

## Ver.2.00 Battle Adjustment List (updated on 12/10)

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.

### Battle System

Category	Nerf/buff	Move (EN)	Description (EN)
New Mechanic added	-	New Mechanic: Soul Attack	<ul style="list-style-type: none"> <li>Added special attacks called "Soul Attack" which shift you to a Soul Charged state while attacking the opponent. Soul charging generates a shockwave that knocks the opponent back, making it hard to follow up with powered up attacks. This mechanic was added to counter this.</li> <li>Soul Attacks are an effective way of utilizing Soul Charged techniques while keeping up your offensive.</li> <li>One full soul gauge bar is needed to trigger the attack.</li> <li>It can be performed by all characters with "↓↘↙+⊙+⊙+⊙".</li> <li>Depending on the fighting style, some Soul Attacks allow follow-ups or shift you to special stances with extra commands.</li> <li>Unlike Soul Charge, Soul Attacks do not grant you immediate invincibility, meaning they shouldn't be used as a defensive option.</li> <li>As a general rule, Soul Attacks cannot be performed if you are already in a Soul Charged state. (However, some characters can still use Soul Attacks while in a Soul Charged state.)</li> </ul>
New Mechanic added	-	New Mechanic: Resistance Impact	<ul style="list-style-type: none"> <li>Added a new mechanic called "Resist Impact" that allows you to repel Break Attacks and Unblockable Attacks.</li> <li>Half of a soul gauge bar is needed to trigger the attack.</li> <li>It can be performed by all characters with ⇒⊙+⊙.</li> <li>Unlike a normal Guard Impact (⇒⊙), a Resist Impact does not cost guard stamina.</li> <li>Successfully repelling an attack with a Resist Impact will restore a great deal of your guard stamina. It is an effective way of getting out of danger just before a guard crush.</li> <li>While you are Soul Charged, the move will not cost any soul gauge. However, as with Soul Charged moves, it will slightly decrease your Soul Charge time.</li> <li>Unlike with normal Guard Impacts, successfully repelling an attack will not increase the soul gauge.</li> </ul>
Mechanic changed	-	Improvements to Reversal Edge	<p>The following changes were made to Reversal Edge to improve the pace of matches.</p> <ul style="list-style-type: none"> <li>Previously, the conditions "holding the attack button for the maximum duration" and "immediately after successfully parrying the opponent's attack" would shift you to a Reversal Edge clash upon hit or guard. However, it will now shift only upon hit.</li> <li>Though you won't shift to a clash upon guard anymore, your soul gauge will increase a great deal.</li> <li>The amount your soul gauge is increased has been boosted for when the attack lands against an opponent that cannot shift to a clash, such as a jumping or downed opponent.</li> <li>To replace Reversal Edge clashes triggering upon guard, Season 2 now allows Reversal Edges to guard crush instead.</li> <li>When guarded, Reversal Edges now deal chip damage.</li> <li>The amount your soul gauge is increased when parrying the opponent's attack has been boosted.</li> </ul>
Mechanic changed	-	Changes Made to Grapple Breaks	<p>Made the follow two changes to allow for more offensive options after a grapple break.</p> <ul style="list-style-type: none"> <li>The soul gauge increases for the attacker even if the opponent performs a grapple break.</li> <li>You still receive some damage when successfully performing a grapple break. This damage will never cause a K.O. (Health will never drop below zero from a grapple break.)</li> </ul> <p>The above changes do not apply to grapple breaks performed against the following throws.</p> <ul style="list-style-type: none"> <li>Seong Mi-na's "Opening Treasure" and "Holding Treasure"</li> <li>Kilik's "Trick Bo" and "Dirty Bo"</li> <li>The 2nd attack of Sophitia's "Heaven To Hell"</li> <li>The 2nd attack of Talim's "Monsoon Season"</li> <li>Cassandra's "Cyclops Hammer" and "Cyclops Drop"</li> <li>Yoshimitsu's "Soul Siphon" and "Soul Possession"</li> </ul>
Mechanic changed	-	Vulnerability During a Step	<ul style="list-style-type: none"> <li>Taking a step backward or to the side temporarily places you in a vulnerable state during which you cannot guard, but now you will remain vulnerable even if you change direction to take a step forward.</li> <li>You will be able to guard again after a fixed amount of time has passed.</li> <li>However, changing direction to take a step forward still cannot be run countered.</li> </ul>
Behavior Adjustment	-	Jump Attacks	<ul style="list-style-type: none"> <li>Regarding the input window, certain inputs would cause the tracking of jump attacks to be much better than intended. The input window for jump attacks has been made stricter to make it harder for this to occur.</li> </ul>
Behavior Adjustment	-	Horizontal Roll Wakeup	<ul style="list-style-type: none"> <li>Fixed an issue in which characters were unable to guard for some time while waking up from a downed state.</li> </ul>
Behavior Adjustment	-	Inputting "↔"	<ul style="list-style-type: none"> <li>Adjusted the input window to reduce cases in which the attack with this command would be performed unintentionally.</li> </ul>
Behavior Adjustment	-	Attacks That Count Number of Hits	<ul style="list-style-type: none"> <li>Previously, actions that increase in power based on the number of hits, like Zasalamel's curse and Amy's Perception (number of rose hits), would count hits even if performed when a revenge attack misses. This issue has been fixed.</li> </ul>
Behavior Adjustment	-	Number of Wall Hits	<ul style="list-style-type: none"> <li>Normally, up to 2 wall hits are allowed in 1 combo, but hitting an opponent that performed an ukemi would reset the wall hit counter. This issue has been fixed.</li> <li>Note: The health gauge and combo hit display do not reset, making it appear as though the combo continued. This will be addressed in the future.</li> </ul>
Behavior Adjustment	-	Midair Hit Behavior	<ul style="list-style-type: none"> <li>Fixed an issue in which a character getting knocked back midair and making contact with the edge of the stage would cause the character to get caught and slide instead of ringing out.</li> </ul>
Behavior Adjustment	-	Wall Hit Behavior	<ul style="list-style-type: none"> <li>Fixed an issue in which a character would fall down outside of the stage instead of inside it if they are knocked into a wall.</li> </ul>
Balance Adjustment	-	Soul Charge	<ul style="list-style-type: none"> <li>If an opponent's attack hits you before you trigger a Soul Charge, it is now treated as an attack counter.</li> </ul>
Balance Adjustment	-	Guard Impact Reverse Impact	<ul style="list-style-type: none"> <li>Increased the opening after a miss by 2 frames.</li> </ul>

# Mitsurugi

Mitsurugi became more appealing preparing for tough battles with new rivals in Season 2. We added a new powered-up state called "Shura Blade" which can be triggered in battle and new actions from special stances. You will have more fun with these adjustments.

The new move "Full Moon Glow" is Mitsurugi's "Soul Attack" which will be a good support for Mitsurugi whose mix-up game are enhanced during Soul Charge. You can expect more damage from "Soul Attack" than a Critical Edge by reading your opponent's move since it will ground them and allow you to continue your offense when it hits the opponent mid air.

We adjusted the start-up of his Critical Edge "Thunderbolt Blade". You will have less easy hits with your counterattack or interruption by this adjustment. However, it is still a powerful attack if you use it wisely since "Shura Blade" will be triggered by the use of the Critical Edge.

