

New character (Hwang)

Version 2.30 adds the new playable character Hwang. (You must purchase DLC Pack 13 to use this character.)

- Character Features

Hwang is a character who excels at close and mid-range with his long-reaching podao strikes and swift kick attacks. He is equipped with a variety of horizontal attacks that can control opponents' movements and can go on the offensive in virtually any situation. In SCVI, Hwang can now employ "lifeforce techniques" using Taoist talismans to instantly close distance from far away, activate special effects, and perform high-damage combos. Using these techniques too often, however, comes at the cost of his lifeforce.

- Lifeforce Techniques and Lifeforce

Hwang can use talismans to unleash special "lifeforce techniques", which allow him to attack opponents from afar, chip away at opponents' guard stamina upon hit, and more. Every time Hwang uses a talisman to tap into superhuman power, it consumes lifeforce. Lifeforce is displayed as a number below the health gauge. It can range anywhere from -9 to 9, and slightly recovers at the beginning of each battle. Hwang can perform lifeforce techniques even when his lifeforce is at 0 or below, but he will start the next battle with lower health.

The key to victory is knowing when to risk using lifeforce to attack and when to play it safe and preserve health.

- Auras

Lifeforce techniques can be used for more than attacking—Hwang can also stick talismans to himself to imbue his body with special auras to power himself up. There are four kinds of auras available, and they all carry over between battles, so it's important to consider your overall strategy when using them.

Battle System

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

Version 2.30 sees Hwang added as a playable character, along with various adjustments made to the battle system and existing characters' behavior, etc.

- Battle System Changes

While all characters deal more damage while soul charged, using soul charge sometimes ended in very one-sided fights, so we've lowered the damage increase percentage on soul charge. We've also adjusted the properties of certain soul charge moves for various characters to prevent them from limiting opponents' options too much.

If a character is attacked before the defensive properties of a guard impact or reversal edge become active, it is now treated as an impact counter. We've also added combo damage scaling to reverse impacts. These changes were done to make it easier to attack than in the previous version and to prevent creating even more cases in which defensive options were too strong, discouraging players from attacking more proactively instead of waiting and watching. For a similar reason, certain characters' unique abilities also underwent balance adjustments.

- Changes to Vertical Attack Tracking

To make it easier to be proactive in attacking, vertical attack tracking improves when certain conditions are met. However, this resulted in certain high-damage, combo-starting vertical attacks to be unavoidable by moving to the side, making other characters' moves harder to read. To address this, we've adjusted the conditions required for vertical attacks to have improved tracking. Characters heavily affected by this change have undergone further balance adjustments, such as improvements to their close-range horizontal attacks.

- Changes to Unique Commands for Reversal Edges

Some characters have commands like "@.@.@@" that can unleash a reversal edge. This was meant to be an easy command for reversal edges, but based on feedback, this resulted in players often using a reversal edge when not intended. To fix this, certain moves that combo into reversal edges no longer do so (this applies to Voldo, Ivy, and Tira).

Category	Nerf/buff	Move	Description
Text Fixed	-	Revenge Attacks	• Added an explanation under Defensive Properties in Combat Lessons which states that revenge attacks can resist special low attacks.
Behavior Adjustment	-	Guard Impact Reverse Impact Resist Impact Reverse Resist Impact	• Getting hit with an attack immediately after the motion starts but before defensive properties are active will now trigger an impact counter.
Behavior Adjustment	-	Resist Impact	• When inputting "=>@+@" with insufficient soul gauge, the input will be treated as "=>@" instead of "@+@".
Balance Adjustment	↓	Reverse Impact Reverse Resist Impact	• Added scaling to the combo damage after the successful Reverse Impact.
Balance Adjustment	↓	Soul Charge	• Reduced the amount of damage scaling on the move while soul charged. This change does not apply to Haohmaru's Rage Explosion.

Update for all characters

Category	Nerf/buff	Move	Description
Visual Adjustments	-	FX Sound Voices Camerawork	· Made adjustments to all aspects of animations.
Behavior Adjustment	-	Certain guard impact moves	· The opponent is no longer treated as being in a crouching state when successfully performing a guard impact move that draws them in.
Behavior Adjustment	-	Advance Input Window	· Shortened the input window in which advance input for the next action can be performed after guarding the opponent's attack. This change was made to reduce instances in which moves input immediately before the opponent's attack is guarded would be performed by mistake after the guard. Only the attack button input window has been changed. This change was not intended to make complex command moves harder to perform, so directional key inputs remain the same. · Reduced the input window in which advance input for wakeup actions, such as a horizontal roll after being downed, can be performed. This change was made to reduce instances in which wakeup attacks would be performed by mistake.
Behavior Adjustment	-	Turning around	· Fixed an issue in which it was possible to move or input commands during the opponent's critical edge animation, regardless of whether time was stopped or not.
Behavior Adjustment	-	Certain special behavior exhibited when landing an attack in midair	· Characters will no longer hit walls when they are outside of a stage. This change was made to make it harder for characters to register as having hit a wall and accidentally come back into bounds after being knocked out of the stage by an air combo.
Behavior Adjustment	↓	Scaling to the combo damage at a lethal hit	· If two players' attacks made contact at the same time and the attacks' move levels are vastly different, it would result in only one character performing a counter hit, rather than a clash. Lethal hit combo damage scaling would sometimes not apply here; this has been fixed.
Balance Adjustment	↑	Perfect guard	· Performing a successful perfect guard now slightly lowers the amount of guard stamina lost. This change was made to increase the significance of succeeding with more technical inputs, but without affecting the overall battle too much.
Balance Adjustment	↑ ↓	Grapple break	· Made the following adjustments to throws with special commands when grapple broken. - Increased the stun inflicted on the player who used the throw by 2 frames. - Increased the amount the soul gauge is filled for the player who used the throw. - Increased the distance between the characters after the grapple break succeeds. Command throws are meant to make it easier to go on the offensive even when they are grapple broken, but the advantage they had over other throws ended up being too large. We have reduced this advantage. Ivy's "Calamity Symphony" has very powerful properties, so we had previously adjusted the move to have the same properties as a regular throw after being grapple broken. This remains unchanged in version 2.30.
Balance Adjustment	↓	Tracking of vertical attacks	· To encourage more offensive playstyles, when an immediately preceding attack hits or is guarded and the player is able to move first, some vertical attacks which are performed immediately afterward and meet certain conditions will have improved tracking. Conditions 1. Has an advantage of 8 or more frames 2. Is an upward or downward swing (not a thrust attack) 3. Has start-up timing faster than a certain value · Fulfilling these 3 conditions in versions 2.30 still makes it easier to make use of vertical attacks without fear of missing the opponent. However, by making condition 3 stricter, we've increased the number of situations in which vertical attacks can be evaded with an 8-way run. This change was made to make mindgames more viable in situations where being able to evade seems like a natural choice.
Balance Adjustment	↓	Throws	· Changed the size of the motion when deflecting with a reversal edge to "small". This makes it easier for the counterattack portion of a reversal edge to reach the opponent.

Battle stages

Category	Nerf/buff	Move	Description
Stage Fixed	-	Ostrheinsburg Castle: Hall of the Ordained Astral Chaos: Tide of the Damned Apparition of Kaer Morhen	· Adjusted the lighting on characters to improve visibility.

Mitsurugi

In the version 2.30 balance adjustments, tracking was weakened for some vertical attacks, a change that greatly affected Mitsurugi. Previously, his offensive strategy has centered around using "↘:Ⓞ" when he has a great advantage over the opponent to make the move unavoidable by moving to the side. With the new version's changes, the move can be avoided in many more situations. To counter this, Mitsurugi needed a new way to break through the opponent's defense.

With this in mind, we've strengthened Mitsurugi's horizontal attacks in version 2.30 to give him more opportunities to go on the offensive. The mid-range "During Mist Ⓞ" and the close-range "⇒Ⓞ,Ⓞ" are both effective starting moves. "During Mist while soul charged Ⓞ,Ⓞ+Ⓞ" can now be comboed from "↔:Ⓞ" to deal lots of damage to opponents trying to move sideways. We've also increased the damage dealt by Mitsurugi's throws, which were a bit weaker compared to other characters, making them more viable options against opponents moving to the side or performing a standing guard.

