

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 | Update Details |
|---------------------|-----------|--|--|
| 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)+(K)) - 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 | Update Details |
|---------------|-----------|--|--|
| 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/buff | Move | Update Details |
|---------------------|-----------|---|--|
| Command added | - | ↓ ↘ ⇒ (A)+(B)+(X) ↓ ↘ ⇒ (A)+(B)+(X).(C) | <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)+(X).(C)". |
| 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)+A) Storm Maker (↘(B)+X) (hit) Storm Front Culverin (While Soul Charged B⇒.(C)) Flash Geo Da Ray (While Soul Charged ↓ ↘ ⇒ (C)) Phantasm Fleet (While Soul Charged ↘ ↘ or ⇒ ⇒ or ↘ ↘ (A)+B) |
| Command added | - | ↘(A)+X (hit, training mode only) | Created a command for "Storm Maker" unique to training mode. |
| Command changed | - | While crouching ↘(B) | Added a command that performs "Bloody Hoist" (↘ ↘ or ⇒ ⇒ or ↘ ↘ (B)). |
| Behavior Adjustment | - | ↓(A)+X (Training mode only) | Lengthened the input window to make the move easier to perform. |
| 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 | ↑ | B ⇒ | Adjusted the 1st hit's tracking to prevent it from missing unintentionally. |
| Behavior Adjustment | ↑ | (B) (C) During Dread Storm (A) During Dread Charge (X) | 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. |
| 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).(C).(C) | <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). Increased the length of stun inflicted by 6 frames when the 2nd attack hits. 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 (X) | 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 ↑ ↑", making follow-up attacks possible. Increased the length of stun inflicted by 10 frames when the attack is guarded. |
| Balance Adjustment | ↑ | ↘ ↘ or ⇒ ⇒ or ↘ ↘ (X) | <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 (X) During Dread Charge while soul charged ↓ ↓ or ↑ ↑ (B).(X) | <ul style="list-style-type: none"> Increased the move's base damage. Increased the length of stun inflicted by 6 frames when the attack is guarded. |
| 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 | ↓ | (B) (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 | Update Details |
|---------------------|-----------|---|---|
| Command added | - | ↓ ↘ ⇒ Ⓐ+Ⓜ+Ⓚ | 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 (↘Ⓐ+Ⓜ) - Twin Vipers (During Quick Parade Ⓚ) - Ebony Spindle (During Preparation Ⓐ.Ⓚ) - Lunging Press ~ Preparation (During Preparation ⇒ Ⓚ) - King Cobra Strike (During Preparation Ⓐ+Ⓜ) - Quick Parade (During Preparation Ⓜ+Ⓚ) - Venom Impact (During Preparation Ⓜ+Ⓚ/Ⓚ+Ⓚ) (Changed from Venomous Strike.) - Mandrake Shaft (During Shadow Evade while Soul Charged Ⓚ.Ⓜ) |
| Command changed | - | During Preparation ↑Ⓜ+Ⓚ | - Along with the addition of "Quick Parade (During Preparation Ⓜ+Ⓚ)", the command for "Cantarella Needle (Retreat)" has been changed. |
| Behavior Adjustment | ↑ | Ⓜ.Ⓜ ↘Ⓚ ↑Ⓐ+Ⓜ Ⓜ+Ⓚ.Ⓜ ↑Ⓐ+Ⓚ (Training mode only) During Quick Parade Ⓐ During Shadow Evade Ⓚ | •Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss. |
| Balance Adjustment | ↑ | ⇒Ⓐ.Ⓐ | •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 | ↑ | ↓Ⓐ While crouching Ⓐ | •Increased the length of stun inflicted by 2 frames when the attack is guarded. |
| Balance Adjustment | ↑ | ⇐Ⓜ+Ⓚ | •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 Ⓜ.Ⓜ | •Increased the amount of guard stamina the attack reduces. |