Category	Nerf/buff	Move (EN)	Description (EN)
Command added	-	↓ ↘ ⇒ Ⓐ+Ⓑ+Ⓚ	<ul style="list-style-type: none"> <li>Added the new move "Full Moon Glow" as part of the new "Soul Attack" mechanic.</li> <li>Hitting the opponent midair will ground them and allow you to continue your offensive.</li> </ul>
Command added	-	Shura Blade	<ul style="list-style-type: none"> <li>Added a new powered-up state called "Shura Blade" that can be triggered in battle.</li> <li>Certain actions will trigger its activation.</li> <li>Techniques that trigger Shura Blade: <ul style="list-style-type: none"> <li>Thunderbolt Blade (Critical Edge: Ⓐ+Ⓑ+Ⓚ)</li> <li>Shura's Embrace (While Soul Charged ↑ Ⓑ+Ⓚ)</li> <li>Tanegashima Terror (When hit by a projectile during Relic)</li> <li>Bamboo Blind Slice (After Reversal Edge hits Ⓐ.Ⓐ.Ⓐ)</li> </ul> </li> <li>Shura Blade will remain active until the round ends.</li> <li>It will deactivate after a K.O., ring out, or when time runs out and players advance to the next round.</li> <li>Special attacks are available while Shura Blade is in effect.</li> <li>Techniques available while Shura Blade is active: <ul style="list-style-type: none"> <li>Step Sinister Divide (↓ ↘ ⇒ Ⓑ+Ⓚ)</li> <li>Heaven's Advance (While rising Ⓑ+Ⓚ.Ⓑ)</li> <li>Hell's Advance (↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓑ.Ⓑ.Ⓑ)</li> </ul> </li> </ul>
Command added	-	New Actions for Season 2	<ul style="list-style-type: none"> <li>New commands have been added. <ul style="list-style-type: none"> <li>Celestial Divide (Ⓑ.Ⓑ.Ⓑ) (Changed from Tribute)</li> <li>Celestial Divide ~ Mist (Ⓑ.Ⓑ.Ⓑ)</li> <li>Wind Hole Vortex (⇐ Ⓐ+Ⓑ)</li> <li>Wind Hole Vortex ~ Mist (⇐ Ⓑ+Ⓚ)</li> <li>Divine Tale (While rising Ⓑ+Ⓚ)</li> <li>Sky Dance (During Mist ⇐ Ⓑ)</li> <li>Sky Dance ~ Relic (During Mist ⇐ Ⓑ)</li> <li>Tanegashima Terror (When hit by a projectile during Relic)</li> <li>Warrior's Resolve (During Relic Ⓑ)</li> <li>Relic Low Kick (During Relic ⇐ Ⓚ)</li> <li>Relic Low Kick ~ Relic (During Relic ⇐ Ⓚ)</li> <li>Shura's Embrace (While Soul Charged ↑ Ⓑ+Ⓚ)</li> <li>Step Sinister Divide (During Shura Blade ↓ ↘ ⇒ Ⓑ+Ⓚ)</li> <li>Heaven's Advance (During Shura Blade while rising Ⓑ+Ⓚ.Ⓑ)</li> <li>Hell's Advance (During Shura Blade ↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓑ.Ⓑ.Ⓑ)</li> </ul> </li> </ul>
Command added	-	↑ Ⓐ+Ⓚ (Training mode only)	Created a command for "Shura's Embrace" unique to training mode.
Behavior Adjustment	↑	↓ Ⓐ While crouching Ⓐ	Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	During Mist Ⓐ+Ⓑ	<ul style="list-style-type: none"> <li>Adjusted the move to make it harder to miss after guarding an opponent's attack with the Guard Impact properties triggered after a revenge attack.</li> <li>Decreased the opening after the attack by 2 frames.</li> </ul>
Balance Adjustment	↑	Ⓐ.Ⓐ.Ⓐ	<ul style="list-style-type: none"> <li>Sped up the start-up of the 3rd attack and prevented it from being evaded by crouching after the 2nd attack hits.</li> <li>Decreased the opening after the attack by 2 frames.</li> <li>Increased the length of stun inflicted by 2 frames when the attack hits or is guarded.</li> </ul>
Balance Adjustment	↑	↓ Ⓐ+Ⓑ	<ul style="list-style-type: none"> <li>Changed the attack's move level to "medium."</li> <li>Decreased the opening after the attack by 2 frames.</li> </ul>
Balance Adjustment	↑	Ⓐ+Ⓑ	Increased the move's base damage.
Balance Adjustment	↑	⇐ Ⓐ+Ⓑ	<ul style="list-style-type: none"> <li>Added a Lethal Hit condition</li> <li>Made the Lethal Hit condition "Triggers upon hit after using Shura Blade."</li> <li>The Lethal Hit will no longer be triggered if activated once or if you advance to the next round.</li> </ul>
Balance Adjustment	↑	⇒ Ⓐ+Ⓑ During Mist Ⓐ+Ⓑ	Greatly increased the amount the soul gauge is filled when the attack hits.
Balance Adjustment	↑	During Mist ↘ or ↓ or ↘ During Relic ↘ or ↓ or ↘	<ul style="list-style-type: none"> <li>Sped up the timing at which attacks in the stances can be performed by 8 frames.</li> <li>The low stance state can now be extended with ↘ or ↓ or ↘.</li> </ul>
Balance Adjustment	↑	During Relic Ⓑ	<ul style="list-style-type: none"> <li>Changed the attack's move level from "medium" to "strong."</li> <li>The amount of guard stamina reduced remains the same.</li> </ul>
Balance Adjustment	↑	After reversal edge hits Ⓑ	<ul style="list-style-type: none"> <li>Decreased the opening after the attack hits by 2 frames.</li> <li>As the Critical Edge start-up has been delayed, this adjustment was made to ensure the Critical Edge still combos.</li> </ul>
Balance Adjustment	↑ ↓	Ⓐ+Ⓑ+Ⓚ	<ul style="list-style-type: none"> <li>Delayed the attack's start-up by 2 frames.</li> <li>Enlarged the vertical hitbox to make it easier to make contact with the opponent at the intended time.</li> <li>Made it possible for the opponent to perform an ukemi.</li> <li>Increased the move's base damage.</li> <li>Increased the length of stun inflicted when guarded by 4 frames.</li> <li>Now triggers Mitsurugi's unique powered-up state "Shura Blade".</li> </ul>
Balance Adjustment	↑ ↓	⇒ Ⓐ	<ul style="list-style-type: none"> <li>The following adjustments were made to make it easier to attack with Relic moves and to overall improve close combat attack options. <ul style="list-style-type: none"> <li>Changed the opponent's behavior upon hit or guard, and reduced the distance between the character and the opponent.</li> <li>Increased the length of stun inflicted by 2 frames when the attack hits or is guarded.</li> </ul> </li> </ul>
Balance Adjustment	↑ ↓	↘ Ⓐ	<ul style="list-style-type: none"> <li>Increased the move's base damage.</li> <li>Enlarged the hitbox to make it easier to make contact with the opponent at the intended time.</li> <li>Decreased the length of stun inflicted by 2 frames when the attack lands as a counter hit.</li> </ul>
Balance Adjustment	↓	Ⓑ.Ⓑ ↘ Ⓑ During Relic Ⓚ	<ul style="list-style-type: none"> <li>Adjusted the move's tracking and the size of its hitbox to reduce cases in which it could hit opponents moving to your side.</li> <li>Decreased the duration of "Ⓑ.Ⓑ" by 1 frame. (updated on 12/10)</li> </ul>
Balance Adjustment	↓	⇒ Ⓐ+Ⓑ	<ul style="list-style-type: none"> <li>Decreased the move's base damage.</li> <li>Decreased the amount of guard stamina the attack reduces.</li> </ul>
Balance Adjustment	↓	During Relic ⇐ Ⓑ	Increased the opening after failing to repel an enemy's attack by 4 frames.
Balance Adjustment	↓	While soul charged Ⓑ Ⓐ	Made the attack unusable as a guard crush.
Balance Adjustment	↓	While soul charged ↓ ↓ or ↑ ↑ Ⓑ.Ⓑ	<ul style="list-style-type: none"> <li>Added scaling to the combo damage after the 2nd attack hits.</li> <li>Reduced the base damage of the 2nd attack.</li> </ul>
Balance Adjustment	↓	While soul charged ↓ ↘ ⇒ Ⓐ upon hit or guard Ⓐ.Ⓑ	Added scaling to the combo damage after the 3rd attack hits.

# Seong Mi-na

We made adjustments to Seong Mi-na with which you will enjoy swinging her weapon strongly more than ever. We added a horizontal attack which is useful for stopping the opponent's 8-way run and a new ability which increase her soul gauge by performing an attack with hold inputs. These adjustments facilitate her powerful way of fighting.

The new move "Seong's Supernal Strike" is Seong Mi-na's "Soul Attack" which allows you to ground a downed opponent. By combining it to a combo, you can continue your offense with Soul Charged attacks.

We limited combo damage and ring out capability for several combos used in Season 1 by adjusting the direction and distance an opponent flies. It is important to use the combos and other attacks tactfully depending on the situation. For example, you can choose the direction your opponent flies with the new attack, "Rising Heaven".

