

Character Name	Graphic	Adjustment Details PS4:1.09 Switch:1.0.7 XB1:1.0.1.2 Steam:1.0.0.8
Izuku Midoriya		【Unblockable Attacks】 ・ Adjusted the cancel timing for the plus ultra to make it harder for it to go off.
Katsuki Bakugo		【Quirk Special 4】 ・ Adjusted the timing of the plus ultra at the beginning of the grab so that it won't be canceled when not hit.
Ochako Uraraka		
Shoto Todoroki		
Tenya Iida		
Tsuyu Asui		【Quirk Special 4】 ・ Adjusted the cancel timing for the plus ultra to make it harder for it to go off.
Denki Kaminari		
Eijiro Kirishima		【Guard】 ・ Higher the maximum amount of Guard gauge. ・ Adjusted the amount of guard gauge consumed during evasive actions to match the increase in guard gauge. ・ Adjusted the amount of guard gauge recovery to match the guard gauge increase.
Kyoka Jiro		【Sidekick Attacks】 ・ Changed reload time from 40s to 60s. 【Plus Ultra All】 ・ Extends the damage recovery time for the opponent when attacking with the side kick.
Momo Yaoyorozu		
Fumikage Tokoyami		
All Might		

Shota Aizawa		【Quirk Special 3】 Changed so that you can only cancel into a plus ultra when you pull your opponent.
Gran Torino		
Tomura Shigaraki (Before Style)		【Quirk Special 1】 - Adjusted the cancel timing for the 3rd plus ultra on the ground to make it harder for the move to go off. 【Plus Ultra 1】 - Adjusted to make it easier to make consecutive hits against an airborne opponent.
All For One		【Quirk Special 2】 - Adjusted to prevent canceling when the plus ultra doesn't hit immediately after a hit. 【Quirk Special 4】 - Changed so that you can only cancel into plus ultra when you pull your opponent.
Dabi		
Himiko Toga		
Stain		【Sidekick Plus Ultra】 Fixed a bug that caused invisible attack judgments to remain when using Ochako's Side Kick Plus Ultra.
Muscular		【Quirk Special 4】 Adjusted the timing of the plus ultra at the beginning of the grab so that it won't be canceled when not hit.
Izuku Midoriya Shoot Style		
Inasa Yoarashi		
Endeavor		【Unblockable Attacks】 Fixed a bug where it was possible to cancel into a plus ultra at the beginning of a grab.
Mirio Togata		
Nejire Hado		

Tamaki Amajiki		【Quirk Special 4】 Adjusted the timing of the plus ultra at the beginning of the grab so that it won't be canceled when not hit.
Mina Ashido		【Mid-air Counter Attacks】 - Increased the combo power. 【Quirk Special 3】 - Fixed a bug that prevented Quirk Special 3 from being connected to lever fights in the air when controlling 2P. - Adjusted the tracking performance of airborne Quirk Special 3 at the beginning of the move. - Adjusted the hit detection of the final kick attack. 【Plus Ultra 1】 - Adjusted hit detection during rotating attacks.
Minoru Mineta		
Camie Utsushimi		【Target Combo】 - Adjusted the blow-off angle of the final stage on the ground to be shallower. - Shorten the hit stop time on the damage side.
Seiji Shishikura		【Target Combo】 - Downward the speed of the first attack on the ground. - Higher the damage amount of the first step on the ground. - Extended the range of the second step on the ground. - Adjusted the blowing angle of the third step on the ground to be shallower. - Downward the damage amount of the second step in the air. - Higher the damage amount of the first step on the ground. 【Counter Attacks】 - Higher the guard gauge shaving value. 【Quirk Special 1】 - Extended the time required to generate fingers. - Changed to generate a maximum number of fingers at once. - Shorten the back gap after finger generation. - Adjusted to make it harder to move inertia when generating fingers. - Adjusted the range of fingers downward. 【Quirk Special 2】 - Extended the time for accepting dash cancels when firing a finger on the ground. - Increased the generation speed of firing after accumulating. 【Quirk Special 3】 - Higher the guard gauge cutting value. - Increased the amount of damage when a counter is executed. - Changed so that attacks can be canceled into Quirk Special 1 when hit without being blocked. - Shortened the duration of the guard state. 【Quirk Special 4】 - Fixed a bug that caused the forward movement to stop when the finger hit in the maximum pool while holding the finger. - Adjusted the cancel timing for Plus Ultra to make it harder for the moves to fire out of control. 【Plus Ultra 2】 - Fixed a bug that prevented attacks from hitting some characters at close range.
Sir Nighteye		【Quirk Special 3】 Adjusted the timing of canceling a successful hit to a Plus Ultra to make it harder for the move to go off.
Gang Orca		【Target Combo】 - Higher the generation speed of the first step on the ground. - Higher the movement speed of the first step on the ground. - Adjusted to shorten the back gap of the first step in mid-air. - Adjusted to shorten the back gap of the third step in mid-air. 【Unblockable Attacks】 - Adjusted so that lever input throws can be canceled into target combos. 【Counter Attacks】 - Increased the down value of mid-air counter attacks. 【Quirk Special 2】 - Increased the down value. 【Quirk Special 3】 - Adjusted the cancel timing for the plus ultra to make it harder for the move to go off. 【Quirk Special 4】 - Higher the generation speed.
Fat Gum (Fat)		

