

Astaroth

Astaroth boasts great raw power with his devastating throws.

We added new throws "Vile Titan" and "Wicked Judgement" which you perform after you dodge high attacks and charge towards your opponent. These attacks will be strong options for dominating close range battles.

We also added "Bear Tamer" which is useful as a control technique at middle-range, "Death Bringer" which is useful as a counter after dodging a high attack by crouching, and a new feature in which you activate a Lethal Hit after an opponent succeeds in a certain number of grapple breaks.

The new move "Fiendish Assault" is Astaroth's "Soul Attack" which is a middle horizontal attack with a quick start-up. It will be used as a starter for attacks with Soul Charge.

| Category | Nerf/buff | Move (EN) | Description (EN) |
|---------------------|-----------|------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Command added | - | ↓ ↘ ⇒ A + B + K ↓ ↘ ⇒ A + B + K | <ul style="list-style-type: none"> Added the new move "Fiendish Assault" as part of the new "Soul Attack" mechanic. Using "↓ ↘ ⇒ A + B + K" will activate revenge properties just before the attack hits. |
| Command added | - | New Actions for Season 2 | <ul style="list-style-type: none"> New commands have been added. - Bear Tamer (B.A)/B.⇒A) - Death Bringer (While crouching B+B) - Burial (Against downed opponent B+B ↓) - Vile Titan (⇒⇐A+B) - Wicked Judgement (⇐⇒A+B) - The Rack (Against an opponent facing away A+B) Note: Back throw has been changed to "Against an opponent facing away ⇐A+B". - Titan Swing (↘ ↗ or ⇐ ⇐ or ↘ ↘ A+B / ↘ ↗ or ⇐ ⇐ or ↘ ↘ A+B) |
| Behavior Adjustment | ↑ | ↘ A | <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 | ↑ | B.B | <ul style="list-style-type: none"> Reduced the distance between the character and the opponent when the 1st attack hits or is guarded at a distance. Changed the opponent's behavior when the 1st attack lands as a counter hit. This adjustment was made in tandem with the new commands "B.B" and "B.⇒A" to make it harder for the move to miss partway through a combo. |
| Behavior Adjustment | ↑ | While soul charged ⇒B.A | <ul style="list-style-type: none"> Fixed an issue in which Soul Charge time would decrease more than expected. |
| Balance Adjustment | ↑ | B+B | <ul style="list-style-type: none"> Sped up the attack's start-up by 2 frames. |
| Balance Adjustment | ↑ | ⇐B | <ul style="list-style-type: none"> Reduced the distance between the character and the opponent with the move lands as a normal hit. Changed the opponent's behavior when the attack lands as a counter hit so that they will be knocked down. |
| Balance Adjustment | ↑ | ⇒K | <ul style="list-style-type: none"> Added a Lethal Hit condition Made the Lethal Hit condition "Triggers upon hit after opponent successfully performs a grapple break 5 or more times." Grapple break count can be carried over between battles. |
| Balance Adjustment | ↑ | ⇒B+K ⇒B+K | <ul style="list-style-type: none"> In addition to "⇒B+K", "⇒B+K" is now also a Lethal Hit technique. The Lethal Hit condition has been changed to "Triggers upon hit immediately after a successful revenge attack." Both triggering revenge properties on ⇒B+K itself and triggering revenge properties on other attacks can fulfill this Lethal Hit condition. |
| Balance Adjustment | ↑ ↓ | ↘ A | <ul style="list-style-type: none"> Increased the length of stun inflicted by 2 frames when the attack is guarded. Changed the opponent's behavior when the attack lands as a counter hit so that they will not be knocked down. |
| Balance Adjustment | ↑ ↓ | B.⇒.B | <ul style="list-style-type: none"> Decreased the opening after the 1st attack by 6 frames. Changed the opponent's behavior when the 2nd attack is guarded to reduce the distance between the character and the opponent. Decreased the length of stun inflicted by 8 frames when the 2nd attack is guarded. |
| Balance Adjustment | ↑ ↓ | ⇒A+B | <ul style="list-style-type: none"> Increased the length of stun inflicted by 6 frames when the attack is guarded. Reduced the distance between the character and the opponent when the move is guarded. Increased the length of stun inflicted by 4 frames when landing as a counter hit. The move can be comboed into a throw against crouching opponents. |
| Balance Adjustment | ↓ | ⇒A+B ↓ B+K.⇒A+B | <ul style="list-style-type: none"> Added scaling to the move's combo damage when grabbing a midair opponent. |

