

DLC4 Description

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:

- 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.
- 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.
- 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.
- 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.
- 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			
In version 1.30, we made changes that weren't made in versions 1.10 and 1.11 relating to the battle system. Reversal edges and guard impacts were designed to be used as methods of withstanding enemy attacks in exchange for spending a resource called "guard stamina," but there ended up being little difference between the guard stamina of players who used these moves often and those who used them rarely. This was mainly due to the relationship between the amount of guard stamina used by the moves and the amount of guard stamina the moves restored when successful. In version 1.30, the amount of guard stamina that is used has been increased, providing more opportunities to crush an opponent's guard when they make frequent use of reversal edges and guard impacts. For each character's unique actions with guard impact properties, due to restrictions on their timings and the attacks they repel, we have not decreased their guard stamina. This is in part to preserve each character's individuality. As for controls improvements, we have made adjustments to a number of input windows, including advance inputs, movement, jumps, guard impacts, grapple breaks, reversal edge clashes, etc. These changes were made to reduce the number of instances in which characters would perform actions not intended by the players.			
Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	-	Advance Input Window	- Delayed the start of the advance input window after taking damage from an opponent's attack. This was done in order to prevent moves that were interrupted by an attack from accidentally being performed after recovering. - No changes were made to the input windows of actions you intentionally perform immediately after another action, or after guarding an opponent's attack.
Behavior Adjustment	-	Jumping	Adjusted the input window so that moving to the side and guarding would result in fewer cases of accidentally jumping.
Behavior Adjustment	-	Backward Rolling	Fixed an issue in which characters could roll backwards repeatedly without returning to a standing position by using certain inputs.
Behavior Adjustment	-	Throws	Fixed an issue in which certain characters' throw attacks were being treated as weapon attacks.
Behavior Adjustment	-	Critical Edges	Fixed an issue in which certain characters could move using certain actions during the activation sequence, even though time had stopped.
Behavior Adjustment	-	Stun Combos	Fixed an issue in which multiple stacked stun-types would not be counted correctly for certain stun behaviors.
Behavior Adjustment	-	Voices, Sounds, Effects, and Animations	- Readjusted the behaviors for certain timings. - Changed the effect for moves that cannot be grapple broken in order to make them more distinctly discernable from unblockable attacks. The unblockable sequence of Ivy's "Summon Suffering" will be fixed in the next update. In-game text mentioning the move cannot be grapple broken will also be added in the next update. - Added effects for when health is restored, guard stamina is restored, and the soul gauge is increased.
Balance Adjustment	↑	Grapple Breaks	The following adjustments were made in order to lower the difficult of performing grapple breaks. - Increased the hit-stop duration at the start of a throw in order to lengthen the input window for a grapple break. Also, the focus will now zoom in on the character during this time to show that the grapple break input window is open. - Previously, the success or failure of a grapple break was determined immediately when the command had been entered, but the timing for that has now been delayed so you can retry the grapple break for a set time after being grabbed. The last input you make during this window will be used to determine the grapple break's success. - Per the above changes, the length of the grapple break input window has been increased up to 9 frames, although there are slight differences between regular throws and command throws.
Balance Adjustment	↑	8-Way Run (↗ Direction)	- Increased the amount the soul gauge is filled. - Also changed it to now restore guard stamina as well.
Balance Adjustment	↓	Reversal Edge	The following adjustments were made to further solidify reversal edges as a means of getting out of a tough situation by spending guard stamina to perform a powerful defensive move. - Increased the guard stamina consumed while in a special stance. - Decreased the amount of guard stamina recovered when deflecting an opponent's attack. The following adjustments were made in addition to those listed above. - When shifting to a clash upon hit, the start of the input window for your action has been delayed in order to reduce the instances in which you perform an unintended attack. The duration of the input window has also been lengthened. - Decreased the amount of soul gauge earned after successfully activating a Reversal Edge clash. - When hitting with a break attack before the startup of a reversal edge, the counter attack had been treated as an attack counter previously, but it will now be treated as an impact counter. However, when the timing of the hit is completely simultaneous, it will continue to be treated as a different kind of counter hit, rather than an impact counter.
Balance Adjustment	↓	Guard Impacts Reverse Impacts	The following adjustments were made to further solidify guard impacts as a means of getting out of a tough situation by spending guard stamina to perform a powerful defensive move. - Increased the amount of guard stamina used by guard impacts. Reverse impacts still use no guard stamina. - Reduced the amount of guard stamina gained from successfully repelling an attack. The amount the soul gauge increases remains the same. - The stun duration after failing to repel an attack has been increased by 4 frames. The following adjustments were made in addition to those listed above. - Slightly adjusted the input window when trying to guard during the animation of a forward step to reduce cases where the input would mistakenly not register. ⇨ and ◎ must be input almost simultaneously to be registered as a guard impact; otherwise, the action will be treated as a guard. - Fixed an issue in which players were unable to perform reverse impacts for the space of 2 frames while they were vulnerable after their attack was repelled by a guard impact. (The reverse impact window should have been the same as normal.) - Shortened the duration of reverse impacts' defensive properties by 2 frames.

Battle Stages			
The stages in SOULCALIBUR VI were made larger on the whole than previous entries in the series to account for the increased movement speed of the characters. However, because more characters have combos that are able to push the opponent back a great distance, adjustments were made to each character's moves in versions 1.10 and 1.11 to reduce the frequency of opponents getting knocked out of the ring. In version 1.30, we've made further adjustments to decrease the frequency of ring outs, but rather than focusing on adjustments to characters' moves, we increased the size of two stages to make them easier to play on.			
Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	-	Master Swordsman's Cave: Azure HorizonSunken Desert Ruins	• Increased the size of each stage.

Battle Camera Angles			
In SOULCALIBUR VI, the focus distance of the camera is set to change depending on the size of the character, but in certain cases, this resulted in smaller characters getting cut off, so we limited the zoom distance. Also, when a character approaches the edge of a stage, the camera will detect the possibility of a ring out and will zoom out to a more elevated position to make it easier for the player to see their surroundings. However, this large change in camera angle sometimes results in the motions of some moves becoming difficult to see, and we are currently investigating methods to alleviate this issue in a future patch.			
Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	-	Camera Zoom	• Limited the range of the camera's zoom depending on the character's size.

All Characters			
Large-scale adjustments were made to the character balance in versions 1.10 and 1.11, so in version 1.30 we wanted to focus more on behavioral adjustments. However, we did make balance adjustments and in some cases added commands to characters whose soul gauge usage favored either critical edges or soul charges more heavily, making their soul gauges easier to use in a greater number of situations. We took a look at , the break attack command shared by all characters. For those characters whose  technique was harder to use than other characters, whether due to the attack range or startup, we either improved the properties of their  technique, or made it possible to use other break attacks in order to better level the playing field. In addition to these changes, we made further adjustments to characters affected by the adjustments in versions 1.10 and 1.11, including making rarely used moves easier to use, as well as adding new commands, etc. We hope these changes make the game more enjoyable for all.			

Mitsurugi			
Mitsurugi is a well-rounded fighter specializing in close-range combat and opening up the opponent's guard. Up through version 1.11, we made balance adjustments to solidify the idea behind his character, so in 1.30 we have made adjustments to moves essential to high-level combat other than his mix-ups. In addition to reducing the opening for ⇐Ⓢ and ⇒Ⓚ, both good poke attacks, we also improved ↓↘⇒Ⓐ and ↓↘⇒Ⓢ, which are good for combos and punishes. These changes will help with mind games in battles between advanced players. On the other hand, we lowered the base damage for Mitsurugi's critical edge, which has one of the quickest startups and longest reach of all characters' critical edges. As a general balance adjustment made to all characters, we made grapple breaks easier to perform. We also added a new grapple break command to complement his only other grapple break.			
Category	Nerf/buff	Move (EN)	Update Details
Command added	-	During Mist ⇐Ⓐ+Ⓢ	- Added a new command throw, Korefuji (during Mist ⇐Ⓐ+Ⓢ). - Because we made grapple breaks easier to perform for all characters, we made this change as an adjustment to a previous design choice, which was that we would make characters with only one grapple break command able to maintain an offensive even when they are grapple broken.
Behavior Adjustment	-	Ⓢ.Ⓢ.Ⓢ	- You can now press Ⓢ during the motion of "Ⓢ.Ⓢ" to cancel the stored input for the 3rd hit. - Increased the size of the 2nd hit's hitbox in order to reduce instances where the 1st hit connects but the 2nd hit misses.
Behavior Adjustment	-	↓↓or↑↑Ⓚ	Previously, the motion had looked like a thrusting move (i.e. a vertical attack), even though the category for the move is "horizontal attack," so we adjusted the attack animation. The attack's range and tracking have remained untouched; it is only the appearance that has changed.
Behavior Adjustment	↑	During Mist Ⓐ	Improved the move's tracking in order to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑	⇐Ⓢ ⇒Ⓚ	Reduced the delay after the attack by 2 frames in order to make it easier to use as a poke attack.
Balance Adjustment	↑	↓↘⇒Ⓐ.Ⓐ	- Changed the move so that the 2nd hit will be performed even if the input timing isn't exact. - However, in order to reward players who had practiced the timing, we changed the move so it will deal more damage when performed with exact timing.
Balance Adjustment	↑	↓↘⇒Ⓢ While soul charged ↓↘⇒Ⓢ	- Increased the move's base damage. - Increased the length of stun inflicted upon hit or guard.
Balance Adjustment	↑	↓↘⇒Ⓢ During soul charge ↓↘⇒Ⓢ During Relic Ⓐ.Ⓐ (exact timing)	Increased the move's base damage.
Balance Adjustment	↓	Critical Edge	Considering this critical edge has the quickest startup and the longest reach compared to other critical edges of the same type, we lowered the move's damage by 8.

