

Ver.2.10 Battle Adjustment List

Damage = The amount of health taken away when an attack hits

1 frame = 1/60 of a second. Also a unit used to indicate the passage of time in the game.

Attack startup = The time at which an attack's hitbox becomes active.

This list is written from the perspective of when you hit the enemy or with the move in question (or make them guard).

Move level = the level of strength of an attack when pitted against another attack. There are three levels: weak, middle, and strong. Move levels affect battle in the following ways:

1. When two attacks land at the same time, the attack with the higher move level is more effective. When there is a large gap in move levels, the stronger move hits without interruption.
2. They influence characters' behavior when their attack is deflected by a guard impact. Attacks with higher move levels have less of an opening after being deflected.
3. They affect the amount of guard stamina that is chipped away when the opponent guards an attack. Attacks with higher move levels reduce the opponent's guard stamina more.
4. They affect the amount the character's soul gauge fills when attacking and hitting the opponent. Attacks with higher move levels fill the soul gauge more.
5. The only vertical attacks that can crush an opponent's guard are those whose move level is "middle" or "strong." For horizontal attacks, it is only "strong."

The above points cover the general tendencies of the game, and exceptions may be created as part of balance adjustments, e.g. an attack with a move level of "strong" may become unusable as a guard crush, etc.

Battle System

Version 2.10 will see guest character Haohmaru added to the roster. Use his incredible destructive power to cut down foes with one powerful hit!

With the addition of a new character, we have implemented the following fixes.

- Made behavioral adjustments to the new battle mechanic added in Season 2.
- Fixed unintended issues that occurred on certain stages.
- Adjusted character behavior, mainly hitboxes and tracking.

When a short custom character uses a tall regular character's move, the opponent's attack would sometimes unintentionally miss. To help prevent this from happening, we mainly extended the lower hitbox of certain high attacks and middle attacks that were most likely to have this issue.

In Version 2.02, custom characters using Kiliik's or Grøh's fighting style could destroy their own equipment at will when entering soul charge. Since this has been very well-received, we enabled this function for all fighting styles and added an option to select which part of the equipment will be destroyed.

Category	Nerf/buff	Move	Description
Command Added	-	Soul Charges	<ul style="list-style-type: none"> Added the following soul charge activation features for custom characters. • Upper equipment can be destroyed by holding down the ⊕ button until the action is finished. • Middle equipment can be destroyed by holding down the ⊕ button until the action is finished. • Lower equipment can be destroyed by holding down the ⊕ button until the action is finished. Multiple pieces of equipment can be destroyed at once. Regular characters cannot use this feature.
Behavior Adjustment	-	Soul Attacks	<ul style="list-style-type: none"> • Fixed an issue in which the camerawork would get mixed up at the start of the next battle if a soul attack was activated after the end of the previous battle.
Behavior Adjustment	-	Resist Impacts	<ul style="list-style-type: none"> • Adjusted the input window to make the move easier to perform. The following two adjustments were made. - Made it harder for the Resist Impact input to be accidentally registered as a Reversal Edge. - Adjusted the input for Reverse Resist Impacts so that they can be performed with ↵ as well as with ⇨ (the same as a regular Reverse Impact). • Added an entry to the in-game move list.

Update for all characters

Category	Nerf/buff	Move	Description
UI Added	-	Character-Specific Battle UI	<ul style="list-style-type: none"> • Added a display near the health bar for displaying parameters that change in battle based on character-specific commands. • The following characters have this added display. - Maxi (Seven Stars Severance) - Siegfried (Dark Legacy) - Nightmare (Terror Charge) - Tira (Jolly/Gloomy) - Amy (Red Rose Perception/White Rose Perception) - Hilde (Sword Regalia/Spear Regalia)
Behavior Adjustment	-	Weapon Trail Effects	<ul style="list-style-type: none"> • Fixed an issue in which trail effects would display in a different place from where the weapon actually passed.
Behavior Adjustment	-	Throws	<ul style="list-style-type: none"> • Extended the tracking time of the grabbing motion to improve overall tracking. The following throws are excluded from this change, as they are intended to be evadable by moving. - Tira's Grim Reaper - Astaroth's critical edge (evadable at mid range and further)
Behavior Adjustment	↑	After running ⇨ some distance ⊕	<ul style="list-style-type: none"> • Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↓	Character Movement Animations	<ul style="list-style-type: none"> • Adjusted the animation to make the character easier to hit with high attacks when moving, fixing an issue in which the character would unintentionally evade high attacks due to having lower posture at the start of movement. • Movement speed and distance remain unchanged. • The change applies to the following characters. Sophitia, Ivy, Nightmare, Talim, Zasalamel, Grøh, Azwel, 2B, Cassandra Check character-specific notes for details.

Battle stages

Category	Nerf/buff	Move	Description
Stage Fixed	-	City Ruins: Eternal Apocalypse	<ul style="list-style-type: none"> • Fixed an issue in which the time a character in midair took to fall to the ground in a downed state differed from other stages, affecting certain air combos.
Stage Fixed	-	Grand Labyrinth - Sealed Corridor	<ul style="list-style-type: none"> • Fixed an issue in which the ground cracking effect did not display when slamming an opponent to the ground.