Category	Nerf/buff	Move	Description
Command Added	-	During Mist while soul charged Ⓞ,Ⓞ+Ⓞ	<ul style="list-style-type: none"> Added the new command "Demonic Fire Storm" (during Mist while soul charged Ⓞ,Ⓞ+Ⓞ). Combos from "⇒Ⓞ,Ⓞ" and "↔:Ⓞ".
Behavior Adjustment	-	↘:Ⓞ,Ⓞ+Ⓞ	<ul style="list-style-type: none"> The move has the lethal hit condition "Triggers upon hitting on opponent during a reversal edge", but certain conditions would prevent this from triggering a lethal hit. This has been fixed.
Behavior Adjustment	↑	During Relic Ⓞ	<ul style="list-style-type: none"> Adjusted knockback distance when using an air combo against an opponent facing away to make it easier to follow up with attacks like "During Relic Ⓞ,Ⓞ (exact timing)".
Behavior Adjustment	↑	During Shura Blade while rising Ⓞ+Ⓞ,Ⓞ	<ul style="list-style-type: none"> Adjusted tracking of the 2nd attack when the 1st attack lands or is guarded. This change was made to primarily reduce instances in which the 2nd attack would miss when the move hit a downed opponent performing a horizontal roll.
Behavior Adjustment	↑	↔:Ⓞ / Ⓞ / ⇒Ⓞ ↘:Ⓞ⇒Ⓞ ↘:Ⓞor⇒or↘:Ⓞ ↘:Ⓞor↑↑Ⓞ ↘:Ⓞor↑↑Ⓞ ↘:Ⓞor↑↑Ⓞ ↘:Ⓞor⇒or↘:Ⓞ+Ⓞ While soul charged ↘:Ⓞor⇒or↘:Ⓞ+Ⓞ During Mist Ⓞ During Relic Ⓞ,Ⓞ ↘:Ⓞ⇒Ⓞ+Ⓞ+Ⓞ	<ul style="list-style-type: none"> Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time. Adjusted tracking of the Horizontal attacks to make it easier to hit an enemy during their 8-way run. Adjusted the move so that the character faces toward the opponent after the attack hits or is guarded. This change was made to reduce the possibility that the characters would become unaligned.
Behavior Adjustment	↓	↘:Ⓞ⇒Ⓞ While soul charged ↘:Ⓞ⇒Ⓞ	<ul style="list-style-type: none"> Fixed an issue in which the held version's start-up would be 1 frame faster than intended if the move was performed with advance input. Fixed an issue in which special inputs would cause the stun difference to be different from what was intended. Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Behavior Adjustment	↓	During Mist Ⓞ+Ⓞ When hit while performing Ⓞ+Ⓞ	<ul style="list-style-type: none"> Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	↑	Ⓞ+Ⓞ ⇒Ⓞ+Ⓞ During Mist Ⓞ+Ⓞ During Mist ↔:Ⓞ+Ⓞ	<ul style="list-style-type: none"> Increased the move's base damage.
Balance Adjustment	↑ ↓	⇒Ⓞ,Ⓞ	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking to make it easier for the attack to hit an enemy during an 8-way run. Enlarged the 2nd attack's lower hitbox. Sped up the start-up of the 2nd attack by 4 frames. Decreased the base damage of the 2nd attack. Decreased the delay after the attack by 4 frames. Reduced the distance between the character and the opponent when the attack hits or is guarded. Reduced the length of stun inflicted by 6 frames when the attack hits or is guarded.
Balance Adjustment	↑ ↓	During Mist Ⓞ	<ul style="list-style-type: none"> Sped up the attack's start-up by 4 frames. Increased the length of stun inflicted by 2 frames when the attack is guarded. Changed the opponent's behavior and reduced the distance between the character and the opponent when guarded. Added scaling to the move's combo damage. Added scaling to the move's guard crush combo damage.
Balance Adjustment	↓	⇒Ⓞ+Ⓞ During Mist Ⓞ+Ⓞ	<ul style="list-style-type: none"> Reduced the amount the soul gauge is filled.

Seong Mi-na

In line with overall adjustments in version 2.30, we've made adjustments to slightly limit Seong Mi-na's offensive power while soul charged. Her intense soul charged offensive using "⇒Ⓐ" and "⇨Ⓐ" was difficult to counter, so we've increased the amount soul charge time decreases.

Version 2.20's adjustments lowered the power of Mi-na's close-range game, but in version 2.30, we've given her new lethal hit conditions that better fit the playstyle of a power-focused character. If a player adjusts their strategy around this, she can be effective up close while meeting lethal hit conditions. Lethal hits can also grant soul gauge, which will allow more chances to use soul charge, critical edges, and soul attacks.

This is a character who excels at mid to long range, so we've strengthened "⇒Ⓐ" as a horizontal attack that can be used easily at a distance, and made "⇨Ⓐ" more viable as an option for escaping from close range.

Category	Nerf/buff	Move	Description
Command Added	-	⇨Ⓐ. (Training mode only) ⇨Ⓐ+Ⓚ	<ul style="list-style-type: none"> Added a lethal hit condition Triggers upon hit after having performed a successful guard crush Added an exclusive training mode command to make it easier to practice combos.
Command Added	-	⇨Ⓐ. (Training mode only) ⇨Ⓐ+Ⓚ	<ul style="list-style-type: none"> Added a lethal hit condition Triggers after landing 3 or more break attacks, during the attack throw that triggers upon hit at close range. The shockwave generated when entering soul charge does not count toward the total number of break attacks. Added an exclusive training mode command to make it easier to practice combos.
Behavior Adjustment	-	During Linger Step Ⓐ	<ul style="list-style-type: none"> Fixed an issue in which the move could be resisted with certain characters' revenge attacks, such as Nightmare's, regardless of how high the move's base damage is. (Astaroth is the only character capable of resisting high-damage attacks with his revenge attacks, so his revenge attacks will still work against this move.)
Behavior Adjustment	↑	While soul charged ⇨ or ⇨ or ⇨ or ⇨ or ⇨ or ⇨ or ⇨ or ⇨	<p>The following adjustments were made to increase the stability of air combos.</p> <ul style="list-style-type: none"> Reduced the distance between the character and the opponent when the 1st attack lands at a distance. Enlarged the 2nd attack's hitbox. Adjusted the move so that the character won't slide under the opponent during an air combo.
Behavior Adjustment	↑	⇨Ⓐ / While soul charged ⇨Ⓐ ⇨Ⓐ ⇨Ⓐ ⇨Ⓐ ⇨Ⓐ. ⇨Ⓐ+Ⓚ While crouching ⇨Ⓐ. While rising Ⓐ. During jump Ⓚ ⇨ or ⇨ or ⇨ or ⇨ While soul charged ⇨ or ⇨ or ⇨ or ⇨ During Linger Step Ⓐ	<ul style="list-style-type: none"> Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time. Adjusted tracking of the Horizontal attacks to make it easier to hit an enemy during their 8-way run. Adjusted the move so that the character faces toward the opponent after the attack hits or is guarded. This change was made to reduce the possibility that the characters would become unaligned.
Balance Adjustment	↑	⇨Ⓐ	<ul style="list-style-type: none"> Lengthened the input window during which the character can shift to this attack from "⇒Ⓐ". Decreased the opening after the attack by 4 frames.
Balance Adjustment	↑	⇨Ⓐ	<ul style="list-style-type: none"> Sped up the attack's start-up by 2 frames. Decreased the opening after the attack by 6 frames.
Balance Adjustment	↑ ↓	⇨Ⓐ ⇨Ⓐ	<ul style="list-style-type: none"> Made it possible for Voldo and Astaroth to perform a grapple break when the move hits the opponent from behind. Fixed an issue in which the animation would shift to that of the attack landing against a forward-facing opponent, regardless of whether or not the opponent was hit from behind.
Balance Adjustment	↓	While soul charged ⇨Ⓐ While soul charged ⇨Ⓐ While soul charged ⇨ or ⇨ or ⇨ or ⇨	<ul style="list-style-type: none"> Increased the amount the soul charge time is reduced when using this move while soul charged.

Taki

Taki's balance adjustments focused around improving her rushdown in her Possession stance and adjusting her ring-out abilities during combos.

"During Possession ↓ or ↑ ⊕" has the special ability to return Taki to Possession stance after attacking, so we've lowered its risk on guard to make it a viable offensive option. In addition, "During Possession ↓ or ↑ ⊕" is now more effective against opponents' vertical attacks, and "During Possession ⊕+⊗" is more effective against guard impacts, allowing Taki to put on the pressure while in Possession. We've also added a lethal hit for "During Possession ←⊕+⊗", which is a good option for breaking the opponent's guard.

Limiting Taki's mid-combo ring-out abilities has been a goal since version 2.25. However, the adjustments made to "Stalker Drop" in the previous version sometimes made the player ring-out on themselves, so we've removed these changes and instead decreased the forward movement of "←⊗,⊗" and the distance between the character and opponent when "↘⊗,⊗" lands.

Category	Nerf/buff	Move	Description
Visual Adjustments	-	⊕+⊗+⊗	<ul style="list-style-type: none"> Adjusted the character's animation to fix an issue in which their position would look strange when landing this attack at the edge of the stage. This change affects the camera angle, not the attack itself.
Command Added	-	During Possession ←⊕+⊗ During Possession ←⊕+⊗ (Training mode only)	<ul style="list-style-type: none"> Added a lethal hit condition. Triggers after a talisman technique hits or is guarded by the opponent 6 or more times. This lethal hit can only be triggered once per match. Added an exclusive training mode command to make it easier to practice combos. Given the addition of a lethal hit, grabbing the opponent from the side will no longer trigger a side throw.
Behavior Adjustment	-	⇒⊗,⊗	<ul style="list-style-type: none"> Improved tracking of the 2nd attack when the 1st attack lands on the ground. Enlarged the attack's lower hitbox. This change was made to reduce instances in which the move could miss partway through a stun combo.
Behavior Adjustment	-	↘↘ or ⇒ or ↘ ↘ ⊕+⊗	<ul style="list-style-type: none"> Changed the attack's move level to "strong." Though patch notes for version 2.20 stated that the move level was changed to "strong", that was not reflected in the game. This has been fixed. The amount of guard stamina reduced, as well as the inability to perform a guard crush, remain the same.
Behavior Adjustment	-	Right side throw	<ul style="list-style-type: none"> Adjusted the camerawork upon hit, and made it easier to input the commands after the throw.
Behavior Adjustment	-	During Stalker ⊕+⊗ During Wind Roll ⊗,⊗,⊗	<ul style="list-style-type: none"> In version 2.25, the reduction in forward movement sometimes made the player ring-out on themselves, so the forward movement was reverted to that of version 2.20.
Behavior Adjustment	↑	⊗ ↓⊗ / While crouching ⊗ ↓⊗ / While crouching ⊕ ↘⊕ ←⊕ While rising ⊕ During Possession ⊕+⊗	<ul style="list-style-type: none"> Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time. Adjusted the tracking of the horizontal attack to make it easier to hit an opponent during an 8-way run. As "During Possession ⊕+⊗" is an unblockable attack, the above change does not apply to it. Adjusted the move so that the character faces toward the opponent after the attack lands or is guarded to reduce instances of the character shifting position.
Behavior Adjustment	↓	↘↘ or ⇒ or ↘ ↘ ⊗ During Wind Roll ⊗ ⇒⊕+⊗ Facing away ⊕+⊗ While down ⊕+⊗	<ul style="list-style-type: none"> Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	↑	⊗,⊗,↘ ⊗,⊗,↘	<ul style="list-style-type: none"> Sped up the timing at which the character shifts to the Possession stance by 1 frame.
Balance Adjustment	↑	↘⊗,⊗+⊗ During jump ⊗,⊗+⊗ While rising ⊗,⊗+⊗ ↓ ↓ or ↑ ↑ ⊗,⊗+⊗ During Possession ⇒⊕,⊗+⊗	<ul style="list-style-type: none"> Fixed an issue in which the move was treated as having missed until the character lands when the 1st attack misses. In current game mechanics, the moment a character becomes able to use a stance-shifting move, the attack performed immediately beforehand will have its miss status reset. The above fix was made to reduce cases in which increased tracking after missing moves such as each character's "↘⊗" would cause the character to suddenly and sharply turn around.
Balance Adjustment	↑	During Possession ⊕+⊗	<ul style="list-style-type: none"> Adjusted the input window for simultaneous input to make the move easier to perform. Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time. The move is now a break attack. Changed the opponent's behavior when guarding the move, increasing the length of stun inflicted by 8 frames. Reduced the size of the midair hitbox.
Balance Adjustment	↑	During Possession ↓ or ↑ ⊕	<ul style="list-style-type: none"> Similar properties to that of an 8-way run and other left/right movement were given to the move, making it easier to evade critical edges with vertical attack properties. Reduced the size of the foot hitbox only when the opponent is performing a vertical attack.
Balance Adjustment	↑	During Possession ↓ or ↑ ⊕	<ul style="list-style-type: none"> Extended the window during which the move can evade high attacks by 2 frames. This will prevent a clash with the opponent's high attack. Increased the length of stun inflicted by 6 frames when the attack is guarded. This was done to make "During Possession ⊗" beat out the opponent's "↓ ⊗", as well as improve the character's offense after the opponent guards.
Balance Adjustment	↑ ↓	⇒⊗,⊗ ↘⊗,⊗,⊗ While rising ⊗ (counter)	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent upon hit. Changed the opponent's behavior when the 2nd attack of "↘⊗,⊗" hits. This was done to shorten the distance at which the opponent can be knocked out of the ring.
Balance Adjustment	↓	←⊗,⊗	<ul style="list-style-type: none"> Reduced the move's forward movement. Reduced the distance between the character and the opponent upon hit. This was done to shorten the distance the opponent is pushed back during a combo. Reduced the stun inflicted when the 2nd half of the 1st attack is guarded. This was done to fix an issue in which the 2nd attack could not be evaded by crouching when the 1st attack was guarded.
Balance Adjustment	↓	While soul charged ⇒⊗,⊗,⊗,⊗,⊗	<ul style="list-style-type: none"> Added scaling to the move's combo damage. Made the attack unusable as a guard crush.