Inferno

We added the new move "Annihilation Bringer" which is Inferno, the boss character's "Soul Attack". You can take advantage of the fearsome move to eliminate opponents efficiently since Inferno can activate a lot of Lethal Hits when Soul Charged.

| Category | Nerf/buff | Move (EN) | Description (EN) |
|---------------|-----------|-------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Command added | - | ↓↘⇒Ⓐ+Ⓑ+Ⓔ During Vile Glare Ⓐ+Ⓑ+Ⓔ | Added the new move "Annihilation Bringer" as part of the new "Soul Attack" mechanic. Unlike with other characters' moves, this move can be triggered even while Soul Charged. |

Cervantes

We added new actions using a gun to Cervantes who wields a pistol sword. The new move "Cyclops Carnage" is Cervantes's "Soul Attack" which allows you to attack your opponent with his sword at a close-range first, then with his gun at a long-range. You can utilize it to aim at your opponent after they miss at a long-range or attack with Soul Charged attacks by canceling his shooting at a close-range. You will enjoy attacking while Soul Charged with new strong Break Attacks and throws.

"Storm Maker" is a useful vertical attack which can be used based on the number of gun hits and allows you to perform it while closing in and triggers a Lethal Hit. We recommend that you perform high damaging attacks actively while suppressing your opponent's 8-way run using "Slant Cross".

