













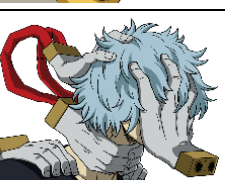


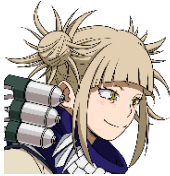










Character Name	ID	Graphic	Adjustment Details PS4:1.10 Switch:1.0.8 XB1:1.0.1.3 Steam:1.0.0.9
Izuku Midoriya	PI01		
Katsuki Bakugo	PI02		
Ochako Uraraka	PI03		
Shoto Todoroki	PI04		
Tenya Iida	PI05		






Tsuyu Asui	PI06		
Denki kaminari	PI07		
Eijiro Kirishima	PI08		<p>【Ground Target Combo】</p> <ul style="list-style-type: none"> • Higher the generation speed of 1st stage. • Higher the increasement of 3rd stage plus gauge. <p>【Mid-air Target Combo】</p> <ul style="list-style-type: none"> • Adjusted the hit judgement of the 2nd stage. • Adjusted the tracking performance of the 2nd stage when strengthen. <p>【Unblockable Attacks】</p> <ul style="list-style-type: none"> • Higher the damage. • Higher attack judgment. • Adjusted so that the opponent won't be knocked down when being hit in mid-air. <p>【Ground Quirk Special 1】</p> <ul style="list-style-type: none"> • Adjusted so that the opponent won't be knocked down when being hit in mid-air. <p>【Quirk Special 3】</p> <ul style="list-style-type: none"> • Higher attack judgment . • Higher the generation speed. • Higher the moving speed. <p>【Quirk Special 4】</p> <ul style="list-style-type: none"> • Lower the increasement of plus guage.
Kyoka Jiro	PI09		<p>【Quirk Special 3】</p> <ul style="list-style-type: none"> • Shortened the Jiro's freeze time when making the attack hit. <p>【Quirk Special 2】</p> <ul style="list-style-type: none"> • Higher the turning performance. • Lower the attack judgment at the beginning. • Changed the start time for accepting cancellations from Quirk Special 1 to an earlier timing.






Momo Yaoyorozu	PI10		
Fumikage Tokoyami	PI11		
All Might	PI12		
Shota Aizawa	PI13		
Gran Torino	PI14		
Tomura Shigaraki (Before Style)	PI15		
All For One	PI16		


Dabi	PI17		
Himiko Toga	PI18		<p>【Target Combo】</p> <ul style="list-style-type: none"> • Higher the increasement of plus guage on the ground final stage. • Higher the increasement of plus guage in mid-air final stage. <p>【Quirk Special 1】</p> <ul style="list-style-type: none"> • Higher the damage amount. • Lower the increasement of plus guage. <p>【Quirk Specail 3】</p> <ul style="list-style-type: none"> • Shorten the guard advantage. • Lower the knock back distance when guarding. • Lower the increasement of plus guage. <p>【Charged Quirk Specail 3】</p> <ul style="list-style-type: none"> • Slightly shorten the guard advantage • Higher the knock back distance when guarding.
Stain	PI19		
Muscular	PI20		<p>【Counter Attacks】</p> <ul style="list-style-type: none"> • Higher the cutting value of the guard guage. <p>【Quirk Special 4】</p> <ul style="list-style-type: none"> • Changed to be abe to move even out of tracking range. • Shorten the time required to reach maximum accumulation.
Izuku Midoriya Shoot Style	PI21		

Inasa Yoarashi	PI22		
Endeavor	PI23		
Mirio Togata	PI24		
Nejire Hado	PI25		
Tamaki Amajiki	PI26		
Mina Ashido	PI27		

<p>Minoru Mineta</p>	<p>PI28</p>		<p>【Quirk Special 1】</p> <ul style="list-style-type: none"> • Higher the generation speed. • Adjusted to shorten the back gap. • Adjusted to be able to derive to Quirk Special 3 when hit. • Adjusted for the opponent's bullet to not disappear when it hits the opponent. <p>【Quirk Special 2】</p> <ul style="list-style-type: none"> • Adjusted for the opponent's bullet to not disappear when it hits the opponent. <p>【Quirk Special 3】</p> <ul style="list-style-type: none"> • Higher the generation speed. • Adjusted the distance for tracking movement.
<p>Camie Utsushimi</p>	<p>PI29</p>		
<p>Seiji Shishikura</p>	<p>PI30</p>		
<p>Sir Nighteye</p>	<p>PI31</p>		<p>【Counter Attacks】</p> <ul style="list-style-type: none"> • Adjusted the way to blow out. <p>【Quirk Special 2】</p> <ul style="list-style-type: none"> • Higher the generation speed. • Adjusted so that combo correction is less likely to be applied. • Adjusted so that the back gap of ground Quirk Special 2 will be shorter. <p>【Quirk Special 3】</p> <ul style="list-style-type: none"> • Higher the normal generarion speed. <p>【Plus Ultra 1】</p> <ul style="list-style-type: none"> • Adjusted the bullet offset performance.
<p>Gang Orca</p>	<p>PI32</p>		

