















Character Name	ID	Graphic	<p style="text-align: center;">Details of Hatsume Patch</p> <p style="text-align: center;">PS4:1.06 Switch:1.0.4 XB1:1.0.0.8 Steam:1.0.0.5</p>
Izuku Midoriya	PI01		<p>[Pride Fight] Fixed the bug of Fullcowl being canceled during pride fight.</p>
Katsuki Bakugo	PI02		<p>[Quirk Special 2] • Shortened the knock back distance due to the guard.</p> <p>[Charged Quirk Special 1] • Higher guard damage.</p> <p>[Sidekick Attacks] • Changed reload time from 40s to 30s.</p>
Ochako Uraraka	PI03		<p>[Quirk Special 4] Higher occurrence speed on the ground. Shortened the damage rigidity time on the ground. Higher occurrence speed and tracking performance in mid-air.</p>
Shoto Todoroki	PI04		<p>[Charged Quirk Special 2] • Increased the combo correction value of 2nd stage hit.</p> <p>[Sidekick Attacks] • Adjusted reload time from 40s to 30s</p>




<p><b>Tenya Iida</b></p>	<p>PI05</p>		<p>[Counter Attacks]</p> <ul style="list-style-type: none"> <li>• Lowered the damage when strengthening after plus 1.</li> <li>• Increased the combo correction value when strengthening after plus 1.</li> </ul> <p>[Quirk Special 1]</p> <ul style="list-style-type: none"> <li>• Fixed attack collision when strengthening after plus 1.</li> </ul>
<p><b>Eijiro Kirishima</b></p>	<p>PI08</p>		<p>[Sidekick Attacks]</p> <p>Changed the reload time from 30s to 20s.</p>
<p><b>Fumikage Tokoyami</b></p>	<p>PI11</p>		<p>[Sidekick Attacks]</p> <ul style="list-style-type: none"> <li>• Higher tracking performance.</li> <li>• Increased the damage rigidity time of 1st stage in mid-air.</li> </ul>
<p><b>All Might</b></p>	<p>PI12</p>		<p>[Target Combo]</p> <ul style="list-style-type: none"> <li>• Adjusted the combo so that it will connect when derived to counter attack.</li> </ul> <p>[Sidekick Attacks]</p> <ul style="list-style-type: none"> <li>• Higher tracking performance in mid-air.</li> <li>• Changed the reload time from 30 to 40.</li> <li>• Higher damage.</li> <li>• Higher number of hits in mid-air attack.</li> <li>• Adjusted to move to attack from farther on the ground.</li> </ul>



<p><b>Shota Aizawa</b></p>	<p><b>PI13</b></p>		<p>[Quirk Special 2]</p> <ul style="list-style-type: none"> <li>• Strengthened the step-in when the strike succeeds.</li> </ul> <p>[Counter Attacks]</p> <ul style="list-style-type: none"> <li>• Decreased the back gap of the ground.</li> <li>• Adjusted so that it will be difficult to be knocked down while being hit by successive ground attacks.</li> </ul> <p>[Sidekick Attack]</p> <ul style="list-style-type: none"> <li>• Adjusted so it will be difficult to avoid the early attack by step.</li> </ul>
<p><b>Gran Torino</b></p>	<p><b>PI14</b></p>		<p>[Target Combo]</p> <p>Increased the combo correction value.</p> <p>[Counter Attacks]</p> <ul style="list-style-type: none"> <li>• Increased the combo correction value.</li> <li>• Lower damage.</li> </ul> <p>[Quirk Special 1]</p> <ul style="list-style-type: none"> <li>• Can now jump or step when falling for the 1st stage mid-air.</li> </ul> <p>[Charge Quirk Special 1]</p> <ul style="list-style-type: none"> <li>• Increased the combo correction value.</li> <li>• Easily force the opponent to take down.</li> </ul> <p>[Quirk Special 3]</p> <ul style="list-style-type: none"> <li>• Increased the combo correction value.</li> </ul> <p>[Plus Ultra 1]</p> <ul style="list-style-type: none"> <li>• Lower damage.</li> <li>• Increased the combo correction value.</li> </ul>