Maxi

Maxi's specialty is rushing down the opponent using his stance-shifting action Seven Stars Rebirth, and once all seven stars of the Big Dipper have been acquired, he can enter a powerful state called Seven Stars Severance. However, using Seven Stars Severance effectively required deep understanding of this character, and it would also be very difficult to meet the conditions of Seven Stars Severance against opponents who had thoroughly prepared for fights against Maxi. In version 2.30, Maxi can now gain stars by landing "Ⓜ+Ⓜ" or his soul attack, allowing more chances to activate Seven Stars Severance.

We've also strengthened "During Right Cross Ⓜ", which is a crucial move for using Seven Stars Rebirth; it now has longer reach and a faster start-up to make it more useful as a counterattack after evading the opponent's attack with Seven Stars Rebirth. It can also combo from Maxi's soul attack, making it an effective starting point for going on the offensive. The main attack "During Left Outer Ⓜ.Ⓜ" can be canceled with Ⓜ, which reduces the risk of Right Cross.

To further bring out the differences between stances, the damage of low attacks against opponent's with low health has been adjusted: we've lowered the power of "Ⓜ+Ⓜ" and "During Neutral Guard Ⓜ.Ⓜ", and strengthened "Behind Lower Ⓜ.Ⓜ".

Category	Nerf/buff	Move	Description
Command Added	-	During Right Outer Ⓜ.Ⓜ.Ⓜ During Left Outer Ⓜ.Ⓜ	• Added a command that allows the attack to be canceled immediately before it is performed.
Behavior Adjustment	-	Ⓜ↔Ⓜ	• Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would unintentionally miss.
Behavior Adjustment	-	During Right Cross Ⓜ	• The opponent now faces forward when the attack lands.
Behavior Adjustment	-	During Right Outer Ⓜ During Seven Stars Severance & during Right Outer Ⓜ Ⓜ↕ or Ⓜ↕ or Ⓜ↕ (exact timing) Facing away Ⓜ+Ⓜ	• The opponent now faces forward when the attack hits in midair.
Behavior Adjustment	↑	Ⓜ↔Ⓜ / Ⓜ↔Ⓜ / Ⓜ↔Ⓜ Ⓜ↔Ⓜ (2nd attack) Ⓜ+Ⓜ Ⓜ↔ or Ⓜ↔ or Ⓜ↔ Ⓜ↔ or Ⓜ↔ or Ⓜ↔ During Right Cross Ⓜ.Ⓜ During Right Cross while soul charged Ⓜ+Ⓜ During Left Inner Ⓜ.Ⓜ/During Left Inner Ⓜ.Ⓜ During Right Outer Ⓜ.Ⓜ During Left Outer Ⓜ	• Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time. • Adjusted tracking of the Horizontal attacks to make it easier to hit an enemy during their 8-way run. • Adjusted the move so that the character faces toward the opponent after the attack hits or is guarded. This change was made to reduce the possibility that the characters would become unaligned.
Behavior Adjustment	↓	Ⓜ / Ⓜ↔ / Ⓜ↔ During jump Ⓜ During Right Outer Ⓜ.Ⓜ During Left Outer Ⓜ	• Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	↑	Ⓜ / Ⓜ↔ While rising Ⓜ / While rising Ⓜ+Ⓜ While crouching Ⓜ↔ / While crouching Ⓜ↔+Ⓜ Ⓜ+Ⓜ / While soul charged Ⓜ+Ⓜ Ⓜ+Ⓜ / Ⓜ↔ or Ⓜ↔ / Ⓜ↔ or Ⓜ↔ Ⓜ↔ or Ⓜ↔ or Ⓜ↔ During Left Inner Ⓜ	• Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	Ⓜ+Ⓜ Ⓜ↔ or Ⓜ↔+Ⓜ During Neutral Guard Ⓜ↔ or Ⓜ↔+Ⓜ	• Builds toward Seven Stars Severance upon hit. Every time the move hits, it adds a star not yet acquired for each of the following attacks (in order): Left Inner > Left Outer > Behind Lower > Right Cross > Right Outer > Neutral Guard. • When landing a soul attack after Neutral Guard, you will earn a star for Neutral Guard and an additional star.
Balance Adjustment	↑	Ⓜ↔ or Ⓜ↔+Ⓜ During Neutral Guard Ⓜ↔ or Ⓜ↔+Ⓜ	• Increased the base damage of the 2nd hit. • Reduced the distance between the character and the opponent when the 2nd hit is guarded. • Sped up the timing at which the character shifts to Right Cross by 6 frames. • Increased the height the opponent is launched by the 1st hit in midair, and enlarged the upper hitbox of the 2nd hit to reduce instances in which the move would miss partway through an air combo.
Balance Adjustment	↑	During Right Outer Ⓜ.Ⓜ During Left Outer Ⓜ	• Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑	During Right Cross Ⓜ	• Increased the move's base damage. • Sped up the attack's start-up by 2 frames. • Increased the move's forward movement when performed at a distance. This makes it easier to use the move as a counterattack when Seven Stars Rebirth is used to evade the opponent's attack.
Balance Adjustment	↑	During Behind Lower Ⓜ.Ⓜ	• Changed the opponent's behavior when the 1st attack hits, and increased the length of stun inflicted by 6 frames. • Changed the 1st attack's move level to "medium", and increased the move's base damage. Normally, the move has damage scaling applied to it against opponents with low health, but when the move level is "weak", extra scaling is applied. This change makes "During Behind Lower Ⓜ.Ⓜ" a more powerful option as a low attack against opponents with low health.
Balance Adjustment	↑	During Left Inner Ⓜ	• Increased the move's base damage. • Decreased the opening after the attack by 4 frames. • Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing. • Sped up the timing at which low attacks can be evaded by 3 frames. This is to balance the move as an effective option against the opponent's "Ⓜ↔" when "While rising Ⓜ" and "While rising Ⓜ" are guarded.
Balance Adjustment	↑ ↓	Ⓜ+Ⓜ	• Increased the length of stun inflicted by 6 frames when the move is guarded, and reduced distance between the character and the opponent. • Reduced the distance between the character and the opponent when the attack triggers a lethal hit. • Increased the move's base damage. • Added scaling to the combo damage when the attack lands as a lethal hit.
Balance Adjustment	↓	Ⓜ+Ⓜ	• Decreased the move's base damage. • Changed the 1st hit's move level to "weak".
Balance Adjustment	↓	During Neutral Guard Ⓜ.Ⓜ	• Decreased the move's base damage. • Changed the opponent's behavior when the 2nd attack lands as a normal hit, preventing the opponent from being knocked down. Behavior upon counter hit remains the same.

Voldo

In version 2.30, we focused our adjustments around three goals: make mind games with Mantis Crawl easier to understand, make it easier to fight without stances, and give Voldo more unique features to set him apart from other characters.

- Mantis Crawl

When Voldo's feet are facing his opponent, Mantis Crawl offers strong rushdown options, and when his head is facing them, it's easier to open up the opponent's guard. Up until now, the lethal hit of "During Mantis Crawl with head toward opponent ⇨➡" was a good way to break the opponent's standing guard, but it was difficult for the opponent to counter this without having extensive knowledge of Voldo, so we've opted to change its lethal hit conditions in exchange for increasing its damage. Players can now enjoy a playstyle in which they can maintain a favorable position using the new horizontal attack while reading the opponent's next move.

- Mind games Without Stances

We've focused on facing away and further making it easier to rush down the opponent at close range. The third attack of "While facing away Ⓞ.Ⓞ.Ⓞ" has now been changed, "Jumping while facing away Ⓞ" can now keep Voldo facing away, and "While facing away ⇨Ⓞ" now has a faster start-up. All of these attacks are effective in continuing Voldo's offensive while his back is to the opponent.

- Voldo's Unique Abilities

Voldo now has a unique action that allows him to defend against an opponent's attacks. After successfully evading with "Ⓞ+Ⓞ", health and guard stamina will be restored, and "⇨Ⓞ" which is useful for punishments will become a lethal hit. If the opponent tries to approach while soul charged, using Voldo's soul attack can now decrease the opponent's remaining soul charge time.