| Category | Nerf/buf | Move (EN) | Description (EN) |
|---------------------|----------|---------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Command added | - | ↓ ↘ ⇒ (A+B)+K ↓ ↘ ⇒ (A+B)+K.Ⓞ | <ul style="list-style-type: none"> Added the new move "Cyclops Carnage" as part of the new "Soul Attack" mechanic. Follows the sword attack with a gun attack. The gun attack can be canceled with "↓ ↘ ⇒ (A+B)+Ⓞ.Ⓞ". |
| Command added | - | New Actions for Season 2 | <ul style="list-style-type: none"> New commands have been added. - Iceberg Circular (A+B) (Now returns you to a neutral stance.) - Iceberg Circular ~ Dread Charge (A+B) - Slant Cross (↘ A+B) - Vile Dirge (↘ B+B) - Storm Maker (↘ B+B) (hit) - Storm Front Culverin (While Soul Charged B ⇒ .B) - Flash Geo Da Ray (While Soul Charged ↓ ↘ ⇒ B) - Phantasm Fleet (While Soul Charged ↘ ↘ or ↘ ↘ or ↘ ↘ A+B) |
| Command added | - | ↘ (A+B) (hit, training mode only) | Created a command for "Storm Maker" unique to training mode. |
| Command added | - | Ⓞ ↓ | <ul style="list-style-type: none"> Inputting "Ⓞ ↓" will now prevent a Lethal Hit from being activated. This was done for a player to control the timing of Lethal Hit activation and use it more tactically. (updated on 12/10) |
| Command changed | - | While crouching ↘ B | Added a command that performs "Bloody Hoist" (↘ ↘ or ↘ ↘ or ↘ ↘ B). |
| Behavior Adjustment | - | ↓ (A+B) (Training mode only) | Lengthened the input window to make the move easier to perform. |
| Behavior Adjustment | - | ↔ (A+B) ↑ (A+B) During Dread Charge while soul charged ↑ A+B E After reversal edge hits A.B | <ul style="list-style-type: none"> This is now regarded as a projectile command with the addition of new mechanic Resist Impact. So it is not a type of normal vertical attack anymore. Lethal Hit condition like "Triggers upon hit after opponent misses a vertical attack" will not apply to this attack. (updated on 12/10) |
| Behavior Adjustment | ↑ | Hitbox Size | Fixed an issue involving the hitbox reduction implemented to more easily evade the opponent's vertical attack by moving sideways. The reduction previously did not apply in the same way to other characters. |
| 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 | ↑ | Ⓞ ⇔ | Adjusted the 1st hit's tracking to prevent it from missing unintentionally. |
| Behavior Adjustment | ↑ | Ⓞ B During Dread Storm (A) During Dread Charge (B) | Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing. |
| Behavior Adjustment | ↑ | During Dread Charge (A) | Added a time frame during which the character is treated as being in midair before the attack. |
| Behavior Adjustment | ↑ | During Dread Charge (B) | In the event of a guard crush, the move now shifts to a landing action. |
| Behavior Adjustment | ↑ ↓ | ↘ ↘ or ↘ ↘ or ↘ ↘ A+B | <ul style="list-style-type: none"> Fixed an issue occurring when pressing an opponent against a wall, in which the timing at which the opponent hit the wall or the direction they bounced off of it would vary by character. Increased the opening after the attack by 2 frames when pressing an opponent against a wall. (updated on 12/10) |
| Behavior Adjustment | ↓ | After reversal edge hits A.B | Changed the move to make it so getting hit with a Guard Impact no longer throws the character back. |
| Balance Adjustment | ↑ | B.B.B | <ul style="list-style-type: none"> Reduced the distance between the character and the opponent when the 1st attack is guarded (only when following up with the 2nd attack). Changed the opponent's behavior when the 2nd attack hits and increased the length of stun inflicted by 6 frames. (updated on 12/10) Increased the length of stun inflicted by 2 frames when the 2nd attack is guarded. Increased the length of stun inflicted by 4 frames when the 3rd attack is guarded. |
| Balance Adjustment | ↑ | While rising (B) | Increased the length of stun inflicted by 4 frames when the attack is guarded. |
| Balance Adjustment | ↑ | While crouching (A+B) | Increased the length of stun inflicted by 6 frames when the attack is guarded. |
| Balance Adjustment | ↑ | While crouching ↘ B ↘ ↘ or ↘ ↘ or ↘ ↘ B | Increased the length of stun inflicted by 6 frames when the attack is guarded. |
| Balance Adjustment | ↑ | ↘ ↘ or ↘ ↘ or ↘ ↘ A | Decreased the opening after the attack by 2 frames. |
| Balance Adjustment | ↑ | ⇒ ⇒ B | Increased the move's base damage. |
| Balance Adjustment | ↑ | ↘ ↘ or ↘ ↘ B | Changed the attack's move level from "medium" to "strong." Additionally, improved all of the attack's properties, such as the amount of guard stamina the attack reduces. |
| Balance Adjustment | ↑ | ↓ ↓ or ↑ ↑ B | <ul style="list-style-type: none"> Changed the opponent's behavior upon hit to make it the same as their behavior against "↓ ↓ or ↑ ↑ B", making follow-up attacks possible. Increased the length of stun inflicted by 10 frames when the attack is guarded. |
| Balance Adjustment | ↑ | ↘ ↘ or ↘ ↘ or ↘ ↘ B | <ul style="list-style-type: none"> Decreased the opening after the attack by 4 frames. Decreased the stun inflicted upon hit by 4 frames to maintain the difference in stun when the attack lands as a normal hit. Changed the opponent's behavior when the attack lands as a normal hit or a counter hit, making it easier to continue your offensive. Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances. |
| Balance Adjustment | ↑ | During Dread Storm (B) During Dread Charge while soul charged ↓ or ↑ B. K | <ul style="list-style-type: none"> Increased the move's base damage. Changed the opponent's behavior when the attack is guarded and increased the length of stun inflicted by 6 frames. (updated on 12/10) |
| Balance Adjustment | ↑ ↓ | ↓ (A+B) | <ul style="list-style-type: none"> Added scaling to the combo damage when the attack lands as a Lethal Hit. Increased the length of stun inflicted by 2 frames when the attack is guarded. |
| Balance Adjustment | ↓ | Ⓞ (A) | Added scaling to the move's combo damage. |

Raphael

Raphael specializes in vertical strikes and the speed and reach of his attacks are matchless. He also covers his opening after his move by his special stance "Preparation". We improved actions associated with "Preparation" making his fight more attractive in Season 2.

"Venom Impact", a combo starter, replaced a Reversal Edge during "Preparation" which was an important strategic option in Season 1. Its defensive capability remains the same.

The new move "Royal Serpent" is Raphael's "Soul Attack" which can shift to "Shadow Evade" after the attack, leading you to an opportunity to perform the new low attack "Mandrake Shaft". It will always be your great option to finish your opponent with sturdy defense.