Seong Mi-na			
We overhauled Mi-na's throw that was newly added to SCVI (↵⇒Ⓐ+Ⓢ.Ⓟ). We increased the amount of guard stamina it reduces when fully held, and adjusted the move so the Mi-na could maintain the advantage even after being guarded. These changes were done to further emphasize her position in the roster as a powerful character adept at crushing the opponent's guard. Also, if an opponent tries to move out of the way of "↵⇒Ⓐ+Ⓢ.Ⓟ", an option has been added to hold the attack a little bit and, if it hits, it is possible to follow up with a combo. We also made adjustments to one of her main low attacks, "While crouching ↻Ⓢ.Ⓢ". Up until now, high-level players would generally only perform the 1st hit, stopping before the 2nd hit, so we adjusted the opponent's behavior when hit by the 2nd hit, as well as the range of attack at which the move would knock down the enemy when it connected as a normal hit.			
Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	↑	↻↯or↯↯↯Ⓐ ↻↯or⇒⇒or↯↯↯Ⓢ+Ⓢ ↻↯or⇒⇒or↯↯↯Ⓢ+Ⓢ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↓	↻↯or⇒⇒or↯↯↯Ⓢ ↻↯or⇒⇒or↯↯↯Ⓢ While crouching ↻Ⓢ	• Fixed an issue in which the move had the ability to evade high attacks after the move finished.
Balance Adjustment	↑	While crouching ↻Ⓐ.Ⓢ	• Lengthened the attack's forward movement and increased its hitbox size in order to make the 1st hit easier to land.
Balance Adjustment	↑	↵⇒Ⓐ+Ⓢ.Ⓢ ↵⇒Ⓐ+Ⓢ.Ⓟ	• Increased the base damage and guard stamina reduction of "↵⇒Ⓐ+Ⓢ.Ⓟ (fully held)". Adjusted the move so it will knock down the opponent when it hits, enabling follow-up attacks. • Adjusted "↵⇒Ⓐ+Ⓢ.Ⓟ" so that even when it's slightly held it will deal more damage and knock down the opponent when it hits, enabling follow-up attacks.
Balance Adjustment	↑ ↓	While crouching ↻Ⓢ.Ⓢ	• Sped up the start of the 1st attack by 2 frames. • Shortened the window for the 1st hit to knock down the enemy. Hitting with the tip of the 1st hit will not knock down the opponent, and the 2nd hit will connect with opponents on the ground. This change only applies to normal hits; knocking down an opponent with a run counter or higher will act the same, regardless of distance. • Changed the hit behavior for the 2nd hit when it connects as a normal hit, so that now it knocks down the opponent. • When stopping at the 1st hit and inputting your next action in advance, it was hard to see when Mi-na's delay/stun would be finished, so we adjusted the animation. No change was made to the move's opening.
Balance Adjustment	↓	↑Ⓐ+Ⓢ	• Reduced the delay after the attack by 4 frames when it misses.

Taki			
Taki is a character focused on speed and rushing the opponent at close range using her "Possession" stance. To further solidify this concept in actual battle, we've made some balance adjustments and added a new command. As a general adjustment for all characters, we made grapple breaks easier to perform. Throws performed from the "Possession" stance were designed to enable Taki to continue rushing the opponent even when grapple broken, as a way to make up for her only having a single grapple break command. However, in accordance with the changes in this patch, we've reworked things to give her two grapple break commands. One of Possession's moves that make it rush-capable is "During Possession ⇨Ⓢ", which would allow Taki to move first even when it is guarded; however, opponents who knew the move would be able to dodge the 2nd hit by crouching, which make the attack difficult to rely on from Taki's perspective. As such, we've decreased the length of stun the move inflicts, but adjusted the 2nd hit so it can't be evaded by crouching, which increase the attack's reliability. The close-range midair combo "↻Ⓢ.Ⓢ+Ⓢ ~ during Stalker Ⓐ+Ⓢ" was difficult to perform due to its fast inputs, so we made it easier to perform by creating the new command "↻Ⓢ ~ Ⓐ+Ⓢ".			
Category	Nerf/buff	Move (EN)	Update Details
Command added	-	↻Ⓢ	• Added a command to shift to Stalker after the attack. It is the same action that can be performed with "↻Ⓢ.Ⓢ+Ⓢ", but the new command was added to make the action easier to perform.
Command updated	-	During Possession Ⓐ+Ⓢ During Possession ⇨Ⓐ+Ⓢ During Possession while soul charged Ⓐ+Ⓢ	• Changed "During Possession Ⓐ+Ⓢ" to "During Possession ⇨Ⓐ+Ⓢ". Due to this the command for grapple break has also changed. • Changed the command for "During Possession ⇨Ⓐ+Ⓢ" to "During Possession Ⓐ+Ⓢ", and the command for "During Possession while soul charged ⇨Ⓐ+Ⓢ" to "During Possession while soul charged Ⓐ+Ⓢ". • Because we made grapple breaks easier to perform for all characters, we made this change as an adjustment to a previous design choice, which was that we would make characters with only one grapple break command able to maintain an offensive even when they are grapple broken.
Behavior Adjustment	↑	↻↯or⇒⇒or↯↯↯Ⓐ.Ⓐ During Stalker Ⓢ.Ⓐ	• Reduced the distance between the character and the opponent when the 1st hit either connects or is guarded in order to reduce the number of cases in which the attack misses partway through.
Behavior Adjustment	↑	During Possession Ⓐ During Possession ⇨Ⓐ	• Improved the move's tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	During Possession Ⓢ+Ⓢ	• Added 2 invincibility frames when the character is blinking. This change was made to prevent Taki from being hit on accident by an opponent's attack when she warps overhead.
Behavior Adjustment	↓	↓ ↓ or ↑ ↑ Ⓐ During Possession ↓ ↓ or ↑ ↑ Ⓐ	• Fixed an issue in which getting hit at the start of the attack animation would not be counted as an attack counter.
Balance Adjustment	↑ ↓	During Possession ⇨Ⓢ	This attack allowed Taki to move first even if the opponent guarded the 1st hit, however, opponents who knew the move would be able to dodge the 2nd hit by crouching down, so we made adjustments that would allow Taki to continue rushing the opponent with reduced risk to herself. • Changed the move so the 1st and 2nd hits can now be guarded in succession. • Decreased the length of stun inflicted when the 2nd hit is guarded. The following changes were made to enable the attack to be used as a means of assaulting downed opponents while in the Possession stance. • Enlarged the hitboxes of both the 1st and 2nd hits. • Changed the behavior of opponents hit by the 1st hit in midair or when knocked down, enabling the 2nd hit to also connect.

Maxi			
As a character, Maxi's greatest weapon is using his special stances to pull off attack chains and combos. In version 1.30, we mainly focused on adjustments that increased the reliability of his combos by reducing the number of cases in which his attacks would not connect because the enemy would get knocked back too far. Seven Stars Rebirth, his move used for changing stances, is central to fully drawing out Maxi's power, and in order to further emphasize this, we increased the damage his critical edge's hit sequence deals after Seven Stars Severance is performed. The increase from this change does not affect when his critical edge is held and the hit sequence is canceled, making the choice of whether to go through with the hit sequence much more important and dependent on factors like how much health you have left, your positioning within the stage, etc.			
Category	Nerf/buff	Move (EN)	Update Details
Command added	-	Ⓐ+Ⓚ.Ⓢ.Ⓢ.Ⓢ.Ⓐ (Training mode only)	• Added the exclusive training mode command " Ⓢ+Ⓚ.Ⓢ.Ⓢ.Ⓢ.Ⓐ ", which can be used to perform a lethal hit when lethal hit conditions are met.
Command added	-	Seven Stars Severance	• Added a distinction between "newly acquired points" and "already acquired points" regarding the points needed to activate Seven Stars Severance.
Behavior Adjustment	-	↵Ⓢ.Ⓢ.Ⓚ	• In the Fighting Style Handbook, it is mentioned that Maxi will move first if the enemy guards this move, but this now contradicts what happens with the latest adjustments applied, so we updated the text accordingly.
Behavior Adjustment	↑	During Right Outer Ⓢ During Right Outer Ⓢ.Ⓢ During Left Outer Ⓢ During Neutral Guard Ⓢ.Ⓢ During Neutral Guard Ⓚ.Ⓚ	In order to reduce cases in which Maxi would miss in the middle of a combo, we've made adjustments to the following moves. "During Right Outer Ⓢ": Closed the distance between the character and the opponent when the move hits at a distance. "During Right Outer Ⓢ.Ⓢ": Increased the distance the 2nd attack moves forward only when the 1st attack hits or is guarded at long range. Reduced the distance between the character and the opponent when the 2nd attack lands as a counter hit. "During Left Outer Ⓢ": Reduced the distance between the character and the opponent when the attack lands as a counter hit. "During Neutral Guard Ⓢ.Ⓢ": Reduced the distance between the character and the opponent when the 1st attack lands at long range. "During Neutral Guard Ⓚ.Ⓚ": The lower hitbox of the 2nd attack has been enlarged in order for the attack to not miss midway through the move after hitting the enemy from the side or back.
Behavior Adjustment	↓	During Left Inner Ⓚ During Neutral Guard Ⓢ.Ⓢ	The following attacks have been adjusted to no longer hit opponents who step around to Maxi's side or back. "During Left Inner Ⓚ": Decreased the size of the hitbox when the opponent is behind you. "During Neutral Guard Ⓢ.Ⓢ": Decreased the size of the horizontal hitbox.
Balance Adjustment	↑	Critical Edge	• Increased the damage dealt during the hit sequence while Seven Stars Severance is active. • This increase in damage only applies to the hit sequence; cases in which you hold the command to stop from shifting to the hit sequence will not benefit from this update.
Balance Adjustment	↑	During Left Outer Ⓚ	• Reduced the distance between the character and the opponent when the move is guarded, enabling you to continue attacking after being guarded.
Balance Adjustment	↓	⇒Ⓐ+Ⓢ While soul charged ⇒Ⓐ+Ⓢ	• Decreased the size of the horizontal hitbox in order to make it harder to hit an opponent performing an 8-way run. • This change does not affect "↵Ⓐ.Ⓐ.Ⓐ.Ⓢ" or "During Right Cross Ⓐ.Ⓢ".

