

Grøh

Grøh suppresses an opponent by his Double Sabre which has a wide attack range and finishes them by attacks from the "Avenger stance" which splits his weapon in two. We improved this fighting style by adding various new moves. The new move "Swords United" is Grøh's "Soul Attack" which can be shifted to his stance after the attack. It will work as a starter for newly added Soul Charged attacks from the Avenger stance. We added options to stop opponent's 8-way run for more stable battles such as "Knight's Vow" and "Hidden Tomb" which are easy-to-use horizontal attacks, "Sir Lancelot's Might" and "Sir Bors's Scream" which are charges from a distance. Please enjoy his shouts during his moves!

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 "Swords United" as part of the new "Soul Attack" mechanic. Using "↓ ↘ ⇒ (A)+(B)+(K).⇒" after the attack shifts you to Avenger.
Command added	-	New Actions for Season 2	<ul style="list-style-type: none"> New commands have been added. - Knight's Vow (⇄) - Bloodstain (↓ ↘ ⇒ (B)) - Camelot's Ruse (While Soul Charged ↓ ↘ ⇒ (B) (hit)) - Hidden Tomb (⇄(A)+(B)) - Sir Lancelot's Might (⇄ ↘ or ⇒ ⇒ or ↗ ↘ (A).(B)) - Sir Bors's Scream (⇄ ↘ or ⇒ ⇒ or ↗ ↘ (B).(A)) - Sacred Verse (While in Avenger stance (B).(A)) (Changed from Corbenic's Veil) - Grim Verse (While Soul Charged & in Avenger stance (B).(A).(B)) - Sir Galahad's Chosen (While in Avenger stance (B).(B)) - Kill Order (While Soul Charged & in Avenger stance (B).(B).(B))
Behavior Adjustment	-	↓ ↓ or ↑ ↑ (A)	<ul style="list-style-type: none"> Fixed an issue in which special inputs would cause an unintended difference in stun duration. (updated on 12/10)
Behavior Adjustment	-	While in Avenger stance (B)	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent when the attack lands to reduce instances in which follow-up attacks would miss.
Behavior Adjustment	↑	↓ (B)/While crouching (B) ↓ (A)+(B) While soul charged ↓ (A)+(B) During jump (A) ↓ ↓ or ↑ ↑ or ⇄ ↘ or ⇄ ↗ ↘ (B)+(K) ↓ ↓ or ↑ ↑ (A) ⇄ ↘ or ⇒ ⇒ or ↗ ↘ (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.
Balance Adjustment	↑	Opportune moments	<ul style="list-style-type: none"> Increased the number of opportunities for Grøh to shout his move names, so that his allies may better appreciate them.
Balance Adjustment	↑	⇄ ↘ or ⇒ ⇒ or ↗ ↘ (A)	<ul style="list-style-type: none"> Sped up the attack's start-up by 4 frames. Sped up the timing at which the attack's Guard Impact properties are applied by 3 frames. Increased the length of stun inflicted by 4 frames when the attack hits or is guarded. Changed the opponent's behavior when landing a Lethal Hit, making it easier to perform follow-up attacks. Added scaling to the combo damage (only when the attack lands as a Lethal Hit).
Balance Adjustment	↑ ↓	↓ ↓ or ↑ ↑ or ⇄ ↘ or ⇒ ⇒ or ↗ ↘ (A)+(B)	<ul style="list-style-type: none"> Adjusted the move's tracking and the size of its hitbox to reduce cases in which it could hit opponents moving to your side. Decreased the amount of guard stamina the attack reduces. Delayed the 2nd hit's start-up by 2 frames. Increased the length of stun inflicted when guarded by 4 frames.
Balance Adjustment	↑ ↓	While soul charged ⇄ (A).(B)	<ul style="list-style-type: none"> Decreased the move's base damage. Added a Lethal Hit condition Made the Lethal Hit condition "Triggers upon hitting an opponent knocked off balance with a Guard Impact."
Balance Adjustment	↑ ↓	While soul charged ⇄ (B).(B) While soul charged & in Avenger stance ⇒ (B)	<ul style="list-style-type: none"> Adjusted the move's hitbox and tracking, as well as the opponent's behavior upon midair hit, to reduce instances in which the move would unintentionally miss. Adjusted the move so the 2nd and 3rd attack will be guarded in succession once the 1st attack is guarded. Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↓	⇄ (A)	<ul style="list-style-type: none"> Decreased the move's base damage. Changed the opponent's behavior when the attack is guarded. This was done to reduce instances in which the opponent ends up facing away when the attack is guarded.
Balance Adjustment	↓	⇄ (B)	<ul style="list-style-type: none"> Reduced the distance the opponent flies when hit in midair.
Balance Adjustment	↓	⇄ ↘ or ⇒ ⇒ or ↗ ↘ (A).(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. Changed the opponent's behavior when the attack lands as a normal hit so that they will not be knocked down. This adjustment comes in tandem with the new command "⇄ ↘ or ⇒ ⇒ or ↗ ↘ (A).(B)".
Balance Adjustment	↓	While soul charged (A)+(B)+(K)	<ul style="list-style-type: none"> Decreased the move's base damage.