Category	Nerf/buff	Move (EN)	Description (EN)
Command added	-	↓ ↘ ⇒ A+Ⓟ+Ⓚ ↓ ↘ ⇒ A+Ⓟ+Ⓚ	<ul style="list-style-type: none"> <li>Added the new move "Seong's Supernal Strike" as part of the new "Soul Attack" mechanic.</li> <li>Using "↓ ↘ ⇒ A+Ⓟ+Ⓚ" will slow the attack's start-up, but increase its power.</li> </ul>
Command added	-	New Actions for Season 2	<ul style="list-style-type: none"> <li>New commands have been added.</li> <li>- Strangling Flower (ⓅⓀ)</li> <li>- Rising Heaven (↓ ↘ ⇒ Ⓟ.Ⓚ)</li> <li>- Rising Heaven (↓ ↘ ⇒ A+Ⓟ.Ⓚ) (Training mode only)</li> <li>- Rising Exalted Blade (↓ ↘ ⇒ Ⓟ.Ⓟ)</li> <li>- Rising Storm Kick (↓ ↘ ⇒ Ⓟ.Ⓚ)</li> <li>- Wild Monsoon (↘ A+Ⓟ/↘ A+Ⓟ) (updated on 12/10)</li> <li>- Heavy Willow Divide (↓ ↓ or ↑ ↑ A+Ⓟ.Ⓚ)</li> </ul>
Command added	-	Ⓟ.Ⓟ Ⓟ.Ⓟ.Ⓟ While soul charged Ⓟ.Ⓟ.Ⓟ (updated on 12/10)	<ul style="list-style-type: none"> <li>Inputting "Ⓟ.Ⓟ." or "Ⓟ.Ⓟ.Ⓟ" will now power up the attack.</li> <li>Lengthened the timing of input window for follow-up attacks after "Ⓟ.Ⓟ" to make the move easier to perform. (updated on 12/10)</li> </ul>
Balance Adjustment	↑	Attacks with Hold Inputs	<ul style="list-style-type: none"> <li>The soul gauge will now increase when holding the attack button to change an attack's properties. How much the gauge is filled varies by attack.</li> <li>Note: This does not apply to "Ⓟ+Ⓟ".</li> </ul>
Balance Adjustment	↑	A+Ⓟ+Ⓚ	<ul style="list-style-type: none"> <li>Increased the length of stun inflicted by 2 frames when the attack is guarded.</li> </ul>
Balance Adjustment	↑	⇒ A	<ul style="list-style-type: none"> <li>Increased the amount of guard stamina the attack reduces.</li> </ul>
Balance Adjustment	↑	Ⓟ.↔.Ⓟ	<ul style="list-style-type: none"> <li>Reduced the distance between the character and the opponent when the 1st attack hits at a distance.</li> <li>Sped up the attack's start-up by 2 frames.</li> </ul>
Balance Adjustment	↑	↘ Ⓟ Ⓚ ↘ Ⓟ Ⓚ (fast) (updated on 12/10)	<ul style="list-style-type: none"> <li>Enlarged the attack's vertical hitbox.</li> <li>Decreased the opening after the attack by 4 frames.</li> <li>Decreased the length of stun inflicted by 2 frames when the attack is guarded.</li> </ul>
Balance Adjustment	↑	↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓟ	<ul style="list-style-type: none"> <li>Changed the attack's move level to "strong."</li> </ul>
Balance Adjustment	↑ ↓	While rising Ⓟ+Ⓚ	<ul style="list-style-type: none"> <li>Increased the move's base damage, but added scaling to the move's combo damage.</li> <li>Increased the amount the soul gauge is filled by a Lethal Hit.</li> </ul>
Balance Adjustment	↑ ↓	↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓟ+Ⓚ	<ul style="list-style-type: none"> <li>Adjusted the move so the 2nd and 3rd attack will be guarded in succession once the 1st attack is guarded.</li> <li>Reduced the distance between the character and the opponent when the 2nd hit lands. This adjustment was made to stabilize combos.</li> <li>Changed the opponent's behavior to a standing position when the 3rd hit is guarded.</li> <li>Changed the direction the opponent flies when hit in midair by the 3rd hit.</li> </ul>
Balance Adjustment	↓	A+Ⓟ While soul charged ↘ ↘ or ⇒ ⇒ or ↘ ↘ A.Ⓚ	<ul style="list-style-type: none"> <li>Added scaling to the move's combo damage.</li> </ul>

# Taki

We expanded the attack options for Taki as a close-range specialist in Season 2, who is good at close-range rushing and combo attacks using Mekki-Marui at her waist which deals chip damage to an guarding opponent. The new move "Quake Slash" is Taki's "Soul Attack" which is a vertical combo attack useful in close-range battles and allows you to deal damage, even if the opponent is guarding. It is recommended that you shift to "Possession" upon a hit and perform a newly added low attack, "Vacuum Drop Kick".  
 "Cursed Talisman" is effective in hitting your opponent to the edge of the stage. We altered "Cursed Talisman" to allow you to shift to "Possession Rush" for a quicker close-range battle.  
 "Stalker" can be shifted to "Stalker Cloud", a low attack with a wide attack range. Now you can put more pressure on your opponent in close-range battles by using these new actions.

Category	Nerf/buff	Move (EN)	Description (EN)
Command added	-	↓↘→(A)+⑥+Ⓚ ↓↘→(A)+⑥+Ⓚ.↵	Added the new move "Quake Slash" as part of the new "Soul Attack" mechanic. ·Using ↵ after the attack shifts you to Possession.
Command added	-	New Actions for Season 2	New commands have been added. - Heavy Shadow (⑥.④.↵Ⓚ) - Explosive Talisman ~ Possession Rush (⇒⑥.⑥ upon hit or guard ⇒) - Cursed Talisman ~ Possession Rush (↵↘or↵↵or↵↵⑥ upon hit or guard ⇒) - Specter Extermination (↵↘or⇒⇒or↵↵+⑥/↵↘or⇒⇒or↵↵+⑥) - Stalker Cloud (During Stalker Ⓚ) - Vacuum Drop Kick (During Possession ↓or↑⑥+Ⓚ) - Silent Thunder (During Possession ↓or↑⑥+Ⓚ upon hit ⑥) - Sundering Talisman (While Soul Charged ④.④.Ⓚ.⑥) - Sundering Talisman ~ Possession Rush (While Soul Charged ④.④.Ⓚ.⑥.⇒) - Deliverance Slash (While Soul Charged ↵⑥.⑥)
Behavior Adjustment	-	↓or↑⑥+Ⓚ	·Adjusted the move's tracking to reduce instances in which follow-up attacks would be performed away from the opponent.
Behavior Adjustment	↑	⑥.Ⓚ / ⑥.Ⓚ Ⓚ.Ⓚ.↓Ⓚ (3rd attack) ↵Ⓚ.Ⓚ (2nd attack) ↵↘or↵↵or↵↵ During Stalker ④ During jump ④ ↵↘or⇒⇒or↵↵ During Wind Roll ④ After reversal edge hits ④.④.④	·Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	⇒⑥.⑥ ↵↘or↵↵or↵↵	·Sped up the timing of the move upon hit or guard up until the talisman portion of the attack.
Behavior Adjustment	↑	During Distorted Breeze ⑥	·Adjusted the move to make it harder to miss after guarding an opponent's attack using Guard Impact properties.
Behavior Adjustment	↑	During Possession Ⓚ	·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.
Balance Adjustment	↑	④.④.⑥	·Increased the length of stun inflicted by 2 frames when the attack is guarded. ·Changed the opponent's behavior upon hit and increased the stun inflicted upon hit by 4 frames.
Balance Adjustment	↑	⑥.④.Ⓚ ⑥.Ⓚ	·Changed the opponent to a standing state when the 1st attack hits. <del>·Changed the opponent's behavior when the "Ⓚ" portion of the attack lands as a counter hit, making follow-up attacks possible. This note was incorrect hence deleted. (12/10)</del> ·Changed the opponent's behavior when the "Ⓚ" portion of the attack lands as a counter hit, so it knocks opponents down. (updated on 12/10)
Balance Adjustment	↑	↵Ⓚ.Ⓚ	·Increased the length of stun inflicted when guarded by 4 frames.
Balance Adjustment	↑	↵↘or⇒⇒or↵↵	·Reduced the distance between the character and the opponent when a Lethal Hit is triggered.
Balance Adjustment	↑	↵↘or↵↵or↵↵	·Changed the opponent's behavior when the attack lands as a counter hit, making follow-up attacks possible.
Balance Adjustment	↑	During Possession ⇒⑥.④	·Increased the length of stun inflicted by 6 frames when the attack is guarded.
Balance Adjustment	↑ ↓	During Wind Roll Ⓚ ⇒⑥+Ⓚ ⑥⇒.⑥+Ⓚ ↵Ⓚ.Ⓚ.⑥+Ⓚ ↓↓or↑↑Ⓚ.⇒⑥+Ⓚ During Distorted Breeze Ⓚ.⇒⑥+Ⓚ After reversal edge hits ④.⑥+Ⓚ	·Increased the move's base damage. ·Changed the opponent's behavior when the attack lands while on the ground, making it harder to achieve a ring out. ·Made it possible for the opponent to perform an ukemi when the attack hits them in midair.
Balance Adjustment	↓	↵Ⓚ.Ⓚ.Ⓚ	·Reduced the distance the opponent flies when hit.
Balance Adjustment	↓	While down ⑥+Ⓚ Facing away ⑥+Ⓚ (updated on 12/10)	·Added scaling to the move's combo damage.

# Maxi

Maxi performs endless combo attacks through seven stances based on Seven Stars of the Big Dipper. He became more appealing with adjustments in Season 2. Although he could perform strong attacks through special stances when Soul Charged, Soul Charge itself was only done during a normal stance in Season 1. The new moves "Zodiac Dragon's Might" and "Guardian Dragon's Might" is Maxi's "Soul Attack" which allows you to attack while shifting to a Soul Charged state and choose the next stance. The moves will be essential for you to create new attacking options. You can increase your soul gauge by performing an attack after "Seven Stars Rebirth", which switches your stances, and you will get new stronger attacks if you light up all seven stars. Although the ring out capability of combos with Critical Edges diminished a little, the variations of your attacks widened on the whole in Season 2.