Category	Nerf/buff	Move	Description
Command Added	-	⇨Ⓞ ⇨Ⓞ+Ⓞ (Training mode only)	<ul style="list-style-type: none"> Added a lethal hit condition Made the condition "Triggers after successfully evading with "Ⓞ+Ⓞ". This lethal hit can only be triggered once per match. Added an exclusive training mode command to make it easier to practice combos.
Command Added	-	Facing away Ⓞ.Ⓞ.Ⓞ	<ul style="list-style-type: none"> Added a new command "Reverse Lunatic" (Facing away Ⓞ.Ⓞ.Ⓞ). (Changed from Lunatic Asylum.)
Command Added	-	Jumping while facing away Ⓞ	<ul style="list-style-type: none"> Added a command that allows the character to remain facing away.
Command Added	-	During Mantis Crawl ⇨Ⓞ	<ul style="list-style-type: none"> Added a new command "Twisted Salute" (During Mantis Crawl ⇨Ⓞ). This move is a middle horizontal attack with fast start-up when the character's head is facing the opponent, and a break attack with slow start-up when the character's feet are facing the opponent.
Behavior Adjustment	-	Ⓞ↓ or Ⓞ↑ Ⓞ While soul charged & facing away ⇨Ⓞ.Ⓞ.Ⓞ.Ⓞ	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss partway through a combo.
Behavior Adjustment	↑	Jumping while facing away Ⓞ	<ul style="list-style-type: none"> Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time.
Behavior Adjustment	↑	Facing away Ⓞ	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent when the move lands at a distance and when up to "Facing away Ⓞ.Ⓞ" is input. This is to reduce instances in which the 2nd attack of "Facing away Ⓞ.Ⓞ" would miss.
Behavior Adjustment	↓	Ⓞ / Ⓞ.Ⓞ Ⓞ.Ⓞ.Ⓞ While rising Ⓞ ⇨Ⓞ / Facing away ⇨Ⓞ During Blind Calioistro Rush Ⓞ	<ul style="list-style-type: none"> Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	↑	Ⓞ⇨ or Ⓞ+Ⓞ+Ⓞ Facing away Ⓞ⇨ or Ⓞ+Ⓞ+Ⓞ	<ul style="list-style-type: none"> The move now reduces the opponent's guard stamina upon hit. The move will reduce the opponent's remaining soul charge time upon hit if the opponent is soul charged. This move differs based on whether character is facing toward or away from the opponent. Performing the move facing forward decreases more guard stamina, while performing it facing away decreases more soul charge time.
Balance Adjustment	↑	Ⓞ While rising Ⓞ While rising & facing away Ⓞ Ⓞ⇨ or ⇨ or ⇨ or ⇨ While soul charged Ⓞ⇨ or ⇨ or ⇨ or ⇨ ⇨⇨ or ⇨⇨ ⇨⇨ or ⇨⇨ or ⇨⇨ Ⓞ⇨ or ⇨ or ⇨ or ⇨ During Mantis Crawl with feet toward opponent ⇨⇨ During Mantis Crawl with head toward opponent ⇨⇨	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	⇨Ⓞ	<ul style="list-style-type: none"> Sped up the attack's start-up by 2 frames.
Balance Adjustment	↑	Ⓞ+Ⓞ	<ul style="list-style-type: none"> Successfully evading an attack will restore health and guard stamina.
Balance Adjustment	↑ ↓	Ⓞ.Ⓞ	<ul style="list-style-type: none"> Sped up the attack's start-up by 2 frames. Decreased the move's base damage. Up to the 3rd attack of "Ⓞ.Ⓞ.Ⓞ" will now combo if the 1st or 2nd attack lands as a counter hit.
Balance Adjustment	↑ ↓	Facing away ⇨Ⓞ.Ⓞ.Ⓞ	<ul style="list-style-type: none"> Sped up the attack's start-up by 2 frames. Made the 3rd attack can be delayed. Decreased the base damage of the 3rd attack.
Balance Adjustment	↑ ↓	During Mantis Crawl with head toward opponent ⇨⇨	<ul style="list-style-type: none"> Changed the lethal hit conditions. The condition is now "Triggers upon hitting an opponent during a vertical attack". Increased the move's base damage. Mitigated scaling to the move's combo damage when the attack lands as a lethal hit. <p>The move remains an effective low attack against a standing guard. However, rather than aiming for a combo after guard crushing, the move is now better used as a lethal hit, such as when using it as a punishment after evading with "During Mantis Crawl Ⓞ or Ⓞ" against an opponent trying to escape the Mantis Crawl offensive with a reversal edge.</p>

Sophitia

In version 2.30, balance and behavior adjustments were focused on limiting Sophitia's ability to continue her offensive at low risk.

Sophitia retains her characteristic middle horizontal attacks "↘+Ⓐ" and "↘↘or⇒or↗+Ⓐ", but the latter, which can be performed at low risk, now deals less damage and has a lower move level, while the former has been strengthened; it is now more important to be able to use each one at different times. "↘↘or⇒or↗+Ⓐ" has seen several adjustments to make it a new option for mid-range battle, such as a higher base damage to allow it to win against revenge attacks and a counter hit that's easier to confirm.

To increase the viability of some throw moves, we've made some lethal hit conditions less strict and improved back and left side throws. We've increased the risk of misreading the opponent's movements while using "⇒+Ⓐ" by treating it as a counter hit if the opponent aims for the opening created by that move.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	During Twin Angel Step ↓or↑	<ul style="list-style-type: none"> Fixed an issue in which, when doing nothing after the motion finishes, the side movement properties that can evade vertical attacks aren't reset even after the motion ends.
Behavior Adjustment	↑	During Twin Angel Step Ⓞ During Twin Angel Step while soul charged Ⓞ During Twin Angel Step Ⓞ While crouching ↓↘↘Ⓞ ⇐+Ⓐ+Ⓞ ↘↘or⇐or↘↘+Ⓐ+Ⓞ ↓↓or↑↑+Ⓐ+Ⓞ	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Behavior Adjustment	↑	↘+Ⓐ While rising Ⓞ ↘↘or⇒or↗+Ⓐ ⇐+Ⓐ ↘↘or⇐or↘↘+Ⓐ ↓↓or↑↑+Ⓐ ↘↘or⇒or↗+Ⓐ+Ⓞ ↓↓or↑↑or↘↘or⇐or↘↘+Ⓐ+Ⓞ ↘↘or⇐or↘↘+Ⓐ During Twin Angel Step Ⓞ	<ul style="list-style-type: none"> Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time. Adjusted tracking of the Horizontal attacks to make it easier to hit an enemy during their 8-way run. Adjusted the move so that the character faces toward the opponent after the attack hits or is guarded. This change was made to reduce the possibility that the characters would become unaligned.
Behavior Adjustment	↓	↓↓or↑↑+Ⓞ	<ul style="list-style-type: none"> Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	↑	↘+Ⓐ	<ul style="list-style-type: none"> Increased the move's base damage. Changed the attack's move level to "medium".
Balance Adjustment	↑	↘↘or⇒or↗+Ⓐ+Ⓞ	<ul style="list-style-type: none"> Sped up the attack's start-up by 2 frames. Increased the base damage of the 1st attack. Increased the length of stun inflicted by 10 frames when the 1st attack lands as a counter hit. This change was done to make inputting the 2nd attack onward easier after confirming the counter hit. Made the properties of the move when using the "↘↘or↗+Ⓐ+Ⓞ" command the same as when using the "⇒+Ⓐ+Ⓞ" command.
Balance Adjustment	↑	↘↘or⇒or↗+Ⓐ+Ⓞ ⇐+Ⓐ+Ⓞ,Ⓐ ⇐+Ⓐ+Ⓞ,Ⓞ	<ul style="list-style-type: none"> Changed the lethal hit condition to "Triggers upon hit after 4 or more successful guard impacts".
Balance Adjustment	↑	Left side throw	<ul style="list-style-type: none"> Increased the move's base damage. The move now restores guard stamina upon hit.
Balance Adjustment	↑	Back throw	<ul style="list-style-type: none"> Increased the move's base damage. Made adjustments to reduce instances in which, after the attack, the character's next attack would be performed toward a direction the enemy is not in.
Balance Adjustment	↑ ↓	Facing away Ⓞ+Ⓞ	<ul style="list-style-type: none"> Changed the opponent's behavior so that they are not stunned when the attack lands as a normal hit. Changed the opponent's behavior and increased the length of stun inflicted by 6 frames when the move lands as a counter hit. Combos into "↓↘↘Ⓞ", etc. Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Balance Adjustment	↓	↘↘or⇒or↗+Ⓐ	<ul style="list-style-type: none"> Decreased the move's base damage. Changed the attack's move level to "weak".
Balance Adjustment	↓	⇒+Ⓐ+Ⓞ ↘+Ⓐ+Ⓞ While soul charged ⇒+Ⓐ+Ⓞ While soul charged ↘+Ⓐ+Ⓞ	<ul style="list-style-type: none"> It is now treated as an impact counter if the guard impact fails.

Siegfried

For Siegfried, the version 2.30 balance adjustments centered around giving him more options in battle by improving his lesser-used moves.

We focused on improving the close-range game of Side Hold, which didn't have many opportunities to be used compared to other special stances. Move commands like "ⓐ" and "↔️+ⓐ" can now shift into stance attacks even faster than before. "During Side Hold ⓐ" now has faster start-up, allowing it to more easily punish enemies who missed an attack.