<p><b>All For One</b></p>	<p><b>PI16</b></p>		<p>[Mid-air Counter Attacks]</p> <ul style="list-style-type: none"> <li>Adjusted to easily avoid by taking an action.</li> </ul> <p>[Quirk Special 4]</p> <ul style="list-style-type: none"> <li>Adjusted to easily hit the stepping opponent .</li> <li>Higher turning performance.</li> </ul>
<p><b>Dabi</b></p>	<p><b>PI17</b></p>		<p>[Quirk Special 3]</p> <ul style="list-style-type: none"> <li>Decreased the back gap of the ground.</li> <li>Extended the reception time of dash cancel in mid-air.</li> <li>Revised the bug of not being able to dash cancel after mid-air attack hits.</li> <li>Higher amount of damage in mid-air.</li> </ul> <p>[Sidekick Attacks]</p> <ul style="list-style-type: none"> <li>Changed so that the bullet will derive once after pushing the sidekick calling button.</li> <li>Changed the automatic derive time of the bullet from 1 second to 2 second.</li> <li>Adjusted the speed of bullet before derivation.</li> </ul>
<p><b>Himiko Toga</b></p>	<p><b>PI18</b></p>		<p>[Sidekick Attacks]</p> <ul style="list-style-type: none"> <li>Adjusted the reload time from 30s to 20s.</li> </ul> <p>[Quirk Special 1]</p> <ul style="list-style-type: none"> <li>Revised the bug of lever type being "Quick" even though it's set to be "Hold".</li> </ul>
<p><b>Stain</b></p>	<p><b>PI19</b></p>		<p>[Plus Ultra 2]</p> <ul style="list-style-type: none"> <li>Increased the back gap.</li> </ul>


<p><b>Muscular</b></p>	<p>PI20</p>		<p>[Quirk Special 1]</p> <ul style="list-style-type: none"> <li>• Higher angle tracking of up and down for the maximum charge in mid-air.</li> </ul> <p>[Quirk Special 2]</p> <ul style="list-style-type: none"> <li>• Adjusted so that it would be difficult to inertia when attack begins.</li> </ul> <p>[Quirk Special 3]</p> <ul style="list-style-type: none"> <li>• Faster derive timing of the 2nd stage.</li> </ul> <p>[Unblockable]</p> <ul style="list-style-type: none"> <li>• Adjusted the distance of moving to an attack farther away when tracking.</li> </ul> <p>[Sidekick Attacks]</p> <ul style="list-style-type: none"> <li>• Higher the moving inertia on the ground.</li> <li>• Lower tracking performance .</li> </ul>
<p><b>Izuku Midoriya Shoot Style</b></p>	<p>PI21</p>		<p>[Quirk Special 1]</p> <ul style="list-style-type: none"> <li>• Adjusted for the hit to stable.</li> </ul> <p>[Sidekick Attacks]</p> <ul style="list-style-type: none"> <li>• Higher tracking performance.</li> <li>• Lower amount of damage from 4000 to 2000 in mid-air.</li> <li>• Changed the reload time from 20s to 30s.</li> </ul>
<p><b>Endeavor</b></p>	<p>PI23</p>		<p>[Mid-air Counter Attacks]</p> <ul style="list-style-type: none"> <li>• Adjusted to easily avoid by taking an action.</li> </ul> <p>[Quirk Special 2]</p> <ul style="list-style-type: none"> <li>• Lowered distance of guard knock back.</li> <li>• Lowered rigidity time of the block.</li> </ul>
<p><b>Mirio Togata</b></p>	<p>PI24</p>		<p>[Sidekick Attacks]</p> <ul style="list-style-type: none"> <li>• Higher tracking and turning performance.</li> </ul>





<p><b>Nejire Hado</b></p>	<p><b>PI25</b></p>		<p>[Plus ultra 1]</p> <ul style="list-style-type: none"> <li>Adjusted to give more damage to the opponent when it hits during the combo.</li> </ul> <p>[Sidekick Attacks]</p> <ul style="list-style-type: none"> <li>Adjusted the reload time from 40s to 30s.</li> <li>Lowered the angle tracking of when launching the bullet.</li> <li>Lowered time needed to turn in mid-air.</li> </ul>
<p><b>Tamaki Amajiki</b></p>	<p><b>PI26</b></p>		<p>[Target Combo]</p> <ul style="list-style-type: none"> <li>Changed to not be able to derive to counter attack unless it hits.</li> </ul> <p>[Unblockable]</p> <ul style="list-style-type: none"> <li>Changed to be able to block the 2nd stage attack.</li> </ul> <p>Revised the 2nd stage attack to also hit short characters even after missing the 1st stage attack.</p>
<p><b>Mina Ashido</b></p>	<p><b>PI27</b></p>		<p>[Target Combo]</p> <ul style="list-style-type: none"> <li>Adjusted the lowest following time of 1st stage mid-air attack.</li> </ul> <p>[Mid-air Counter Attacks]</p> <ul style="list-style-type: none"> <li>Adjusted to easily avoid the attack by taking an action .</li> <li>Adjusted to easily derive to quirk special 3.</li> </ul> <p>[Quirk Special 2]</p> <ul style="list-style-type: none"> <li>Revised so that the opponent attacked by quirk special 2 won't get stuck to the ceiling.</li> </ul>