Category	Nerf/buff	Move (EN)	Description (EN)
Command added	-	↓ ↘ ⇒ A+B+K During Neutral Guard ↓ ↘ ⇒ A+B+K	Added the new moves "Zodiac Dragon's Might" and "Guardian Dragon's Might" as part of the new "Soul Attack" mechanic. The 2nd hit is automatically performed upon hit or guard, and shifts you into a stance after the attack. Which stance you are in afterward varies by input. <ul style="list-style-type: none"> <li>Inputting nothing will shift you to Right Cross.</li> <li>⇒ while moving forward will shift you to Left Outer.</li> <li>⇐ while moving backward will shift you to Right Cross.</li> <li>↓ (↑ when on player 2's side) while moving right will shift you to Right Outer.</li> <li>↑ (↓ when on player 2's side) while moving left will shift you to Neutral Guard.</li> </ul>
Command added	-	New Actions for Season 2	<ul style="list-style-type: none"> <li>Commands have been added/changed.</li> <li>- Crushing Tidal Cry (While crouching ↘B)</li> <li>- Steel Dragon (⇒⇒B) (Now returns you to the normal Right Inner stance.)</li> <li>- Steel Dragon ~ Left Outer (⇒⇒B)</li> <li>- Heaven's Guard (While in any stance B+B)</li> <li>- Neutral Guard ~ Left Inner (During Neutral Guard ⇐)</li> <li>- Tidal Crash ~ Right Outer (During Neutral Guard B+K)</li> <li>- Flying Snake's Tale (During Left Outer while Soul Charged A+B)</li> <li>- Jewel of the Deep ~ Right Outer (During Behind Lower while Soul Charged A+B)</li> <li>- Jewel of the Deep ~ Right Cross (During Behind Lower while Soul Charged B+B)</li> <li>- Shadow Ravine Carve ~ Behind Lower (During Left Inner while Soul Charged A+B)</li> <li>- Seven Stars Storm (During Seven Stars Severance &amp; during Right Outer K)</li> <li>- Seven Stars Maelstrom (During Seven Stars Severance &amp; during Left Inner B)</li> </ul>
Command added	-	↓ ↓ or ↑ ↑ B	Damage can now be increased by pressing B at the right timing.
Command changed	-	B+K.B.B.A	Changed the move so that it will be performed in full even if the input timing isn't exact. The move only deals its original amount of damage when performed with exact timing.
Behavior Adjustment	-	↘ ↙ or ⇐ or ↻ K	Adjusted the timing at which the character is treated as being midair / crouching to match how the move appears onscreen.
Behavior Adjustment	↑	↘ K.K During jump A During Right Outer A.K During Right Outer A.K During Right Outer K During Behind Lower K During Behind Lower while soul charged K During Left Outer K	Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Balance Adjustment	↑	Attacks Performed from Seven Stars Rebirth	Performing an attack after Seven Stars Rebirth will light up a star corresponding to your stance, and each new star you light up will increase your soul gauge. <b>No star would be lighted up when an opponent was knocked out by the attack before however now a star will be lighted up in that situation. (updated on 12/10)</b>
Balance Adjustment	↑	↘ A.B During jump B	Reduced the distance between the character and the opponent when the move is guarded.
Balance Adjustment	↑	During Right Cross B	Increased the length of stun inflicted by 10 frames when guarded.
Balance Adjustment	↑	During Left Inner B	Reduced the opening after the attack by 4 frames.
Balance Adjustment	↑	↘ ↙ or ⇐ or ↻ K.A.B	<ul style="list-style-type: none"> <li>Reduced the distance between the character and the opponent upon hit or guard.</li> <li>Adjusted the hitbox and tracking to reduce instances in which the move would miss partway through a combo.</li> </ul>
Balance Adjustment	↑	⇒ ⇒ B ⇒ ⇒ B	Even if it is not an attack counter, the move now triggers a Lethal Hit if it lands against a revenge attack. Previously, landing the attack as an attack counter was included in the Lethal Hit condition, but now the condition has been made less strict.
Balance Adjustment	↑	↘ B	<ul style="list-style-type: none"> <li>Reduced the distance between the character and the opponent when the move hits.</li> <li>Increased the length of stun inflicted by 2 frames when the attack hits.</li> <li>Distance from the opponent differed based on whether the attack landed as a normal hit or a counter hit. This difference has been removed.</li> </ul>
Balance Adjustment	↑ ↓	⇐ A.A.A.B	<ul style="list-style-type: none"> <li>Reduced the distance between the character and the opponent when the attack lands to reduce cases in which the 2nd attack would miss after the 1st attack lands and the 4th attack would miss after the 3rd attack lands.</li> <li>Increased the length of stun inflicted by 4 frames when the 1st attack hits or is guarded. This is to improve attack options after shifting to Behind Lower.</li> <li>Added scaling to the combo damage when the 3rd attack hits.</li> </ul>
Balance Adjustment	↑ ↓	↘ K.A	<ul style="list-style-type: none"> <li>Adjusted the 2nd attack so it can no longer be evaded by crouching after the 1st attack lands.</li> <li>Following the adjustment above, shortened the timing of input window for the 2nd attack. Changed Nerf/Buf arrow. (updated on 12/10)</li> <li>Reduced the distance between the character and the opponent when the 2nd attack is guarded, and increased stun inflicted by 1 frame.</li> </ul>
Balance Adjustment	↑ ↓	During jump K	<ul style="list-style-type: none"> <li>Enlarged the lower hitbox to make it easier for the attack to hit enemies in low stances.</li> <li>Added scaling to the move's combo damage.</li> </ul>
Balance Adjustment	↑ ↓	During Right Outer B.B.K During Left Outer B.K	<p>The following adjustments were made to "During Right Outer B.B.K" and "During Left Outer B.K".</p> <ul style="list-style-type: none"> <li>Added scaling to the move's combo damage.</li> <li>Changed the opponent's behavior when the move lands as a counter hit. This was done to make it easier to hit with a follow-up attack.</li> </ul> <p>The following adjustments were made to "During Right Outer B.B.K" and "During Left Outer B.K".</p> <ul style="list-style-type: none"> <li>Increased the move's base damage.</li> </ul>
Balance Adjustment	↑ ↓	During Right Cross A.A	<ul style="list-style-type: none"> <li>Sped up the start-up of the 2nd attack by 4 frames. This is to make it more effective against opponents who are in a standing guard against "During Right Cross A.B".</li> <li>Changed the opponent's behavior when the 1st attack hits to ensure the 2nd hit still combos.</li> <li>Reduced the distance between the character and the opponent when the 1st attack is guarded.</li> <li>Decreased the length of stun inflicted by 2 frames when the 1st attack is guarded.</li> </ul>
Balance Adjustment	↓	A+B+K During Neutral Guard A+B+K	Lowered the height the opponent is launched into the air when hit on the ground.
Balance Adjustment	↓	↑ ↑ A	<ul style="list-style-type: none"> <li>Decreased the length of stun inflicted by 4 frames when the attack is guarded.</li> <li>Reduced the distance between the character and the opponent when the move is guarded.</li> </ul>
Balance Adjustment	↓	During Right Outer K	Reduced the distance the opponent flies when hit in midair.

# Voldo

Voldo uses various moves at both front/away-facing positions and special moves like "Mantis Crawl" and "Calioistro Rush". We made adjustments to improve the variety of Voldo's attack in Season 2. Since his effective attacks mainly comes from his special stances, we improved his horizontal attack which can be performed from a front-facing position. We also widened the attack variation by adding attacks to/from an away-facing position and to/from Calioistro Rush.

The new move "Demonic Drill" is Voldo's "Soul Attack" which can be performed from both positions, facing forward and away. Using Soul Charge usually switches positions however, this new Soul Attack "Demonic Drill" allows you to activate Soul Charge state without switching positions and will lead you to more offensive fights.