Voldo			
Playing as Voldo involves choosing when to face forward or backward, or when to use Mantis Crawl, depending on the optimum strategy and distance for fighting the opponent. In versions 1.10 and 1.11, we primarily made adjustments to Mantis Crawl, so in version 1.30 we focused on strengthening his forward-facing stance and on adding new commands, further increasing his strategic options. When an opponent tries to fight at close range, Voldo can take control of the battle by using "↵↓ or ↵↑Ⓚ", which boasts a wide range, or "⇒Ⓐ + Ⓢ", which can lead to a follow-up hit when it lands as a counter hit. For opponents who keep their guard up, he can deplete their guard stamina using attacks like "↵↘or↵←or↵↙Ⓚ" and "During Calioistro Rush Ⓚ". When using "Ⓐ.Ⓢ.Ⓐ", you can now choose whether to return to facing forward or backward depending on the 3rd input, which can be used strategically in combos and opens the way for a more varied assault.			
Category	Nerf/buff	Move (EN)	Update Details
Command added	-	Ⓐ.Ⓢ.Ⓐ Ⓐ.Ⓢ.ⓐ	• Previously, "Ⓐ.Ⓢ.Ⓐ" would return you to an away-facing position, but in order to give players more strategic alternatives to vary up their attack patterns, we made "Ⓐ.Ⓢ.Ⓐ" return you to a front-facing position, and "Ⓐ.Ⓢ.ⓐ" return you to an away-facing position. • Changed the hit behavior for both commands when the last hit lands as a normal hit.
Command added	-	While crouching ↵ⓐ	• Added a command to shift to Calioistro Rush after the attack. This was done to increase the number of attack patterns available when facing forward.
Behavior Adjustment	-	Facing away ⇒Ⓢ	• Fixed an issue in which, when Voldo deflected an attack with his away-facing guard impact, the opponent was able to use a reversal edge more quickly.
Behavior Adjustment	-	Facing away Ⓢ.Ⓢ.Ⓢ	• You can now press Ⓢ during the motion of "Facing away Ⓢ.Ⓢ" to cancel the stored input for the 3rd hit.
Behavior Adjustment	-	⇒Ⓐ.ⓐ	• Fixed an issue in which special inputs would cause the character to become slow.
Behavior Adjustment	-	After reversal edge hits Ⓐ	• Fixed an issue in which, under certain conditions, the character would become further from the opponent than usual and the attack would not connect.
Behavior Adjustment	↑	↵Ⓐ ↵Ⓢ.Ⓢ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	⇒ⓐ+Ⓢ	The following changes were made to stabilize the move as a follow-up attack after a guard crush. • Increased the move's forward movement. • Reduced the distance between the character and the opponent when the move hits.
Balance Adjustment	↑	⇒Ⓚ	The following adjustments were made to make the move easier to use as a poke or punishment. • Sped up the attack's start-up. • Enlarged the attack's lower hitbox. • Increased the attack's forward movement. It is easier to land as a punishment, but if the attack misses, it will leave you open.
Balance Adjustment	↑	↵Ⓚ	• Reduced the opening after the attack by 6 frames. • Decreased the length of stun inflicted upon hit or guard by 2 frames. Overall, the balance between the difference in stun has improved.
Balance Adjustment	↑ ↓	⇒Ⓐ+Ⓢ	• Reduced the opening after the attack by 6 frames. • Decreased the length of stun inflicted when guarded by 2 frames. Overall, the balance between the difference in stun has improved. • Changed the hit animation when the move lands as a counter hit, enabling you to make a follow-up attack. However, scaling was added to the move's combo damage.
Balance Adjustment	↑	↵↘or↵←or↵↙Ⓚ ↵↘or↵←or↵↙ⓐ During Calioistro Rush Ⓚ	• Enhanced the move's move level. →This change increases the amount of the enemy's guard stamina the move reduces, and also makes it more effective to continue attacking with Mantis Crawl assault.
Balance Adjustment	↑ ↓	↵↓or↵↑Ⓚ	• Adjusted the animation to fix an issue in which the kick registered as a hit before reaching the opponent, resulting in an imbalance between the difference in stun. • Quickened the timing at which the jump is registered. • Adjusted the move's tracking in order to reduce instances in which the attack would miss at close range. • Reduced the opening after the attack by 6 frames. • Added scaling to the move's combo damage.

Sophitia			
Sophitia's a character with strong defenses, thanks to her superior parameters in relation to guard impacts and reversal edges. In order to further enhance this strength and her defensive techniques, we've added two techniques for dealing with lethal hits. As part of the balance adjustments for all characters, the amount of guard stamina consumed by reversal edges and guard impacts has increased. For Sophitia, hitting the opponent with her critical edge will now restore some guard stamina, making it that much easier to use guard impacts and reversal edges.			
Category	Nerf/buff	Move (EN)	Update Details
Command added	-	↘↘or⇒⇒or↗↗A+Ⓢ (Training mode only) ⇐A+Ⓢ.Ⓢor⇐A (Training mode only)	• Added the exclusive training mode command "↘↘or⇒⇒or↗↗A+Ⓢ" and "⇐A+Ⓢ.Aor⇐A", which can be used to perform a lethal hit when lethal hit conditions are met.
Behavior Adjustment	↑	Guard Impacts ⇒A ⇒B ⇒A+B	• Fixed an issue in which deflecting an attack with projectile properties would not count towards a lethal hit as a successful guard impact.
Behavior Adjustment	↑	↘B ↘↘or⇒⇒or↗↗B ↓↓or↑↑↑B.A.Ⓢ ↓↘⇒A	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑	Critical Edge	• Added a guard stamina recovery effect to the hit sequence.
Balance Adjustment	↑	↗A.A	• Upgraded the 1st attack's move level to "middle". • In version 1.11, the 2nd hit's damage was incorrectly reduced, so its base damage has been set to 25.
Balance Adjustment	↑	A+B	• Sped up the attack's start-up by 4 frames.
Balance Adjustment	↑	⇐A+B ↗↗or⇐⇐or↘↘A+B While soul charged ⇐A+Ⓢ.B	• Changed the move to a lethal hit technique. • Made the lethal hit condition "Triggers upon hitting an opponent who missed a throw." • Quickened the start-up of the 2nd hit of "While soul charged ⇐A+Ⓢ.B" against an opponent in the air in order to prevent the move from missing when it is a lethal hit.
Balance Adjustment	↑	⇐A+Ⓢ.Aor⇐A	• Changed the move to a lethal hit technique. • When meeting the condition "Triggers upon hit after 5 or more successful guard impacts," the 2nd attack of the throw sequence will become a lethal hit.

Sophitia's a character with strong defenses, thanks to her superior parameters in relation to guard impacts and reversal edges. In order to further enhance this strength and her defensive techniques, we've added two techniques for dealing with lethal hits.

As part of the balance adjustments for all characters, the amount of guard stamina consumed by reversal edges and guard impacts has increased. For Sophitia, hitting the opponent with her critical edge will now restore some guard stamina, making it that much easier to use guard impacts and reversal edges.

Category	Nerf/buff	Move (EN)	Update Details
Command added	-	↘↘or⇒⇒or↘↘↘↘(A)+(K) (Training mode only) ⇐(A)+(K).Aor⇐(A) (Training mode only)	Added the exclusive training mode command "↘↘or⇒⇒or↘↘↘↘(A)+(K)" and "⇐(A)+(K).Aor⇐(A)", which can be used to perform a lethal hit when lethal hit conditions are met.
Behavior Adjustment	↑	Guard Impacts ⇒(A) ⇒(B) ⇒(A)+(B)	Fixed an issue in which deflecting an attack with projectile properties would not count towards a lethal hit as a successful guard impact.
Behavior Adjustment	↑	↘(B) ↘↘or⇒⇒or↘↘↘↘(B) ↓↓or↑↑(B).A.(K) ↓↘⇒(A)	Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑	Critical Edge	Added a guard stamina recovery effect to the hit sequence.
Balance Adjustment	↑	↘↘(A).A	- Upgraded the 1st attack's move level to "middle". - In version 1.11, the 2nd hit's damage was incorrectly reduced, so its base damage has been set to 25.
Balance Adjustment	↑	(A)+(B)	Sped up the attack's start-up by 4 frames.
Balance Adjustment	↑	⇐(A)+(B) ↘↘or⇐⇐or↘↘↘↘(A)+(B) While soul charged ⇐(A)+(B).B	- Changed the move to a lethal hit technique. - Made the lethal hit condition "Triggers upon hitting an opponent who missed a throw." - Quickened the start-up of the 2nd hit of "While soul charged ⇐(A)+(B).B" against an opponent in the air in order to prevent the move from missing when it is a lethal hit.
Balance Adjustment	↑	⇐(A)+(B).Aor⇐(A)	- Changed the move to a lethal hit technique. - When meeting the condition "Triggers upon hit after 5 or more successful guard impacts," the 2nd attack of the throw sequence will become a lethal hit.