| Balance Adjustment | ↑ ↓ | During Quick Parade Ⓐ | •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 Ⓜ.Ⓜ.Ⓐ+Ⓜ | •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 | ↓ | Ⓐ+Ⓜ+Ⓚ During Preparation Ⓐ+Ⓜ+Ⓚ | •Made it possible for the opponent to perform an ukemi. |
| Balance Adjustment | ↓ | ↑Ⓐ+Ⓜ | •Added scaling to the combo damage when the attack lands as a Lethal Hit. |
| Balance Adjustment | ↓ | Ⓜ+Ⓚ.Ⓜ | •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 | Update Details |
|---------------------|-----------|---|--|
| Command added | - | ↓ ↘ ⇒ △ + ⊕ + ⊗ ↓ ↘ ⇒ △ + ⊕ + ⊗ | 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 "↓ ↘ ⇒ △ + ⊕ + ⊗" after the attack will shift you to Wind Fury. |
| Command added | - | New Actions for Season 2 | New commands have been added. - Cross Breeze (⇒ ⊕ . ⊗) - Gale Force Kick (Facing away ↓ ⊕ + ⊗) - Encroaching Storm (Facing away ↑ ⊕ + ⊗) - Wind Spirit Hiwa (During Wind Charmer ⊕ . △) - Howling Winds (While Soul Charged ↓ ⊕ . △ . ⊕) |
| Command added | - | Facing away ⊕ + ⊗ . △ + ⊕ Facing away ⊕ + ⊗ . △ + ⊕ | Inputting "Facing away ⊕ + ⊗ . △ + ⊕" or "Facing away ⊕ + ⊗ . △ + ⊕" will now power up the attack. |
| Behavior Adjustment | ↑ | △ . △ . △ △ + ⊕ + ⊗ Facing away △ + ⊕ + ⊗ | •Enlarged the hitbox, and adjusted tracking and distance moved in order to reduce instances in which the attack would unintentionally miss. |
| Behavior Adjustment | ↑ | ↓ ↓ or ↑ ↑ ⊕ . ⊕ (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 ⊕ . ⊕ | •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 | ↑ | ⊕ + ⊕ | •Sped up the attack's start-up by 2 frames. |
| Balance Adjustment | ↑ | △ . △ . ⊕ . ⊕ | •Changed the opponent's behavior when the attack is guarded and increased the stun inflicted by 2 frames. |
| Balance Adjustment | ↑ | ⇒ ⊕ | Along with the addition of the new command "⇒ ⊕ . ⊗", 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 ⊕ | •Changed the opponent to a standing state when the attack hits. This adjustment was made with the new command "During Wind Charmer ⊕ . △" in mind. |
| Balance Adjustment | ↑ | During Wind Charmer △ + ⊕ | •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 ⊕ during hit/guard ⊕ While soul charged ↓ ↘ or ⇒ ⇒ or ↗ ↗ △ . ⊕ . ⊕ | •Activating the move will grant the wind's blessing and restore guard stamina. |
| Balance Adjustment | ↑ ↓ | ↓ ↘ ⇒ ⊕ | •In addition to "↓ ↘ ⇒ ⊕", "↓ ↘ ⇒ ⊕" 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 ⊕ | 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 ↑ ↑ △ During Wind Charmer while soul charged △ . △ . ⊗ . △ | •Decreased the opening after the attack by 2 frames. •Added scaling to the move's combo damage. |
| Balance Adjustment | ↑ ↓ | During Wind Sault △ + ⊕ | •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 ⊕ during hit/guard ⊕ | •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 ↗ ↗ △ + ⊕ | •Decreased the amount of guard stamina the attack reduces. •Added scaling to the move's guard crush combo damage. |
| Balance Adjustment | ↓ | Facing away ⊕ | •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 | Update Details |
|---------------------|-----------|---|---|