Mitsurugi

In Version 2.10, we adjusted hitboxes and tracking to suit the current game mechanics.

Category	Nerf/buff	Move	Description
Behavior Adjustment	↑	A.A @A While soul charged @A K ←K / ↗or←←or↘K ⇒@.@ ↘or↗K During jump @	<ul style="list-style-type: none"> Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	↗A	<ul style="list-style-type: none"> Enlarged the lower hitbox to prevent the attack from missing downed opponents.
Behavior Adjustment	↑	Facing away ↓@	<ul style="list-style-type: none"> Improved the tracking to make it easier for the attack to hit an enemy during their 8-way run.

Seong Mi-na

Version 2.10 sees adjustments made to hitboxes and tracking to help reduce missing. This was done to fix an issue in which "↗or←←or↘K+A+@" would sometimes cause a character's position to shift when performed at the edge of a stage.

"⇒@" can trigger a lethal hit after fulfilling the condition "triggers upon long-range running counter". We extended the range of this condition (i.e., expanded the area in which the lethal hit will not be triggered) to make it harder to trigger a lethal hit when the opponent performs an 8-way run at close range.

Category	Nerf/buff	Move	Description
Behavior Adjustment	↑	A.A.@ K	<ul style="list-style-type: none"> Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	↘A.A ←A @.@.A ↘K.@ ↓@/While crouching @ ↗or↘A	<ul style="list-style-type: none"> Improved the tracking to make it easier for the attack to hit an enemy during their 8-way run.
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	↑	←A+@.A.@	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss partway through a combo.
Behavior Adjustment	↑	↗or←←or↘K+A+@ While soul charged ↗or←←or↘K+A+@	<ul style="list-style-type: none"> Fixed an issue in which performing the attack at the edge of the stage would push the character's body away from the wall, causing a sudden change in position.
Behavior Adjustment	↑	After running ⇒ some distance @	<ul style="list-style-type: none"> Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↑ ↓	A.A.A	<ul style="list-style-type: none"> Enlarged the 1st attack's frontal hitbox to make it easier to make contact with the opponent at the intended time. Increased the 3rd attack's tracking.
Balance Adjustment	↓	⇒A While soul charged ⇒@	<ul style="list-style-type: none"> Increased the distance at which a lethal hit is triggered. The distance at which the behavior of the move changes upon hit or guard remains unchanged.

Taki

We made adjustments to hitboxes and tracking to help reduce missing. Specifically, we fixed an issue in which a hitbox would remain and push the opponent away when Stalker, etc. was performed immediately after "↘or⇒or↗A+@", not allowing them to pass directly underneath Taki and proceed.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	↘or⇒or↗A+@	<ul style="list-style-type: none"> Fixed an issue in which performing Stalker, etc. immediately after using this attack wouldn't allow Taki to leap over the opponent.
Behavior Adjustment	↑	A.A K	<ul style="list-style-type: none"> Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	⇒A.A	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss partway through a combo.
Behavior Adjustment	↑	↓↓or↑↑K ↘K.@.K	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking to make it easier for the attack to hit an enemy during an 8-way run.
Behavior Adjustment	↑	After running ⇒ some distance @	<ul style="list-style-type: none"> Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.

Maxi

Maxi can unleash powerful attacks after entering Seven Stars Severance, which triggers after lighting up all seven stars in the Big Dipper. Stars can be gained by using attacks after switching stances with the Seven Stars Rebirth command.

In Version 2.10, we added a display on the battle screen so players and spectators can more easily see when Seven Stars Severance is active. Additionally, we adjusted hitboxes to fix an issue in which certain moves would unintentionally miss due to low posture or short height.

Category	Nerf/buff	Move	Description
UI Added	-	Character-Specific Battle UI	<ul style="list-style-type: none"> Added a new display near the health bar. An icon will be displayed when Seven Stars Severance is active.
Behavior Adjustment	↑	A.A K ↓↓or↑↑K.@.K (exact timing) During Behind Lower while soul charged @.K	<ul style="list-style-type: none"> Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	During Right Cross @ During Left Outer A.K	<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 running ⇒ some distance @	<ul style="list-style-type: none"> Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.

Voldo

In Version 2.10, we made adjustments to hitboxes and tracking to help reduce missing.