We've also improved "↓ⓐ", which is an effective move against enemies who try to approach at mid-range. "During Base Hold ⓐ" can now combo from "↓ⓐ" when it lands as a counter hit, and with a faster start-up time, this move reinforces Siegfried's defensive options.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	↔️+ⓐ (lethal hit)	<ul style="list-style-type: none"> Fixed an issue in which the attack would miss partway through when grabbing the opponent at the edge of the stage.
Behavior Adjustment	↑	ⓐⓐ/ⓐⓐ (fast) ↘↘or↔️↔️or↗↗ⓐⓐ During Side Hold ⓐ During Chief Hold ⓐ During Chief Hold ⓐ During Chief Hold ⓐ During Chief Hold ⓐ During Base Hold ⓐ+ⓐ	<ul style="list-style-type: none"> Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time. Adjusted tracking of the Horizontal attacks to make it easier to hit an enemy during their 8-way run. Adjusted the move so that the character faces toward the opponent after the attack hits or is guarded. This change was made to reduce the possibility that the characters would become unaligned.
Behavior Adjustment	↑	During Base Hold while soul charged ⓐ	<ul style="list-style-type: none"> There were instances in which the attack would not hit when used as a combo; this was addressed by adjusting the move's collision box.
Balance Adjustment	↑	ⓐⓐ/ⓐⓐ (fast) ↓ⓐ / While crouching ⓐ ⓐ↔️ ↔️ⓐ During jump ⓐ ↔️↔️ⓐ ↘↘or↔️↔️or↗↗ⓐ+ⓐ	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	ⓐ	<ul style="list-style-type: none"> Sped up the timing at which the character shifts to Side Hold by 4 frames. However, adjustments have been made so that it cannot combo into "During Side Hold ⓐ" on normal hit.
Balance Adjustment	↑	During Chief Hold ⓐ	<ul style="list-style-type: none"> Sped up the timing at which the character shifts to Side Hold by 2 frames.
Balance Adjustment	↑	↓ⓐ / While crouching ⓐ	The following adjustments were made to the move to damage approaching opponents with a poke attack and increase opportunities to use special stances. <ul style="list-style-type: none"> Sped up the attack's start-up by 4 frames. Changed the opponent's behavior and increased the length of stun inflicted by 6 frames when the move lands as a counter hit. This can now combo into "During Base Hold ⓐ". Reduced the distance between the character and the opponent upon counter hit. Added scaling to the move's combo damage.
Balance Adjustment	↑	↓↓or↑↑ⓐⓐ	<ul style="list-style-type: none"> Made the attack can be delayed.
Balance Adjustment	↑	↔️+ⓐ↗↗or↔️↔️or↘↘ⓐ+ⓐ	<ul style="list-style-type: none"> Sped up the timing at which the character shifts to Side Hold by 5 frames.
Balance Adjustment	↑	During Side Hold ⓐⓐ	<ul style="list-style-type: none"> Sped up the start-up of the 1st attack by 2 frames. Reduced the distance between the character and the opponent when the move hits at a distance to make it harder for the 2nd attack to miss when the 1st attack lands a long range. Increased the 2nd attack's forward movement.
Balance Adjustment	↓	ⓐⓐ ⓐⓐ (fast)	<ul style="list-style-type: none"> Adjusted the move so that it inflicts less stun and the difference in stun remains at a fixed level when the second half of the attack's duration is guarded.
Balance Adjustment	↓	During Dark Legacy ↔️+ⓐ+ⓐ	<ul style="list-style-type: none"> Reduced the amount of chip damage dealt when guarded.

Ivy

In version 2.30, we made balance adjustments to further bring out Ivy's unique abilities as a character who excels at mid and long range. We've shortened the opening after the ranged poke attack "Ⓢ⇒", making it more viable for limiting the opponent's movements. If "Ⓢ⇒" lands as a counter hit, it can combo into "↑Ⓢ+Ⓢ.Ⓢ" during a stance. Additionally, the 3rd attack of "Ⓢ.Ⓢ.Ⓢ" can now place distance between Ivy and the opponent upon hit or guard, bringing the fight back to long range.

If Ivy K.O.'s an opponent with a critical edge, "↘↘or↘↘" will now become a lethal hit. This move only leaves a small opening while dealing a lot of damage, making it a very good tool at the end of a match. Using "↘↘or↘↘.↘.↘" to make her face away mitigates combo damage scaling, so aim for an even more powerful attack plan by turning her around when there is an opportunity. "↘↓or↑↑Ⓢ" and "While soul charged ⇒⇒.Ⓢ.Ⓢ" have had their combo damage lowered.

Category	Nerf/buff	Move	Description
Command Added	-	Ⓢ.Ⓢ.Ⓢ Ⓢ.Ⓢ.Ⓢ	<ul style="list-style-type: none"> Added a new command "Dancing Wave" (Ⓢ.Ⓢ.Ⓢ / Ⓢ.Ⓢ.Ⓢ). (Changed from Ode to Undine.) Changed the size of the motion when deflecting the 2nd attack with a reversal edge to "small."
Command Added	-	↘↘or↘↘ ↘↘or↘↘ ↘↘or↘↘.Ⓢ+Ⓢ (Training mode only) ↘↘or↘↘.Ⓢ+Ⓢ (Training mode only)	<ul style="list-style-type: none"> Added a lethal hit condition Triggers in the next battle after knocking out an opponent with a critical edge Added an exclusive training mode command to make it easier to practice combos.
Behavior Adjustment	-	Ⓢ+Ⓢ+Ⓢ During Serpent's Embrace Ⓢ+Ⓢ+Ⓢ	<ul style="list-style-type: none"> The following adjustments were made to the move to reduce instances in which the move would not shift to an attack throw upon hit. Reduced the distance between the character and the opponent when the move hits at a distance. Enlarged the attack's hitbox to prevent it from missing at close range.
Behavior Adjustment	-	⇒.Ⓢ.Ⓢ	<ul style="list-style-type: none"> Changed the opponent's behavior when the 1st attack is guarded, allowing the 2nd attack to hit the opponent if they perform a downward input.
Behavior Adjustment	-	↘↘or↘↘.↘.↘	<ul style="list-style-type: none"> Adjusted the camerawork upon hit, and made it easier to input the commands after the throw.
Behavior Adjustment	↑	Ⓢ Ⓢ.Ⓢ / Ⓢ.Ⓢ Ⓢ.Ⓢ While crouching ↘.Ⓢ ⇒.Ⓢ+Ⓢ Facing away ↘.Ⓢ.Ⓢ ↘↘or↘↘.↘.↘ ↘↓or↑↑Ⓢ ↘↓or↑↑Ⓢ+Ⓢ During Serpent's Embrace ⇒.Ⓢ	<ul style="list-style-type: none"> Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time. Adjusted tracking of the Horizontal attacks to make it easier to hit an enemy during their 8-way run. Adjusted the move so that the character faces toward the opponent after the attack hits or is guarded. This change was made to reduce the possibility that the characters would become unaligned.
Behavior Adjustment	↑	During Serpent's Embrace Ⓢ.Ⓢ.Ⓢ During Serpent's Embrace Ⓢ.Ⓢ.Ⓢ.Ⓢ.Ⓢ (exact timing)	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent when the attack hits a downed opponent to make it harder for the attack to miss partway through.
Behavior Adjustment	↓	⇒.Ⓢ.Ⓢ	<ul style="list-style-type: none"> Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side. Reduced the attack's forward movement when the move is performed close to the opponent. This change is to reduce instances in which the camera would become turned around when the attack was side-stepped at close range at a particular timing.
Balance Adjustment	↑	↘.Ⓢ+Ⓢ / ↘.Ⓢ+Ⓢ ⇒.Ⓢ+Ⓢ / ⇒.Ⓢ+Ⓢ ↘.Ⓢ+Ⓢ / ↘.Ⓢ+Ⓢ While crouching ↘.Ⓢ While rising Ⓢ During jump Ⓢ ↘↘or↘↘.↘.↘ ⇒.Ⓢ.Ⓢ	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	Ⓢ⇒ Ⓢ⇒	<ul style="list-style-type: none"> Decreased the opening after "Ⓢ⇒" by 6 frames. Decreased the length of stun inflicted by 2 frames when the attack is guarded. Sped up the timing at which the character shifts to Serpent's Embrace by 2 frames to maintain the difference in stun when "Ⓢ⇒" is guarded. Can now be comboed into "During Serpent's Embrace ↑Ⓢ+Ⓢ.Ⓢ" upon counter hit.
Balance Adjustment	↑	↘↘or↘↘.↘.↘	<ul style="list-style-type: none"> Changed the opponent's behavior when the 1st hit lands as a counter hit. When the attack lands as a counter hit against a crouching opponent, the opponent will now return to a standing state.
Balance Adjustment	↓	↘↓or↑↑Ⓢ While soul charged ⇒⇒.Ⓢ.Ⓢ	<ul style="list-style-type: none"> Added scaling to the move's combo damage.

Kilik

In version 2.30, all characters deal less damage while soul charged. However, Kilik relies on his soul charged abilities, so we've made additional adjustments to support his playstyle.

While soul charged, Kilik gradually loses health over time; because of this, players sometimes hesitate to use his soul charge. To address this, we've made it so that once Kilik's health reaches a certain point, the rate of health consumption slows, allowing him to fight for a longer time. Also, certain soul charge moves can now harness the power of Kali-Yuga to absorb the opponent's energy to restore Kilik's health upon hit or guard. With these new elements, soul charge should prove to be an even greater asset for Kilik.

