

Character Name	Subtitle Patch Adjustment Details PS4:1.07 Switch:1.0.5 XB1:1.0.0.9 Steam:1.0.0.5
Shoto Todoroki	[Ground Target Combo] *Shortened the time needed to do avoiding action when 1st stage attack. *Shortened the opponent's rigidity time when 3rd stage attack hits.
Tsuyu Asui	[Ground Counter Attacks] *Adjusted to shortened the rigidity of the damaged side.  [Quirk Special 2] *Adjusted to make it easier to hit again when a blown opponent hits a wall and bounces back. *Extended the time of the damaged side to not be able to take passive.
Kyoka Jiro	[Quirk Special 1] *Highered occurance speed. *Highered the speed to increase the attack judgment.  [Quirk Special 2] *Lowered the consumption of the guard gauge.
Fumikage Tokoyami	[Mid-air Target Combo] *Adjusted so that the opponent will be knocked down when hit by this attack continuously during solo mode,

<b>Gran Torino</b>	<p>[Quirk Special 1]  *Shortened the damage rigidity time of the 1st stage in mid-air.  *Lightly increased the back gap of 1st stage in mid-air.</p>
<b>Endeavor</b>	<p>[Mid-air Target Combo]  *Adjusted so that the back gap of the 2nd stage will be longer.  *Shortened the time of the damaged side to not be able to take passive when 2nd stage hits.</p> <p>[Unblockable Attacks]  *Shortened the time needed for the opponent to move.</p>
<b>Tamaki Amajiki</b>	<p>[Mid-air Target Combo]  *Adjusted so that the opponent can take passive when 3rd stage hits.</p>
<b>Mina Ashido</b>	<p>[Quirk Special 1]  *Lowered the bullet offset performance of the acid remained on the ground.</p> <p>[Quirk Special 2]  *Lowered the bullet offset performance of the acid remained on the ground.</p>
<b>Sir Nighteye</b>	<p>[Quirk Special 1]  *Highered the damage of hits while moving.  *Highered the shooting angle correction when launched while moving.</p> <p>[Quirk Special 4]  *Lightly adjusted the distance for the 2nd stage opponent to blow away.</p>
<b>Gang Orca</b>	<p>[Mid-air Quirk Special2]  *Changed to be able to blow the opponent even when not hit at the maximum.</p>

<b>Fat Gum (Skinny)</b>	<p>[Plus Ultra 2]</p> <p>*Revised the bug of not being able to cancel and do plus ultra 2 when another attack hits.</p>
<b>Kai Chisaki(Overhaul)</b>	<p>[Ground Target Combo]</p> <p>*Shortened the time needed to take avoiding action when 3rd stage attack.</p> <p>*Shortened the back gap of the 3rd stage.</p> <p>*Adjusted si the the opponent can take passive.</p> <p>[Mid-air Target Combo]</p> <p>*Shoetened the opponent's rigidity time when 1st stage hits.</p>
<b>Izuku Midoriya 100%</b>	<p>[Counter Attacks]</p> <p>*Adjusted so that he would bounce back when hit to the ceiling.</p>
<b>Playable Nomu</b>	<p>[Ground Counter Attacks]</p> <p>*Lowered the amount of gauge collection of the ground final stage.</p> <p>[Mid-air Counter Attacks]</p> <p>*Highered the Super Armour time.</p> <p>*Shoetened the back gap.</p> <p>*Adjusted so that tracking of the beginning part in mid-air won't break by avoiding action.</p> <p>[Ground Counter Attacks]</p> <p>*Highered the amount of gauge collection.</p> <p>[Plus Ultra 1]</p> <p>Adjusted so that tracking won't break by avoiding action until attack hits (guard included).</p>

<p><b>Hawks</b></p>	<p>[Ground Counter Attacks]            *Changed to float in air when 2nd hits.            *Changed to take passive when 2nd hits.</p> <p>[Quirk Special 3]            *Highered the attcak judgement.            *Extended the distance of inertial movement when tracking ends.</p>
<p><b>Mei Hatsume</b></p>	<p>[Quirk Special 1]            *Changed the knock down condition so that it will be forced to be knocked down when the 2nd attack hits while the combo correction remaining on the opponent.</p> <p>[Quirk Special 2]            *Changed the knock down condition so that it will be forced to be knocked down when wirer arror hits 3 times while the combo connection remaining on the opponent.            *Changed the knock down condition so that it will be forced to be knocked down when pulling attack hits while the combo correction remaining on the opponent.</p> <p>[Quirk Special 4]            *Changed the knock down condition so that it will be forced to be knocked down when the opponent moves to barrel holding status 3 times while the combo correction remaining on the opponent.</p>