Siegfried			
Siegfried is a character who uses stance changes to cover the openings of his greatsword attacks, and who is capable of quick upsets through skilled use of his powered-up state "Dark Legacy," which activates when he's in trouble. Dark Legacy would activate not only when the player had lost a certain amount of health, but could also be activated by acquiring a certain amount of Dark Legacy "activation points" from performing certain actions. However, previously, it would still activate automatically once enough points were acquired, which made it difficult to control and hence difficult to use strategically, so we changed it from activating automatically to now activating manually. In regards to openings after being guarded, you can use "During any stance ↓ or ↑ ⊕ + ⊗" to evade vertical attacks, or "Base Hold" to deflect an horizontal attacks. Should you use Base Hold to perform a guard impact against a horizontal attack, the best course of action will depend on the opponent's move level and the deflection timing, but if you deflected a weak attack, we've made "During Base Hold ⊕" the recommended move to use by imbuing it with break attack properties.			
Category	Nerf/buff	Move (EN)	Update Details
Command added	-	When Dark Legacy activation points are at max ⇨ ⊕ + ⊕	- Entering this command will now activate Dark Legacy when you have a certain number of Dark Legacy activation points stored. This action is different from the regular "⇨ ⊕ + ⊕", and does not have guard impact properties. - Changed the conditions for triggering Dark Legacy. Please see below for further details.
Behavior Adjustment	-	Dark Legacy	- Changed the activation conditions. Previous: Once you gained 13 or more Dark Legacy activation points, Dark Legacy would automatically activate. New: Once you've gained 12 or more Dark Legacy activation points, you can input a certain command to activate Dark Legacy. Note: Dark Legacy will still activate automatically if your health falls below a certain level. With this change, we've given players greater freedom over when they want to use Dark Legacy. - Along with these changes, we changed the effects that are displayed around Siegfried. Now, it will be possible to distinguish between Siegfried's three states: "normal state", "Dark Legacy is ready to use", and "Dark Legacy is active".
Behavior Adjustment	-	Critical Edge	Now that players are able to activate Dark Legacy at a time of their choosing, we have made the following change to Siegfried's critical edge. - Once you've acquired 12 or more Dark Legacy activation points, you can use "Ⓐ + Ⓑ + Ⓔ" during the critical edge's hit sequence to activate Dark Legacy. Additionally, we've fixed the following issues. - Fixed an issue in which Dark Legacy activation points would not be acquired when hitting the opponent with Siegfried's critical edge if Dark Legacy was already active due to a loss of health. - Fixed an issue in which Dark Legacy activation points would not be acquired when KO'ing an opponent with Siegfried's critical edge.
Behavior Adjustment	-	During Chief Hold ⊕ + ⊗ During Chief Hold ⇨ ⊕ + ⊗ During Chief Hold ⇐ ⊕ + ⊗ During Chief Hold ↓ or ↑ ⊕ + ⊗	Adjusted the input window to make the move easier to perform.
Behavior Adjustment	↑	During Chief Hold ⊕	Adjusted the move's tracking in order to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑	⇨ ⊕ + ⊕	- Fixed an issue in which, after deflecting an opponent's attack, the difference in stun would differ depending on the timing. Now, Siegfried will move first. - Increased the number of Dark Legacy activation points gained when the move is successful as a guard impact.
Balance Adjustment	↑	↓ or ↑ ⊕ + ⊗ While in any stance ↓ or ↑ ⊕ + ⊗	Added invulnerability against vertical attacks during the move's motion. This change was made to solidify Siegfried's position as a character with wide-range attacks who can pressure the opponent while using stance changes to cover his openings.
Balance Adjustment	↑	⇨ ⇒ ⊕	Increased the length of stun inflicted when guarded.
Balance Adjustment	↑	↘ or ⇨ ⇒ or ↗ ↘ ⊗. ⊗	- Increased the 1st hit's evasive capabilities against high attacks. - Increased the tracking of the 2nd attack after the 1st attack hits or is guarded. - Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Balance Adjustment	↑	During Base Hold ⊕	- Added break-attack properties to the attack. Guard impacts and reversal edges can no longer stop the attack. - Increased the length of stun inflicted when guarded. Regarding Base Hold's guard impact properties vs. horizontal attacks, the length of stun inflicted on the enemy will depend on the move level of the enemy's horizontal attack, just like when deflecting with "⇨ ⊕". Depending on the deflection timing and move level, "During Base Hold ⊕" will sometimes be guaranteed to hit, regardless of whether there was or wasn't a reverse impact.
Balance Adjustment	↑ ↓	While crouching ⊕ + ⊕ While crouching ↗ ⊕ + ⊕	- Lengthened the input window for a grapple break. - This was also written under "Grapple Break" in the "All Characters" section, but the input for a grapple break can now be corrected. - In version 1.10, we removed the ability for "While crouching ↗ ⊕ + ⊕" to knock the opponent out of the ring, but in line with the above-mentioned changes, we have reinstated this ability.

Siegfried is a character who uses stance changes to cover the openings of his greatsword attacks, and who is capable of quick upsets through skilled use of his powered-up state "Dark Legacy," which activates when he's in trouble.

Dark Legacy would activate not only when the player had lost a certain amount of health, but could also be activated by acquiring a certain amount of Dark Legacy "activation points" from performing certain actions. However, previously, it would still activate automatically once enough points were acquired, which made it difficult to control and hence difficult to use strategically, so we changed it from activating automatically to now activating manually.

In regards to openings after being guarded, you can use "During any stance ↓ or ↑ @ + ⊗" to evade vertical attacks, or "Base Hold" to deflect an horizontal attacks. Should you use Base Hold to perform a guard impact against a horizontal attack, the best course of action will depend on the opponent's move level and the deflection timing, but if you deflected a weak attack, we've made "During Base Hold @" the recommended move to use by imbuing it with break attack properties.

Category	Nerf/buff	Move (EN)	Update Details
Command added	-	When Dark Legacy activation points are at max ⇨Ⓐ+Ⓢ	- Entering this command will now activate Dark Legacy when you have a certain number of Dark Legacy activation points stored. This action is different from the regular "⇨Ⓐ+Ⓢ", and does not have guard impact properties. - Changed the conditions for triggering Dark Legacy. Please see below for further details.
Behavior Adjustment	-	Dark Legacy	- Changed the activation conditions. Previous: Once you gained 13 or more Dark Legacy activation points, Dark Legacy would automatically activate. New: Once you've gained 12 or more Dark Legacy activation points, you can input a certain command to activate Dark Legacy. Note: Dark Legacy will still activate automatically if your health falls below a certain level. With this change, we've given players greater freedom over when they want to use Dark Legacy. - Along with these changes, we changed the effects that are displayed around Siegfried. Now, it will be possible to distinguish between Siegfried's three states: "normal state", "Dark Legacy is ready to use", and "Dark Legacy is active".
Behavior Adjustment	-	Critical Edge	Now that players are able to activate Dark Legacy at a time of their choosing, we have made the following change to Siegfried's critical edge. - Once you've acquired 12 or more Dark Legacy activation points, you can use "Ⓐ+Ⓢ+Ⓚ" during the critical edge's hit sequence to activate Dark Legacy. Additionally, we've fixed the following issues. - Fixed an issue in which Dark Legacy activation points would not be acquired when hitting the opponent with Siegfried's critical edge if Dark Legacy was already active due to a loss of health. - Fixed an issue in which Dark Legacy activation points would not be acquired when KO'ing an opponent with Siegfried's critical edge.
Behavior Adjustment	-	During Chief Hold Ⓢ+Ⓚ During Chief Hold ⇨Ⓢ+Ⓚ During Chief Hold ⇨Ⓢ+Ⓚ During Chief Hold ⇩ or ⇧ Ⓢ+Ⓚ	Adjusted the input window to make the move easier to perform.
Behavior Adjustment	↑	During Chief Hold Ⓢ	Adjusted the move's tracking in order to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑	⇨Ⓐ+Ⓢ	- Fixed an issue in which, after deflecting an opponent's attack, the difference in stun would differ depending on the timing. Now, Siegfried will move first. - Increased the number of Dark Legacy activation points gained when the move is successful as a guard impact.
Balance Adjustment	↑	⇩ or ⇧ Ⓢ+Ⓚ While in any stance ⇩ or ⇧ Ⓢ+Ⓚ	Added invulnerability against vertical attacks during the move's motion. This change was made to solidify Siegfried's position as a character with wide-range attacks who can pressure the opponent while using stance changes to cover his openings.
Balance Adjustment	↑	⇨➡Ⓢ	Increased the length of stun inflicted when guarded.
Balance Adjustment	↑	↘ or ⇨ or ➡ or ↗ or Ⓚ, Ⓚ	- Increased the 1st hit's evasive capabilities against high attacks. - Increased the tracking of the 2nd attack after the 1st attack hits or is guarded. - Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Balance Adjustment	↑	During Base Hold Ⓢ	- Added break-attack properties to the attack. Guard impacts and reversal edges can no longer stop the attack. - Increased the length of stun inflicted when guarded. Regarding Base Hold's guard impact properties vs. horizontal attacks, the length of stun inflicted on the enemy will depend on the move level of the enemy's horizontal attack, just like when deflecting with "⇨Ⓢ". Depending on the deflection timing and move level, "During Base Hold Ⓢ" will sometimes be guaranteed to hit, regardless of whether there was or wasn't a reverse impact.
Balance Adjustment	↑ ↓	While crouching Ⓐ+Ⓢ While crouching ⇨Ⓐ+Ⓢ	- Lengthened the input window for a grapple break. - This was also written under "Grapple Break" in the "All Characters" section, but the input for a grapple break can now be corrected. - In version 1.10, we removed the ability for "While crouching ⇨Ⓐ+Ⓢ" to knock the opponent out of the ring, but in line with the above-mentioned changes, we have reinstated this ability.