Category	Nerf/buff	Move	Description
Command Added	-	ⓈⓂ	<ul style="list-style-type: none"> Added a new command "Whirling Rod" (ⓈⓂ). This is effective at the beginning of the attack to catch opponents moving sideways.
Visual Adjustments	-	Ⓜ+Ⓢ+Ⓢ Ⓜ↘↘Ⓢ+Ⓢ+Ⓢ	<ul style="list-style-type: none"> This change only applies to regular character Kilik, not his style. Holding Ⓢ+Ⓢ+Ⓢ can now be changed to only show upper equipment being destroyed instead of upper and middle equipment. This change was made with customized Kilik players in mind, as well as players who participate in online tournaments with regular Kilik. (Upper equipment cannot be left by itself because his soul charge would greatly affect the character's hairstyle.) This change does not apply to original characters with Kilik's fighting style.
Behavior Adjustment	-	ⓂⓈ+Ⓢ (Training mode only)	<ul style="list-style-type: none"> Made the hitbox the same size as when using the "ⓂⓈ" command.
Behavior Adjustment	-	While rising Ⓢ	<ul style="list-style-type: none"> The opponent now faces forward when the attack lands.
Behavior Adjustment	-	Right side throw	<ul style="list-style-type: none"> Adjusted the camerawork upon hit, and made it easier to input the commands after the throw.
Behavior Adjustment	-	Ⓜ.Ⓢ	<ul style="list-style-type: none"> The following adjustments were made to increase the stability of air combos. Enlarged the 2nd attack's hitbox when the move is performed while the opponent is in the air. Adjusted the move so that the character won't slide under the opponent during an air combo.
Behavior Adjustment	-	Ⓜ↘↘Ⓢ+Ⓢ+Ⓢ	<ul style="list-style-type: none"> Enlarged the attack's hitbox to prevent it from missing at close range. Adjusted the move so that the character won't slide under the opponent during an air combo. The character will now face the opponent upon hit or guard. <p>This was done to reduce instances in which Kilik would shift away from the opponent upon hit or guard at the edge of the stage, and his next attack would be performed in the opposite direction.</p>
Behavior Adjustment	↑	Ⓢ+Ⓢ ⓂⓈ While rising Ⓢ Ⓢ+Ⓢ Ⓢ+Ⓢ+Ⓢ Ⓜ↘↘Ⓢ or Ⓢ or Ⓢ↘↘Ⓢ Ⓜ↘↘Ⓢ or Ⓢ or Ⓢ↘↘Ⓢ While soul charged Ⓜ↘↘Ⓢ or Ⓢ or Ⓢ↘↘Ⓢ	<ul style="list-style-type: none"> Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time. Adjusted tracking of the Horizontal attacks to make it easier to hit an enemy during their 8-way run. Adjusted the move so that the character faces toward the opponent after the attack hits or is guarded. This change was made to reduce the possibility that the characters would become unaligned.
Behavior Adjustment	↑ ↓	Ⓜ+Ⓢ	<ul style="list-style-type: none"> Enlarged the hitbox of the 1st hit, making it harder for the move to miss against downed opponents. Changed the opponent's behavior when the 1st hit is guarded, making it possible for the 2nd hit to be guarded in succession.
Balance Adjustment	↑	Health consumption while soul charged	<ul style="list-style-type: none"> Changed health consumption so that it occurs more slowly when health is at critical levels.
Balance Adjustment	↑	Ⓢ.Ⓢ.Ⓢ / Ⓢ+Ⓢ / Ⓢ+Ⓢ / Ⓢ+Ⓢ Ⓢ or Ⓢ or Ⓢ Ⓢ or Ⓢ or Ⓢ Ⓜ↘↘Ⓢ or Ⓢ or Ⓢ Ⓜ↘↘Ⓢ or Ⓢ or Ⓢ (Training mode only) Ⓜ↘↘Ⓢ or Ⓢ+Ⓢ+Ⓢ After reversal edge hits Ⓢ	<ul style="list-style-type: none"> These moves, which are powered up while Kilik is soul charged, will now restore his health upon hit or guard. This change was made to help Kilik stay on the offensive while soul charged.
Balance Adjustment	↑	Ⓢ.Ⓢ Ⓢ.Ⓢ	<ul style="list-style-type: none"> Decreased the opening after the 1st attack by 4 frames. Increased the length of stun inflicted by 2 frames when the 1st attack hits to prevent "Ⓢ.Ⓢ" from being interrupted with a guard impact. Reduced the distance between the character and the opponent when the 1st attack lands as a counter hit or is guarded to reduce instances in which the 2nd attack of "Ⓢ.Ⓢ" would not reach. Increased the length of stun inflicted by 4 frames when the 2nd attack of "Ⓢ.Ⓢ" is guarded.
Balance Adjustment	↑	Ⓜ↘↘Ⓢ or Ⓢ or Ⓢ	<ul style="list-style-type: none"> Sped up the attack's start-up by 2 frames. Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑ ↓	Ⓢ Ⓢ	<ul style="list-style-type: none"> Made it possible for Voldo and Astaroth to perform a grapple break when the move hits the opponent from behind. Fixed an issue in which the animation would shift to that of the attack landing against a forward-facing opponent, regardless of whether or not the opponent was hit from behind.
Balance Adjustment	↓	Ⓢ	<ul style="list-style-type: none"> Changed the opponent's behavior upon lethal hit, limiting the attacks that can be used as follow-ups. This change was made to avoid following an easy lethal hit with attacks with very high ring-out abilities.
Balance Adjustment	↓	Ⓢ+Ⓢ While soul charged Ⓢ+Ⓢ	<ul style="list-style-type: none"> Added scaling to the move's combo damage.
Balance Adjustment	↓	While soul charged Ⓢ+Ⓢ+Ⓢ	<ul style="list-style-type: none"> Decreased the move's base damage.

Xianghua

Xianghua's moves have some of the fastest start-up in the game. Because of this, she generally deals less damage with her attacks, but from version 2.20 onward, some of her moves have been adjusted to deal more damage.

The move level of "⇨+⊙" has increased, lowering the risk of using it even if the opponent performs a guard impact. On counter hit, it can combo into a crouching throw for more damage. "⇨+⊙" now deals more damage, making it more useful in many situations, such as when anticipating an opponent's revenge attack or in an air combo at the edge of the stage.

"During Silent Xia Sheng ⊙+⊙⇨" is now categorized as a horizontal attack. This attack while in Silent Xia Sheng and Playful Xia Sheng is effective against opponents trying to dodge to the side and have low risk upon guard. The move can also dodge vertical attacks, allowing Xianghua to avoid attacks that can interrupt her stances and continue her offensive upon hit or guard.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	During jump ⊙	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent in order to reduce instances in which the attack would miss partway through a combo.
Behavior Adjustment	-	⊙+⊙ ⇨+⊙ Back throw	<ul style="list-style-type: none"> Adjusted the camerawork upon hit, and made it easier to input the commands after the throw.
Behavior Adjustment	-	During Silent Xia Sheng ⊙+⊙ During Playful Xia Sheng ⊙+⊙	<ul style="list-style-type: none"> The move has the lethal hit condition "Triggers upon hitting on opponent during a reversal edge", but certain conditions would prevent this from triggering a lethal hit. This has been fixed.
Behavior Adjustment	↑	⇨⇨or⇨or⇨⇨+⊙	The following adjustments were made to the move with its use in air combos in mind. <ul style="list-style-type: none"> Enlarged the attack's front hitbox. Increased the move's forward movement.
Behavior Adjustment	↑	⇨⊙.⊙ / ⇨⊙ / ⇨⊙.⊙ ⊙⊙ / While rising ⊙ ⇨⇨ / ⇨+⊙ ⇨⇨or⇨or⇨⇨+⊙ / ⇨⊙.⊙ ⇨⇨or⇨⇨ ⇨⇨or⇨or⇨⇨+⊙ / ⇨⇨or⇨or⇨⇨+⊙ During Silent Xia Sheng ⊙+⊙⇨ During Playful Xia Sheng ⊙+⊙⇨ ⇨⊙+⊙ / ⇨⊙+⊙ During Silent Xia Sheng ⇨⊙+⊙ During Silent Xia Sheng ⇨⊙+⊙ During Playful Xia Sheng ⇨⊙+⊙ During Playful Xia Sheng ⇨⊙+⊙	<ul style="list-style-type: none"> Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time. Adjusted tracking of the Horizontal attacks to make it easier to hit an enemy during their 8-way run. Adjusted the move so that the character faces toward the opponent after the attack hits or is guarded. This change was made to reduce the possibility that the characters would become unaligned.
Balance Adjustment	↑	⇨⊙ / ⇨⊙ / ⇨⊙+⊙ While rising ⊙ / While crouching ⇨⊙ ⇨⇨or⇨or⇨⇨+⊙ / ⇨⇨or⇨⇨	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	⇨⊙.⊙	<ul style="list-style-type: none"> Increased the move's base damage. Decreased the opening after the 1st attack by 2 frames. "⇨⊙+⊙" and other moves will be combos when the 1st attack lands as a counter hit. Changed the 1st attack's move level to "medium". Changed the opponent's behavior when the 2nd attack is guarded, and increased the length of stun inflicted by 4 frames.
Balance Adjustment	↑	⇨⊙+⊙.⊙	The following adjustments were made to increase air combo variations and add attacks that beat out revenge attacks. <ul style="list-style-type: none"> Increased the move's base damage.
Balance Adjustment	↑	During Silent Xia Sheng ⊙+⊙⇨ During Playful Xia Sheng ⊙+⊙⇨	<ul style="list-style-type: none"> Changed the move to be a horizontal attack. Increased the length of stun inflicted by 4 frames when the attack is guarded. Changed the opponent's behavior upon hit, making follow-up attacks possible.
Balance Adjustment	↑ ↓	During Playful Xia Sheng ⊙.⊙	<ul style="list-style-type: none"> Increased the length of stun inflicted by 2 frames when the 1st attack hits. This was done primarily to fix an issue in which large spikes in delay would prevent the move from comboing. Added scaling to the combo damage when the 2nd attack hits.
Balance Adjustment	↓	⇨⊙.⊙	<ul style="list-style-type: none"> Delayed the timing at which the move can be used as a guard impact against the opponent's attack by 2 frames. Reduced the distance between the character and the opponent after the 1st attack is guarded. Decreased the base damage of the 1st attack.

Yoshimitsu

While Yoshimitsu excels at close range, he doesn't perform well when trying to approach from mid to long range. Version 2.30 focuses on this weakness, adding improvements to certain distance-closing moves when they are guarded. We've increased the amount of stun inflicted by "↓ or ↑ or ↻ or ↺ or ↻ or ↺ or ↻ or ↺" and "During Flea Ⓐ" upon guard. Previously, "↻ or ↺ or ↻ or ↺ or ↻ or ↺" would make contact with a guarding opponent faster than intended; this has been fixed, slowing down the time at which guarding is complete and giving Yoshimitsu less of a disadvantage. Making contact with the opponent with any of these moves can now lead more easily into a close range fight. Additionally, he has more options for attacking and can now outwit opponents watching for "During Flea Ⓐ" by using "During Flea Ⓐ+Ⓢ".

Since Yoshimitsu now has an easier time putting pressure on the opponent, we've limited the ring-out properties of "During Manji Dragonfly Ⓐ" by reducing the distance the opponent is knocked back upon hit.