<p><b>Minoru Mineta</b></p>	<p><b>PI28</b></p>		<p>[Mid-air counter attacks]</p> <ul style="list-style-type: none"> <li>• Adjusted to easily avoid by taking an action.</li> </ul> <p>[Plus ultra 1]</p> <ul style="list-style-type: none"> <li>• Higher turning performance of the finish.</li> <li>• Adjusted the stumbling distance of the opponent in order to stabilize the hit.</li> </ul> <p>[Sidekick Plus Ultra]</p> <ul style="list-style-type: none"> <li>• Higher turning performance of the finish.</li> <li>• Adjusted the stumbling distance of the opponent in order to stabilize the hit.</li> </ul> <p>[Sidekick Attacks]</p> <ul style="list-style-type: none"> <li>• Higher damage in mid-air.</li> <li>• Higher damage from women on the ground .</li> <li>• Lowered the damage from men on the ground.</li> <li>• Higher following performance of the sidekick attack on the ground.</li> </ul>
<p><b>Camie Utsushimi</b></p>	<p><b>PI29</b></p>		<p>[Overall]</p> <ul style="list-style-type: none"> <li>• Revised the bug of combo correction value to break during damage.</li> <li>• Revised the bug of combo count to break during damage.</li> </ul>
<p><b>Seiji Shishikura</b></p>	<p><b>PI30</b></p>		<p>[Quirk Special 1]</p> <ul style="list-style-type: none"> <li>• Lowered the guide performance of the bullet.</li> </ul>

<p><b>Sir Nighteye</b></p>	<p><b>PI31</b></p>		<p>[Target Combo]</p> <ul style="list-style-type: none"> <li>• Shortened the back gap of the 1st and 2nd stage.</li> </ul> <p>[Quirk Special 1]</p> <ul style="list-style-type: none"> <li>• Higher angle tracking of when launching the bullet.</li> </ul> <p>[Quirk Special 3]</p> <ul style="list-style-type: none"> <li>• Shortened the back gap.</li> </ul> <p>[Quirk Special 4]</p> <ul style="list-style-type: none"> <li>• Adjusted to easily avoid by taking an action.</li> </ul>
<p><b>Gang Orca</b></p>	<p><b>PI32</b></p>		<p>[Target Combo]</p> <ul style="list-style-type: none"> <li>• Higher damage amount of 2nd stage on the ground.</li> <li>• Changed to not cancel from on the ground target combo to quirk special 1.</li> </ul> <p>[Counter Attack]</p> <ul style="list-style-type: none"> <li>• Adjusted to easily avoid by taking an action.</li> <li>• Adjusted so that it would be difficult to combo correct.</li> <li>• Adjusted so that it will be harder to force the opponent to take down of mid-air counter attack.</li> </ul> <p>[Quirk Special 2]</p> <ul style="list-style-type: none"> <li>• Increased the combo correction value of normal time on the ground and each charge stage.</li> <li>• Lowered the rising amount of plus gauge of ground charge stage attack.</li> </ul> <p>[Quirk Special 1]</p> <ul style="list-style-type: none"> <li>• Adjusted to easily do the inertial movement in mid-air.</li> </ul> <p>Adjusted so that it will be difficult to force down.</p> <ul style="list-style-type: none"> <li>• Shortened the back gap.</li> <li>• Added cancel to the quirk special 4.</li> </ul> <p>[Quirk Special 1 (charge)]</p> <ul style="list-style-type: none"> <li>• Higher attack judgment.</li> <li>• Higher maintaining time of the bullet.</li> </ul>



			<ul style="list-style-type: none"> <li>• Adjusted the bullet to not hit multiple big characters.</li> <li>• Extended the rigidity time of the damage.</li> </ul> <p>[Quirk Special 3]</p> <ul style="list-style-type: none"> <li>• Shortened the back gap when missed.</li> <li>• Adjusted so that it will be difficult to take force down.</li> </ul> <p>[Quirk Special 4]</p> <ul style="list-style-type: none"> <li>• Lowered the damage.</li> <li>• Decreased the combo adjustment.</li> <li>• Adjusted so that it will be difficult to take force down.</li> </ul>
<p><b>Fat Gum (Fat)</b></p>	<p><b>PI33</b></p>		<p>[Ground Counter Attacks]</p> <ul style="list-style-type: none"> <li>• Adjusted to not lose the opponent for a certain time even taking an avoiding action after performing a skill.</li> </ul> <p>[Quirk Special 1]</p> <ul style="list-style-type: none"> <li>• Higher moving distance and speed on the ground.</li> <li>• Shortened the time needed to become Super Armor.</li> <li>• Added the derivation after the hit (counter attack, quirk special 2, quirk special 3).</li> </ul>