Azwe!

Azwe! has a unique fighting style in which he is empty-handed however, can create weapons out of thin air. We added new moves which deepens this style in Season 2. You can produce weapons by "Pareidolia's Awakening" which is a counter attack with a quick start-up without dealing any damage. When your opponent is at a distance, you will have time to select your weapon activating "Humanity's Emancipation". Azwe!'s "Soul Attack" changes the attack you perform based on the number of "Soul Attacks" triggered. The first time, the attack will be "Spirit Sword Salvation" which drags your opponent in. And the second time the high damaging "Evil Sword's Embrace" will be activated.

Category	Nerf/buff	Move (EN)	Description (EN)
Command added	-	↓ ↘ ⇒ Ⓐ + Ⓑ + Ⓚ	Added a new move as part of the new "Soul Attack" mechanic. • The attack changes based on the number of times it is triggered. - If triggered an odd number of times: Spirit Sword Salvation - If triggered an even number of times: Evil Sword's Embrace • Using "↓ ↘ ⇒ Ⓐ + Ⓚ" in training mode will allow you to perform Evil Sword's Embrace regardless of how many times you trigger the attack.
Command added	-	New Actions for Season 2	New commands have been added. - Death to Defectors (Ⓐ.Ⓐ.Ⓑ) - To the Gallows (Ⓑ.Ⓑ.Ⓐ) - Almighty Paradox (While in Almighty mode ↑ Ⓑ + Ⓚ) - Everlasting Antithesis (While Soul Charged ↑ Ⓑ + Ⓚ) - Condemnation of Transgressors (During Comedy of Errors Ⓐ.Ⓐ)
Command added	-	Without weapons formed Ⓑ + Ⓚ. Ⓐ or Ⓑ or Ⓚ	Added "Pareidolia's Awakening", an action that allows you to form a weapon. • This move has different effects and shifts you into different weapon modes depending on the number of times weapons have been formed. - 1st time: Switches to sword mode/Increases soul gauge - 2nd time: Switches to spear mode/Restores guard stamina - 3rd time: Switches to ax mode/Restores health - 4th time: Switches to Almighty mode
Command added	-	Ⓐ + Ⓚ. Ⓐ or Ⓑ or Ⓚ	Added "Humanity's Emancipation", an action that allows you to form a weapon. • Inputting "Ⓐ or Ⓚ or Ⓚ" will allow you to form the weapon displayed above Azwe!'s head. • The order in which weapons are displayed is random. • Shifting to sword mode will increase the soul gauge; shifting to spear mode will restore guard stamina; and shifting to ax mode will restore health. • Using "Ⓐ" will allow for the follow-up attacks listed below. - Advent of Awakening (Ⓐ + Ⓚ. Ⓐ or Ⓚ or Ⓚ to form a sword. Ⓐ) - Humanity's Enlightenment (Ⓐ + Ⓚ. Ⓐ or Ⓚ or Ⓚ to form a spear. Ⓐ) - Animality Extinguished (Ⓐ + Ⓚ. Ⓐ or Ⓚ or Ⓚ to form an ax. Ⓐ)
Behavior Adjustment	-	Ⓐ.Ⓐ.Ⓐ While soul charged Ⓐ.Ⓐ.Ⓐ ↘ Ⓑ ↘ or Ⓚ or Ⓚ or Ⓚ or Ⓚ ↘ or Ⓚ or Ⓚ or Ⓚ or Ⓚ Ⓐ + Ⓑ during 8-way run While soul charged during 8-way run Ⓐ + Ⓑ During 8-way run Ⓐ + Ⓚ (Training mode only) While soul charged during 8-way run Ⓐ + Ⓚ (Training mode only)	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	↘ Ⓑ	• Adjusted the opponent's behavior when this attack hits them from behind as a Lethal Hit, making it easier to land the same combos possible with a Lethal Hit from the front.