| Command added | - | <ul style="list-style-type: none"> ↓ ↘ ⇒ (A)+(B)+(K) ↓ ↘ ⇒ (A)+(B)+(K) | <ul style="list-style-type: none"> Added the new move "Acidic Modulation" as part of the new "Soul Attack" mechanic. Will always trigger a personality change upon hit. Using "↓ ↘ ⇒ (A)+(B)+(K)" 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 | <ul style="list-style-type: none"> Commands have been added/changed. - Fin Beat (While Jolly (B)⇒) - Deadly Feather (While crouching ↘(B)) - Killer Cacophony (While Soul Charged ⇐(B).(K)) - Offbeat Claw (⇒(B)+(K)) - Pit of Resonance (While Jolly ⇒(B)+(K) (counter hit)) - Pit of Syncopation (While Gloomy ⇒(B)+(K) (counter hit)) - Chattering Mandible (While Jolly ↘ ↘ or ⇐ or ↘ ↘ (B)+(K)) - Swing Kick (While rising (K)) Note: Can also be used while Gloomy. - Chattering Cantabile ~ Updraft (While rising (B)+(K)) (Changed from "While Gloomy & while rising (K)"). |
| Behavior Adjustment | ↑ | <ul style="list-style-type: none"> While Jolly ⇒(A) While Jolly ⇐(A) While Jolly ↘ ↘ or ⇐ or ↘ ↘ (B).(A) While Jolly (B) While Jolly ↘ ↘ or ⇐ or ↘ ↘ (B)(A) While Gloomy ⇒(A) While Gloomy (B).(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 | ↑ | After reversal edge hits (A).(A) | <ul style="list-style-type: none"> Increased the amount of guard stamina the attack reduces. |
| Behavior Adjustment | ↓ | <ul style="list-style-type: none"> While Jolly (A) While Gloomy (B).(B) | <ul style="list-style-type: none"> 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 (B).(B)" is guarded. |
| Balance Adjustment | ↑ | Behavior When Hit by a Break Attack | <ul style="list-style-type: none"> 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 | <ul style="list-style-type: none"> The soul gauge now increases when spending health. |
| Balance Adjustment | ↑ | Health-Consuming Techniques While Gloomy | <ul style="list-style-type: none"> 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 | ↑ | <ul style="list-style-type: none"> While Jolly (A) While Jolly (B) | <ul style="list-style-type: none"> Sped up the attack's start-up by 2 frames. |
| Balance Adjustment | ↑ | While Jolly ⇐(A) | <ul style="list-style-type: none"> 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 ⇐(B).(B).(B) | <ul style="list-style-type: none"> 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 ⇐(B).(A).(B)". |
| Balance Adjustment | ↑ | While Gloomy ⇐(B).(B).(B) | <ul style="list-style-type: none"> 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 ↘ ↘ (B) | <ul style="list-style-type: none"> 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 ↑ ↑ (B) | <ul style="list-style-type: none"> 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 | ↑ | <ul style="list-style-type: none"> While Gloomy ⇐(A) While Gloomy & soul charged ⇒(A).(B).(B) While Gloomy & soul charged (B).(B).(B) While Gloomy & soul charged ⇒(B).(B) While Gloomy & soul charged ⇒(A)+(K).(B) (Training mode only) | <ul style="list-style-type: none"> Increased the move's base damage. Adjusted "⇒(B).(B)" and "⇒(A)+(B).(B)" to prevent the 2nd attack from being evaded even with an ukemi after the 1st attack hits a downed opponent. |
| Balance Adjustment | ↑ ↓ | While Jolly ⇐(K) | <ul style="list-style-type: none"> Increased the move's base damage. Increased the chances of triggering a personality change. Adjusted the attack to allow the character to move first upon hit. Added scaling to the move's combo damage. |
| Balance Adjustment | ↑ ↓ | While Gloomy ⇐(K) | <ul style="list-style-type: none"> Increased the chances of triggering a personality change. Decreased the opening by 6 frames when the attack lands and doesn't trigger a personality change. |
| Balance Adjustment | ↑ ↓ | <ul style="list-style-type: none"> While Jolly ↓ ↓ or ↑ ↑ (A) While Gloomy ↓ ↓ or ↑ ↑ (A) | <ul style="list-style-type: none"> Added scaling to combo damage for "While Jolly ↓ ↓ or ↑ ↑ (A)". Increased the length of stun inflicted by 2 frames when "While Jolly ↓ ↓ or ↑ ↑ (A)" hits, making it behave like "While Gloomy ↓ ↓ or ↑ ↑ (A)". Mitigated scaling to combo damage for "While Gloomy ↓ ↓ or ↑ ↑ (A)". |