Fat Gum (Skinny)		
Kai Chisaki(Overhaul)		【Ground Quirk Special 2】 • Changed so that the user can take a passive action when the first or second step blows up. 【Plus Ultra 2】 • Lower the duration of hit detection.
Kai Chisaki ver2		
Kendo Rappa		【Quirk Special 4】 • Adjusted the timing of the plus ultra at the beginning of the grab so that it won't be canceled when not hit.
Twice		【Target Combo】 • Increased the hit detection of the first step in the air to the downward direction. • Slightly shortened the duration of the first attack in the air. 【Counter Attacks】 • Higher the amount of plus gauge increase on the ground. • Adjusted to make it harder to force down. 【Unblockable Attacks】 • Higher the amount of plus gauge increase on the ground. • Adjusted to make it harder to force down. 【Quirk Special 1】 • Changed so that you can cancel into a target combo even when an attack is blocked. • Adjusted so that damage from rolling up a major is less likely to cause a forced down. • Fixed a problem of the dash cancel when landing on the ground from the air would turn into a run instead of a dash. 【Quirk Special 2】 • Removed the ability to cancel into a target combo when hitting a ground attack. • Extended the time to accept a cancel from Ground Quirk Special 2 to Quirk Special 1 until the end of the move. • Shortened the back gap in the air. • Adjusted to make it less likely that the damage from rolling up a major will force you down. • Increased the inertia distance of the second move in mid-air. • Changed to temporarily shake off the opponent's pursuit when moving sideways in the air. 【Quirk Special 3】 Adjusted the cancel timing for the plus ultra to make it harder for the move to go off.
Mr. Compress		【Target Combo】 • Shorten the damage time of the first step in the air. • Decreased the fall speed of summons in the second step in mid-air. • Decreased the fall speed of the damaged side of the second step in mid-air. • Higher the generation speed of the first and second steps in mid-air. 【Unblockable Attacks】 • Higher the damage. 【Quirk Special 3】 • Increased the generation speed when throwing compressed bullets. • Shortened the back gap when throwing a compressed bullet. • Changed so that when you successfully compress a bullet, you can immediately derive a throwback by pressing the Quirk Special 2 button again. 【Quirk Special 4】 • Added a derivative to Quirk Special 3 (only if you have a Compressed Bullet). • Shortened the hold time required to reach maximum accumulation. • Higher the generation speed.
Tomura Shigaraki		【Quirk Special 3】 Adjusted the cancel timing to Plus Ultra to make it harder for the move to go off.
Izuku Midoriya 100%		
Izuku holding Eri (Izuku + Eri)		

Playable Nomu		
Hawks		
Gentle		
Mei Hatsume		【Sidekick Attacks】 • Change reload time from 40 to 60. • Higher the restraint time. • Extended the size of the net.
Itsuka Kendo		【Unblockable Attacks】 • Extended the time in air of the damaged side to make it easier to pursuit. 【Quirk Special 1】 • Higher the generation speed of the ground. • Shorten the tracking time before the attack in mid-air. 【Plus Ultra 1】 • Fixed a case where an attack misses because of not being able to catch up with the opponent when the tracking ends at close range.
Tetsutetsu Tetsutetsu		
System Common to Every Characters		【Plus Ultra 2】 • Fixed a bug of the opponent not turning head back while attacking the stumbling opponent when the guard was broken by Quirk Special 2 start attack.