Behavior Adjustment	↑	↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓐ	• If the attack hits an opponent as they move sideways, it is now counted as a run counter.
Behavior Adjustment	↑	↓ ↓ or ↑ ↑ Ⓚ During Tragedy of War ↓ ↓ or ↑ ↑ Ⓚ During Comedy of Errors ↓ ↓ or ↑ ↑ Ⓚ	• Fixed an issue in which the timing during which the character would be treated as being in a midair state when inputting "↑ ↑ Ⓚ" would differ from that of "↓ ↓ Ⓚ".
Behavior Adjustment	↓	Ⓐ + Ⓑ + Ⓚ	• Delayed the attack's start-up during sword mode by 1 frame, as it was faster than intended. • No change has been made to the attack's start-up when no weapons have been formed.
Behavior Adjustment	↓	↘ Ⓑ During Tragedy of War Ⓑ	• Adjusted the move's tracking and the size of its hitbox to reduce cases in which it could hit opponents moving to your side and behind you. • Adjusted the move "During Tragedy of War Ⓑ" to make it easier to evade with a horizontal roll upon wakeup.
Balance Adjustment	↑	While in spear mode Ⓑ + Ⓚ or while in Almighty mode ⇄ Ⓑ + Ⓚ	• Extended the length of Guard Impact properties for the move by 4 frames. • Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss. • The hitbox which prevents from clipping into the enemy is now smaller. (updated on 12/10)
Balance Adjustment	↑	Ⓑ.Ⓑ.Ⓑ	• Changed the opponent's behavior when the 2nd attack lands as a counter hit. • This is to allow the new command "Ⓑ.Ⓑ.Ⓐ" to be used in a stun combo.
Balance Adjustment	↑	Ⓑ ⇄	• Added a Lethal Hit condition Made the Lethal Hit condition "Triggers upon hitting an opponent knocked off balance with a Guard Impact."
Balance Adjustment	↑ ↓	Ⓐ.Ⓐ.Ⓐ Ⓐ.Ⓑ	• Reduced the length of stun inflicted by 2 frames when the 2nd attack of "Ⓐ.Ⓐ.Ⓐ" hits. • Increased the length of stun inflicted by 2 frames when the 3rd attack is guarded. • Changed the opponent's behavior when the 2nd attack of "Ⓐ.Ⓑ" hits. This change does not apply when landing as a counter hit. • Changed Nerf/Buf arrow. (Updated on 12/10)
Balance Adjustment	↑ ↓	During Comedy of Errors Ⓐ.Ⓑ	• Decreased the length of stun inflicted by 2 frames when the 1st attack is guarded. • Enlarged the 2nd attack's lower hitbox to make it easier for the attack to hit enemies in low stances. • Reduced the size of the 2nd attack's horizontal hitbox to reduce cases in which it could hit opponents moving to your side (only when the opponent is moving sideways). The 2nd attack of "During Comedy of Errors Ⓐ.Ⓑ" will now be easier to evade by moving sideways.
Balance Adjustment	↓	Weapon Arts	• Performing the move while Soul Charged now decreases your Soul Charge time.
Balance Adjustment	↓	While in ax mode Ⓑ + Ⓚ or while in Almighty mode ⇄ Ⓑ + Ⓚ	• Decreased the move's base damage.
Balance Adjustment	↓	↘ Ⓐ	• Changed the opponent to a standing state when the attack lands as a counter hit.
Balance Adjustment	↓	↘ Ⓑ	• Added scaling to the combo damage when the attack lands as a Lethal Hit. This change does not apply when using "↘ Ⓑ.Ⓑ".
Balance Adjustment	↓	While crouching ↘ Ⓑ.Ⓑ	• Decreased the length of stun inflicted by 4 frames when the 1st attack is guarded. This was done to make it easier to evade the 2nd attack by moving sideways.