When using "Jumping while facing away Ⓐ" in a combo that knocks the opponent out of the ring at the edge of a stage, sometimes the character would fall off the stage before the opponent, but we have made adjustments so that this no longer happens.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Facing away Ⓐ+Ⓞ	• Inputting this move and ⇨ at the same time would be registered as a guard impact instead. We fixed the input so that the throw is prioritized.
Behavior Adjustment	↑	⇩⇨⇨Ⓐ+Ⓞ+Ⓚ	• Raised the height the opponent is launched when hit in midair to reduce instances in which the attack would miss partway through a combo.
Behavior Adjustment	↑	While crouching Ⓐ ⇨Ⓐ.Ⓐ ⇨Ⓐ.Ⓐ ⇨⇨or⇨⇨or⇨⇨Ⓐ+Ⓞ ⇨⇨or⇨⇨or⇨⇨Ⓐ+Ⓞ	• Enlarged the attack's hitbox to prevent it from missing at close range.
Behavior Adjustment	↑	Ⓚ	• Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	⇨⇨or⇨⇨or⇨⇨Ⓐ ⇩Ⓐ+Ⓞ Facing away ⇨Ⓐ.Ⓐ Facing away ⇩Ⓐ+Ⓞ	• Enlarged the hitbox and adjusted tracking to make it easier for the attack to hit an enemy during an 8-way run.
Behavior Adjustment	↑	Jumping while facing away Ⓐ After running ⇨ some distance Ⓚ	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↑	During Mantis Crawl with feet toward opponent Ⓚ during hit ⇩ During Mantis Crawl with head toward opponent Ⓚ during hit ⇩ After reversal edge hits Ⓚ (hit or guard)	• Enlarged the hitbox in order to reduce instances in which the attack would miss partway through a combo.
Behavior Adjustment	↑	While crouching ⇨Ⓐ+Ⓞ While soul charged & jumping Ⓚ	• Added break attack properties to the falling part of the attack that can hit downed opponents. This change does not apply to "While soul charged Ⓐ.Ⓐ.Ⓐ" and "While soul charged ⇨Ⓐ+Ⓞ"

Sophitia

We focused our adjustments around improving behavioral stability. The new move "During Angel Step while soul charged Ⓐ+Ⓞ" added in Version 2.00 was slightly weakened to balance its power with its risk.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	During Twin Angel Step Ⓞ during hit ⇨	• Fixed an issue in which performing a soul attack immediately after the move would trigger an unnatural camera angle.
Behavior Adjustment	↑	Ⓐ Ⓚ During Angel Step Ⓚ	• Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	⇨⇨or⇨⇨Ⓐ ⇩⇩or⇩⇩Ⓚ	• Improved the tracking to make it easier for the attack to hit an enemy during their 8-way run.
Behavior Adjustment	↑	⇩⇩or⇩⇩Ⓚ.Ⓐ.Ⓚ While soul charged ⇩⇩or⇩⇩Ⓚ.Ⓐ.Ⓚ ⇨Ⓐ+Ⓞ to guard impact vs. opponent's vertical attack, then Ⓐ.Ⓚ While soul charged ⇨Ⓐ+Ⓞ to guard impact vs. opponent's vertical attack, then Ⓐ.Ⓚ	• Enlarged the hitbox in order to reduce instances in which the attack would miss partway through a combo.
Behavior Adjustment	↓	8-Way Run (⇨ Direction)	• Adjusted the animation to make the character easier to hit with high attacks when moving, fixing an issue in which the character would unintentionally evade high attacks due to having lower posture at the start of movement. • Movement speed and distance remain unchanged.
Balance Adjustment	↓	During Angel Step while soul charged Ⓐ+Ⓞ	• Decreased the base damage of the 3rd attack. • Changed the attack properties of the 3rd attack from a projectile to a downward vertical attack. This makes it so the character will be thrown back when hit by a Resist impact, and also makes the move applicable to the lethal hit condition "Triggers when hitting an opponent who missed an attack."

Siegfried

Siegfried can harness the power of a unique battle system called Dark Legacy. Dark Legacy triggers automatically when Siegfried's health reaches critical level, allowing him to unleash powerful attacks, but it can also be triggered regardless of remaining health by accumulating points when using certain actions in battle.

In Version 2.10, we added a display on the battle screen so players and spectators can more easily see whether Dark Legacy is activated or how many Dark Legacy points have been accumulated.

Additionally, we made adjustments to hitboxes and tracking to increase behavioral stability. "ⓄⓄ" often hit opponents evading to the side despite being a vertical attack, so we reduced the size of its hitbox so that it is harder to hit opponents using 8-way run.

Category	Nerf/buff	Move	Description
UI Added	-	Character-Specific Battle UI	• Added a new display near the health bar. • The new display shows how many Dark Legacy points have accumulated so far.
Behavior Adjustment	↑	Ⓐ.Ⓐ Ⓚ	• Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	⇨Ⓐ.Ⓞ ⇨Ⓚ	• Enlarged the hitbox in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	⇩Ⓚ/While crouching Ⓚ ⇨Ⓐ+Ⓞ	• Enlarged the attack's hitbox to prevent it from missing at close range.
Behavior Adjustment	↑	During Dark Legacy ⇨Ⓞ	• Fixed an issue in which the move's tracking against an opponent that missed their attack was worse than a regular "⇨Ⓞ".
Behavior Adjustment	↑	After running ⇨ some distance Ⓚ	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↑ ↓	⇨Ⓐ.Ⓐ ⇨Ⓚ During jump Ⓚ	• Enlarged the frontal hitbox to make it easier to make contact with the opponent at the intended time.
Behavior Adjustment	↑ ↓	During Side Hold ⇨Ⓞ+Ⓞ	• Sped up the timing at which the character is treated as being in midair by 6 frames. • Fixed an issue in which the character would be treated as being in midair even after landing.
Behavior Adjustment	↓	ⓄⓄ ⓄⓄ (fast)	• Reduced the size of the horizontal hitbox to reduce cases in which it would hit opponents moving to your side.