Category	Nerf/buff	Move (EN)	Description (EN)
Command added	-	↓↘↘⇒(A)+(B)+(K) Facing away ↓↘↘⇒(A)+(B)+(K)	Added the new move "Demonic Drill" as part of the new "Soul Attack" mechanic. It can be performed while facing forward or while facing away.
Command added	-	New Actions for Season 2	New commands have been added. <ul style="list-style-type: none"> <li>- Fiendish Puppet ~ facing away (B).B.(A)</li> <li>- Corrupt Puppet (↑(A)+(B))</li> <li>- Corrupt Puppet ~ Calioistro Rush (↑(A)+(B)or↑(A)+(B).⇒)</li> <li>- Rolling Onslaught (During Mantis Crawl with feet toward opponent (B).B)</li> <li>- Rolling Blitz (During Mantis Crawl with head toward opponent (B).B)</li> <li>- Blind Lunatic Doll (Facing away ↘(A))</li> <li>- Blind Mute Middle Kick (Facing away ↘(K))</li> <li>- Blind Skewer (During Calioistro Rush ⇒(B))</li> <li>- Nether Claw (During Calioistro Rush while Soul Charged (A).(A)+(B))</li> </ul>
Command changed	-	⇒(B) While crouching ↘(K)	"⇒(B).⇒" or "While crouching ↘(K).⇒" can now be used to shift to Calioistro Rush.
Behavior Adjustment	-	↘↘or⇒or⇒or↘↘(A)+(B).(K)	Fixed an issue in which the move would temporarily reduce the tracking of the opponent's attack.
Behavior Adjustment	-	While opponent is downed ↓(A)+(B)	Adjusted the camerawork upon hit, and made it harder for the characters to switch positions on screen.
Behavior Adjustment	-	While soul charged ↘(A)+(B) While soul charged & jumping (K) While soul charged & facing away ↓↘↘⇒(K)	Adjusted the input window to prevent an attack during Death Roll from accidentally being performed.
Behavior Adjustment	↑	⇒(A) During jump (A)	Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑ ↓	(B).(B)	<ul style="list-style-type: none"> <li>- Changed the opponent to a standing state when the 2nd attack hits. This adjustment was made with the new command "(B).(B).(A)" in mind.</li> <li>- Following the adjustment above, shortened the timing of input window for the 3rd attack. Changed Nerf/Buf arrow. (updated on 12/10)</li> </ul>
Behavior Adjustment	↑ ↓	Facing away & during 8-way run (K)	<ul style="list-style-type: none"> <li>- Fixed an issue in which the character would be treated as being in a midair state for longer than their appearance would suggest.</li> <li>- Adjusted the move to reduce instances in which the 2nd hit would miss when the 1st hit landed as a counter hit.</li> </ul>
Balance Adjustment	↑	↘(A)	<ul style="list-style-type: none"> <li>- Increased the move's base damage.</li> <li>- Increased the length of stun inflicted by 2 frames when the attack is guarded.</li> <li>- Increased the length of stun inflicted by 4 frames when the attack hits.</li> <li>- Changed the opponent's behavior when the attack lands as a counter hit so that they will be knocked down.</li> </ul>
Balance Adjustment	↑	↔(A)	<ul style="list-style-type: none"> <li>- Increased the move's base damage.</li> <li>- Changed the opponent's behavior when the attack is guarded to reduce the distance between the character and the opponent.</li> </ul>
Balance Adjustment	↑	↘(A)+(B) While soul charged ↘(A)+(B) While soul charged (A).(A).(A)	<ul style="list-style-type: none"> <li>- The move is treated as a special middle attack if the high horizontal portion of the move misses.</li> <li>- The special middle attack will hit the opponent even when they are in a crouching state, effectively reducing the risk of the attack when it misses.</li> <li>- Base damage when the move lands on an opponent in a crouching or downed state has been reduced.</li> <li>- To accommodate shifting to Death Roll, the attack will track the opponent's direction after hit or guarded.</li> </ul>
Balance Adjustment	↑	While soul charged ↘↘or⇒or⇒or↘↘(B).(B)	<ul style="list-style-type: none"> <li>- The 1st attack now hits a downed opponent.</li> <li>- This change was made primarily to provide more opportunities to use the move in combos.</li> </ul>
Balance Adjustment	↑ ↓	⇒(A).(A)	<ul style="list-style-type: none"> <li>- Sped up the 1st attack's start-up by 2 frames.</li> <li>- Lengthened the interval of time between the 1st attack and the 2nd attack by 2 frames. Changed Nerf/Buf arrow. (updated on 12/10)</li> </ul>
Balance Adjustment	↑ ↓	↘(A)+(B)	<ul style="list-style-type: none"> <li>- Reduced the size of the 1st hit's horizontal hitbox to reduce cases in which it would hit opponents moving to your side.</li> <li>- Changed the behavior when the 1st hit lands on a downed opponent, preventing the 2nd hit from being evaded by an ukemi.</li> <li>- Adjusted the move's tracking and hitbox to prevent the 2nd hit from missing (only applied when the 1st hit lands).</li> <li>- Increased the length of stun inflicted by 2 frames when the 2nd hit lands or is guarded.</li> </ul>
Balance Adjustment	↓	↔(K) Facing away ↔(K)	Reduced the size of the move's horizontal hitbox to reduce cases in which it could hit opponents moving to your side.
Balance Adjustment	↓	⇒(A)+(B)	Made the attack unusable as a guard crush.
Balance Adjustment	↓	During Mantis Crawl (A)	Adjusted the opponent's behavior upon hit regardless of whether the character's feet or head are facing the opponent. Follow-up attacks used previously are no longer possible, but "During Mantis Crawl (K)" combos against an opponent in a standing state.
Balance Adjustment	↓	During Mantis Crawl (K)	<ul style="list-style-type: none"> <li>- Reduced the size of the move's horizontal hitbox to reduce cases in which it could hit opponents moving to your side (only while the opponent is moving sideways).</li> <li>- Changed the opponent to a standing position when the move is guarded.</li> <li>- Delayed the shift to Mantis Crawl after the attack by 2 frames.</li> </ul>
Balance Adjustment	↓	During Mantis Crawl with feet toward opponent (B)	Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↓	During Mantis Crawl while soul charged (B)+(K)	Added scaling to the move's combo damage.

# Sophitia

Sophitia is the standard character in the series who is well-balanced in both offence and defense. We made her even easier to play for more players in Season 2. The new move "Zeus's Fulmination" is Sophitia's "Soul Attack" which aims to provide more attacking opportunities with Soul Charged attacks. You can utilize "Zeus's Fulmination" as a new use of soul gauge since it can be performed from a normal stance and Angel Step and allows you to move first regardless of hit or guard. Some attacks were weakened however, we believe that you will enjoy the battles with a fresh mind since more battle plans can be created with the addition of new actions such as "Angelic Retribution" and "Elysium Kick" which provide effective attacks at any range.

Category	Nerf/buff	Move (EN)	Description (EN)
Command added	-	↓ ↘ ⇒ A+@+K During Angel Step A+@+K During Twin Angel Step A+@+K	Added the new move "Zeus's Fulmination" as part of the new "Soul Attack" mechanic. Allows you to move first after the move hits or is guarded, and puts you into a Soul Charged state to continue your offensive.
Command added	-	New Actions for Season 2	New commands have been added. - Elysium Kick (While crouching ↘K) - Angelic Retribution (During Angel Step A+@) - Seraphim Castigation (During Angel Step while Soul Charged A+@) - Archangel Strike (During Angel Step while Soul Charged @+K) - Judgment Spark (While Soul Charged ↓ ↓ or ↑ ↑ @.A.K) - Judgment Spark (While Soul Charged ⇒A+@ to Guard Impact vs. opponent's middle vertical attack, then A.K)
Command added	-	↘ A+@ While soul charged ⇒A+@ While soul charged ↘ A+@	•The following command was added as a variation of El Fortune (⇒A+@), which automatically activates a counterattack after repelling a middle attack. - El Fortune (Synergy) (↘ A+@) •The counterattack performed after a successful Guard Impact becomes different to ⇒A+@.  - El Kudos (While Soul Charged ⇒A+@) - El Kudos (Synergy) (While Soul Charged ↘ A+@) •Works on high and middle attacks. •Added Resist Impact properties. •Sped up the start-up timing of the attack's repel properties by 2 frames.
Command added	-	While soul charged @.@.@@ While soul charged ⇐A+@.@ While soul charged ↘ or ⇐ or ↘ or ↘ ⇐ A+@.@	•The final attack can now be powered up with @. •Adjusted the final hit's tracking in order to prevent the move from missing when near the edge of the stage. •Decreased the amount of guard stamina "@.@@.@" reduces.
Behavior Adjustment	-	A.A.A.⇒ ⇒A.A.⇒ ↘ or ⇐ or ↘ or ↘ A.⇒ After reversal edge hits A.⇒	•Adjusted the input window to fix an issue where follow-up attacks during Angel Step would sometimes become harder to perform.
Behavior Adjustment	-	↘ or ⇐ or ↘ or ↘ A+@	•Made the duration of the 1st hit the same as that for "⇐A+@". •Made the behavior when deflecting with a Reversal Edge the same as that for "⇐A+@".
Behavior Adjustment	↑	⇐ A During jump A	•Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Balance Adjustment	↑	↘ @ ↓ ↘ ⇒ A.A While soul charged ↓ ↘ ⇒ A.A	•Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑	During Angel Step @ During Angel Step @ (fast) During Twin Angel Step @ ↓ @.@ @+K.@ Note: All commands include soul charged versions.	•Lengthened the input window for follow-ups with ⇐ and @ upon hit, making them easier to perform. No change was made to the difficulty when performing the moves with exact timing.
Balance Adjustment	↑ ↓	↘ K	•Increased the move's base damage when it hits at close range. •Changed the opponent's behavior when it hits at close range. •Decreased the length of stun inflicted by 4 frames when the attack hits as a normal hit at long range.
Balance Adjustment	↓	↘ ↘ or ⇒ or ↘ or ↘ @	•Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↓	⇐ A+@ ↘ or ⇐ or ↘ or ↘ A+@	•Changed the move level of "⇐A+@" to "weak," giving it the same properties as "↘ or ⇐ or ↘ or ↘ A+@". •Decreased the base damage of "↘ or ⇐ or ↘ or ↘ A+@", giving it the same properties as "⇐A+@".
Balance Adjustment	↓	↘ ↘ or ⇒ or ↘ or ↘ A While soul charged @+K.@ While soul charged ↓ @.@ While soul charged & crouching @.@	•Decreased the move's base damage.