| Balance Adjustment | ↑ ↓ | While Gloomy & soul charged ⇒(A)+(B) | <ul style="list-style-type: none"> 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 | ↓ | <ul style="list-style-type: none"> While Gloomy ⇒(A).(B) While Gloomy (B).(B).(B) While Gloomy ⇒(B) While Gloomy ⇒(A)+(K) (Training mode only) | <ul style="list-style-type: none"> 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 | Update Details |
|---------------------|-----------|---|---|
| Command added | - | ↓ ↘ ⇒ Ⓐ+Ⓜ+Ⓚ After inflicting a curse ↓ ↘ ⇒ Ⓐ+Ⓜ+Ⓚ.Ⓜ | <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 | <ul style="list-style-type: none"> New commands have been added. - Ilabrat's Ingress (After inflicting a curse ⇐Ⓐ upon hit or guard Ⓜ) - Purge of Ereshkigal (After inflicting a curse Ⓜ+Ⓜ.⇐) - Breath of Mushussu (↓ ↘ ⇐Ⓜ+Ⓚ) - Enlii's Punishment (↓ ↓ or ↑ ↑ Ⓜ+Ⓚ) - Fatal Gravity (While Soul Charged ↓ ↘ ⇒ Ⓐ+Ⓜ) Note: Changed to allow "Ⓐ+Ⓜ" to be performed normally even while Soul Charged. - Fatal Gravity (While Soul Charged ↓ ↘ ⇐Ⓐ+Ⓜ) |
| Command changed | - | Ⓐ+Ⓜ+Ⓚ ⇐Ⓐ+Ⓜ+Ⓚ | <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 (Ⓐ+Ⓜ+Ⓚ) 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 Ⓐ+Ⓜ+Ⓚ) Has Guard Impact properties against high, middle, and low attacks before it lands. - The Voice from the Abyss: Second Threshold (After inflicting two curses Ⓐ+Ⓜ+Ⓚ) 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 Ⓐ+Ⓜ+Ⓚ) 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 (⇐Ⓐ+Ⓜ+Ⓚ) 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 | - | ⇐Ⓐ.Ⓜ While soul charged ↘ Ⓐ.Ⓜ | <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) ↓ Ⓐ+Ⓜ | <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 | ↑ | ⇐Ⓜ.Ⓚ | <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. Increased the length of stun inflicted by 2 frames when the 2nd attack hits, making it possible to follow up with moves that inflict curses on the opponent. |
| 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." |
| Balance Adjustment | ↑ | ↘ ↘ or ⇐ or ↘ ↘ Ⓐ | <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"> 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. |
| 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. |

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 | Update Details |
|---------------------|-----------|---|---|
| Command added | - | ↓ ↘ ⇒ Ⓐ + Ⓜ + Ⓚ ↓ ↘ ⇒ Ⓐ + Ⓜ + Ⓚ . ⇒ | <ul style="list-style-type: none"> Added the new move "Swords United" as part of the new "Soul Attack" mechanic. Using "↓ ↘ ⇒ Ⓐ + Ⓜ + Ⓚ . ⇒" 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 (↓ ↘ ⇒ Ⓜ) - Camelot's Ruse (While Soul Charged ↓ ↘ ⇒ Ⓜ (hit)) - Hidden Tomb (↘ Ⓐ + Ⓜ) - Sir Lancelot's Might (↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓜ . Ⓜ) - Sir Bors's Scream (↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓜ Ⓜ) - Sacred Verse (While in Avenger stance Ⓜ . Ⓐ) (Changed from Corbenic's Veil) - Grim Verse (While Soul Charged & in Avenger stance Ⓜ . Ⓐ . Ⓚ) - Sir Galahad's Chosen (While in Avenger stance Ⓜ . Ⓚ) - Kill Order (While Soul Charged & in Avenger stance Ⓜ . Ⓚ . Ⓜ) |