| Category | Nerf/buff | Move (EN) | Description (EN) |
|---------------------|-----------|--------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Command added | - | ↓ ↘ ⇒ A+B+K | Added the new move "Royal Serpent" as part of the new "Soul Attack" mechanic. ·Using ↓ after the attack will shift you to Shadow Evade. |
| Command added | - | New Actions for Season 2 | Commands have been added/changed. - Spinning Affondo Thrust (↘ A+B) - Twin Vipers (During Quick Parade K) - Ebony Spindle (During Preparation A.K) - Lunging Press ~ Preparation (During Preparation ⇒ A) - King Cobra Strike (During Preparation A+B) - Quick Parade (During Preparation B+K) - Venom Impact (During Preparation B+K/B+K) (Changed from Venomous Strike.) - Mandrake Shaft (During Shadow Evade while Soul Charged K.B) |
| Command changed | - | During Preparation ↑ B+K | - Along with the addition of "Quick Parade (During Preparation B+K)", the command for "Cantarella Needle (Retreat)" has been changed. |
| Behavior Adjustment | ↑ | B.B ↘ K ↑ A+B B+B.B ↑ A+K (Training mode only) During Quick Parade A During Shadow Evade K | ·Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss. |
| Balance Adjustment | ↑ | ⇒ A.A | ·Increased the length of stun inflicted by 4 frames when the 1st attack is guarded. ·Adjusted the move so that the 1st and 2nd hit can be guarded in succession. |
| Balance Adjustment | ↑ | ↓ A While crouching A | ·Increased the length of stun inflicted by 2 frames when the attack is guarded. |
| Balance Adjustment | ↑ | ⇐ B+K | ·Changed the opponent's behavior upon a successful Guard Impact to reduce the distance between the character and the opponent. |
| Balance Adjustment | ↑ | During Quick Parade B.B | ·Increased the amount of guard stamina the attack reduces. |
| Balance Adjustment | ↑ ↓ | During Quick Parade A | ·Changed the opponent's behavior when the attack lands as a normal hit so that they will not be knocked down. ·Increased the length of stun inflicted by 2 frames when the attack is guarded. |
| Balance Adjustment | ↑ ↓ | During Preparation while soul charged B.B.A+B | ·Increased the length of stun inflicted when the repeated thrusting portion is guarded. This is to prevent the final attack from being interrupted by a Guard Impact. |
| Balance Adjustment | ↓ | A+B+K During Preparation A+B+K | ·Made it possible for the opponent to perform an ukemi. |
| Balance Adjustment | ↓ | ↑ A+B | ·Added scaling to the combo damage when the attack lands as a Lethal Hit. |
| Balance Adjustment | ↓ | B+B.B | ·Made guarding possible for the opponent after the attack lands as a normal hit. Note: This will not apply if the attack lands as a counter hit. |

Talim

Talim prefers close-range battles using special movements such as "Wind Sault" and attacks with high damage. We made her close-range battles more attractive by improving the usability of her main attacks and increasing options for her away-facing position. "Gale Force Kick" is a low kick with a small jump which can be performed to evade low quick attacks aiming at your legs such as "↓↘↘". "Encroaching Storm" is a middle vertical attack which can dodge high attacks. With these moves, you can try an offensive mind game even when you are in a disadvantageous situation.

Soul Attack "Typhoon Mabilis" triggers a tornado by the power of "Priestess of the Winds" and drags your opponent in, restoring your guard stamina at the same time. It will bring a breath of fresh air to middle-range battles.