Ivy			
Ivy's critical edge in her normal stance is defensive, which makes the use of her soul gauge a bit more difficult compared to other characters. In version 1.11, we made adjustments so that using it from the Serpent's Embrace stance would deal greater damage in a midair combo, and also so that her soul gauge could be used in a combo. In version 1.30, we've made adjustments that reduce the risk of her critical edge when used from a special stance, making it easier to use even outside of a combo. We also improved her soul charge techniques, making them easier to use to mount an assault on the opponent. This also helps give her greater variety in her battle strategies, and in choosing whether to use her critical edge or her soul charge.			
Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	-	After reversal edge hits ◎ upon hit or guard ◎.◎.◎.◎.◎.◎.◎	• Fixed the command display, which could have been interpreted to mean that the 2nd attack could still be performed after the 1st attack misses, when this is not actually the case.
Behavior Adjustment	-	While soul charged ⇐Ⓐ	• Fixed an issue in which the midair knockback capabilities of the move differed from "⇐Ⓐ", resulting in the same combos not working with both moves.
Behavior Adjustment	-	◎.◎.◎	• You can now press ◎ during the motion of "◎.◎" to cancel the stored input for the 3rd hit.
Behavior Adjustment	↑	Critical Edge	• Adjusted the attack to reduce cases in which the enemy would fall down when this move is used in an air combo.
Behavior Adjustment	↑	While soul charged ⇨◎.◎	• Fixed an issue in which the 2nd attack could miss after the 1st hit connected.
Behavior Adjustment	↑	⇐Ⓐ+◎.◎	• Fixed an issue in which the 2nd attack onward would not hit even after you had successfully performed a guard impact against the opponent's attack.
Balance Adjustment	-	↘↘⇐⇨↗⇨⇨Ⓐ+◎ ↘↘⇐⇨↗⇨⇨Ⓐ+◎ (fast)	• The input window for grapple breaks has been lengthened for all characters except for this move, which has not been changed from previous versions.
Balance Adjustment	↑	While soul charged ⇨⇨Ⓚ.◎	• Sped up the attack's start-up by 2 frames. • Increased the size of the 2nd attack's hitbox because it would at times miss depending on the distance and angle. • Increased the length of stun inflicted when the attack hits or is guarded, and adjusted the opponent's animation when guarding. • Quickened the timing at which you can shift to Serpent's Embrace by 2 frames when using "While soul charged ⇨⇨Ⓚ.Ⓚ".
Balance Adjustment	↑	During Serpent's Embrace Ⓐ+◎+Ⓚ	• Increased the distance between the character and the opponent with the attack is guarded. Note: This does not apply to her critical edge when performed from her normal stance. • When performing this attack while the enemy is behind you, we've adjusted the move so you can turn around and perform a critical edge without breaking your stance. When trying for a combo using "↓⇨or⇨↑Ⓢ ~ Ⓐ+◎+Ⓚ" while the opponent is near the wall, there are cases in which you sometimes go beneath your midair opponent, but even in these cases, we've made it so the combo will be successful.
Balance Adjustment	↑ ↓	Ⓐ+◎	The following adjustments were made to make the move easier to use as a break attack. • Sped up the attack's start-up by 6 frames. • Increased the horizontal hitbox to make it harder to miss. • Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↑ ↓	While soul charged ⇨↓or⇨↑Ⓐ+◎.◎	• Increased the duration of the guard impact for the move. • Fixed an issue in which the move could guard impact not only middle horizontal attacks, but also middle thrusting attacks. • Delayed the timing at which the soul charge technique effect would display when the 2nd attack triggered, as the timing between when the effect displayed and when the actual attack occurred had been too long, enabling the opponent to counter once they saw the effect.

Kilik			
Kilik's soul charge has the unique property of not ending until his critical edge is used, and the moves he has that can only be used in this state are all extremely powerful. However, being soul charged has the disadvantage of slowly draining your health, and if Kilik's critical edge (which must be used to end the soul charge) misses, it creates a large opening that brings with it a risk. Due to this, we found that some players simply weren't using his soul charge to begin with. In this update, we added moves other than the critical edge that can be used to finish off a soul charge and also restore health, expanding the strategic options for Kilik's soul charge. We also added an effect to his critical edge that restores health upon hit when not soul charged, enabling players to better determine how they use their health and soul gauge as resources. Other changes focus mainly on attack behaviors. We slightly reduced the distance that "During Monument ◎+Ⓚ.◎.Ⓚ" sends the opponent flying when it hits midair, as it was hitting people further than originally anticipated. We also made adjustments to reduce the risk of the attack, as there were not many opportunities to use it previously except in a combo.			
Category	Nerf/buff	Move (EN)	Update Details
Command added	-	⇐△+Ⓚ (Training mode only)	• Added the exclusive training mode command "⇐△" , which can be used to perform a lethal hit when lethal hit conditions are met.
Command added	-	While soul charged ↑◎+Ⓚ	• Added the command "Soul's Balm", which ends a soul charge and restores health. Previously, the only way to put an end to his soul charge was to use the soul-charge-specific critical edge, but with this newly added option, players will be able use soul charges more strategically.
Behavior Adjustment	-	△.△.△ ◎.◎.◎	• Adjusted the input window to reduce cases in which the move would accidentally be performed.
Behavior Adjustment	-	⇐◎.◎	• You can now press ◎ during the motion of "⇐◎" to cancel the stored input for the 2nd hit.
Behavior Adjustment	↑	↓ ↓ or ↑ ↑ ◎ ↓ ↓ or ↑ ↑ ㊟	• Enlarged the hitbox in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑ ↓	↘ or ⇐ or ↙ or ↖ ◎	• Fixed the animation to no longer hit opponents who step around to the character's side or back, but slightly extended the attack's reach at the start-up of the attack.
Behavior Adjustment	↓	⇐◎.◎	• Fixed an issue in which a certain input would give the attack the same properties as though it had been delayed, even though it hadn't.
Balance Adjustment	↑	△+◎+Ⓚ (having not used a soul charge)	• Changed the move to heal you during the hit sequence, opening up more strategic options for the soul charge.
Balance Adjustment	↑	↘ △	• Increased the move's tracking to make it easier to inhibit an enemy's movements even at a distance.
Balance Adjustment	↑	After reversal edge hits △	• Reduced the distance between the character and the opponent when the attack hits. This is to reduce the number of cases in which follow-up attacks would miss against certain characters.
Balance Adjustment	↑	Facing away ◎+Ⓚ.◎.Ⓚ	The following changes were made to make it more difficult to counter things such as interruptions. • Reduced the opening after the 1st, 2nd, and 3rd attacks. • Increased the length of stun inflicted when the 1st attack hits, when the 2nd attack hits or is guarded, and when the 3rd attack is guarded. • Adjusted the move so the 2nd attack will be guarded in succession once the 1st attack is guarded.
Balance Adjustment	↑ ↓	During Monument ◎+Ⓚ.◎.Ⓚ	The following changes were made to make it more difficult to counter things such as interruptions. • Increased the length of stun inflicted when the 1st attack is guarded, and when the 2nd attack hits or is guarded. • Adjusted the move so the 2nd attack will be guarded in succession once the 1st attack is guarded. • Increased the opening after the 2nd attack. Overall, the balance between the difference in stun has improved. The following changes were made to reduce the move's ring-out capabilities when used in a combo. • Reduced the knockback distance of the 3rd hit when it lands midair.