Yoshimitsu

In Version 2.10, we focused our adjustments around behavioral stability for various actions. Specifically, when hitting an opponent against a wall with "A.Ⓜ.Ⓜ+Ⓜ", the vertical attack part of the move would miss in the middle of a combo depending on the angle, so we increased the stability of the 3rd attack only when the 2nd attack hits.

Category	Nerf/buff	Move	Description
Behavior Adjustment	↑	Ⓜ.Ⓜ ⇒Ⓜ Ⓜ ↓ ↓ or ↑ ↑ or ↘ ↘ or ↙ ↙ or Ⓜ+Ⓜ During Indian Stance Ⓜ	• Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	Ⓜ.Ⓜ.Ⓜ+Ⓜ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the 3rd attack would miss partway through a combo.
Behavior Adjustment	↑	⇒Ⓜ+Ⓜ ⇒Ⓜ+Ⓜ⇒	• Adjusted the opponent's behavior when absorbing their health. When the opponent is Tira and a personality change is triggered during a throw's animation, occasionally Yoshimitsu's health would drop and Tira would gain health instead.
Behavior Adjustment	↑	During Super Dragonfly ↓Ⓜ+Ⓜ	• Fixed an issue in which this attack could still be parried with a guard impact even though it has break attack properties.
Behavior Adjustment	↑	After running ⇒ some distance Ⓜ	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.

Nightmare

By using certain attacks, Nightmare can enter the Terror Charge state, which allows him to perform one soul charge-exclusive attack without having to enter soul charge. In Version 2.10, we added a display on the battle screen so players and spectators can more easily see when Nightmare is in Terror Charge. Additionally, we made adjustments to battle behavior, such as changing hitboxes to reduce missing, and making fixes to reduce instances in which it was difficult to avoid an opponent's vertical attack with 8-way run.

Category	Nerf/buff	Move	Description
UI Added	-	Character-Specific Battle UI	• Added a new display near the health bar. • The icon in the display changes when Terror Charge is active.
Behavior Adjustment	↑	Hitbox Size	• Reduced the horizontal hitbox size in order to reduce the number of cases in which it was difficult or impossible to dodge a vertical attack during an 8-way run due to the character's size and posture.
Behavior Adjustment	↑	Ⓜ.Ⓜ ⇐Ⓜ ↘ ↘ or ↙ ↙ or Ⓜ ↘ ↘ or ⇒ ⇒ or ↘ ↘	• Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	During Grim Stride while soul charged Ⓜ.Ⓜ	Fixed an issue in which the 2nd attack would miss after the 1st was deflected by a Reversal Edge.
Behavior Adjustment	↑	During Night Behind Stance while soul charged Ⓜ+Ⓜ	• Improved the tracking to make it easier for the attack to hit an enemy during their 8-way run.
Behavior Adjustment	↑	After running ⇒ some distance Ⓜ	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↓	Stepping (⇒ Direction) 8-Way Run (⇒ Direction)	• Adjusted the animation to make the character easier to hit with high attacks when moving, fixing an issue in which the character would unintentionally evade high attacks due to having lower posture at the start of movement. • Movement speed and distance remain unchanged.
Balance Adjustment	↑	During Night Lower Stance while soul charged Ⓜ+Ⓜ During Night Side Stance while soul charged Ⓜ+Ⓜ	• Implemented the fixes below so that the move can no longer be interrupted by a Resist impact. During Night Lower Stance while soul charged Ⓜ+Ⓜ • Increased the length of stun inflicted by 6 frames when the 3rd hit is guarded. During Night Side Stance while soul charged Ⓜ+Ⓜ • Increased the length of stun inflicted by 6 frames when the 1st hit is guarded.

Astaroth

In Version 2.10, we made adjustments to hitboxes and tracking to help reduce missing. We adjusted the hitbox of "↘Ⓜ" to fix an issue in which it would sometimes miss at long distance against a crouching opponent.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Against midair opponent ↓ ↑ Ⓜ+Ⓜ Against midair opponent ↓ ↑ Ⓜ+Ⓜ (fast)	• Added effects showing that this move is unable for opponents to grapple break.
Behavior Adjustment	↑	Ⓜ.Ⓜ	• Enlarged the hitbox in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	↓ Ⓜ / While crouching Ⓜ ⇒ ⇐ Ⓜ+Ⓜ / ⇐ ⇒ Ⓜ+Ⓜ ↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓜ+Ⓜ While soul charged ↘ ↘ or ⇒ ⇒ or ↘ ↘ Ⓜ+Ⓜ ↘ ↘ or ⇐ ⇐ or ↘ ↘ Ⓜ+Ⓜ While soul charged ↘ ↘ or ⇐ ⇐ or ↘ ↘ Ⓜ+Ⓜ	• Improved the tracking to make it easier for the attack to hit an enemy during their 8-way run.
Behavior Adjustment	↑	↘Ⓜ Ⓜ/Ⓜ ⇐Ⓜ.Ⓜ While soul charged ⇐Ⓜ.Ⓜ ⇒Ⓜ+Ⓜ ⇒Ⓜ+Ⓜ (Training mode only)	• Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	After running ⇒ some distance Ⓜ	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.