Geralt

Geralt wields swords of two types, steel and silver and can also use basic magic "Glyph". We added a lot of new commands making his Glyphs more useful. Now in Season 2, you can use "Axii Glyph" not only when Critical Edge hits but also in a normal state to attack your opponent who is moving back.
 The new move "Yrden Aggression" is Geralt's "Soul Attack" which allows you to actively damage your opponent with "Yrden Glyph" which was only used defensively before. This way, it will be easier for you to perform Lethal Hits triggered by hits of different Glyphs.
 We also added a horizontal attack which can stop your opponent giving you more chances to attack. We would recommend Geralt for those who play SCVI for the first time from Season 2 because of his usability.

Category	Nerf/buff	Move (EN)	Description (EN)
Command added	-	↓ ↘ ⇒ Ⓐ + Ⓑ + Ⓚ	Added the new move "Yrden Aggression" as part of the new "Soul Attack" mechanic. You can now actively damage the opponent with Yrden Glyph.
Command added	-	New Actions for Season 2	<p>New commands have been added.</p> <ul style="list-style-type: none"> - Kingsweeper ~ Fleet Footwork (↘ Ⓐ. Ⓚ ↓ or ↑ Ⓑ + Ⓚ) - Splintered Sternum ~ Axii Glyph (⇒ Ⓚ. Ⓚ) - Splintered Sternum ~ Quen Strike (⇒ Ⓚ. ⇒ Ⓚ) - Splintered Sternum ~ Igni Burn (⇒ Ⓚ. ↓ Ⓚ) - Splintered Sternum ~ Yrden Glyph (⇒ Ⓚ. ⇐ Ⓚ) - Splintered Sternum ~ Aard Push (⇒ Ⓚ. ↑ Ⓚ) - Quen Invade (⇒ Ⓐ + Ⓑ during motion Ⓚ) - Quen Invade (⇒ Ⓐ + Ⓑ during motion Ⓚ) - Axii Glyph (While opponent is moving back Ⓐ + Ⓚ) - Axii Glyph (While opponent is moving back ⇒ Ⓐ + Ⓚ) - Axii Glyph (While opponent is moving back ↓ Ⓐ + Ⓚ) - Axii Glyph (While opponent is moving back ↑ Ⓐ + Ⓚ) - Svalblod Slash (↘ ↙ or ↘ ↙ Ⓐ) Note: Commands for Deadly Retribution are narrowed down to "⇐ Ⓐ". <p>The following two issues have been recognized. "Quen Invade" is hard to activate after "↘ ↙ or ⇒ ⇒ or ↘ ↙ Ⓐ. Ⓚ". And the commands "⇒ Ⓚ. ↓ Ⓚ" and "⇒ Ⓚ. ↑ Ⓚ" are different between Player1 and Player2. These will be addressed with the next update. (updated on 12/10)</p>
Command added	-	Ⓑ. Ⓑ. Ⓑ ⇒ Ⓑ + Ⓚ. Ⓑ	Inputting "Ⓑ. Ⓑ. Ⓑ" or "⇒ Ⓑ + Ⓚ. Ⓑ" will now power up the attack.
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	↑	⇒ Ⓐ. Ⓐ ↘ Ⓚ ↘ ↙ or ⇒ ⇒ or ↘ ↙ Ⓐ. Ⓚ	Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Balance Adjustment	↑	⇒ ⇒ Ⓑ. Ⓑ (updated on 12/10) ↘ Ⓑ ↘ Ⓑ	<p>Added/changed Lethal Hit conditions.</p> <ul style="list-style-type: none"> - ⇒ ⇒ Ⓑ. Ⓑ: Triggers after hitting an opponent with three different signs (updated on 12/10) - ↘ Ⓑ: Triggers after hitting an opponent with four different signs - ↘ Ⓑ: Triggers after hitting an opponent with all five signs
Balance Adjustment	↑ ↓	↓ Ⓐ + Ⓑ	Increased the base damage of the portion of the attack triggered with "↓ Ⓐ + Ⓑ". Additionally, decreased the damage of the second half of "↓ Ⓐ + Ⓑ". This is to match the total damage originally dealt when all attacks of "↓ Ⓐ + Ⓑ" hit.
Balance Adjustment	↓	Ⓐ + Ⓑ	Added scaling to the move's combo damage.
Balance Adjustment	↓	⇐ Ⓐ + Ⓑ	Adjusted the timing during which the opponent is in slow motion after successfully performing the move, shortening the time for follow-ups.