# Siegfried

We made adjustments to Siegfried with which you can utilize a Critical Edge and "Dark Legacy" more practically in battles by adding new commands. Since Critical Edge can be performed from "Chief Hold" you will have more chances of landing a Critical Edge during an air combo in Season 2.  
 Soul Attack "Lone Warrior" shifts to "Reverse Side Hold" with Soul Charged state after the attack. Since you can move first regardless of hit or guard, you can perform a mix-up from Reverse Side Hold or use powerful Soul Charge attacks by switching to other special stances.  
 "↓ or ↑ ⊕ + ⊗" was invincible against vertical attacks in Season 1, however it now performs a parrying action against the opponent's vertical attacks just like a Reversal Edge. This change was made to slow down the timing to shift to Chief Hold.

Category	Nerf/buff	Move (EN)	Description (EN)
Command added	-	↓ ↘ ⇒ ⊕ + ⊕ + ⊗	Added the new move "Lone Warrior" as part of the new "Soul Attack" mechanic. Shifts to Reverse Side Hold after the attack.
Command added	-	New Actions for Season 2	New commands have been added. - Rampart Buster (⊕ ⇐) - Grievous Knee (While crouching ↘ ⊗) - Vengeful Assault (While crouching ↘ ⊗ (hit)) - Vengeful Storm (During Dark Legacy while crouching ↘ ⊗ (hit)) - Remnant Star (↘ ↘ or ⇐ or ⇐ or ↘ ↘ ⊕ + ⊕) - Remnant Star ~ Reverse Side Hold (↘ ↘ or ⇐ or ⇐ or ↘ ↘ ⊕ + ⊕) - Rook Obliterator (While Soul Charged ⇒ ⇒ ⊕ . ⊕) - Rook Obliterator ~ Base Hold (While Soul Charged ⇒ ⇒ ⊕ . ⊕) - Fiend Obliterator (During Reverse Side Hold while Soul Charged ⊕ + ⊕ . ⊕) - Fiend Obliterator ~ Base Hold (During Reverse Side Hold while Soul Charged ⊕ + ⊕ . ⊕) - Crimson Scar (During Chief Hold ⊕ + ⊕ + ⊗)
Behavior Adjustment	↑	⇐ ⊗ ↘ ⊗ . ⊗ . ⊗ During jump ⊕ During jump ⊗ . ⊗ While rising ⊕ ↘ ↘ or ⇐ ↘ ⊕ ⊕ + ⊕ + ⊗	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Balance Adjustment	↑	During Side Hold ⊗	• Added a Lethal Hit condition • Made the Lethal Hit condition "Triggers upon counter hit while Dark Legacy is active."
Balance Adjustment	↑	During Reverse Side Hold ⊕	• Increased the length of stun inflicted by 6 frames when the attack is guarded.
Balance Adjustment	↑	Base Hold	• Made the opponent unable to perform a reverse impact when their attack is repelled by this stance's Guard Impact properties. • How open the opponent becomes after their attack is repelled still depends on the repelled attack's move level.
Balance Adjustment	↑ ↓	↘ ↘ or ⇐ or ⇐ or ↘ ↘ ⊗	• Reduced the distance the opponent flies when hit in midair. • Decreased the opening after the attack by 14 frames.
Balance Adjustment	↑ ↓	During Reverse Side Hold ⊗	The following adjustments were made to make it easier to open up the opponent's guard with "During Reverse Side Hold ⊕". • Sped up the attack's start-up by 2 frames. • Increased the move's base damage. • Decreased the length of stun inflicted by 4 frames when the attack is guarded.
Balance Adjustment	↑ ↓	During Dark Legacy ⇒ ⊕ + ⊕	• Decreased the amount of guard stamina the attack reduces. • Decreased the opening after the attack by 2 frames.
Balance Adjustment	↓	↘ ⊕ ↘ ⊕ During Base Hold ⊕	• Added scaling to the combo damage when the attack lands as a Lethal Hit. No changes were made to normal combo damage.
Balance Adjustment	↓	↓ or ↑ ⊕ + ⊗ While in any stance ↓ or ↑ ⊕ + ⊗	The move was invincible against vertical attacks in Season 1, but it now performs a parrying action against the opponent's vertical attacks. This change was made to adjust the timing at which you shift to Chief Hold.



# Ivy

Ivy can attack an opponent who keeps their distance by using her snake sword which shape can be changed at will. You will enjoy middle to long range battles using the unique weapon with the addition of pokes and enhancement of special stance "Serpent's Embrace". While we made some attacks which were not so effective before more attractive, we limited ring out capability. On the whole, she became a character with whom you can enjoy unique battle styles more than Season 1.

The new move "Heartless Confession" is Ivy's "Soul Attack" which has quick start-up and a long reach. You can use the move effectively aiming for openings after a missed attack. It can also be used as a combo after dragging an opponent in using "Lash of Atonement" followed by Soul Charged attacks from "Serpent's Embrace".

Category	Nerf/buff	Move (EN)	Description (EN)
Command added	-	↓ ↘ ⇒ A+B+K ↓ ↘ ⇒ A+B+K	<ul style="list-style-type: none"> <li>Added the new move "Heartless Confession" as part of the new "Soul Attack" mechanic.</li> <li>Using "↓ ↘ ⇒ A+B+K" after the attack will shift you to Serpent's Embrace.</li> </ul>
Command added	-	New Actions for Season 2	<ul style="list-style-type: none"> <li>New commands have been added.</li> <li>- Dancing Wisp (Ⓢ ⇒)</li> <li>- Dancing Wisp ~ Serpent's Embrace (A ⇒)</li> <li>- Danger Range (Ⓢ ⇒)</li> <li>- Dancing Gnome (↘ B+K) / ↘ B+K</li> <li>- Lash of Atonement (↘ A+Ⓢ / while crouching ↘ A+Ⓢ)</li> <li>Note: Commands for Vile Condemnation are narrowed down to "↓ ↘ A+Ⓢ / while crouching ↓ ↘ A+Ⓢ".</li> <li>- Lost Pledge (While crouching ↘ A+Ⓢ)</li> <li>- Serpent's Embrace (↓ ↘ ⇒ K)</li> <li>- Summon Suffering (During Serpent's Embrace ↘ ⇒ ↓ ↘ A+Ⓢ)</li> <li>- Calamity Symphony (During Serpent's Embrace ↘ ⇒ ↘ ⇒ A+Ⓢ)</li> </ul>
Command added	-	↘ ↘ or ↘ ↘	<ul style="list-style-type: none"> <li>Inputting "↘ ↘ or ↘ ↘" will now power up the attack.</li> <li>Inputting "↘" after the attack will now make you face away.</li> </ul>
Behavior Adjustment	↑	<ul style="list-style-type: none"> <li>Ⓢ</li> <li>⇒ Ⓢ, A</li> <li>While rising Ⓢ, Ⓢ</li> <li>During jump Ⓢ, Ⓢ, Ⓢ</li> <li>While rising Ⓢ</li> <li>↘ Ⓢ ↑</li> <li>Ⓢ+Ⓢ</li> <li>↘ Ⓢ+K</li> <li>During Serpent's Embrace ↘ Ⓢ+K</li> </ul>	<ul style="list-style-type: none"> <li>Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.</li> </ul>
Behavior Adjustment	↓	While soul charged ↓ ↓ or ↑ ↑ A+Ⓢ, Ⓢ	<ul style="list-style-type: none"> <li>The following changes were made to fix an issue in which some characters could not interrupt the 2nd attack with a Guard Impact after guarding the 1st attack.</li> <li>Enlarged the hitbox of the 1st hit of the 2nd attack to ensure contact is made with the opponent at the intended time.</li> <li>Decreased the length of stun inflicted by 1 frame when the 1st attack is guarded.</li> <li>Decreased the opening after the 1st attack by 1 frame to maintain the difference in stun.</li> </ul>
Balance Adjustment	↑	↘ A	<ul style="list-style-type: none"> <li>Changed the opponent's behavior when the attack lands as a counter hit (at close range) and increased the stun inflicted by 4 frames.</li> </ul>
Balance Adjustment	↑	↓ Ⓢ	<ul style="list-style-type: none"> <li>Changed the opponent's behavior when the attack lands as a counter hit so that they will be knocked down.</li> </ul>
Balance Adjustment	↑	⇒ Ⓢ, ↓ or ↑	<ul style="list-style-type: none"> <li>Changed the opponent's behavior when the move lands at the furthest possible distance.</li> <li>The move is designed to hit 2 times in a row when at a distance. This change was made to ensure this will happen more reliably.</li> <li>Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.</li> <li>Increased the 2nd attack's base damage.</li> <li>Decreased the opening after the 2nd attack by 4 frames.</li> </ul>
Balance Adjustment	↑	⇒ A+Ⓢ	<ul style="list-style-type: none"> <li>Decreased the opening after the 1st attack by 4 frames.</li> <li>Changed the 2nd attack from a special low attack to a special middle attack.</li> <li>Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.</li> </ul>
Balance Adjustment	↑	⇒ Ⓢ+K ⇒ Ⓢ+K	<ul style="list-style-type: none"> <li>Sped up the attack's start-up by 2 frames.</li> <li>Increased the move's base damage after shifting to an attack throw.</li> </ul>
Balance Adjustment	↑	↓ Ⓢ+K ↘ Ⓢ+K	<ul style="list-style-type: none"> <li>Enlarged the attack's hitbox both forward and backward.</li> </ul>
Balance Adjustment	↑	↘ ↘ or ↘ ↘ or ↘ ↘	<ul style="list-style-type: none"> <li>Increased the distance at which the attack can shift to an attack throw upon hit.</li> </ul>
Balance Adjustment	↑	Facing away A	<ul style="list-style-type: none"> <li>Increased the move's base damage.</li> <li>Changed the opponent's behavior upon midair hit, making follow-up attacks possible.</li> </ul>
Balance Adjustment	↑ ↓	↘ ↘ ⇒ ↘ ↘ ⇒ A+Ⓢ	<ul style="list-style-type: none"> <li>Added a difference in damage dealt between a normal hit and a counter hit when grabbing an opponent from either the front or the side. The move will now deal less damage upon normal hit compared to before, but will deal more damage upon counter hit.</li> <li>Note: There will be no change in damage dealt when grabbing an opponent from behind.</li> <li>Made it possible for the opponent to perform an ukemi. (updated on 12/10)</li> <li>Changed the both characters' behavior upon a successful Grapple Break so that they can start moving at the same timing. (updated on 12/10)</li> </ul>
Balance Adjustment	↓	↑ A+Ⓢ, Ⓢ	<ul style="list-style-type: none"> <li>Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.</li> <li>Changed the opponent's behavior when the attack lands in midair, making it harder to achieve a ring out.</li> </ul>
Balance Adjustment	↓	Ⓢ+K	<ul style="list-style-type: none"> <li>Changed the opponent's behavior when the attack lands in midair, allowing for different types of follow-ups not possible before.</li> </ul>
Balance Adjustment	↓	↘ ↘ or ⇒ or ↘ ↘	<ul style="list-style-type: none"> <li>Decreased the move's base damage.</li> <li>Added scaling to the move's combo damage.</li> <li>Adjusted the distance the opponent is knocked back upon midair hit, making it harder to achieve a ring out.</li> </ul>
Balance Adjustment	↓	While soul charged ⇒ ↘, Ⓢ	<ul style="list-style-type: none"> <li>Added scaling to the move's combo damage.</li> </ul>



