type: none"> Reduced the attack's forward movement when the move is performed close to the opponent in order to prevent clipping. This change was made to reduce the possibility that the characters would become unaligned.
Behavior Adjustment	-	⇐↵⇐↵+Ⓜ+Ⓜ	<ul style="list-style-type: none"> Lengthened the input window to make the move easier to perform. The attack will now be treated as being successfully input even if it is input after shifting from "⇐↵⇐↵".
Behavior Adjustment	-	⇐↵⇐↵	<ul style="list-style-type: none"> Adjusted the input so that successfully performing the command while guarding will now prioritize guarding over the attack.
Behavior Adjustment	↑	Vernal Reflection	<ul style="list-style-type: none"> Fixed an issue in which Vernal Reflection of Three Visions would not be counted when both characters' attacks strike at the same time.
Behavior Adjustment	↑	⇐↵⇐↵ or ⇐↵⇐↵ ↵ (hit)	<ul style="list-style-type: none"> The character now faces the opponent after the attack lands. Set the timing at which the character is treated as being in a crouching state after the motion upon hit finishes, as this attack is meant to return the character to a crouching state.
Behavior Adjustment	↑	⇐↵⇐↵ or ⇐↵⇐↵ Ⓜ Ⓜ (fast) While crouching ⇐↵ Ⓜ Ⓜ (fast)	<ul style="list-style-type: none"> Fixed an issue in which successfully inputting "⇐↵⇐↵ ⇐↵ Ⓜ Ⓜ (fast)" or "⇐↵⇐↵ ⇐↵ Ⓜ Ⓜ (fast)" would result in either the soul gauge bonus for inputting "⇐↵⇐↵" and "⇐↵⇐↵" or the soul gauge bonus for successfully using the fast input, instead of both.
Behavior Adjustment	↑ ↓	⇐↵⇐↵⇐↵⇐↵⇐↵ ↵+Ⓜ	<ul style="list-style-type: none"> Changed the attack's direction from "thrust" to "upward". Enlarged the attack's vertical hitbox. Decreased the attack's forward movement when the opponent is in close range or behind the character.
Behavior Adjustment	↓	During Wings of Heaven with Wintry Reflection complete Ⓜ	<ul style="list-style-type: none"> Fixed an issue in which hitting an airborne opponent would launch them upwards rather than knock them into the ground.
Behavior Adjustment	↓	During Shrouded Sky while soul charged ↵+Ⓜ	<ul style="list-style-type: none"> Fixed an issue in which remaining soul charge time would not be consumed when performing this attack.
Balance Adjustment	↑ ↓	Ⓜ.Ⓜ.Ⓜ ⇐↵↵+Ⓜ	<ul style="list-style-type: none"> Adjusted the opponent's animation upon hit to make it easier to hit them into a wall. This change will reduce cases in which characters receiving damage do not hit the wall, regardless of whether or not the wall has been destroyed. The opponent now faces forward when the attack lands.
Balance Adjustment	↓	Ⓜ⇐↵ ⇐↵⇐↵ or ⇐↵⇐↵ ↵.Ⓜ ⇐↵⇐↵ or ⇐↵⇐↵ Ⓜ During Wings of Heaven Ⓜ During Wings of Heaven ↵+Ⓜ (Training mode only)	<ul style="list-style-type: none"> Added scaling to the combo damage when the attack lands as a lethal hit.
Balance Adjustment	↓	⇐↵Ⓜ	<ul style="list-style-type: none"> Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side. Added scaling to the move's combo damage.
Balance Adjustment	↓	⇐↵↵+Ⓜ	<ul style="list-style-type: none"> Decreased the move's base damage. This change applies only to the simple command "⇐↵↵+Ⓜ"; the base damage for "While crouching ⇐↵ Ⓜ" remains unchanged. The damage adjustment was made with respect to the attack's power as a guaranteed punishment and its ability to interrupt special stances.
Balance Adjustment	↓	⇐↵⇐↵ or ⇐↵⇐↵ Ⓜ Ⓜ	<ul style="list-style-type: none"> Decreased the amount the soul gauge is filled when the attack lands as a lethal hit.
Balance Adjustment	↓	While soul charged ⇐↵⇐↵ or ⇐↵⇐↵ ↵+Ⓜ.Ⓜ.Ⓜ	<ul style="list-style-type: none"> Changed the attack's properties so that it cannot trigger a ring-out. This change was made to inhibit the excessively high ring-out properties the attack had in certain combos or under certain conditions.