2B

2B is an Autonomous Combat Android "YoRHa No. 2 Type B" who handles multiple armaments in her complex and flexible combat style. New moves have been added to her core movement "Aggression Shift" and improved capabilities enabling her to react to even more various situations.
 Triggering a Lethal Hit that uses more than "9" analysis points now fully restores guard stamina. This will play an important role defensively.
 Soul Attack "Soul Stance: Charged Support" can shift to "Aggression Shift" or "Aerial Leap". Her very powerful attacks while Soul Charged with support from Tactical Support Unit Pod 042 is still available. She can give her hostile lifeform critical damage in return for her soul gauge by using it.
 Expect accurate execution with the best use of available resources. — Glory to mankind.

Category	Nerf/buff	Move (EN)	Description (EN)
Command added	-	↓↘→(A)+(B)+(K)	Added the new move "Soul Stance: Charged Support" as part of the new "Soul Attack" mechanic. The input you perform upon hit or guard determines which stance you enter. <ul style="list-style-type: none"> ↘ shifts you to Aggression Shift. ↙ shifts you to Back Step ~ Aggression Shift. ↑ shifts you to Aerial Leap.
Command added	-	New Actions for Season 2	Commands have been added/changed. <ul style="list-style-type: none"> - Revolving Strike (⊙⊙) - Revolving Strike (⊙⊙ (counter hit)) - Aerial Support Assault (↘⊙+(K)) - Mobilize: Crushing Kick (↘↙or↘↙⊙+(K)) - Mobilize: Heavy Assault (↘↙or↘↙⊙+(K)) - Mobilize: Reversed Severing Spin (↙←⊙+(K)) (Command changed from "↘↙or↙←or↘↙⊙+(K)".) - Shifted Revolving Slash (During Aggression Shift (A).(A)) - Shifted Revolving Slash: Charged Blade (While Soul Charged during Aggression Shift (A).(A)) - Shifted Projectile Blade (During Aggression Shift ↓(A)) - Angler: Revolving Support (While in Angler Stance (A)+(B))
Behavior Adjustment	-	(A)+(B)+(K)	Fixed an issue in which certain inputs would slow down the attack start-up.
Behavior Adjustment	-	During Aerial Leap (A)+(B) During Aerial Leap (A)+(B)	Fixed an issue in which the opponent would take damage when successfully performing a Guard Impact against this move.
Behavior Adjustment	↑	(B) (counter)	Increased the move's forward movement so that it doesn't miss even from a distance.
Behavior Adjustment	↑	↘↙or↘→or↘↙↘↙(B)	Changed the attack from a middle thrusting attack to a downward middle attack. It can now hit against actions that evade thrusting attacks. Changed the opponent's behavior upon midair hit so that it takes less time for them to recover from hit.
Behavior Adjustment	↑	↘↙or↙←or↘↙(K) ↘↙or↙←or↘↙(K)	Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	↘↙or↙←or↘↙(K) ↘↙or↙←or↘↙(K) During Aerial Leap (A).(A).(K)	Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↓	While crouching (A)	Fixed an issue in which the timing during which high attacks could be evaded ended later than when other characters used "While crouching (A)". -Changed Nerf/Buf arrow. (Updated on 12/10)
Behavior Adjustment	↓	During Aggression Shift (K).(K)	Fixed an issue in which landing the attack immediately after a different attack lands as a counter hit would treat "During Aggression Shift (K)" as the counter hit.
Balance Adjustment	↑	Moves that Award Analysis Points	Adjusted moves to restore guard stamina every time analysis points are awarded.