| Category | Nerf/buff | Move (EN) | Description (EN) |
|---------------------|-----------|--------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Command added | - | ↓↘↘⇒(A)+(B)+(K) ↓↘↘⇒(A)+(B)+(K) | Added the new move "Typhoon Mabilis" as part of the new "Soul Attack" mechanic. Activating the move will grant the wind's blessing and restore guard stamina. ·Using "↓↘↘⇒(A)+(B)+(K)" after the attack will shift you to Wind Fury. |
| Command added | - | New Actions for Season 2 | New commands have been added. - Cross Breeze (⇒(B).(K)) - Gale Force Kick (Facing away ↓(B)+(A)) - Encroaching Storm (Facing away ↑(B)+(K)) - Wind Spirit Hiwa (During Wind Charmer (B).(A)) - Howling Winds (While Soul Charged ↓(B).(A).(B)) |
| Command added | - | Facing away (B)+(K).(A)+(B) Facing away (B)+(K).(A)+(B) | Inputting "Facing away (B)+(K).(A)+(B)" or "Facing away (B)+(K).(A)+(B)" will now power up the attack. |
| Behavior Adjustment | ↑ | (A).(A).(A) (A)+(B)+(K) Facing away (A)+(B)+(K) | ·Enlarged the hitbox, and adjusted tracking and distance moved in order to reduce instances in which the attack would unintentionally miss. |
| Behavior Adjustment | ↑ | ↓↘↘or↑↑(B).(B) (exact timing) | ·Fixed an issue in which the 2nd hit would sometimes fail to come out if the 1st hit missed, creating a large opening. |
| Behavior Adjustment | ↑ | During Wind Fury (B).(B) | ·Adjusted the move so that it will count as hitting or having been guarded (i.e., it didn't miss) if the 1st attack clashes with the opponent's attack or if the opponent uses a revenge attack against the 1st attack, allowing the 2nd attack to be performed. |
| Balance Adjustment | ↑ | (B)+(C) | ·Sped up the attack's start-up by 2 frames. |
| Balance Adjustment | ↑ | (A).(A).(B).(B) | ·Changed the opponent's behavior when the attack is guarded and increased the stun inflicted by 2 frames. Reduced the distance between the character and the opponent when the move is guarded. (updated on 12/10) |
| Balance Adjustment | ↑ | ⇒(B) | Along with the addition of the new command "⇒(B)", the following adjustments were made. ·Reduced the distance between the character and the opponent when the move hits. This is to prevent the 2nd attack from missing. ·Changed the opponent's behavior when hit midair, allowing the 2nd attack to hit as a combo. |
| Balance Adjustment | ↑ | During Wind Charmer (B) | ·Changed the opponent to a standing state when the attack hits. This adjustment was made with the new command "During Wind Charmer (B).(A)" in mind. |
| Balance Adjustment | ↑ | During Wind Charmer (A)+(B) | ·Added a Lethal Hit condition Made the Lethal Hit condition "Triggers upon hit after opponent misses a Guard Impact". |
| Balance Adjustment | ↑ | Wind Fury | ·Maintaining the Wind Fury stance will grant the wind's blessing and restore guard stamina over time. |
| Balance Adjustment | ↑ | During Wind Fury (B) during hit/guard (B) While soul charged ↓↘↘or⇒⇒or↗↗(B).(B) | ·Activating the move will grant the wind's blessing and restore guard stamina. |
| Balance Adjustment | ↑ ↓ | ↓↘↘⇒(B) | ·In addition to "↓↘↘⇒(B)", "↓↘↘⇒(B)" will now also land as a Lethal Hit when the condition "Triggers upon hit after opponent misses a Guard Impact" is met. ·Increased the length of stun inflicted when guarded by 4 frames. ·Fixed an issue in which base damage and combo damage scaling differed based on whether the move was performed from a crouching state or a standing state. |
| Balance Adjustment | ↑ ↓ | During jump (B) | ·Added scaling to the move's combo damage. ·Fixed an issue in which certain special inputs would improve the move's tracking. ·Adjusted the attack's hitbox and shortened the portion protruding from the back. |
| Balance Adjustment | ↑ ↓ | ↓↘↘or↑↑(A) During Wind Charmer while soul charged (A).(K).(A).(A) (updated on 12/10) | ·Decreased the opening after the attack by 2 frames. ·Added scaling to the move's combo damage. |
| Balance Adjustment | ↑ ↓ | During Wind Sault (A)+(B) | ·Changed the opponent to a standing position when the move is guarded. ·Increased the length of stun inflicted by 2 frames when the attack is guarded. |
| Balance Adjustment | ↑ ↓ | During Wind Fury (B) during hit/guard (B) | ·Added scaling to the combo damage when the attack lands as a Lethal Hit. ·Increased the length of stun inflicted by 2 frames when the 1st attack is guarded. |
| Balance Adjustment | ↓ | ↓↘↘or⇒⇒or↗↗(A)+(B) | ·Decreased the amount of guard stamina the attack reduces. ·Added scaling to the move's guard crush combo damage. |
| Balance Adjustment | ↓ | Facing away (B) | ·Changed the opponent's behavior when the move is guarded, and reduced the distance between the character and the opponent. ·Decreased the length of stun inflicted by 4 frames when the attack is guarded. |

Tira

We made major changes to Tira in Season 2. The following two conditions are no longer effective allowing you to fight with a personality change in mind more. "Tira will return to Jolly if she gets a Break Attack." "Tira will be vulnerable if she doesn't have enough health remaining to use an attack that consumes health."
 We also made her easier to play by adding commands which can be used by both personalities.
 The new move "Acidic Modulation" is Tira's "Soul Attack" which always triggers a personality change upon hit and allows you to mix-up the opponent with a Lethal Hit using Gestopft Madness. We increased the chance of "Gloomy Coda" by allowing personality changes to be triggered more.