Category	Nerf/buff	Move	Description
Text Fixed	-	↻Ⓐ+Ⓢ ↻Ⓐ+Ⓢ↻	• A note was added to the move list explaining that the move can be used without triggering a lethal hit by holding the command.
Behavior Adjustment	-	While soul charged ↻Ⓐ,Ⓐ	• Fixed an issue in which hitting the opponent after the match ended would increase the soul gauge.
Behavior Adjustment	-	While soul charged Ⓐ+Ⓢ	• Adjusted the camerawork upon hit, and made it easier to input the commands after the throw.
Behavior Adjustment	↑	↻Ⓐ,Ⓢ (2nd attack) ↻Ⓢ While rising Ⓐ ↻Ⓐ+Ⓢ / ↻Ⓐ+Ⓢ.↓ ↓ or ↑ Ⓐ ↻↻ or ↻↻ or ↻Ⓢ+Ⓢ,Ⓐ+Ⓢ During Manji Dragonfly Ⓐ During Manji Dragonfly Ⓢ During Manji Dragonfly while soul charged Ⓢ During Manji Dragonfly while soul charged Ⓢ	<ul style="list-style-type: none"> • Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time. • Adjusted tracking of the Horizontal attacks to make it easier to hit an enemy during their 8-way run. • Adjusted the move so that the character faces toward the opponent after the attack hits or is guarded. This change was made to reduce the possibility that the characters would become unaligned.
Behavior Adjustment	↓	Ⓢ,Ⓢ ↻Ⓢ ↓ or ↑ Ⓐ	• Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	↑	↻Ⓢ / While crouching ↻Ⓢ ↻↻ or ↻↻ or ↻Ⓢ ↻↻ or ↻↻ or ↻Ⓢ ↻↻ or ↻↻ or ↻Ⓢ ↓ or ↑ Ⓐ ↓ or ↑ Ⓐ or ↻↻ or ↻↻ or ↻Ⓢ+Ⓢ ↻↻ or ↻↻ or ↻Ⓢ+Ⓢ	• Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	↓ or ↑ Ⓐ or ↻↻ or ↻↻ or ↻Ⓢ+Ⓢ	• Increased the length of stun inflicted by 4 frames when the attack is guarded.
Balance Adjustment	↑	During Flea Ⓐ	<ul style="list-style-type: none"> • Decreased the opening after the attack by 1 frame. • Changed the opponent's behavior when the move is guarded, and increased the length of stun inflicted by 3 frames.
Balance Adjustment	↑ ↓	↻↻ or ↻↻ or ↻Ⓢ+Ⓢ,Ⓐ+Ⓢ,Ⓢ	<ul style="list-style-type: none"> • Fixed an issue in which the move could land or be guarded faster than intended against grounded opponents. This change will result in slower start-up timing for the attack against grounded opponents, but in exchange the character will in a better situation after hit or guard. • The intention behind the change was to add another option to get in close from mid-range by improving the situation after the move makes contact. • The character will now face the opponent when the 1st attack lands, reducing instances in which the 2nd attack would be performed away from the opponent. • Increased the length of stun inflicted by 1 frame when the 1st attack hits or is guarded. • Increased the 3rd attack's tracking when hit or is guarded.
Balance Adjustment	↑ ↓	During Flea Ⓐ+Ⓢ	<ul style="list-style-type: none"> • Fixed the animation of the move, making it approach the opponent with roughly the same timing as "During Flea Ⓐ". • Decreased the opening by 10 frames. • Increased the attack's tracking.
Balance Adjustment	↓	During Manji Dragonfly Ⓐ	<ul style="list-style-type: none"> • Reduced the distance the opponent is knocked back upon hit and reduced the move's ring-out properties. This change does not apply when inputting the 2nd attack of "During Manji Dragonfly while soul charged Ⓐ,Ⓢ".

Nightmare

In version 2.30, Nightmare's adjustments had three goals: to make his soul attack more viable, to improve battles between high-level players, and to limit the power of moves that could be used to overwhelm opponents not used to fighting against him.

As the wielder of Soul Edge, Nightmare has a soul attack that sets him apart from the rest of the roster. In previous versions, his soul attack could be activated while soul charged to extend soul charge time, but this version has made the move more practical by removing its time extension ability and instead allowing it to be used while soul charged without consuming soul gauge. It can be used as a counterattack with long reach or as a follow-up after "While crouching $\text{A}+\text{B}$ ", making it a very effective tool for crushing the opponent's guard while Nightmare is soul charged.

" $\text{S}+\text{B}$ " and "Dire Vengeance", which activates after a successful revenge attack, tended to overwhelm opponents unfamiliar with Nightmare, so their damage has been decreased.

On the other hand, Nightmare tended to suffer in high-level matches against opponents with low-risk pokes. To address this, we've adjusted some light attacks like " $\text{S}+\text{B}$ " to make them easier to use, and added two horizontal attacks: " $\text{S}+\text{B}$ " or " $\text{S}+\text{B}$ ", which is powerful at long range, and " $\text{S}+\text{B}$ ", which can stop opponents moving to the side at close range.

Category	Nerf/buff	Move	Description
Text Fixed	-	$\text{A}+\text{B}$	Adjusted the in-game move list text to make it clearer that the soul gauge increase applies to all cases, not only during Terror Charge.
Command Added	-	$\text{B}+\text{B}$	Added a new command "Dark Bite" ($\text{B}+\text{B}$). Shifts to an attack throw upon counter hit. As a horizontal attack, it can trigger a run counter against an 8-way run.
Command Added	-	$\text{S}+\text{B}$ or $\text{S}+\text{B}$	" $\text{S}+\text{B}$ or $\text{S}+\text{B}$ " can now be held.
Behavior Adjustment	↑	Hitbox Size	Reduced the hitbox size around the character's right arm and right leg when moving counterclockwise in order to reduce the number of cases in which it was difficult or impossible to dodge a vertical attack during an 8-way run due to the character's size and posture.
Behavior Adjustment	↑	While rising A	Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	During Night Side Stance A While soul charged $\text{S}+\text{B}$ or $\text{S}+\text{B}$	Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time.
Behavior Adjustment	↑	During Night Side Stance while soul charged $\text{A}+\text{B}$	Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss partway through a combo.
Behavior Adjustment	↑	While soul charged $\text{S}+\text{B}$ or $\text{S}+\text{B}$	Lengthened the input window to make the move easier to perform.
Behavior Adjustment	↑ ↓	During Night Lower Stance while soul charged $\text{A}+\text{B}$	<ul style="list-style-type: none"> Enlarged the lower hitbox to make it easier for the attack to make contact with the opponent at the intended time. Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side. Adjusted the move's collision box to prevent the character from jumping over opponents who aren't downed. Adjusted the 3rd hit so that it is more difficult to land on an opponent who moved behind you. Fixed an issue in which some characters could evade the 4th hit with an ukemi when the attack lands. Increased the attack's tracking when it hits, is guarded, or is deflected by a reversal edge. Changed the size of the motion when deflecting the 1st through 3rd hit with a reversal edge to "small."
Behavior Adjustment	↓	During Night Lower Stance A During Grim Stride A	Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	↑	$\text{S}+\text{B}$ / While crouching A $\text{S}+\text{B}$ / $\text{S}+\text{B}$ While rising A $\text{S}+\text{B}$ or $\text{S}+\text{B}$ $\text{S}+\text{B}$ or $\text{S}+\text{B}$ $\text{S}+\text{B}$ or $\text{S}+\text{B}$ $\text{S}+\text{B}$ or $\text{S}+\text{B}$ $\text{S}+\text{B}$ or $\text{S}+\text{B}$ During Night Lower Stance A	Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	$\text{S}+\text{B}$	Slightly raised the height the opponent is launched when the attack lands as a counter hit. This adjustment was made so that the same combo will land regardless of the opponent's stature.
Balance Adjustment	↑	$\text{S}+\text{B}$	<ul style="list-style-type: none"> Decreased the opening after the attack by 2 frames. Increased the move's base damage.
Balance Adjustment	↑	$\text{S}+\text{B}$	<ul style="list-style-type: none"> Decreased the opening after the attack by 2 frames. Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑	While crouching $\text{S}+\text{B}$	<ul style="list-style-type: none"> Increased the length of stun inflicted by 2 frames when the attack is guarded. The attack can now evade high attacks at the beginning of its motion. Adjusted the attack's hitbox and amount of forward movement to prevent it from missing at close range.
Balance Adjustment	↑	During Night Behind Stance $\text{S}+\text{B}$	<ul style="list-style-type: none"> Decreased the opening after the attack by 2 frames. Increased the length of stun inflicted by 3 frames when the attack hits. Changed the opponent's behavior when the attack hits, and reduced the distance between the character and the opponent.
Balance Adjustment	↑	During Night Side Stance while soul charged $\text{A}+\text{B}$	<ul style="list-style-type: none"> Added guard impact properties (vs. high, middle vertical attacks) to the beginning of the attack's motion. This change was made to reduce the risk of using moves that shift to Night Side Stance. Increased the length of stun inflicted by 2 frames when the attack is guarded. Reduced the distance between the character and the opponent when the attack hits midair in order to reduce instances in which the attack would miss partway through a combo.
Balance Adjustment	↑ ↓	While soul charged $\text{S}+\text{B}$ or $\text{S}+\text{B}$ During Grim Stride while soul charged $\text{A}+\text{B}$ or $\text{A}+\text{B}$	<p>Previously, the move could be performed while soul charged and would extend the remaining soul charge time. This has been changed.</p> <ul style="list-style-type: none"> The move can still be performed while soul charged. The move will no longer extend remaining soul charge time. In exchange, the move has now been adjusted so that it will not consume soul gauge if performed while soul charged. It will consume remaining soul charge time. <p>This attack was meant to be used as an option to take the opponent down in one fell swoop when the character has two bars of the soul gauge filled, but it was difficult to use for a few reasons, such as the amount of remaining soul charge time gained upon using 2nd soul gauge bar being limited to half of total soul charge time. The adjustments made in this version were intended to make this attack easier to use.</p>
Balance Adjustment	↓	$\text{S}+\text{B}$ Dire Vengeance (Revenge attack)	<ul style="list-style-type: none"> Decreased the move's base damage. Added scaling to the combo damage when the attack lands as a lethal hit.

Astaroth

In version 2.30, Astaroth's lesser-used moves have been improved and some behavior adjustments have been made.