Cervantes

In Version 2.10, we increased behavioral stability by making adjustments to hitboxes and tracking. Specifically, we shortened the hitbox of "↓A+Ⓞ" to make it harder to land on an opponent using 8-way run, as it would often hit opponents evading to the side despite being a vertical attack.

Category	Nerf/buff	Move	Description
Behavior Adjustment	↑	Ⓐ.Ⓐ Ⓚ ↓A+Ⓞ	• Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	⇒A.Ⓐ ⇒A.Ⓞ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss partway through a combo.
Behavior Adjustment	↑	↘A ⓄA ↓↓or↑↑A+Ⓞ Ⓞ↓ ↘↘or↘↘Ⓚ ⇒Ⓞ/⇒Ⓞ ↘↘or↘↘A+Ⓞ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	During Dread Charge Ⓞ+Ⓞ During Dread Charge Ⓞ+Ⓞ While soul charged ↘Ⓞ.Ⓞ While soul charged Ⓞ.Ⓞ.Ⓞ.Ⓞ While soul charged ↓↘↘⇒Ⓞ While soul charged ↘↘or↘↘A+Ⓞ	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↑	While soul charged ⇒⇒Ⓞ	• Added 2 invincibility frames when the character is blinking. This change was made to prevent Cervantes from being hit on accident by an opponent's attack when he warps.
Behavior Adjustment	↑	After running ⇒ some distance Ⓞ	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↑↓	↓A+Ⓞ ↘Ⓞ	• Reduced the size of the horizontal hitbox to reduce cases in which it would hit opponents moving to your side. • Enlarged the lower hitbox to prevent it from missing at close range.

Raphael

In Version 2.10, we made adjustments to hitboxes and tracking to help reduce missing. We extended the hitbox of "While soul charged ↘Ⓞ.Ⓞ" to fix an issue in which the 2nd attack would sometimes slip between the opponent's feet.

We increased the opening after attacking with "During Preparation Ⓞ.Ⓞ.Ⓞ" because landing the 3rd attack opened up a chance to perform okizeme, and because the move had low risk on guard.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	During Arriere Gambit Ⓐ.Ⓞ	• Changed the opponent's behavior when the 1st attack is guarded so that they turn to face the character. This change was made to fix an issue in which an attack used by the opponent immediately after guarding this move would be performed facing away from Raphael.
Behavior Adjustment	↑	Ⓐ.Ⓐ Ⓚ	• Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	Ⓐ.Ⓞ While soul charged ↘Ⓞ.Ⓞ	• Enlarged the hitbox in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	⇒A.Ⓐ	• Improved tracking on the 2nd attack to reduce instances in which the attack would unintentionally miss. • Reduced the distance between the character and the opponent when the 1st attack lands to reduce instances in which the attack would miss partway through a combo. However, this change only applies when the Ⓞ of the 2nd attack is input before the 1st attack hits.
Behavior Adjustment	↑	During Preparation Ⓞ.Ⓞ.Ⓞ During Preparation Ⓞ.Ⓞ.Ⓞ (exact timing) During Shadow Evade while soul charged Ⓞ.Ⓞ During Quick Parade Ⓞ.Ⓞ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss partway through a combo.
Behavior Adjustment	↑	After running ⇒ some distance Ⓞ	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Balance Adjustment	↓	During Preparation Ⓞ.Ⓞ.Ⓞ During Preparation Ⓞ.Ⓞ.Ⓞ (exact timing)	• Increased the opening after the attack by 4 frames. When the opponent was performing an ukemi after this attack landed, it was possible to land a follow-up hit on certain characters with "↘Ⓞ", etc. This adjustment was made to reduce differences between characters.

Talim

We mainly made adjustments to increase behavioral stability. Specifically, Talim's hitbox was set slightly larger than her actual size, but since there were cases where it was difficult to evade the opponent's vertical attack, we shortened the character's hitbox on the left and right sides.

We also adjusted the height the opponent is launched when landing "During Wind Charmer Ⓞ delayed Ⓞ" from behind, to fix an issue in which follow-up attacks like "←Ⓞ" or "Ⓐ.Ⓐ.Ⓐ+Ⓞ" would often fail to hit.

Category	Nerf/buff	Move	Description
Behavior Adjustment	↑	Hitbox Size	• Reduced the horizontal hitbox size in order to reduce the number of cases in which it was difficult or impossible to dodge a vertical attack during an 8-way run due to the character's size and posture.
Behavior Adjustment	↑	Ⓐ.Ⓐ Ⓚ	• Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	↘A	• Enlarged the lower hitbox to prevent the attack from missing downed opponents.
Behavior Adjustment	↑	←A.Ⓞ	• Reduced the distance between the character and the opponent when the 1st attack lands or is guarded. • Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	←Ⓞ.Ⓐ	• Improved tracking on the 2nd attack and increased the attack duration by 1 frame to make it easier to hit an opponent during their 8-way run.
Behavior Adjustment	↑	↘A+Ⓞ	• Fixed an issue in which landing the attack against an opponent knocked off balance with a guard impact would not trigger a lethal hit, even if lethal hit conditions had been met.
Behavior Adjustment	↑	During Wind Charmer Ⓞ delayed Ⓞ During Wind Sault Ⓚ	• When landing the attack from behind, it would be harder to do the same follow-up attacks that were usable when landing the attack from the front. We fixed this so that it would be easier to perform these follow-up attacks from the behind.
Behavior Adjustment	↑	After running ⇒ some distance Ⓞ After running ⇒ some distance while your health is low, Ⓚ After running ⇒ some distance Ⓐ+Ⓞ (Training mode only)	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↓	8-Way Run (⇒ Direction)	• Adjusted the animation to make the character easier to hit with high attacks when moving, fixing an issue in which the character would unintentionally evade high attacks due to having lower posture at the start of movement. • Movement speed and distance remain unchanged.