Balance Adjustment	↑	Lethal Hits that Use Analysis Points	Triggering a Lethal Hit that uses analysis points now fully restores guard stamina. This type of Lethal Hit makes it easier to use other Lethal Hit moves with the condition "Triggers upon hitting an opponent when your guard stamina is full."
Balance Adjustment	↑	During Aerial Leap (A)+(B)+(K)	Adjusted the move to now restore guard stamina upon hit.
Balance Adjustment	↑	(B)+(K) ↓(B)+(K) After successfully dodging while in Angler Stance (B) After successfully dodging while in Angler Stance (B) to dodge opponent's attack	The following adjustments were made to make Counter Bomb easier to use. <ul style="list-style-type: none"> Sped up the timing at which you can evade an opponent's attack with "(B)+(K)" "↓(B)+(K)" by 2 frames. Reduced the opening after "After successfully dodging while in Angler Stance (B)" by 2 frames. This will increase opportunities for combos after a successful Guard Impact. Changed "After successfully dodging while in Angler Stance (B) to dodge opponent's attack" to an Unblockable Attack and increased the move's base damage. (updated on 12/10)
Balance Adjustment	↑	↘↙or↘→or↘↙↘↙(K)	Increased the length of stun inflicted by 6 frames when the attack hits or is guarded.
Balance Adjustment	↑	↘↙or↘→or↘↙↘↙(B)+(K)	Added a Lethal Hit condition Made the Lethal Hit condition "Triggers after successfully dodging with Counter Bomb three or more times."
Balance Adjustment	↑	While in Angler Stance (K)or↘(K)or↙(K)	When the attack lands and you enter the fishing animation, your health, soul gauge, or guard stamina will be restored (which one is random).
Balance Adjustment	↑ ↓	(A)+(B)/(A)+(B) ↙(A)+(B)/↙(A)+(B) (B)+(K)or↓(B)+(K) to dodge opponent's attack After successfully dodging while in Angler Stance (B) to dodge opponent's attack While soul charged during Aggression Shift (B).(B) While soul charged during Aerial Leap (B)	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)
Balance Adjustment	↓	↘(B).(B)	Reduced the size of the 1st attack's horizontal hitbox to reduce cases in which it would hit opponents moving to your side. Slightly lowered the height the opponent is launched by the final attack of "↘(B).(B)" to reduce instances in which air combos would change based on the build of the opponent.
Balance Adjustment	↓	During jump (A)	Added scaling to the move's combo damage.
Balance Adjustment	↓	During Aggression Shift (A) While soul charged during Aggression Shift (A)	Fixed an issue in which the opponent would often come into contact with the 2nd hit while it is still active, creating an unintended difference in stun duration. Changed the opponent's behavior when this attacks lands as a counter hit to match their behavior when it lands as a normal hit. Reduced the move's base damage. Added scaling to the move's combo damage.
Balance Adjustment	↓	During Aggression Shift (B)	Changed the opponent's behavior when the attack is guarded and decreased the length of stun inflicted by 4 frames. (updated on 12/10) Reduced the distance moved forward when the attack is triggered at close range. This is to handle the issue in which the character would move a great distance forward when moving to the side to evade an attack, making it difficult for the opponent to land a counterattack.