Xianghua			
We made adjustments to Xianghua in version 1.11 to reduce her damage and ring-out capabilities, but with the expansions we've made to stages with this update, we slightly increased the ring-out capability of "⇐Ⓚ.△". Since choosing which attack to use after launching an opponent in the air is part of the fun of using Xianghua, we added "⇐Ⓚ.△+◎" and made adjustments to "↘ ↙ or ⇐⇒ or ↗ ㊟+◎", further allowing players to switch up combos for greater damage and a chance at knocking the opponent out of the ring. Also, up until now, the uses for her soul gauge heavily favored her critical edge, so we made improvements to "While soul charged ↘ ↙ or ⇐⇒ or ↗ ㊟+Ⓚ.◎". In addition to increasing its follow-up damage after launching an opponent with "↘ ◎", the move also can be used as a way of closing the distance with the enemy that is created from the shockwave at the start of the soul charge. We also increased the duration of the guard impact properties provided by "During Silent Xia Sheng while soul charged", as well as improving the aftermath of a successful guard impact, effectively making follow-ups/variations from Silent Xia Sheng easier to pull off.			
Category	Nerf/buff	Move (EN)	Update Details
Command added	-	⇐Ⓚ.△+◎ ⇐Ⓚ.㊟+㊟	• Added a new attack variation, "Swallow's Reverse Blade," featuring a different direction of attack from "⇐Ⓚ.△" and "⇐Ⓚ.㊟". Now you can choose between "⇐Ⓚ.△" and "⇐Ⓚ.△+◎" when deciding which direction to send the opponent flying
Balance Adjustment	↑	Critical Edge	• Stabilized the timing at which the attack makes contact, and enlarged the hitbox in order to reduce instances in which the attack would unintentionally miss.
Balance Adjustment	↑	⇐Ⓚ.△	• With the implementation of "⇐Ⓚ.△+◎", we changed the direction that the 1st and 2nd midair attacks send the opponent flying upon hit. Up until now, the enemy went flying diagonal back, but now they will fly in a slightly more diagonal angle ahead. • Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing. • Reduced the amount of forward movement when the opponent is in the air. This change was made to reduce instances in which the characters would switch positions after the move landed in midair. • Enlarged the hitbox in order to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑	During Silent Xia Sheng Ⓚ During Playful Xia Sheng Ⓚ	• Increased the length of stun inflicted when guarded. • Enlarged the hitbox in order to reduce unintended instances in which the attack would miss against a downed opponent.
Balance Adjustment	↑	Guard impact an attack during Silent Xia Sheng while soul charged	• Increased the duration of the guard impact properties for the move. • Reduced the opening after a successful guard impact to always allow for a counterattack.
Balance Adjustment	↑ ↓	↘ ↙ or ⇐⇒ or ↗ ㊟+◎	• Fixed the move's tracking, and increased it against opponents' missed attacks. • Added scaling to the move's combo damage. • The attack's damage changes depending on the distance, and with this update, we enlarged the range at which it registers as a close-range hit. The screen shaking that occurs when the attack connects now only occurs when it's been counted as a close-range hit.
Balance Adjustment	↑ ↓	While soul charged ↘ ↙ or ⇐⇒ or ↗ ㊟+Ⓚ.◎	• Fixed the move's tracking, and increased it against opponents' missed attacks, as well as when the 1st attack hits or is guarded. • Added scaling to the move's combo damage. • Adjusted the move so it deals the same amount of damage regardless of distance. • Increased the distance the 1st attack moves forward to make it possible to use the move from a distance. However, in order to avoid camera issues when the opponent dodges to the side, the increase in forward distance will only be applied when the move is performed at long range. • Increased the length of stun inflicted when the 1st hit is guarded by 2 frames. • Quickened the start-up of the 2nd attack by 4 frames.

Astaroth			
With his devastating throws, Astaroth boasts the greatest raw power in the game. In versions 1.10 and 1.11, we already made adjustments to the balance of the character, so in version 1.30 we focused on making more detailed behavioral adjustments. Due to how Astaroth wields his ax, it was difficult for him to dodge opponents' vertical attacks, which is why we reduced the size of his horizontal hitbox during an 8-way run to make it easier for him to evade.			
Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	-	↓↘↙↠Ⓐ+Ⓞ ↓↘↙↠Ⓐ+Ⓞ (fast) ↓↘↙↠Ⓐ+Ⓞ ↓↘↙↠Ⓐ+Ⓞ (fast)	• Changed the sequence's camerawork due to an issue in which player 1 and player 2 would get switched during the throw sequence, making it difficult to combo.
Behavior Adjustment	↑	⇒Ⓐ ↘Ⓚ	• Adjusted the move's tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	After reversal edge hits Ⓐ After reversal edge hits Ⓚ	• Fixed an issue in which the amount of guard stamina the attack reduces was lower than expected.
Balance Adjustment	↑	Hitbox Size	• Reduced the hitbox size around his arm 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.
Balance Adjustment	↑	Ⓢ⇒.Ⓢ	• Changed the move to shift to an attack throw even when hitting the enemy from behind. • Reduced the distance between the character and the opponent when the 1st hit connects in order to reduce the number of cases in which the 2nd attack misses.
Balance Adjustment	↑	Ⓚ	• Sped up the attack's start-up by 2 frames.

Cervantes			
Cervantes wields powerful attacks that are both far-reaching and destructive, and he also has unique soul charge attacks that teleport him above and behind his opponent. In versions 1.10 and 1.11, we fixed the things that needed balancing, so in version 1.30 we've enhanced his unique soul charge actions to make them easier to use. Also, as Cervantes is physically larger than in previous entries in the series, we've fixed some issues relating to unintended misses with attacks.			
Category	Nerf/buff	Move (EN)	Update Details
Command added	-	↓Ⓐ+Ⓚ (Training mode only)	• Added the exclusive training mode command "Ⓢ↓" , which can be used to perform a lethal hit when lethal hit conditions are met.
Behavior Adjustment	-	Standing Stance Standing Guard Stance	• Fixed an issue in which certain characters' throws had a hard time connecting due to the frontal hitbox that was meant to prevent clipping into the enemy.
Behavior Adjustment	↑	Ⓢ+Ⓚ	• Made it so the opponent cannot perform a reverse impact when their attack is deflected.
Behavior Adjustment	↑	↘↙or↘↙Ⓢ	• Enlarged the hitbox in order to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑	While soul charged Ⓢ.Ⓢ.Ⓢ.Ⓢ While soul charged ↘Ⓢ.Ⓢ	• Sped up the timing at which the character becomes invincible.
Balance Adjustment	↑	↘Ⓚ While soul charged ↘Ⓚ	• Increased the stun inflicted when the attack lands or is guarded. →Made adjustments so the character can move before the opponent when the attack hits from a distance, as the attack's duration is long.
Balance Adjustment	↑	While soul charged ⇒⇒Ⓢ	• Changed the opponent's behavior when guarding the move, increasing the length of stun inflicted.

Raphael			
Raphael's soul gauge usage was largely divided into "a highly reliable critical edge" and "a soul charge that does not guarantee damage, but has immense hidden power," but his soul charge techniques were all quite specialized, which made them somewhat noticeably harder to use compared to other characters. In this update, we've made "While soul charged ⇒Ⓐ.Ⓢ" and "While soul charged ⇐Ⓢ.Ⓢ.Ⓢ" much easier to use, which in turn makes it easier to notice that his soul charge both increases his damage and also improves his normally meager horizontal attacks, making it easier to mount an assault.			
Category	Nerf/buff	Move (EN)	Update Details
Command added	-	↘Ⓐ+Ⓚ (Training mode only)	• Added the exclusive training mode command "↘Ⓐ" , which can be used to perform a lethal hit when lethal hit conditions are met. Note Regarding the Lethal Hit for "↘Ⓐ" The lethal hit conditions for Raphael's "↘Ⓐ" are the same for Kilik's "⇐Ⓐ", namely "land the same attack a certain number of times in one battle." However, at the time of SCVI's release, only Raphael's "↘Ⓐ" hit count would carry over to the next battle. Due to this, if players raised their hit count during the time after the opponent was KO'ed, there were instances in which they would become unable to perform a lethal hit during the match. This issue was addressed in version 1.10, in which we stopped the hit count from carrying over to the next battle. However, we unintentionally left out this change from the 1.10 patch notes, and in version 1.11 we changed the necessary hit count from 4 to 3, which resulted in many players submitting questions about the change. All of the above is what led to the move's current lethal hit conditions, which can be summed up as "Land a hit 3 times in 1 battle to perform a lethal hit. The hit count is not carried over between battles."
Behavior Adjustment	-	⇐ Direction's 8-Way Run and Stepping	• Fixed an issue in which repeatedly performing the move would start to move the character slightly to the side.
Behavior Adjustment	↑	↓Ⓐ+Ⓢ	• Enlarged the hitbox in order to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑ ↓	While soul charged ⇒Ⓐ.Ⓢ	The following adjustments were made to change the attack into a low-risk horizontal attack while soul charged. • Increased the length of stun inflicted when the 1st attack is guarded only when you've input up to "⇒Ⓐ.Ⓢ". • This change does not apply when "⇒Ⓐ.Ⓐ" has been entered or the move is stopped at the 1st attack . • Sped up the timing of the 2nd hit's start-up by 6 frames. • Improved the tracking of the 2nd hit after the 1st hit lands or is guarded. • Made the attack unusable as a guard crush.
Balance Adjustment	↑	While soul charged ⇐Ⓢ.Ⓢ.Ⓢ	• Reduced the amount of knockback from the 1st hit, preventing the 2nd hit from missing even when only the tip of the attack connects. • Improved the tracking of the 2nd hit after the 1st hit lands. • Sped up the timing of the 2nd hit's start-up by 8 frames. • Increased the length of stun inflicted when the 1st hit is guarded, and made it possible to guard up to the 2nd hit consecutively. However, this only applies when the 2nd hit is input before the 1st hit approaches the opponent. • Changed the attack animation when the 2nd or 3rd hit is a counter hit, making follow-ups possible. • Added scaling to the combo damage of the 3rd hit.
Balance Adjustment	↑	During Preparation while soul charged Ⓢ.Ⓢ.Ⓐ+Ⓢ	• Increased the length of stun inflicted when the 7th and 8th hits of the 3rd attack are guarded. • Increased the move level of the 8th hit.