<p><b>Fat Gum (Skinny)</b></p>	<p><b>PI90</b></p>		<p>[Quirk Special 1]</p> <ul style="list-style-type: none"> <li>• Higher moving distance of the 1st stage on the ground.</li> <li>• Adjusted to fasten the derivation timing from 2nd stage to 3rd stage in mid-air.</li> <li>• Adjusted for the angle of blowing by 2nd stage mid-air to be shallow.</li> </ul> <p>[Unblockable]</p> <ul style="list-style-type: none"> <li>• Higher occurring speed and moving distance.</li> <li>• Decreased the back gap.</li> </ul> <p>[Overall]</p> <ul style="list-style-type: none"> <li>• Revised the bug of lever type being "Quick" even though it's "Hold"</li> </ul>
<p><b>Kai Chisaki(Overhaul)</b></p>	<p><b>PI34</b></p>		<p>[Target combo]</p> <ul style="list-style-type: none"> <li>• Increased the back gap of 2nd stage in mid-air.</li> <li>• Shortened the damage rigidity time of the 2nd stage in mid-air.</li> </ul> <p>[Counter Attacks]</p> <ul style="list-style-type: none"> <li>• Higher occurring speed in mid-air.</li> </ul>
<p><b>Kendo Rappa</b></p>	<p><b>PI36</b></p>		<p>[Sidekick Attacks]</p> <ul style="list-style-type: none"> <li>• Changed the reload time from 30s to 40s.</li> </ul>
<p><b>Twice</b></p>	<p><b>PI37</b></p>		<p>[Quirk Special 4]</p> <ul style="list-style-type: none"> <li>• Revised the bug of summon character's lever type being "Quick" even though it's "Hold".</li> </ul>

<p><b>Tomura Shigaraki</b></p>	<p>PI39</p>		<p>[Sidekick Attacks]</p> <ul style="list-style-type: none"> <li>Adjusted so that it will be easier to hit using ground attack to attack the oponent in mid-air.</li> </ul>
<p><b>Izuku Midoriya 100%</b></p>	<p>PI41</p>		<p>[Quirk Special 2]</p> <ul style="list-style-type: none"> <li>Lowered the amount of plus ultra gauge collection when charged.</li> <li>Lowered the following of up and down angle when sonic boom occurs on the ground.</li> </ul> <p>[Quirk Special 3]</p> <ul style="list-style-type: none"> <li>Lowered the recovery amount of plus ultra meter.</li> <li>Increased the combo correction value.</li> </ul> <p>[Quirk Special 4]</p> <ul style="list-style-type: none"> <li>Lowered occuring speed in mid-air.</li> </ul> <p>[Sidekick Attacks]</p> <ul style="list-style-type: none"> <li>Changed the launching sonic boom to the maxium one.</li> </ul>
<p><b>Playable Nomu</b></p>	<p>PI48</p>		<p>[Plus Ultra 1]</p> <ul style="list-style-type: none"> <li>Revised the bug of going through the ground when triggering it at the corner of the stage.</li> <li>Adjusted for all the bullets to hit easier.</li> </ul>

<b>Hawk</b>	<b>PI43</b>		<p>[Target Combo]</p> <ul style="list-style-type: none"><li>• Shortened the back gap of the on the ground first stage.</li><li>• Shortened the time needed to take a step of 1st stage attack in mid-air.</li><li>• Increased the guard rigidity time of the 1st stage attack in mid-air.</li></ul> <p>[Counter Attacks]</p> <ul style="list-style-type: none"><li>• Shortened the back gap on the ground.</li></ul> <p>[Quirk Special 2]</p> <ul style="list-style-type: none"><li>• Higher tracking performance.</li></ul> <p>[Quirk Special 4]</p> <ul style="list-style-type: none"><li>• Changed not to be able to cancel unless the attack hits.</li></ul>
<b>System Common to Every Characters</b>			<p>[Sidekick]</p> <p>Half consumption instead of full consumption of the gauge when a character calls a sidekick while being passive.</p>