Tira

Tira is a character whose fighting style hinges around her personality changing between Jolly and Gloomy. Reaching a certain amount of personality changes will make the stronger Gloomy Coda available, so it is important to know how many personality changes have been triggered.
In Version 2.10, we added a display on the battle screen so players and spectators can more easily see this.

Category	Nerf/buff	Move	Description
Command Added	-	While Jolly ←+Ⓜ+Ⓚ (Training mode only)	• Added an exclusive training mode command that will always trigger a personality change.
UI Added	-	Character-Specific Battle UI	• Added a new display near the health bar. • An icon will indicate whether Tira is currently in Jolly or Gloomy. • Personality changes triggered during battle will be shown as a number. • Once the conditions for Gloomy Coda have been fulfilled, the number of personality changes triggered will no longer be displayed.
Behavior Adjustment	-	Ⓜ+Ⓚ (Training mode only)	• Lengthened the input window to make the move easier to perform.
Behavior Adjustment	↑	Hitbox Size	• Reduced the horizontal hitbox size in order to reduce the number of cases in which it was difficult or impossible to dodge a vertical attack during an 8-way run due to the character's size and posture.
Behavior Adjustment	↑	While Jolly Ⓜ.Ⓜ While Gloomy Ⓜ Ⓚ While Gloomy ↘↘or⇒⇒or↗↗Ⓚ	• Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	While Jolly ↘↘or⇒⇒or↗↗Ⓜ Ⓜ+Ⓚ to guard impact vs. opponent's attack	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.

Zasalamel

In Version 2.10, we made adjustments to hitboxes and tracking to help reduce missing partway through a combo. Because this character's style involves changing magic effects based on the number of curses cast on an opponent, we added exclusive training mode commands to make training more convenient.

Category	Nerf/buff	Move	Description
Command Added	-	Ⓜ+Ⓚ (Training mode only) ⇒Ⓜ+Ⓚ (Training mode only) ←Ⓜ+Ⓚ (Training mode only)	• Added exclusive training mode commands that can be used to cast curses on the opponent.
Behavior Adjustment	↑	Hitbox Size	• Reduced the horizontal hitbox size in order to reduce the number of cases in which it was difficult or impossible to dodge a vertical attack during an 8-way run due to the character's size and posture.
Behavior Adjustment	↑	Ⓜ.Ⓜ Ⓚ ↘↘or⇒⇒or↗↗Ⓜ ↘↘or⇒⇒or↗↗Ⓜ+Ⓚ	• Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	ⓂⓀ ⓂⓀ (fast)	• Changed the opponent to a standing state when the 1st attack hits. This change was made to make it harder for the 2nd attack to miss after landing the 1st attack against enemies in low stances.
Behavior Adjustment	↑	←Ⓜ during counter hit Ⓜ (exact timing) ↑Ⓜ+Ⓜ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	After running ⇒ some distance Ⓚ	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↓	8-Way Run (⇒ Direction)	• Adjusted the animation to make the character easier to hit with high attacks when moving, fixing an issue in which the character would unintentionally evade high attacks due to having lower posture at the start of movement. • Movement speed and distance remain unchanged.

Grøh

In Version 2.10, we focused our fixes around increasing stability with hitbox and tracking adjustments. We readjusted the hitbox size when moving to the side to reduce instances in which Grøh would still get hit with the opponent's vertical attack even when dodging. We also changed the animation of the beginning of the character's movement, as he would unintentionally evade the opponent's high horizontal attack due to his low posture.

Category	Nerf/buff	Move	Description
Behavior Adjustment	↑	Hitbox Size	• Reduced the horizontal hitbox size in order to reduce the number of cases in which it was difficult or impossible to dodge a vertical attack during an 8-way run due to the character's size and posture.
Behavior Adjustment	↑	Ⓜ.Ⓜ ↘↘Ⓜ ←Ⓜ Ⓚ ←Ⓚ During jump Ⓜ While in Avenger stance Ⓜ+Ⓜ	• Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	Ⓜ+Ⓜ ↘↘or←←or↗↗ⓂⓂ ↘↘or⇒⇒or↗↗Ⓜ+Ⓜ While in Avenger stance Ⓜ+Ⓜ	• Enlarged the attack's hitbox to prevent it from missing at close range.
Behavior Adjustment	↑	While in Avenger stance Ⓜ	• Adjusted tracking in order to reduce instances in which the attack would miss partway through a combo.
Behavior Adjustment	↑	After running ⇒ some distance Ⓚ	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↑↓	↘Ⓜ	• Enlarged the hitbox to make it easier to make contact with the opponent at the intended time.
Behavior Adjustment	↓	8-Way Run (↓ Direction) / 8-Way Run (↑ Direction)	• Adjusted the animation to make the character easier to hit with high attacks when moving, fixing an issue in which the character would unintentionally evade high attacks due to having lower posture at the start of movement. • Movement speed and distance remain unchanged.