Amy

Amy moves swiftly at close-range and enhances herself by raising "Perception". We added easy-to-use combos and enhanced her main characteristic moves in Season 2.

"Amaryllis Spin", which is used to close in, became much more flexible with the additions of "Amaryllis Perch" which stops your move and shifts to crouching and "Amaryllis Flicker" in which you sidestep and give your opponent a thrust.

When "Red Rose Perception" is at max, it now increases the soul gauge greatly. By using this new element, aiming to attack with "Mystic Thorn", which is Amy's new "Soul Attack", could be interesting. You will have a good chance to attack quickly since you can shift to 3 different stances after this attack.

Category	Nerf/buff	Move (EN)	Description (EN)
Command added	-	↓↘or⇒A+⊕+Ⓚ During Amaryllis Spin ⊕+⊕+Ⓚ	Added the new move "Mystic Thorn" as part of the new "Soul Attack" mechanic. <ul style="list-style-type: none"> Using "Ⓚ+Ⓚ" after the attack will shift you to Lilith Parry. Using "↓↘or⇒Ⓚ+Ⓚ" after the attack will shift you to Mellow Parry. Using "↑↗+Ⓚ" after the attack will shift you to Biondetta Parry.
Command added	-	New Actions for Season 2	New commands have been added. <ul style="list-style-type: none"> Radieux Wolfsbane (⇒A.Ⓚ) Insigne Lune (⇒A.Ⓚ upon hit or guard ⊕) Shadow Stinger ~ Amaryllis Spin (While crouching ↘Ⓚ.⇒) Nocturne Stratagème (While crouching ⊕+Ⓚ/Ⓚ+Ⓚ) Insigne Lune (↓↘or↑↗Ⓚ upon hit or guard ⊕) Pirouette Sweep (↓↘or↑↗Ⓚ+Ⓚ.Ⓚ) Amaryllis Flicker (During Amaryllis Spin ↓↘or↑↗Ⓚ) Amaryllis Flicker (Cancel) (During Amaryllis Spin ↓↘or↑↗Ⓚ) Crimson Slicer (During Amaryllis Spin ↓↘or↑↗Ⓚ.A) Assault Blade (During Amaryllis Spin ↓↘or↑↗Ⓚ.Ⓚ) Pirouette Sweep (During Amaryllis Spin ↓↘or↑↗Ⓚ.Ⓚ) Amaryllis Perch (During Amaryllis Spin ⊕) Vermillion Signet (While Soul Charged ↘↗or⇐or↖↗Ⓚ+Ⓚ) Vermillion Signet ~ Amaryllis Spin (While Soul Charged ↘↗or⇐or↖↗Ⓚ+Ⓚ.⇒)
Behavior Adjustment	-	↘↗or⇒or↗↗↗Ⓚ ⇒⇒⇒Ⓚ	Adjusted the input window to reduce instances in which "↘↗or⇒or↗↗↗Ⓚ.Ⓚ+Ⓚ" would unintentionally be performed when inputting the command for "↘↗or⇒or↗↗↗Ⓚ.Ⓚ".
Behavior Adjustment	-	During Amaryllis Spin ⊕+Ⓚ During Amaryllis Spin ⇐A+Ⓚ	Decreased the opening after the attack and the stun inflicted by 6 frames each. No change was made to the difference in stun.
Behavior Adjustment	-	During Amaryllis Spin & with Red Rose Perception at max ⊕+Ⓚ During Amaryllis Spin while soul charged & with Red Rose Perception at max ⊕+Ⓚ	Fixed an issue in which the move would still shift to an attack throw upon hit even when the opponent has already ringed out.
Balance Adjustment	↑	Rose Attacks	If the appropriate Perception level is already maxed out, the soul gauge will now be increased upon hit. How much the soul gauge increases varies by move.
Balance Adjustment	↑	Red Rose Perception	Made adjustments to increase the soul gauge when the Perception level reaches maximum.
Balance Adjustment	↑	Ⓚ+Ⓚ ↑Ⓚ+Ⓚ ↓Ⓚ+Ⓚ	These attacks now have Resist Impact properties when Red/White Rose Perception are maxed out.
Balance Adjustment	↑	↘ⓀA	Changed the opponent's behavior when the 2nd attack is guarded and Increased the length of stun inflicted by 6 frames. (updated on 12/10)
Balance Adjustment	↑	↓↘or↑↗Ⓚ	Changed the opponent's behavior when the attack hits in midair. This adjustment comes in tandem with the addition of a new command for a 2nd attack.
Balance Adjustment	↑	↘↗or⇐or↖↗Ⓚ	Decreased the opening after the attack by 2 frames. (updated on 12/10) <ul style="list-style-type: none"> The attack now hits downed opponents. Sped up the attack's start-up by 1 frame. Enlarged the attack's hitbox to prevent it from missing at close range.
Balance Adjustment	↑	During Mellow Parry ⊕	Reduced the opening after the attack by 2 frames, allowing for follow-ups like "While crouching ⊕+Ⓚ" to be performed upon hit. Increased the length of stun inflicted by 6 frames when guarded, and reduced the distance between the character and the opponent. (updated on 12/10)
Balance Adjustment	↑	During Mellow Parry & with White Rose Perception at max ⊕	Reduced the opening after the attack by 2 frames, allowing for follow-ups like "While crouching ⊕+Ⓚ" to be performed upon hit. Increased the length of stun inflicted by 2 frames when guarded, and reduced the distance between the character and the opponent. (updated on 12/10)
Balance Adjustment	↑	During Amaryllis Spin Ⓚ.Ⓚ	Reduced the opening after the 1st attack by 1 frame. Increased the length of stun inflicted by 3 frames when the 1st attack is guarded. The 2nd attack of "During Amaryllis Spin Ⓚ.Ⓚ" can no longer be interrupted by a Guard Impact. ("Ⓚ.Ⓚ" can be guarded in succession.) Increased the length of stun inflicted by 13 frames when the 1st attack hits. (updated on 12/10) Increased the length of stun inflicted by 6 frames when the 2nd attack is guarded.
Balance Adjustment	↑ ↓	⇒A.A	Changed the opponent's behavior when the 2nd attack lands as a counter hit, allowing for follow-ups. Added scaling to the move's combo damage. The 1st attack now no longer stuns the opponent when it lands as a counter hit.
Balance Adjustment	↑ ↓	⇒A	Increased the move's base damage. Changed the opponent's behavior when the attack hits.