| Behavior Adjustment | - | While in Avenger stance Ⓜ | <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 | ↑ | ↓ Ⓜ / While crouching Ⓜ ↓ Ⓐ + Ⓜ While soul charged ↓ Ⓐ + Ⓜ During jump Ⓐ ↓ ↓ or ↑ ↑ or ↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓜ Ⓜ + Ⓚ ↓ ↓ or ↑ ↑ Ⓐ ↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓚ | <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 ↘ ↘ Ⓜ Ⓜ | <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 ↘ ↘ Ⓜ Ⓜ + Ⓜ | <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 ↘ Ⓐ . Ⓜ | <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 ↘ Ⓜ . Ⓜ While soul charged & in Avenger stance ⇒ Ⓜ | <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 | ↓ | ↔ Ⓐ | <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 | ↓ | ↘ Ⓜ | <ul style="list-style-type: none"> Reduced the distance the opponent flies when hit in midair. |
| Balance Adjustment | ↓ | ↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓜ Ⓜ . Ⓐ . Ⓐ | <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 ↘ ↘ Ⓜ Ⓜ . Ⓐ . Ⓐ". |
| Balance Adjustment | ↓ | While soul charged Ⓐ + Ⓜ + Ⓚ | <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 | Update Details |
|---------------------|-----------|---|---|
| Command added | - | ↓ ↘ ⇒ (A)+(B)+(C) | <ul style="list-style-type: none"> Added a new move as part of the new "Soul Attack" mechanic. The attack changes based on the number of times it is triggered. <ul style="list-style-type: none"> - If triggered an odd number of times: Spirit Sword Salvation - If triggered an even number of times: Evil Sword's Embrace Using "↓ ↘ ⇒ (A)+(B)+(C)" 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 | <ul style="list-style-type: none"> New commands have been added. <ul style="list-style-type: none"> - Death to Defectors (A).A.(B) - To the Gallows (B).B.(A) - Almighty Paradox (While in Almighty mode ↑(B)+(C)) - Everlasting Antithesis (While Soul Charged ↑(B)+(C)) - Condemnation of Transgressors (During Comedy of Errors A).A) |
| Command added | - | Without weapons formed (B)+(C).A.or(B)+(C) | <ul style="list-style-type: none"> 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. <ul style="list-style-type: none"> - 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 | - | (A)+(B).A.or(B)+(C) | <ul style="list-style-type: none"> Added "Humanity's Emancipation", an action that allows you to form a weapon. Inputting "(A)+(B).A.or(B)+(C)" 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 "(A)" will allow for the follow-up attacks listed below. <ul style="list-style-type: none"> - Advent of Awakening (A)+(B).A.or(B)+(C) to form a sword.(A) - Humanity's Enlightenment (A)+(B).A.or(B)+(C) to form a spear.(A) - Animality Extinguished (A)+(B).A.or(B)+(C) to form an ax.(A) |
| Behavior Adjustment | - | A.A.A While soul charged A.A.A ↘(B) ↘ or ← or ↙ or ↗(B) ↘ or ← or ↙ or ↗(B) (A)+(B) during 8-way run While soul charged during 8-way run (A)+(B) During 8-way run (A)+(B) (Training mode only) While soul charged during 8-way run (A)+(B) (Training mode only) | <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) | <ul style="list-style-type: none"> 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 ↗ or ↗(A) | <ul style="list-style-type: none"> If the attack hits an opponent as they move sideways, it is now counted as a run counter. |
| Behavior Adjustment | ↑ | ↓ ↓ or ↑ ↑(C) During Tragedy of War ↓ ↓ or ↑ ↑(C) During Comedy of Errors ↓ ↓ or ↑ ↑(C) | <ul style="list-style-type: none"> Fixed an issue in which the timing during which the character would be treated as being in a midair state when inputting "↑ ↑(C)" would differ from that of "↓ ↓(C)". |
| Behavior Adjustment | ↓ | (A)+(B)+(C) | <ul style="list-style-type: none"> 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 | ↓ | ↗(B) During Tragedy of War (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 and behind you. Adjusted the move "During Tragedy of War (B)" to make it easier to evade with a horizontal roll upon wakeup. |