Talim			
Adjustments to Talim mainly revolve around changes to behaviors. However, with this update, reversal edges have been weakened on the system side, which puts Talim at a disadvantage due to her reliance on reversal edge canceling as part of her battle strategy. Therefore, we saw it fit to offset this disadvantage by making some improvements. In version 1.11, the usefulness of her critical edge was greatly increased, which inadvertently made her soul charge less appealing, so we decided to greatly boost her soul charge technique "While soul charged ↘↙or⇒⇒or↻↯Ⓢ.Ⓢ", which had already been one of her weaker soul charge techniques. This upgrade was meant to provide the option of a high-damage attack that can be used from a slight distance and can prevent poke attacks by the opponent, while also making it easier to utilize her soul charge as a close-range rush with explosive power.			
Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	-	Ⓢ.Ⓢ.Ⓢ	• You can now press Ⓢ during the motion of "Ⓢ.Ⓢ" to cancel the stored input for the 3rd hit.
Behavior Adjustment	-	Facing away ⇐Ⓐ+Ⓢ.⇐or⇒Ⓐ	• Extended input window during which a grapple break can be performed in the second half of the throw sequence.
Behavior Adjustment	↑	Facing away Ⓐ.Ⓐ.Ⓢ	• Enlarged the hitbox in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	During Wind Charmer Ⓢ delayed Ⓢ	• Increased the tracking of the 2nd attack when the 1st is deflected by a reversal edge in order to prevent the 2nd attack from missing against certain opponents.
Balance Adjustment	↑	While rising Ⓢ	• Increased the move's base damage. • Increased the length of stun inflicted upon hit.
Balance Adjustment	↑	↘↙or⇒⇒or↻↯Ⓢ	• Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	While soul charged ↘↙or⇒⇒or↻↯Ⓢ.Ⓢ	• The attack will now only be charged with wind if used while soul charged, and the 1st attack has been changed from a high attack to a special middle attack. • In accordance with this change, the timing at which the remaining soul charge time is consumed has been changed from the moment the 2nd attack triggers to the moment the 1st attack triggers. • Increased the attack's tracking against opponents who missed an attack. • Changed the hit animation of the 1st attack, making air combos possible even if the 2nd hit connects after the 1st has landed. • Added scaling to the combo damage of the 1st and 2nd hits now that air combos have become easier to perform. • Improved the tracking of the 2nd hit after the 1st hit lands or is guarded to prevent the attack from missing at the edge of the stage. The 2nd hit can still be evaded with an 8-way run after the 1st hit is guarded.

Tira			
One of Tira's characteristics is that it is easy to fill her soul gauge while she is Jolly, but hard to do so while she is Gloomy. Because of this, she would tend to fill less of her soul gauge in one match compared to other characters, which ultimately led to less freedom in using it. With this update, we reassessed the amount of her gauge that fills while she is Gloomy, increasing it by a little. We also increased the amount her gauge fills from hitting the opponent with attacks like "⇐Ⓐ+Ⓢ" and "↘↙or⇐↙or↻↯Ⓢ.Ⓐ.Ⓐ" while she is Jolly, making it easier to focus on filling her soul gauge and using her critical edge and soul charge.			
Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	-	Reversal Edge	• When the reaction after parrying an opponent's low attack was categorized as "big," the character would sometimes move enough to be out of range of a counterattack. In order to prevent this, we adjusted the amount of distance moved.
Behavior Adjustment	-	While Jolly Ⓢ.Ⓢ.Ⓢ	• You can now press Ⓢ during the motion of "While Jolly Ⓢ.Ⓢ" to cancel the stored input for the 3rd hit.
Behavior Adjustment	↑	↻or⇑or↻Ⓢ+Ⓢ During Updraft Ⓐ During Updraft Ⓢ During Updraft Ⓢ While rising Ⓢ.Ⓢ During jump Ⓢ (counter) While Jolly & soul charged ↘↙or⇒⇒or↻↯Ⓢ.Ⓢ While Gloomy & rising Ⓢ	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↑	↓Ⓢ While crouching Ⓢ While Jolly ↘Ⓐ While Jolly Ⓢ.Ⓢ While Jolly ↘Ⓢ While Jolly ↘↙or⇐↙or↻↯Ⓢ.Ⓐ+Ⓢ.Ⓐ.Ⓐ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	While Gloomy ↓↘⇐⇒ⓈⒶ	• Changed the move so the 1st and 2nd hits can now be guarded in succession.
Behavior Adjustment	↑	After reversal edge hits ⇐⇒	• Fixed an issue in which the timing during which high attacks could be evaded was stricter than other characters.
Balance Adjustment	↑	While Gloomy	• While Gloomy, the soul gauge is set to increase at half the rate of Jolly, but previously when calculating the gauge amount, it was rounded down if the value was less than 1, but it will now round up.
Balance Adjustment	↑	While Jolly Ⓐ+Ⓢ	• Sped up the timing of the attack's start-up by 8 frames. • Sped up the timing at which the attack's guard impact properties become active. • Enlarged the move's hitbox size to prevent it from missing at close range.
Balance Adjustment	↑	While Gloomy Ⓐ+Ⓢ	• Sped up the timing of the attack's start-up by 4 frames. • Increased the length of stun inflicted when the attack is guarded. • Enlarged the move's hitbox size to prevent it from missing at close range.
Balance Adjustment	↑	While Jolly ↘↙or⇐↙or↻↯Ⓢ.Ⓐ+Ⓢ.Ⓐ.Ⓐ	The following adjustments were made to improve increases to the soul gauge while Jolly. • The soul gauge now increases upon hit. • Changed opponent behavior when hit in the air, making follow-up attacks possible. • Increased the distance you can move during the motion of the attack.
Balance Adjustment	↑ ↓	While Jolly ⇐Ⓐ+Ⓢ	The following adjustments were made to improve increases to the soul gauge while Jolly. • The soul gauge now increases upon hit. • Increased the move's base damage, but added scaling to the move's combo damage. • Changed opponent behavior when hit in the air, making follow-up attacks possible. • Increased the opening after the attack. • Decreased the length of stun inflicted when guarded.

Zasalamel			
For Zasalamel, we performed some fine-tuning on his lighter attacks, while also adjusting some behaviors and making changes to expand his strategic options while soul charged. We had already made changes in version 1.11 that strengthened the offensive side of his soul charge and differentiated it more from his critical edge, and in this update, we've taken it a step further and added "While soul charged ③+④.③", which shoots a projectile that inflicts curse whether it hits or is guarded. This enables the player to apply the pressure of a curse from a distance, and, depending on how they use it, to even use one section of the soul gauge to apply multiple curses, giving them greater strategic options to choose from while Zasalamel is soul charged.			
Category	Nerf/buff	Move (EN)	Update Details
Command added	-	While soul charged ③+④.③	• Added the new command "Cosmic Embryo" (while soul charged ③+④.③). • The attack shoots a far-reaching projectile that inflicts curse whether it hits or is guarded.
Behavior Adjustment	-	↵①	• Fixed an issue in which the automatic follow-up attack would not trigger depending on the timing of the hit.
Behavior Adjustment	-	While rising ③	• Fixed an issue in which the move would not shift to an attack throw depending on the timing of the hit.
Behavior Adjustment	↑	↘①.④	• Adjusted the tracking of the move's 1st hit in order to reduce instances in which the 2nd hit would miss.
Balance Adjustment	↑	①.①.①	• Increased the length of stun inflicted by the 2nd hit. • Adjusted the 3rd hit so it can no longer be evaded by crouching after the 2nd hit lands.
Balance Adjustment	↑	↘④	• Increased the length of stun inflicted when guarded.

Grøh			
Grøh is a character with numerous powerful techniques that can counter an opponent's vertical attacks, such as using guard impact attacks, or dodging and unleashing some damaging techniques while the opponent is open. In version 1.30, we've made it easier to utilize this strength of his via improvements to one of his main counter techniques: "⇩⇩ or ⇩⇩", which is now easier to combo upon hit, regardless of distance. In more advanced play, the use of attacks with small openings afterward is very important, but Grøh had relatively few such techniques. We lowered the risk of "⇨④" and "While rising ④", making them viable options as poke attacks.			
Category	Nerf/buff	Move (EN)	Update Details
Behavior Adjustment	-	While soul charged & in Avenger stance ⇨④	• Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↑	⇩⇩ or ⇩⇩	• Adjusted the opponent's trajectory when the tip of the attack lands as a lethal hit, allowing for follow-up attacks at any distance.
Behavior Adjustment	↑	While in Avenger stance ④	• Made adjustments to the move's hitbox and tracking in order to prevent it from missing at close range.
Balance Adjustment	↑	⇨④	• Reduced the opening after the attack. • Increased the distance between the character and the opponent with the attack is guarded.
Balance Adjustment	↑	While rising ④	• Reduced the opening after the attack in order to reduce the move's risk when it misses or is parried by a reversal edge. • Decreased the length of stun inflicted upon hit or when guarded, improving the difference in stun from the previous version. • Increased the move's base damage.
Balance Adjustment	↑⇩	While in Avenger stance ①	• Increased the length of stun inflicted when guarded in order to reduce the move's risk. • Made the attack unusable as a guard crush.
Balance Adjustment	↑⇩	While in Avenger stance ⇩ or ⇩	• Reduced the opening after the attack by 4 frames. • Adjusted the animation to prevent the character's position from lowering, as an opponent's high attacks would occasionally miss. • Adjusted the attack to be treated as a run counter when hit by an opponent's horizontal attack.