Azwel

In Version 2.10, we mainly made adjustments to improve behavioral stability. Specifically, we adjusted "↘Ⓜ" so that it will not make the character jump over the opponent if the opponent is on the ground (excluding downed foes). This is to fix an issue in which using the attack on an opponent on the ground would often result in leaping over the opponent if the opponent used a move that lowered their posture. When using "Ⓜ.Ⓜ" as an air combo, the ability to knock the opponent out of the ring would significantly increase depending on the combo starter used, so we adjusted this move's knockback distance.

Category	Nerf/buff	Move	Description
Behavior Adjustment	↑	Hitbox Size	• Reduced the horizontal hitbox size in order to reduce the number of cases in which it was difficult or impossible to dodge a vertical attack during an 8-way run due to the character's size and posture.
Behavior Adjustment	↑	Reversal Edge	• Fixed the attack so that its move level increases from "weak" to "medium" when successfully deflecting an opponent's attack, matching other characters' Reversal Edges. However, the amount guard stamina is reduced remains the same.
Behavior Adjustment	↑	Ⓜ While in sword mode or Almighty mode Ⓜ+Ⓜ	• Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	↘Ⓜ	• Adjusted the attack so that it is harder to leap over opponents. It can still be used to hop over downed opponents.
Behavior Adjustment	↑	After running ⇒ some distance Ⓜ	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↓	8-Way Run (⇒ Direction)	• Adjusted the animation to make the character easier to hit with high attacks when moving, fixing an issue in which the character would unintentionally evade high attacks due to having lower posture at the start of movement. • Movement speed and distance remain unchanged.
Behavior Adjustment	↓	↘↘or↙↙or↖↖or↗↗	• Fixed an issue in which using this move in Almighty mode would not switch the character to spear mode.
Balance Adjustment	↓	Ⓜ.Ⓜ	• Reduced the distance the opponent flies when hit in midair.

Geralt

Adjusted hitboxes to increase stability.
Some of Geralt's moves have lethal hit conditions that depend on how many of his five signs have hit the opponent. We fixed moves like "⇒Ⓜ+Ⓜ during motion Ⓜ" that were not being properly added to the lethal hit condition count.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	During Quen motion Ⓜ	• The move now counts as having landed "Quen" when it hits.
Behavior Adjustment	↑	↘↘⇒Ⓜ+Ⓜ+Ⓜ+Ⓜ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss partway through a combo. • Changed the opponent's behavior on counter hit, for moves such as "↙Ⓜ", allowing this move to be used as a follow up attack.
Behavior Adjustment	↑	Ⓜ.Ⓜ Ⓜ	• Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	Ⓜ.Ⓜ.Ⓜ / Ⓜ.Ⓜ.Ⓜ ↘Ⓜ ↘Ⓜ+Ⓜ (Training mode only) ↙Ⓜ/↙Ⓜ During jump Ⓜ Ⓜ+Ⓜ Ⓜ+Ⓜ ↘↘or⇒⇒or↘↘Ⓜ+Ⓜ ↘↘or↙↙or↖↖or↗↗Ⓜ+Ⓜ	• Enlarged the attack's hitbox to prevent it from missing at close range.
Behavior Adjustment	↑	During Quen motion Ⓜ	• Reduced instances in which the attack would slide under the opponent and miss. • Enlarged the attack's vertical hitbox.
Behavior Adjustment	↑	After running ⇒ some distance Ⓜ	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.

2B

We made hitbox and tracking behavior adjustments to reduce missing. Specifically, moves like "↘Ⓜ" that poke at the opponent's feet, so we extended those hitboxes upward. This is to reduce cases in which those attacks would strike between the opponent's feet depending on the opponent's position, resulting in a miss.

Category	Nerf/buff	Move	Description
Behavior Adjustment	↑	Ⓜ ↙Ⓜ Ⓜ ⇒Ⓜ.Ⓜ ⇒Ⓜ.Ⓜ+Ⓜ (Training mode only) Ⓜ ↘Ⓜ ↙Ⓜ ↙Ⓜ+Ⓜ (Training mode only) ↙Ⓜ+Ⓜ	• Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	↘Ⓜ During jump Ⓜ	• Enlarged the hitbox in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	↑	During Aggression Shift ⇐Ⓜ+Ⓜ	• Enlarged the hitbox in order to reduce instances in which the attack would miss partway through a combo.
Behavior Adjustment	↑	After running ⇒ some distance Ⓜ	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↓	8-Way Run (⇒ Direction) 8-Way Run (↓ Direction) / 8-Way Run (↑ Direction)	• Adjusted the animation to make the character easier to hit with high attacks when moving, fixing an issue in which the character would unintentionally evade high attacks due to having lower posture at the start of movement. • Movement speed and distance remain unchanged.