| Balance Adjustment | ↑ | While in spear mode (B)+(C) or while in Almighty mode ←(B)+(C) | <ul style="list-style-type: none"> 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. |
| Balance Adjustment | ↑ | (B).B.(B) | <ul style="list-style-type: none"> Changed the opponent's behavior when the 2nd attack lands as a counter hit. This is to allow the new command "(B).B.(B)" to be used in a stun combo. |
| Balance Adjustment | ↑ | (B) ⇐ | <ul style="list-style-type: none"> Added a Lethal Hit condition Made the Lethal Hit condition "Triggers upon hitting an opponent knocked off balance with a Guard Impact." |
| Balance Adjustment | ↑ ↓ | During Comedy of Errors A.(B) | <ul style="list-style-type: none"> 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 A.(B)" will now be easier to evade by moving sideways. |
| Balance Adjustment | ↓ | Weapon Arts | <ul style="list-style-type: none"> Performing the move while Soul Charged now decreases your Soul Charge time. |
| Balance Adjustment | ↓ | While in ax mode (B)+(C) or while in Almighty mode ⇒(B)+(C) | <ul style="list-style-type: none"> Decreased the move's base damage. |
| Balance Adjustment | ↓ | A.A.A A.(B) | <ul style="list-style-type: none"> Reduced the length of stun inflicted by 2 frames when the 2nd attack of "A.A.A" 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 "A.(B)" hits. This change does not apply when landing as a counter hit. |
| Balance Adjustment | ↓ | ↘(A) | <ul style="list-style-type: none"> Changed the opponent to a standing state when the attack lands as a counter hit. |
| Balance Adjustment | ↓ | ↘(B) | <ul style="list-style-type: none"> Added scaling to the combo damage when the attack lands as a Lethal Hit. This change does not apply when using "↘(B).B". |
| Balance Adjustment | ↓ | While crouching ↘(B).(B) | <ul style="list-style-type: none"> 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 | Update Details |
|---------------------|-----------|---------------------------------|--|
| 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 "⇨⇨Ⓐ". |
| 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 | ↑ | ↘↘ or ⇨ or ↘↘ Ⓜ.Ⓜ ↘Ⓜ ↘Ⓜ | <p>•Added/changed Lethal Hit conditions.</p> <ul style="list-style-type: none"> - ↘↘ or ⇨ or ↘↘ Ⓜ.Ⓜ: Triggers after hitting an opponent with three different signs - ↘Ⓜ: 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. |

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 | Update Details |
|---------------------|-----------|---|--|
| Command added | - | ↓ ↘ or ↘ ↘ or ↘ ↘ During Amaryllis Spin (A+B+K) | Added the new move "Mystic Thorn" as part of the new "Soul Attack" mechanic. <ul style="list-style-type: none"> Using "B+K" after the attack will shift you to Lilith Parry. Using "↓ B+K" after the attack will shift you to Merrow Parry. Using "↑ B+K" 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.K) Insigne Lune (↔A.K upon hit or guard B) Shadow Stinger ~ Amaryllis Spin (While crouching ↘B.↔) Nocturne Stratagème (While crouching B+B/A+B) Insigne Lune (↓ ↓ or ↑ ↑ K upon hit or guard B) Pirouette Sweep (↓ ↓ or ↑ ↑ B+B.K) Amaryllis Flicker (During Amaryllis Spin ↓ or ↑ B) Amaryllis Flicker (Cancel) (During Amaryllis Spin ↓ or ↑ B.B) Crimson Slicer (During Amaryllis Spin ↓ or ↑ B.B.A) Assault Blade (During Amaryllis Spin ↓ or ↑ B.B.B) Pirouette Sweep (During Amaryllis Spin ↓ or ↑ B.B.K) Amaryllis Perch (During Amaryllis Spin B) Vermillion Signet (While Soul Charged ↘ ↘ or ↙ ↙ or ↘ ↘ B+K) Vermillion Signet ~ Amaryllis Spin (While Soul Charged ↘ ↘ or ↙ ↙ or ↘ ↘ B+K.↔) |