<p>Fat Gum (Fat)</p>	<p>PI33</p>		
<p>Fat Gum (Skinny)</p>	<p>PI90</p>		<p>【Target Combo】</p> <ul style="list-style-type: none"> • Shorten the back gap on the ground final stage. • Higher the cutting value of the guard guage on the ground final stage. • Extend the guard advanatage on the ground final stage. • Lower the blowing speed on the ground final stage. <p>【Quirk Special 1】</p> <ul style="list-style-type: none"> • Shorten the freeze time of the damagesd side on the ground first stage. • Shorten the back gap of final stage <p>【Quirk Special 2】</p> <ul style="list-style-type: none"> • Shorten the bac gap of the first and final stage. <p>【Quirk Special 4】</p> <ul style="list-style-type: none"> • Lower the turning performance when tracking. • Shorten the duration of attack judgment.
<p>Kai Chisaki(Overhaul)</p>	<p>PI34</p>		
<p>Kai Chisaki ver2</p>	<p>PI35</p>		
<p>Kendo Rappa</p>	<p>PI36</p>		

Twice	PI37		
Mr. Compress	PI38		
Tomura Shigaraki	PI39		<p>【Counter Attacks】</p> <ul style="list-style-type: none"> • Slightly increase the following speed of the damaged side in mid-air. <p>【Quirk Special 1】</p> <ul style="list-style-type: none"> • Adjusted the timing of the ability to cancel a non-hit into a Quirk Special 2 to be later. <p>【Quirk Special 2】</p> <ul style="list-style-type: none"> • Eliminate the attack judgment of the disintegration area that appears when finishing. • Shorten the time it takes to start falling in the air. • Higher the initial speed and generation speed after landing in the air. • Adjusted to make it easier to hit the Finish when launched from the air. <p>【Quirk Special 3】</p> <ul style="list-style-type: none"> • Higher the generation speed of 1st stage in mid-air.
Izuku Midoriya 100%	PI41		
Izuku holding Eri (Izuku + Eri)	PI42		

<p style="text-align: center;">Playable Nomu</p>	<p style="text-align: center;">PI48</p>		
<p style="text-align: center;">Hawks</p>	<p style="text-align: center;">PI43</p>		<p>【Quirk Special 1】</p> <ul style="list-style-type: none"> • Shorten the back gap. • Adjusted to narrow the angle of vertical rotation in the air. • Shorten the knock back distance when guarding. <p>【Quirk Special 2】</p> <ul style="list-style-type: none"> • Higher the generation speed. • Changed so that feathers do not disappear even after taking damage. • Adjusted so that combo correction values be less likely to be applied. <p>【Quirk Special 3】</p> <ul style="list-style-type: none"> • Extend the distance of the recoil when finishing. • Extends the blowing distance of the Finish. <p>【Others】</p> <ul style="list-style-type: none"> • Higher the initial speed and acceleration of the dash in mid-air.
<p style="text-align: center;">Gentle</p>	<p style="text-align: center;">PI44</p>		
<p style="text-align: center;">Mei Hatsume</p>	<p style="text-align: center;">PI45</p>		<p>【Target Combo】</p> <ul style="list-style-type: none"> • Adjusted the collision duration of the first step. • Adjusted the combo correction of the mid-air target combo so that it is less likely to be applied. <p>【unblockable Attacks】</p> <ul style="list-style-type: none"> • Higher the contact judgment of the barrel bomb. <p>【Counter Attacks】</p> <ul style="list-style-type: none"> • Adjusted so that the combo correction of mid-air counter attacks is less likely to be applied. <p>【Quirk Special 2】</p> <ul style="list-style-type: none"> • Adjusted so that combo correction is less likely to be applied when pulling a wire. • Higher the speed of wire recovery. • Higher the damage of the kick attack.

<p style="text-align: center;">Itsuka Kendo</p>	<p style="text-align: center;">PI46</p>		<p>【Target Combo】</p> <ul style="list-style-type: none"> Expand the attack judgment of the 1st stage on the ground. <p>【Quirk Special 1】</p> <ul style="list-style-type: none"> increased the blockstun time of the 1st stage on the ground. Expand the attack judgment of the 2nd stage on the ground. Extend the stepping distance of the 2nd stage on the ground. Higher the turning performance of the 2nd stage on the ground when stepping in. Slightly increased the attack duration of the 2nd stage on the ground. Shorten the back gap of the 2nd stage on the ground. Shorten the blockstun time of the 2nd stage on the ground. Expand the attack judgement of 2nd stage in mid-air. <p>【Quirk Special 3】</p> <ul style="list-style-type: none"> Increased damage when strongly flying the rocks. Shorten the back gap when not throwing the rocks from the place you landed in mid-air. <p>【Others】</p> <ul style="list-style-type: none"> Reduced the hit judgment on the fist when the fist becomes huge.
<p style="text-align: center;">Tetsutetsu Tetsutetsu</p>	<p style="text-align: center;">PI47</p>		<p>【Target Combo】</p> <ul style="list-style-type: none"> Higher the generation speed of the 1st and 2nd stage of the ground target combo when in iron state. <p>【Quirk Special 2】</p> <ul style="list-style-type: none"> Higher the generation speed when in iron state. <p>【Quirk Special 4】</p> <ul style="list-style-type: none"> Higher the generation speed of ground moves when in iron state. Higher the generation speed of the Quirk Special 4 in mid-air. <p>【Iron State】</p> <ul style="list-style-type: none"> Adjusted so that the back gap when landing will be shorter. Adjusted the stagger to continue when staggered by an attack with an unblockable related attacks.

System
Common to Every Characters

【Recovery】

- Adjusted so that when knocked down near the ground during a wall rush chance, the user can use lever input to recover in any direction.