Azwel			
Azwel is a technical character who can change weapons to suit either a more offensive playstyle or a more defensive one. In order to retain his power-type properties and the ability to use his weapon modes to escape from the opponent's close-range pressure, we made it easier to transition to special stances like "↔Ⓚ", etc. Players can now perform powerful actions when they successfully switch weapon modes. And to further add to the concept, we strengthened "While in ax mode Ⓟ+Ⓚ", "During Tragedy of War ↔Ⓚ", and other moves.			
Category	Nerf/buff	Move (EN)	Update Details
Command added	-	During 8-way run Ⓜ+Ⓚ (Training mode only)	• Added the exclusive training mode command "During 8-way run Ⓜ+Ⓟ" , which can be used to perform a lethal hit when lethal hit conditions are met.
Behavior Adjustment	-	Critical Edge	• Fixed an issue in which his critical edge would trigger unexpectedly with certain inputs.
Behavior Adjustment	-	↗Ⓜ	• Fixed an issue that prevented an opponent from guarding the attack while crouching when the move was performed at close range.
Behavior Adjustment	-	After reversal edge hits Ⓜ	• Fixed an issue in which, under certain conditions, the character would become further from the opponent than usual and the attack would not connect.
Behavior Adjustment	-	After reversal edge hits Ⓟ.Ⓟ	• Changed the 1st attack's hit animation to make the opponent face Azwel to reduce the likelihood of the 2nd hit missing.
Behavior Adjustment	↑	Reversal Edge	• Enlarged the attack's hitbox and made adjustments to make it easier for the attack to connect upon start-up. • Adjusted the move's tracking to prevent the 2nd hit from missing after the 1st hit lands.
Behavior Adjustment	↑	↗Ⓜ Ⓜ+Ⓟ While in sword mode Ⓜ+Ⓟ	• Enlarged the attack's hitbox to prevent it from missing at close range.
Behavior Adjustment	↑	While in Almighty mode Ⓜ+Ⓟ	• Enlarged the attack's hitbox to prevent instances in which the opponent would enter the gap between weapons and cause the attack to miss.
Behavior Adjustment	↑	↔Ⓟ.Ⓜ (exact timing)	• Adjusted the attack to inflict the same amount of stun on the opponent as the normal version of "↔Ⓟ.Ⓜ" upon hit.
Balance Adjustment	-	Ⓟ.Ⓟ.Ⓟ ↔Ⓜ+Ⓟ After reversal edge hits Ⓟ.Ⓟ	• In version 1.11, this move was incorrectly labeled with "Decreased the length of stun inflicted when the attack is guarded." There actually was no change made.
Balance Adjustment	↑	↔Ⓟ.Ⓟ	• Increased the length of stun inflicted when the 1st attack lands only when you've input up to "↔Ⓟ.Ⓟ". Due to this change, a guard impact cannot be used against the 2nd attack once the 1st hit lands. • The above change does not apply when "↔Ⓟ.Ⓜ" has been entered or the move is stopped at the 1st attack .
Balance Adjustment	↑	↔Ⓚ During Tragedy of War ↔Ⓚ During Beauty of Balance ↔Ⓚ	• Reduced the hitbox of the front foot in order to make the opponent's attack easier to evade.
Balance Adjustment	↑	While in ax mode Ⓟ+Ⓚ or while in Almighty mode ↔Ⓟ+Ⓚ	• Sped up the timing of the attack's start-up by 2 frames. • Increased the space in which the attack can shift to an attack throw. • Reduced the opening after the attack when you do not shift to an attack throw, enabling Azwel to move first when the attack hits from a distance. • The opponent will now be knocked down when the attack lands as a ranged counter hit.
Balance Adjustment	↑	During Tragedy of War ↔Ⓚ	The follow adjustments were made to reduce the attack's risk when guarded and to allow the character to move first upon hit. • Reduced the opening after the attack. • Increased the length of stun inflicted when guarded, but decreased the distance from the opponent after the attack is guarded. • Increased the forward movement of the attack, giving more offensive options afterward.
Balance Adjustment	↑	During Comedy of Errors Ⓟ.Ⓟ	• Increased the length of stun inflicted when the 1st hit is guarded. • Enlarged the inner hitbox of the move to prevent the 1st attack from missing crouching opponents.

Geralt			
Making proper use of Geralt's steel and silver swords is part of what makes him such an interesting character to play. He has several lethal hit moves that can be performed by using his silver sword against a soul charged opponent; however, the downside to this was that his ability to perform lethal hits depended on what state the opponent was in. As such, we've added a new lethal hit attack in order to give Geralt players more offensive options that they can control, ultimately making combat deeper and more enjoyable. For attacks that proved difficult to use because of the high risk they had when guarded, we've made adjustments to make them less risky to use in battle.			
Category	Nerf/buff	Move (EN)	Update Details
Balance Adjustment	↑	↘Ⓢ	• Changed the move into a lethal hit technique. • The attack now counts as a lethal hit after hitting an opponent with all five signs. The five signs are the following attacks. Igri: ↓Ⓜ+Ⓢ, ⇨Ⓢ.Ⓢ, critical edge sequence, etc. Aard: ↑Ⓜ+Ⓢ, ↗Ⓜ.Ⓜ, Ⓜ+Ⓢ.Ⓜ+Ⓢ, etc. Yrden: ⇐Ⓜ+Ⓢ (lethal hit count calculated when successfully deflecting the opponent's attack) Quen: ⇨Ⓜ+Ⓢ, ⇨Ⓜ+Ⓢ.Ⓜ, ⇨Ⓜ+Ⓢ.Ⓢ, etc. (lethal hit count does not effect whether or not the opponent's attack is deflected) Axii: critical edge sequence The command "↗Ⓢ" will be added to training mode in a future update to use when lethal hit conditions are met.
Balance Adjustment	↑	↓↓or↑↑Ⓜ ↘↗or⇐or↖↗Ⓢ	• Increased the length of stun inflicted when guarded.
Balance Adjustment	↑	↘↗or⇐or↖↗ⓈⓈ.Ⓢ	• Increased the length of stun inflicted when the 1st hit is guarded.
Balance Adjustment	↑	↘↗or⇨or↗↗Ⓢ+Ⓢ	• Increased the attack's tracking against opponents who missed an attack.

2B			
In version 1.11, both 2B's damage and her ring-out capabilities were lowered, and it became apparent that some of her returns were not worth their risks. As such, with this update we've focused on adjustments that decrease her risks while increasing her returns. Her patent "Counter Bomb" from the original (use Ⓢ+Ⓢ or ↓Ⓢ+Ⓢ to evade an opponent's attack) would leave you defenseless for a time during the evasion animation, at which point the opponent could use quick attacks like Ⓜ.Ⓜ to interrupt it, so we've given the evasion animation guard impact properties to make it a more reliable defensive move. Depending on the opponent's attack, you can cancel the evasion animation after a successful guard impact using Ⓢ to then perform a highly damaging counter attack. 2B's soul charge uses her pod to provide support and power up her attacks, and while this makes it enjoyable to use, assaulting the opponent with multi-hit attacks would cause her soul charge time to decrease more easily than other characters, resulting in her soul charge granting her fewer beneficial opportunities overall. For this reason, we decreased the amount of soul charge consumed by "While soul charged during Aggression Shift Ⓜ", which should facilitate in mounting the offensive.			
Category	Nerf/buff	Move (EN)	Update Details
Command added	-	⇐Ⓜ+Ⓢ (Training mode only) ⇨Ⓢ.Ⓜ+Ⓢ (Training mode only) During Aerial Leap Ⓜ.Ⓜ.Ⓜ+Ⓢ (Training mode only)	• Added the exclusive training mode commands "⇐Ⓢ", "⇨Ⓢ.Ⓢ", and "During Aerial Leap Ⓜ.Ⓜ.Ⓢ" , which can be used to perform a lethal hit when lethal hit conditions are met.
Behavior Adjustment	↑	During jump Ⓜ	• Enlarged the attack's hitbox to prevent the 3rd hit from missing.
Behavior Adjustment	↑	During Aggression Shift Ⓜ+Ⓢ	• Fixed an issue in which an ukemi could be performed when the attack hit.
Balance Adjustment	↑	Ⓜ+Ⓢ+Ⓢ	• Increased the move's base damage. This change does not apply to "During Aerial Leap Ⓜ+Ⓢ+Ⓢ".
Balance Adjustment	↑	Ⓢ.Ⓢ.Ⓢ	• Increased the length of stun inflicted when the 2nd hit is guarded.
Balance Adjustment	↑	⇨Ⓢ.Ⓢ.Ⓢ	• Sped up the timing of the 2nd hit's start-up to prevent it from being interrupted by a guard impact even when the 1st hit is guarded.
Balance Adjustment	↑	Use Ⓢ+Ⓢ or ↓Ⓢ+Ⓢ to evade the opponent's attack After successfully dodging while in Angler Stance Ⓢ to evade the opponent's attack	• Added guard impact properties to the attack, allowing it to deflect the opponent's attack. • This change was made to account for the character being vulnerable after successfully evading an opponent's attack. • Guard impact properties do not apply before the attack is triggered, but remain active until evasion properties are activated when the attack is canceled with Ⓢ.
Balance Adjustment	↑	While soul charged during Aggression Shift Ⓜ	• Decreased the amount of soul charge time consumed.
Balance Adjustment	↑	During Aggression Shift Ⓜ+Ⓢ During Aggression Shift Ⓜ+Ⓢ	• Changed the behavior of the 5th hit when it lands midair in order to enable different types of follow-up attacks.