| Behavior Adjustment | - | ↘ ↘ or ↘ ↘ or ↘ ↘ ↔ ↘ or ↘ ↘ | Adjusted the input window to reduce instances in which "↘ ↘ or ↘ ↘ or ↘ ↘ B+K" would unintentionally be performed when inputting the command for "↘ ↘ or ↘ ↘ or ↘ ↘ B.B". |
| Behavior Adjustment | - | During Amaryllis Spin (A+B) During Amaryllis Spin (↔A+B) | 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 (A+B) During Amaryllis Spin while soul charged & with Red Rose Perception at max (A+B) | 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 | ↑ | B+K ↑ B+K ↓ B+K | These attacks now have Resist Impact properties when Red/White Rose Perception are maxed out. |
| Balance Adjustment | ↑ | ↘ B A | Increased the length of stun inflicted by 6 frames when the 2nd attack is guarded. |
| Balance Adjustment | ↑ | ↓ ↓ or ↑ ↑ K | 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 ↘ ↘ K | 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 Merrow Parry B | Reduced the opening after the attack by 2 frames, allowing for follow-ups like "While crouching B+B" to be performed upon hit. Increased the length of stun inflicted by 8 frames when guarded, and reduced the distance between the character and the opponent. |
| Balance Adjustment | ↑ | During Merrow Parry & with White Rose Perception at max B | Reduced the opening after the attack by 2 frames, allowing for follow-ups like "While crouching B+B" to be performed upon hit. Increased the length of stun inflicted by 4 frames when guarded, and reduced the distance between the character and the opponent. |
| Balance Adjustment | ↑ | During Amaryllis Spin K.K | 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 K.K" can no longer be interrupted by a Guard Impact. ("K.B" can be guarded in succession.) 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 | Update Details |
|---------------------|-----------|--|--|
| Command added | - | ↓ ↘ ⇨ A+Ⓜ+Ⓚ During Angel Step A+Ⓜ+Ⓚ | 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 ↘Ⓜ) - Angel Discus: Regina (⇨A+Ⓜ) - Elfin Orbit: Regina (During Angelic Twirl A) - Cherub Orbit: Regina (During Angelic Twirl while Soul Charged A) - Celestial Turbulence (During Divine Force ↘A.A+Ⓜ) - Helios Meteor Blow (During Divine Force & during Angel Step Ⓚ.A+Ⓜ) |
| Behavior Adjustment | - | ↑Ⓜ+Ⓚ | •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 ↗ ↘Ⓚ | •Fixed an issue in which landing a Lethal Hit could immediately be followed up with the same Lethal Hit. |
| Behavior Adjustment | - | During Titanic Struggle ⇨A or ⇨Ⓜ or ⇨Ⓚ | •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 Ⓚ.Ⓚ | •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+Ⓜ | •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+Ⓜ" would be performed even while Soul Charged if the command was inputted while facing away. |
| Balance Adjustment | ↑ | ↓ ↓ or ↑ ↑ Ⓜ ↘ ↘ or ⇨ → or ↗ ↘ A+Ⓜ | •Increased the length of stun inflicted when guarded by 4 frames. |
| Balance Adjustment | ↑ | Ⓜ ⇨ | •Sped up the attack's start-up by 2 frames. |
| Balance Adjustment | ↑ | ↓ Ⓜ+Ⓚ | •Increased the length of stun inflicted when guarded by 4 frames. |
| Balance Adjustment | ↑ | During Angel Step Ⓜ | •Increased the length of stun inflicted by 2 frames when the attack is guarded. |
| Balance Adjustment | ↑ | During Angelic Twirl Ⓚ | •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+Ⓜ | •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 | ↓ | Ⓜ+Ⓜ | •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. |