# Xianghua

Xianghua fights with moves which are low-risk and easy to perform combining feints with "Silent Xia Sheng" and combos.  
 We gave more options to her fighting style with feints in Season 2. The opportunities for attacks through "Silent Xia Sheng" are increased with new commands added. And new moves "Serene Echo" and "Burning Lotus Blade" which are activated through a low special stance "Playful Xia Sheng" enabling you open up the opponent's guard with middle and low attacks.  
 The new move "Windswept Blossom" is Xianghua's "Soul Attack" which is a two-strike attack combining a long reach thrust and a horizontal attack. It will work as an offense starter. Performing "Silent Xia Sheng" now increases soul gauge and allows you to spend it using powerful actions. This new property will be a key to success in Season 2.

Category	Nerf/buff	Move (EN)	Description (EN)
Command added	-	↓ ↘ ⇒ A+B+K. A ↓ ↘ ⇒ A+B+K. @ @ ↓ ↘ ⇒ A+B+K. @ ↓	<ul style="list-style-type: none"> <li>Added the new move "Windswept Blossom" as part of the new "Soul Attack" mechanic.</li> <li>Canceling the 2nd attack with "↓ ↘ ⇒ A+B+K. @ @" will shift you to Silent Xia Sheng, and canceling with "↓ ↘ ⇒ A+B+K. @ ↓" will shift you to Playful Xia Sheng.</li> </ul>
Command added	-	New Actions for Season 2	<ul style="list-style-type: none"> <li>New commands have been added.</li> <li>- Feng Yun Feint ( @ @. @ )</li> <li>- Double Feng Yun ( @ @. @ )</li> <li>- Feng Yun Feint ~ Silent Xia Sheng ( @ @ )</li> <li>- Muu Jiann Rhythm ~ Silent Xia Sheng (While rising A)</li> <li>- Mei Hua Twilight~Silent Xia Sheng (While crouching S A)</li> <li>- Serene Echo (During Playful Xia Sheng A. @)</li> <li>- Serene Echo ~ Silent Xia Sheng (During Playful Xia Sheng A)</li> <li>- Burning Lotus Blade (During Playful Xia Sheng @. @)</li> </ul>
Command added	-	Against crouching opponent ↓ or ↘ A+@ Against crouching opponent ↘ A+@. @+@	The moves can now be used from Silent Xia Sheng and Playful Xia Sheng.
Behavior Adjustment	-	While crouching S B+@	Fixed an issue in which not holding @ to perform "While crouching B+@" would perform "While crouching S B+@".
Behavior Adjustment	↑	While crouching S A. A	Extended the timing during which you can repel the opponent's attack by 2 frames.
Behavior Adjustment	↑	While crouching S A. @ During jump A ↓ ↓ or ↑ ↑ A+B	Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	↘ ↘ or ⇒ ⇒ or ↘ ↘ A+B	Enlarged the hitbox to make it easier to make contact with the opponent at the intended time.
Behavior Adjustment	↑	During Silent Xia Sheng @+@ During Playful Xia Sheng @+@	Fixed an issue in which kick moves could not be repelled.
Behavior Adjustment	↓	While crouching S A. @	Fixed an issue in which this attack would sometimes be incorrectly treated as a counter hit.
Balance Adjustment	↑	Silent Xia Sheng	<ul style="list-style-type: none"> <li>Shifting to the stance now increases the soul gauge.</li> <li>How much the soul gauge increases varies based on the command used to enter the stance.</li> <li>This change does not apply to commands that shift you to Playful Xia Sheng.</li> </ul>
Balance Adjustment	↑	⇒ A. A	<ul style="list-style-type: none"> <li>Changed the opponent's behavior when the 1st attack hits and increased the stun inflicted by 4 frames.</li> <li>Sped up the start-up of the 2nd attack by 4 frames.</li> <li>Increased the length of stun inflicted by 2 frames when the 2nd attack is guarded.</li> </ul>
Balance Adjustment	↑	⇒ A+B ⇐ A+B ↓ A+B	Adjusted the move to now restore guard stamina when a Lethal Hit is triggered.
Balance Adjustment	↑	During jump K. @	<ul style="list-style-type: none"> <li>The following adjustments were made to make the move more viable in stun combos.</li> <li>Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.</li> <li>Changed the opponent's behavior when the 2nd hit of the 1st attack lands as a counter hit.</li> <li>Sped up the attack's start-up by 2 frames.</li> </ul>
Balance Adjustment	↑	↓ ↘ ⇐ A+@	Adjusted the move to now restore guard stamina.
Balance Adjustment	↑	During Silent Xia Sheng @ During Playful Xia Sheng @	Changed the opponent's behavior when the attack lands as a counter hit, making follow-up attacks possible.
Balance Adjustment	↑ ↓	↘ A+@. @+@	<ul style="list-style-type: none"> <li>The following adjustments were made to mitigate the large difference between performing the move with and without exact timing.</li> <li>Increased the move's base damage.</li> <li>Added scaling to the move's combo damage.</li> <li>This also applies to the new commands "During Silent Xia Sheng ↘ A+@. @+@" and "During Playful Xia Sheng ↘ A+@. @+@".</li> </ul>
Balance Adjustment	↑ ↓	↘ ↘ or ⇒ ⇒ or ↘ ↘ @. @	<ul style="list-style-type: none"> <li>Decreased the opening after the 1st attack by 2 frames.</li> <li>Changed the opponent's behavior when the 1st attack is guarded and increased the stun inflicted by 4 frames.</li> <li>Increased the length of stun inflicted by 6 frames when the 2nd attack is guarded.</li> <li>Reduced the distance between the character and the opponent when the 2nd attack hits or is guarded.</li> <li>Decreased the amount of guard stamina the attack reduces.</li> </ul>
Balance Adjustment	↓	A. @. @	Reduced the base damage of the 3rd attack.
Balance Adjustment	↓	⇒ A+B	<ul style="list-style-type: none"> <li>Changed the timing at which scaling is added to the combo damage from after the 2nd hit to after the 1st hit.</li> <li>Increased the opening after the attack hits as a Lethal Hit by 2 frames. This is to fix an issue in which high-damage combos could only be dealt against certain characters.</li> </ul>
Balance Adjustment	↓	While rising @	Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↓	↘ ↘ or ⇐ or ↘ ↘ A	Added scaling to the move's combo damage.