Amy

Amy can throw roses and increase her "Red Rose Perception" and "White Rose Perception" levels upon hit, giving access to stronger attacks. In Version 2.10, we added a display on the battle screen so players and spectators can more easily see Amy's Perception levels.

Category	Nerf/buff	Move	Description
UI Added	-	Character-Specific Battle UI	• Added a new display near the health bar. • The current Red and White Rose Perception levels will be displayed.
Behavior Adjustment	-	Throws	• Fixed an issue in which landing a throw at the end of a match after the opponent has been KO'd would still count toward lethal hit conditions.
Behavior Adjustment	↑	Ⓜ ↙Ⓜ ↙Ⓜ While rising Ⓜ ↘↘or⇒⇒or↘↘Ⓜ+Ⓜ ↘↘or⇒⇒or↘↘Ⓜ+Ⓜ (Training mode only) ↓↓or↑↑Ⓜ+Ⓜ During Amaryllis Spin ↓↓or↑↑Ⓜ	• Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	↘Ⓜ	• Enlarged the hitbox in order to reduce instances in which the attack would unintentionally miss.

Cassandra

In Version 2.10, we focused our adjustments on fixing hitboxes. Moves like "↓↘⇒Ⓐ+Ⓢ+Ⓚ" and "⇒Ⓢ+Ⓚ" that can often be used in air combos would sometimes slide directly under the opponent and miss, so we made adjustments to increase combo stability.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Against downed opponent (feet side) ↘Ⓢ	• Adjusted the move so that it would not shift to Titanic Struggle upon hit when the opponent has already been knocked out of the ring.
Behavior Adjustment	↑	↓↘⇒Ⓐ+Ⓢ+Ⓚ ⇒Ⓢ+Ⓚ.Ⓐ During Angel Step while soul charged Ⓐ+Ⓢ During Angel Step while soul charged Ⓐ+Ⓢ (fast)	• Reduced instances in which the move would slide directly under the opponent and miss when used in an air combo by a wall, etc.
Behavior Adjustment	↑	During Angel Step Ⓢ During Angel Step Ⓢ (fast)	• Enlarged the attack's hitbox to prevent it from missing at close range.
Behavior Adjustment	↑	After running ⇒ some distance Ⓚ	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↓	8-Way Run (⇒ Direction)	• Adjusted the animation to make the character easier to hit with high attacks when moving, fixing an issue in which the character would unintentionally evade high attacks due to having lower posture at the start of movement. • Movement speed and distance remain unchanged.

Hilde

Hilde can hit the opponent with certain attacks to build up Sword Regalia and Spear Regalia, then spend them to perform Regalia Arts. Her weapons gain effects to show her regalia buildup, but in Version 2.10, we added a display that makes it easier for players and spectators to see when Regalia Arts are available.

Additionally, we adjusted input windows to make it harder to miss in the middle of a combo and reduce instances of performing an unintended move.

Category	Nerf/buff	Move	Description
UI Added	-	Character-Specific Battle UI	• Added a new display near the health bar. • An icon will change to show Sword Regalia and Spear Regalia gain.
Behavior Adjustment	-	Focused attacks while crouching	• Focused attacks were designed to be performed while crouching when the attack button is released even while holding down Ⓢ. However, this led to focused attacks often being performed accidentally, so we adjusted the move so that releasing the attack button while holding down Ⓢ will not trigger a focused attack.
Behavior Adjustment	-	↓↘or↑↑Ⓢ+Ⓚ (hit)	• Fixed an issue in which the 2nd hit would not be performed when landing the 1st hit under certain conditions.
Behavior Adjustment	-	While soul charged Ⓐ.Ⓐ.Ⓐ.Ⓢ While soul charged ↘↘or⇒⇒or↘↘Ⓐ.Ⓢ	• Changed the final attack from a horizontal attack to a downward middle attack.
Behavior Adjustment	↑	Ⓐ.Ⓐ ↘↘Ⓐ ⇒Ⓢ.Ⓢ.Ⓢ ↘Ⓢ ↘Ⓚ ↘Ⓚ	• Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	With Sword Regalia Ⓐ (release) ⇒.Ⓐ+Ⓢ (hit) ⇒Ⓐ+Ⓢ (hit) ↘↘or⇒⇒or↘↘Ⓐ.Ⓢ	• Reduced instances in which the move would slide directly under the opponent and miss when used in an air combo by a wall, etc.
Behavior Adjustment	↑	With Spear Regalia while crouching ↘Ⓚ.Ⓢ	• Fixed an issue in which performing the attack at the edge of the stage would push the character's body away from the wall, causing a sudden change in position.
Behavior Adjustment	↑	While rising Ⓚ ↓Ⓐ/While crouching Ⓐ	• Enlarged the attack's hitbox to prevent it from missing at close range.
Behavior Adjustment	↓	↘Ⓐ.Ⓐ	• Fixed an issue in which certain inputs would make the 2nd hit a combo even though the 1st hit is a normal hit.