| Category | Nerf/buff | Move (EN) | Description (EN) |
|---------------------|-----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Command added | - | ↓↘↘⇒(A)+Ⓜ+Ⓚ ↓↘↘⇒(A)+Ⓜ+Ⓚ | Added the new move "Acidic Modulation" as part of the new "Soul Attack" mechanic. Will always trigger a personality change upon hit. •Using "↓↘↘⇒(A)+Ⓜ+Ⓚ" will shift you to Gestopft Madness. •Shifting to Gestopft Madness with this command will not grant you any Guard Impact properties. |
| Command added | - | New Actions for Season 2 | Commands have been added/changed. - Fin Beat (While Jolly Ⓜ⇒) - Deadly Feather (While crouching ↘Ⓜ) - Killer Cacophony (While Soul Charged ⇐Ⓜ.Ⓚ) •An issue that this action can not be activated during "Gloomy Coda" has been recognized. This will be addressed with the next update. (updated on 12/10) - Offbeat Claw (⇒Ⓜ+Ⓚ) - Pit of Resonance (While Jolly ⇐Ⓜ+Ⓚ (counter hit)) - Pit of Syncopation (While Gloomy ⇐Ⓜ+Ⓚ(counter hit)) - Chattering Mandible (While Jolly ↘↘↘or⇐or⇐↘↘↘Ⓜ+Ⓚ) - Swing Kick (While rising Ⓚ) Note: Can also be used while Gloomy. - Chattering Cantabile ~ Updraft (While rising Ⓜ+Ⓚ) (Changed from "While Gloomy & while rising Ⓚ".) |
| Behavior Adjustment | ↑ | While Jolly ⇐Ⓜ While Jolly ⇐Ⓜ While Jolly ↘↘↘or⇐or⇐↘↘↘Ⓜ.Ⓜ While Jolly Ⓜ While Jolly ↘↘↘or⇐or⇐↘↘↘Ⓜ While Gloomy ⇐Ⓜ While Gloomy Ⓜ.Ⓜ | •Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss. |
| Behavior Adjustment | ↑ | After reversal edge hits Ⓜ.Ⓜ | •Increased the amount of guard stamina the attack reduces. |
| Behavior Adjustment | ↓ | While Jolly Ⓜ While Gloomy Ⓜ.Ⓜ | •Changed the move so the 1st and 2nd hits can now be guarded in succession. •Due to the change above, increased the stun inflicted by 2 frames when the 1st attack of "While Gloomy Ⓜ.Ⓜ" is guarded. |
| Balance Adjustment | ↑ | Behavior When Hit by a Break Attack | When the opponent lands a Break Attack, the following will no longer be possible in Season 2. •Returning to Jolly when hit by the opponent's Break Attack while Gloomy •Not being able to turn Gloomy when your health drops below 30% or below 5% due to getting hit by the opponent's Break Attack. |
| Balance Adjustment | ↑ | Gestopft Madness | •The soul gauge now increases when spending health. |
| Balance Adjustment | ↑ | Health-Consuming Techniques While Gloomy | •Previously, Tira would become highly vulnerable if she didn't have enough health remaining to use an attack that consumes it. This is no longer the case in Season 2. |
| Balance Adjustment | ↑ | While Jolly Ⓜ While Jolly Ⓜ | •Sped up the attack's start-up by 2 frames. |
| Balance Adjustment | ↑ | While Jolly ⇐Ⓜ | •Mitigated scaling to the move's combo damage. •Improved the tracking to make it easier for the attack to hit an enemy during their 8-way run. |