# Yoshimitsu

We made adjustments in which you will find it more fun to close the gap between you and your opponent by adding close-range moves which Yoshimitsu has always preferred and also middle-ranged moves which had less options before. We added some counteractions to the fact that "Resist Impact" repels Unblockable Attacks in Season 2 since Unblockable Attacks have been very important to Yoshimitsu's fighting style. You can utilize the new moves "Flashing Steel" and "Spectral Blade" to break tough situations since the moves trigger a Lethal Hit. Soul Attack "Yin and Yang Recursion" shifts to "Super Dragonfly" after the attack. You can perform the powerful attack from the sky during Soul Charged state. It will be your deadly weapon.

Category	Nerf/buff	Move (EN)	Description (EN)
Command added	-	↓ ↘ ⇒ A + B + K	<ul style="list-style-type: none"> <li>Added the new move "Yin and Yang Recursion" as part of the new "Soul Attack" mechanic.</li> <li>Shifts you to Super Dragonfly after the attack.</li> <li>The move appears to damage you, but no health is required to trigger it.</li> </ul>
Command added	-	New Actions for Season 2	<ul style="list-style-type: none"> <li>New commands have been added.</li> <li>- Parting Thrust (A ⇒)</li> <li>- Side Blow (A B)</li> <li>- Flashing Steel (While crouching ↘ A)</li> <li>- Heretic Sword (While crouching ↘ B)</li> <li>- Spectral Blade (A + B, A + B)</li> <li>- Suicide ~ Cancel (⇒ A + K, B)</li> <li>- Good Will (⇒ A + B, ↓)</li> <li>- Good Will ~ Cancel (⇒ A + K, ↓, B)</li> <li>- Buzzing Flea (During Flea ⇒ A)</li> </ul>
Command added	-	During Manji Dragonfly while soul charged B	<ul style="list-style-type: none"> <li>Inputting "During Manji Dragonfly while Soul Charged B" can now power up an attack while shifting its timing.</li> </ul>
Command added	-	While crouching ↘ A + B (Training mode only)	<ul style="list-style-type: none"> <li>Created a command for "Flashing Steel" unique to training mode.</li> </ul>
Command changed	-	↓ ↘ ⇒ A + B ↓ ↘ ⇒ K	<ul style="list-style-type: none"> <li>Changed commands to reduce instances in which the moves would be performed unintentionally when trying to perform other attacks.</li> <li>From "↓ ↘ ⇒ A + B" to "⇐ ↘ ↓ ↘ ⇒ A + B"</li> <li>From "↓ ↘ ⇒ K" to "⇐ ↘ ↓ ↘ ⇒ K"</li> </ul>
Behavior Adjustment	-	During Super Dragonfly B + K	<ul style="list-style-type: none"> <li>Fixed an issue in which inputting "B + K" during directional input would not perform "During Super Dragonfly B + K".</li> </ul>
Behavior Adjustment	-	During Manji Dragonfly B	<ul style="list-style-type: none"> <li>Fixed an issue in which certain inputs while Soul Charged would perform the normal version of "During Manji Dragonfly B" instead of the Soul Charged version.</li> </ul>
Behavior Adjustment	↑	During Flea K	<ul style="list-style-type: none"> <li>Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.</li> </ul>
Behavior Adjustment	↑	During Flea ⇒ ⇒	<ul style="list-style-type: none"> <li>Adjusted the input window to reduce instances in which "During Flea ⇒ ⇒" would unintentionally be performed when inputting "⇒ ⇒ ☆ B".</li> <li>Fixed an issue in which performing this attack while facing away and against a downed opponent would cause the 2nd hit to be performed while turning around.</li> </ul>
Balance Adjustment	↑	Attacks During Flea	<ul style="list-style-type: none"> <li>Flea attacks can now be performed at any time while walking.</li> <li>Fixed an issue in which the inputs for the following moves would not be registered if the attack button was held.</li> <li>- Flea Hop (During Flea ↘ or ↑ or ↗)</li> <li>- Flea Walk (During Flea ⇐ or ⇒)</li> <li>- Flea Digger (During Flea ↘ or ↓ or ↘)</li> </ul>
Balance Adjustment	↑	B + B	<ul style="list-style-type: none"> <li>Sped up the attack's start-up by 2 frames.</li> </ul>
Balance Adjustment	↑	During Manji Dragonfly while soul charged A, B	<ul style="list-style-type: none"> <li>Increased the length of stun inflicted when the 1st attack is guarded and reduced the distance between the character and the opponent (only when the 2nd attack has been inputted).</li> <li>This adjustment was made to make it harder for the opponent to evade the 2nd attack with an 8-way run after guarding the 1st attack. (The move can be interrupted with a Soul Charge or a Resist Impact.)</li> </ul>
Balance Adjustment	↑ ↓	During Flea B	<ul style="list-style-type: none"> <li>Increased the length of stun inflicted by 2 frames when the attack is guarded.</li> <li>Reduced the size of the move's horizontal hitbox to reduce cases in which it could hit opponents moving to your side (only when the opponent is moving sideways).</li> </ul>
Balance Adjustment	↓	⇐ B A + B	<ul style="list-style-type: none"> <li>Changed the opponent's behavior when the attack lands on the ground, allowing for different types of follow-ups not possible before.</li> </ul>
Balance Adjustment	↓	⇒ A + B	<ul style="list-style-type: none"> <li>Decreased the length of stun inflicted by 4 frames when the attack is guarded.</li> </ul>
Balance Adjustment	↓	During Manji Dragonfly while soul charged B, A (updated on 12/10)	<ul style="list-style-type: none"> <li>Added scaling to the move's combo damage.</li> </ul>

# Nightmare

Nightmare is a power fighter with an all-out offensive style.

We made adjustments with which you can play even more powerful fights. The new move "Harbinger of Doom" is Nightmare's "Soul Attack" which boasts an overwhelmingly long reach and is the only Soul Attack which can be triggered even while Soul Charged. This allows you to keep your Soul Charged state and overpower your opponent quickly.

We also added useful options such as a throw technique "Wicked Torture" from which you can shift to Terror Charge and "Cursed Shutter" which makes middle horizontal attacks easier to use.

Category	Nerf/buff	Move (EN)	Description (EN)
Command added	-	↓ ↘ ⇒ (A)+(B)+(K) During Grim Stride (A)+(B)+(K)	Added the new move "Harbinger of Doom" as part of the new "Soul Attack" mechanic. Unlike with other characters' moves, this move can be triggered even while Soul Charged.
Command added	-	New Actions for Season 2	New commands have been added. - Wicked Torture (↓ ↘ ⇒ (A)+(B)/During Grim Stride (A)+(B)) - Cursed Shutter (↘ (A).(B)) - Ether Lord's Carnage (While Soul Charged ↘ ↘ or ⇒ ⇒ or ↘ ↘ (B).(B)) - Grim Lord's Violation (During Grim Stride while Soul Charged (B).(B))
Behavior Adjustment	↑	While soul charged ↘ ↘ or ⇒ ⇒ or ↘ ↘ (K).(K)	·Increased the tracking and enlarged the hitbox for the 2nd attack after the 1st attack lands against a grounded opponent. This change was made to stabilize combos like "↘ (A) ~ While Soul Charged ⇒ ⇒ (B).(B)".
Behavior Adjustment	↓	↘ ↘ or ⇒ ⇒ or ↘ ↘ (K)	·Reduced the size of the move's horizontal hitbox to reduce cases in which it could hit opponents moving to your side. ·Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Balance Adjustment	↑	(B).(B)	·Increased the length of stun inflicted when guarded by 4 frames.
Balance Adjustment	↑	(A)+(B)+(K)	·Now triggers Terror Charge.
Balance Adjustment	↑ ↓	(B).(B) (B).(B) (fast)	·Increased the move's base damage (does not apply to the fast version). ·Added scaling to the move's combo damage. (updated on 12/10)
Balance Adjustment	↑ ↓	While crouching ↘ (B)	·Delayed the start-up of the attack by 2 frames. This is to prevent it from being used in combos with extremely high ring out properties. ·Increased the length of stun inflicted by 8 frames when the attack is guarded.
Balance Adjustment	↑ ↓	During Grim Stride while soul charged (A)+(B)	·Decreased the amount of guard stamina the attack reduces. ·Adjusted the move so the 2nd and 3rd attack will be guarded in succession once the 1st attack is guarded.
Balance Adjustment	↓	(A)+(B) ↘ (B).(B) During Grim Stride while soul charged (K).(K) During Night Side Stance while soul charged (A)+(B)	·Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↓	During jump (K)	·Decreased the based damage of "↑ (K)" and "↘ (K)" to make them the same as "↘ (K)".