Cassandra

Cassandra, like her older sister Sophitia, uses standard and effective moves. In Season 2, we made the start-up of her basic move "A" one of the fastest moves in the game allowing her to take more advantage in close-range battles. You will enjoy more powerful battles with the addition of new moves such as "Angel Discus: Regina" which decreases guard stamina but can shift you to a close-range battle with advantage and "Righteous Blow" which triggers Divine Force upon hit.

The new move "Ruffian Hunter" is Cassandra's "Soul Attack" which is a middle horizontal attack with a low risk. You can shift to "Angel Step" or "Angelic Twirl" after the move and aim for powerful Soul Charged attacks.

Category	Nerf/buff	Move (EN)	Description (EN)
Command added	-	↓↘↔A+B+K During Angel Step A+B+K	Added the new move "Ruffian Hunter" as part of the new "Soul Attack" mechanic. ·Using ↔ after the attack shifts to Angel Step. ·Using ↔ after the attack shifts to Angelic Twirl.
Command added	-	New Actions for Season 2	New commands have been added. - Righteous Blow (While crouching ↘A) - Angel Discus: Regina (↔A+B) - Elfin Orbit: Regina (During Angelic Twirl A) - Cherub Orbit: Regina (During Angelic Twirl while Soul Charged A) - Celestial Turbulence (During Divine Force ↘A.A+B) - Helios Meteor Blow (During Divine Force & during Angel Step K.A+B)
Behavior Adjustment	-	↑B+K	·Adjusted the move so that it would not shift to Titanic Struggle upon hit when the opponent has already ringed out.
Behavior Adjustment	-	↘↘or↔→or↗↖K	·Fixed an issue in which landing a Lethal Hit could immediately be followed up with the same Lethal Hit.
Behavior Adjustment	-	During Titanic Struggle ↔Aor↔Bor↔K	·Fixed how the visual effects of the health gauge depletes when the move lands as a Lethal Hit. This change applies only to the visual effects and not the amount of damage itself.
Behavior Adjustment	↑	Angel Step	·Fixed an issue in which Break Attacks and unblockable high attacks could not be evaded when moving from a crouching position into Angel Step.
Behavior Adjustment	↑	During jump K.K	·Reduced the distance between the character and the opponent when the 1st attack lands. This is to prevent the 2nd attack from missing.
Behavior Adjustment	↑	During Angel Step ↓or↑☆	Regarding follow-up actions during Angel Step, there was an issue in which inputting "During Angel Step ↓or↑☆.↔" would not shift the character to Angelic Twirl. This issue has been fixed.
Behavior Adjustment	↓	While soul charged ↗A+B	·Fixed an issue in which attacks could still be performed without Soul Charge effects ending after the throwing animation of the move ended. ·Fixed an issue in which the non-Soul Charged version of "↗A+B" would be performed even while Soul Charged if the command was inputted while facing away.
Balance Adjustment	↑	↓↘or↑↑B ↘↘or↔→or↗↖A+B	·Increased the length of stun inflicted when guarded by 4 frames.
Balance Adjustment	↑	B↔	·Sped up the attack's start-up by 2 frames.
Balance Adjustment	↑	↓B+K	·Increased the length of stun inflicted when guarded by 4 frames.
Balance Adjustment	↑	During Angel Step B	·Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑	During Angelic Twirl K	·Increased the amount of guard stamina the attack reduces.
Balance Adjustment	↑↓	A.A	·Sped up the start-up of the 1st attack by 2 frames. ·Reduced the base damage of the 2nd attack.
Balance Adjustment	↑↓	↔A+B	·Previously, the length of stun inflicted by this move upon hit or guard was inconsistent depending on distance. The length of stun inflicted has been adjusted to stabilize this issue. ·Adjusted the hitbox to reduce instances in which the 2nd attack would miss if the tip of the attack is guarded.
Balance Adjustment	↓	B+B	·Added scaling to the move's combo damage.
Balance Adjustment	↓	↔A.A	·Decreased the length of stun inflicted by 2 frames when the 1st hit lands as a counter hit.
Balance Adjustment	↓	During Angelic Twirl A	·Decreased the length of stun inflicted by 2 frames when the attack hits.