| Balance Adjustment | ↑ | While Jolly ⇐Ⓜ.Ⓜ.Ⓜ | •Increased the 1st attack's base damage. •Decreased the opening after the 1st attack by 6 frames. •Increased the length of stun inflicted by 4 frames when the 2nd attack hits. •Adjusted the move so the 3rd attack will hit as a combo if the 2nd attack lands as a counter hit. •Adjusted the chances of triggering a personality change when the 3rd attack hits. •Increased the length of stun inflicted by 6 frames when the 3rd attack is guarded. -Note:The same change has been made to the 3rd hit of "While Jolly ⇐Ⓜ.Ⓜ.Ⓜ": This note was incorrect hence deleted. (12/10) |
| Balance Adjustment | ↑ | While Gloomy ⇐Ⓜ.Ⓜ.Ⓜ | •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. |
| Balance Adjustment | ↑ | While Jolly ↘↘↘or⇐or⇐↘↘↘Ⓜ | •Increased the move's base damage. •The base damage of this move when hitting a downed opponent had been lowered, but this setting will no longer be applied if you do not follow through with the 2nd attack. |
| Balance Adjustment | ↑ | While Jolly ↓↘↘or⇐↘↘↘Ⓜ | •Increased the move's base damage. •Changed the opponent's behavior when the 2nd hit lands as a counter hit, allowing for follow-ups. |
| Balance Adjustment | ↑ | While Gloomy ⇐Ⓜ While Gloomy & soul charged ⇐Ⓜ.Ⓜ.Ⓜ While Gloomy & soul charged Ⓜ.Ⓜ.Ⓜ.Ⓜ While Gloomy & soul charged ⇐Ⓜ.Ⓜ While Gloomy & soul charged ⇐Ⓜ+Ⓚ.Ⓜ (Training mode only) | •Increased the move's base damage. •Adjusted "⇐Ⓜ.Ⓜ" and "⇐Ⓜ+Ⓚ.Ⓜ" to prevent the 2nd attack from being evaded even with an ukemi after the 1st attack hits a downed opponent. |
| Balance Adjustment | ↑ ↓ | While Jolly ⇐Ⓚ | •Increased the chances of triggering a personality change. •Decreased the length of stun inflicted by 1 frames when the attack hits. (updated on 12/10) •Decreased the opening by 7 frames when the attack lands and doesn't trigger a personality change. (updated on 12/10) |
| Balance Adjustment | ↑ ↓ | While Gloomy ⇐Ⓚ | •Made a change that a personality change will not be triggered. (updated on 12/10) •Added scaling to the move's combo damage. (updated on 12/10) |
| Balance Adjustment | ↑ ↓ | While Jolly ↓↘↘or⇐↘↘↘Ⓜ While Gloomy ↓↘↘or⇐↘↘↘Ⓜ | •Added scaling to combo damage for "While Jolly ↓↘↘or⇐↘↘↘Ⓜ". •Increased the length of stun inflicted by 2 frames when "While Jolly ↓↘↘or⇐↘↘↘Ⓜ" hits, making it behave like "While Gloomy ↓↘↘or⇐↘↘↘Ⓜ". •Mitigated scaling to combo damage for "While Gloomy ↓↘↘or⇐↘↘↘Ⓜ". |
| Balance Adjustment | ↑ ↓ | While Gloomy & soul charged ⇐Ⓜ+Ⓚ | •The move's base damage, how much health it recovers, and the chances of it triggering a personality change each varied by 3 levels based on Tira's remaining health. Base damage and the chances of a personality change have now been fixed at their highest values regardless of Tira's health. Adjusting the move to always deal high damage was done to strengthen the move, while increasing the chance of changing to Jolly was done to better balance its power. •The lower your health, the more health you'll recover. This remains unchanged. |
| Balance Adjustment | ↓ | While Gloomy ⇐Ⓜ.Ⓜ While Gloomy Ⓜ.Ⓜ.Ⓜ While Gloomy ⇐Ⓜ While Gloomy ⇐Ⓜ+Ⓚ (Training mode only) | •Added scaling to the move's combo damage. |

Zasalamel

Zasalamel curses an opponent and then casts magic on them. We added some moves intending to make this strategy deeper.

His soul gauge was relatively hard to utilize before since his Critical Edge has more defensive capabilities. The new move "Abyssal Punishment" is Zasalamel's "Soul Attack" which allows you to cast magic and shift to a Soul Charged state in Season 2.

And now, you can use a new magic to make the curses explode in purpose of offence and defense.

Now the effect of his Critical Edge changes based on the number of curses which adds depth to his strategy. This will also make it easier for the opponent to attack Zasalamel who has soul gauge.

| Category | Nerf/buff | Move (EN) | Description (EN) |
|---------------------|-----------|-----------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Command added | - | ↓ ↘ ⇒ A+B+K After inflicting a curse ↓ ↘ ⇒ A+B+K.Ⓞ | <ul style="list-style-type: none"> Added the new move "Abyssal Punishment" as part of the new "Soul Attack" mechanic. "Ingress of the Abyss" casts a magical spell that can be performed if the opponent has been cursed. |
| Command added | - | New Actions for Season 2 | <p>New commands have been added.</p> <ul style="list-style-type: none"> - Ilabrat's Ingress (After inflicting a curse ⇐A upon hit or guard Ⓞ) - Purge of Ereshkigal (After inflicting a curse Ⓞ+Ⓞ.⇐) - Breath of Mushussu (↓ ↘ ⇐Ⓞ+Ⓞ) - Enlil's Punishment (↓ ↓ or ↑ ↑ Ⓞ+Ⓞ) - Fatal Gravity (While Soul Charged ↓ ↘ ⇒ A+B+Ⓞ) Note: Changed to allow "A+B+Ⓞ" to be performed normally even while Soul Charged. - Fatal Gravity (While Soul Charged ↓ ↘ ⇐ A+B+Ⓞ) |
| Command changed | - | A+B+K ⇒ A+B+K | <ul style="list-style-type: none"> Adjusted the Critical Edge so that its properties change depending on the number of curses inflicted on the opponent. - The Voice from the Abyss: Variation (Ⓞ+Ⓞ+K) Can be used when there are no curses inflicted. Has Guard Impact properties against middle and low attacks before it lands. - The Voice from the Abyss: First Threshold (After inflicting a curse A+B+K) Has Guard Impact properties against high, middle, and low attacks before it lands. - The Voice from the Abyss: Second Threshold (After inflicting two curses A+B+K) Has Guard Impact properties against high, middle, and low attacks before it lands, and also restores guard stamina. Has higher base damage. - The Voice from the Abyss: Third Threshold (After inflicting three curses A+B+K) Has Resist Impact properties against high, middle, and low attacks before it lands, and also restores guard stamina. Has even higher base damage. - The Voice from the Abyss (⇒ A+B+K) Allows you to use the move without regard to the number of curses inflicted. Has properties identical to the "Variation" version of the move. |
| Behavior Adjustment | - | ⇒ A.Ⓞ While soul charged ↘ A.Ⓞ | <ul style="list-style-type: none"> Fixed the animation so that the move appears as a vertical attack. No changes were made to other attack properties, such as the hitbox. |
| Behavior Adjustment | ↑ | ⇒ Ⓞ.Ⓞ ⇐ Ⓞ during counter hit Ⓞ (exact timing) ↓ A+B | <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"> Fixed an issue in which certain inputs would extend the hitbox further than intended, making the move unavoidable by 8-way run. |
| Balance Adjustment | ↑ | Ⓞ+Ⓞ | <ul style="list-style-type: none"> Sped up the timing of the attack's start-up by 2 frames. |
| Balance Adjustment | ↑ | ↘ ↘ or ⇐ or ↘ ↘ A | <ul style="list-style-type: none"> Decreased the opening after the attack by 4 frames. Decreased the length of stun inflicted by 4 frames when the attack hits to maintain the difference in stun. Enlarged the hitbox to make it easier to make contact with the opponent at the intended time. |
| Balance Adjustment | ↑ | ↘ ↘ or ↘ ↘ Ⓞ | <ul style="list-style-type: none"> Increased the move's base damage. Decreased the opening after the attack by 4 frames. Changed the opponent to a crouching state when the attack hits. Increased the length of stun inflicted when guarded by 4 frames. |
| Balance Adjustment | ↑ ↓ | ⇒ Ⓞ.Ⓞ | <ul style="list-style-type: none"> Decreased the amount of guard stamina the 1st attack reduces. Increased the length of stun inflicted by 4 frames when the 2nd attack is guarded. Changed the opponent's behavior when the 2nd attack hits and increased the length of stun inflicted by 2 frames, making it possible to follow up with moves that inflict curses on the opponent. Changed Nerf/Buf arrow. (updated on 12/10) |
| Balance Adjustment | ↑ ↓ | Ⓞ ⇐ | <ul style="list-style-type: none"> Added a Lethal Hit condition Made the Lethal Hit condition "Triggers upon counter hit after inflicting three curses." Added scaling to the move's combo damage. Changed Nerf/Buf arrow. (updated on 12/10) |
| Balance Adjustment | ↑ ↓ | Facing away Ⓞ | <ul style="list-style-type: none"> Changed the opponent's behavior when the attack hits. This attack cannot directly lead into a ring out, but it is possible to aim for a wall hit. Decreased the opening after the attack by 4 frames. Changed Nerf/Buf arrow. (Updated on 12/10) |
| Balance Adjustment | ↓ | ↘ A.Ⓞ | <ul style="list-style-type: none"> Changed the opponent's behavior when the attack lands as a normal hit to prevent it from becoming a wall hit. No changes have been made to the opponent's behavior upon counter hit. |
| Balance Adjustment | ↓ | ↘ ↘ or ⇐ or ↘ ↘ Ⓞ | <ul style="list-style-type: none"> Added scaling to the move's combo damage. |