In the new version, we've changed the situation following a successful grapple break against a command throw and adjusted behavior after deflecting a throw with a reversal edge for all characters. Because of these changes, Astaroth had a harder time maintaining the offensive power he had in version 2.25.

With this in mind, we've strengthened " $\leftarrow\text{A}+\text{B}$ ", " $\leftarrow\text{B}$ ", and "While soul charged $\leftarrow\text{A},\text{B}$ " to help Astaroth keep the pressure on opponents with a solid guard.

Version 2.25 saw adjustments made to his opening when throw attacks like " $\downarrow\text{S}=\text{A}+\text{B}$ " are deflected by reversal edges, but this had a bigger effect on some characters than intended. To address this, the opening that was decreased in the previous version has been lengthened slightly in version 2.30.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	$\text{B}+\text{B}$	<ul style="list-style-type: none"> Fixed an issue in which the lethal hit conditions of Raphael's "$\downarrow\text{B}\leftarrow\text{B}$" would not apply to moves that became break attacks after successfully deflecting an attack.
Behavior Adjustment	-	BK	<ul style="list-style-type: none"> Fixed an issue in which performing the attack at the edge of the stage would push the character's body away from the wall, causing a sudden change in position.
Behavior Adjustment	\downarrow	$\text{A}+\text{B}$	<ul style="list-style-type: none"> Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	\uparrow	B $\leftarrow\text{B}$ / While soul charged $\leftarrow\text{B}$ $\leftarrow\text{K}$ / $\text{B}+\text{K}$ / $\leftarrow\text{B}+\text{K}$ (Training mode only) $\leftarrow\text{B}+\text{B}$ $\text{S}\text{ or } \rightarrow \text{ or } \nearrow \text{B}$ $\leftarrow \text{ or } \text{S} \text{ or } \text{B}$ $\text{S}\text{ or } \rightarrow \text{ or } \rightarrow \text{ or } \nearrow \text{B}$ While soul charged $\text{S}\text{ or } \rightarrow \text{ or } \rightarrow \text{ or } \nearrow \text{K}$	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	\uparrow	While soul charged $\leftarrow\text{B},\text{A}$	<ul style="list-style-type: none"> The move is now a break attack. Decreased the opening after the attack by 4 frames. In version 2.20, "$\leftarrow\text{B},\text{A}$" underwent a similar adjustment, but it was not applied to this particular command. This has been fixed.
Balance Adjustment	\uparrow	$\leftarrow\text{B}+\text{K}$ While soul charged $\leftarrow\text{B}+\text{K}$	<ul style="list-style-type: none"> The 3rd hit is now a break attack. Increased the length of stun inflicted by 6 frames when the attack is guarded. Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss partway through a combo.
Balance Adjustment	\uparrow	$\leftarrow\text{K}$ While soul charged $\leftarrow\text{K}$	<ul style="list-style-type: none"> Sped up the attack's start-up by 10 frames. Increased the length of stun inflicted by 4 frames when the attack is guarded. Adjusted the 2nd attack so that it can no longer be evaded by crouching when the 1st attack of "$\leftarrow\text{B},\text{K}$" is guarded.
Balance Adjustment	\downarrow	$\downarrow\text{S}\uparrow\text{A}+\text{B}$ $\downarrow\text{S}\uparrow\text{A}+\text{B}$ (fast)	<ul style="list-style-type: none"> Limited the timing in which a ring-out is possible; it is now only possible after damage is dealt. This change was made to prevent cases in which damage would not be dealt when the attack was used at the edge of the stage. In conjunction with this change, this attack can no longer knock an opponent over a low wall and out of the ring. No changes were made to the attack's ring-out properties after damage is dealt.
Balance Adjustment	\downarrow	$\leftarrow\text{A}+\text{B}$	<ul style="list-style-type: none"> Changed the size of the motion when deflecting with a reversal edge to "small." This is because certain characters' counterattacks could not reach after the deflection. Decreased the move's base damage. Added scaling to the move's combo damage.
Balance Adjustment	\downarrow	$\downarrow\text{S}\leftarrow\text{A}+\text{B}$ $\downarrow\text{S}\leftarrow\text{A}+\text{B}$ (fast) $\downarrow\text{S}\leftarrow\text{A}+\text{B}$ $\downarrow\text{S}\leftarrow\text{A}+\text{B}$ (fast)	<ul style="list-style-type: none"> Increased the opening after the attack by 1 frame when the attack is parried by a reversal edge.

Cervantes

In version 2.30, we've made balance adjustments to some moves that were difficult to use, and adjusted damage for a handful of different moves.

"↵ ↻ ↵ ⊙ (fast)" is a crucial move in Cervantes's combos. However, it was difficult to input, creating a psychological wall for beginner and intermediate players who wanted to use Cervantes, so we've lengthened the input window slightly. It was also difficult to meet the lethal hit conditions for "↵ ↻ or ↻ ↵ ⊙", so we've sped up its start-up to make the lethal hit easier to use in battle.

"⊙ ↵" is an effective move for stopping the opponent's approach, but its damage was too high for a low-risk move, so we lowered its damage. However, we've increased the stun inflicted on the opponent by "⊙ ⊙" when guarded, making it a much better tool for approaching the opponent. It should prove useful in pushing the opponent toward a wall.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	↵ ⊙ + ⊙ (Training mode only)	<ul style="list-style-type: none"> Made the hitbox the same size as when using the "⊙ ↵" command. This fixes an issue in which the adjustments made to "⊙ ↵" in version 2.20 did not apply to the training mode version of the command.
Behavior Adjustment	-	During Dread Storm ⇄ During Dread Charge while soul charged ↵ or ↻ ⊙ ↵	<ul style="list-style-type: none"> Adjusted the move to reduce cases in which warping would not make the character appear behind the opponent's back. The character now faces the opponent if the opponent moves behind the character while they are blinking.
Behavior Adjustment	↑	⇄ ⊙ ↻ ⊙ ⊙ ↻ ↵ or ↻ ↵ or ↻ ↵ ⊙ + ⊙ ⇄ ↻ ⊙ / While soul charged ⇄ ↻ ⊙ While soul charged ↵ ↻ ⇄ ⊙ ↵ ↻ or ↻ ↵ ⊙ / ↵ ↻ or ↻ ↵ ⊙ ↵ ↻ or ↻ ↵ ⊙ During Dread Charge ⊙ + ⊙ While soul charged after reversal edge hits ⊙	<ul style="list-style-type: none"> Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time. Adjusted tracking of the Horizontal attacks to make it easier to hit an enemy during their 8-way run. Adjusted the move so that the character faces toward the opponent after the attack hits or is guarded. This change was made to reduce the possibility that the characters would become unaligned.
Behavior Adjustment	↓	⊙ + ⊙ + ⊙	<ul style="list-style-type: none"> Adjusted the animation to make it easier to hit the opponent at the intended time. Decreased the attack's duration by 1 frame. Reduced the size of the horizontal hitbox. Adjusted the move to prevent cases in which the difference in stun would change when the attack is guarded at long range, making punishment attacks more difficult to perform. Adjusted tracking of the move when guarded to reduce instances in which the character would move away from the opponent.
Behavior Adjustment	↓	↵ ↻ or ↻ ↵ ⊙ / ↵ ↻ or ↻ ↵ ⊙ ↵ ↻ or ↻ ↵ ⊙ ⇄ ↻ ⊙ / While soul charged ⇄ ↻ ⊙ ↵ ↻ ⇄ ⊙ (fast)	<ul style="list-style-type: none"> Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	↑	While soul charged ↻ ↵ or ↻ ↵ ⊙ ⊙	<ul style="list-style-type: none"> Lengthened the input window for the 2nd attack. This was done to allow for inputs to be performed after confirming the 1st attack.
Balance Adjustment	↑	⇄ ⊙ ↵ ↻ ⇄ ⊙ (fast) ↵ ⊙ + ⊙ ⇄ ↻ ⊙ / While soul charged ⇄ ↻ ⊙ ↻ ↵ or ↻ ↵ ⊙ ⇄ ↻ ⊙ ↻ ↵ or ↻ ↵ ⊙ + ⊙ While rising ⊙	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑ ↓	↵ ↻ or ↻ ↵ ⊙	<ul style="list-style-type: none"> Sped up the attack's start-up by 8 frames to make lethal hits easier to perform. Added scaling to the combo damage when the attack lands as a lethal hit. Decreased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑ ↓	↵ ↻ ⇄ ⊙ (fast)	<ul style="list-style-type: none"> Lengthened the input window by 1 frame to make the move easier to perform. Inputting "⇄" and "⊙" at exactly the same time will power up the move. The input window for this has not been changed. Adjusted the move so that the character lands in front of the opponent upon guard.
Balance Adjustment	↑ ↓	⊙ ⊙	<ul style="list-style-type: none"> Increased the length of stun inflicted by 2 frames when the attack is guarded. Added scaling to the move's combo damage.
Balance Adjustment	↓	⊙ ⇄	<ul style="list-style-type: none"> Decreased the move's base damage.
Balance Adjustment	↓	⇄ ⊙ ⊙ + ⊙ During jump ⊙ Back throw ⇄ ↻ ⊙ (close-range hit)	<ul style="list-style-type: none"> Added scaling to the move's combo damage. This change was made to fix an issue in which certain combos performed against a wall would deal a considerably large amount of damage.

Raphael

In accordance with the general adjustments of version 2.30, all characters' unique defensive actions now come with extra risk. In addition, the defensive properties of "Ⓢ+Ⓚ" started quickly and could even counterattack while evading break attacks, which made the move incredibly strong. To balance this, the move will now consume guard stamina upon activation. At the same time, the player now earns soul gauge when successfully evading the opponent's attack. This makes it easier to fulfill the lethal hit conditions of "During Quick Parade Ⓢ", which are based on the number of successful uses of "Ⓢ+Ⓚ". With some skill and practice, there should be more chances to use the move in the current version than in version 2.25 or lower.

Additionally, the new battle mechanics introduced in Season 2 made Raphael harder to use because the existence of "Ⓢ+Ⓚ" lowered the importance of his resist impact. To fix this, we've made it possible to fulfill lethal hit conditions with "⇒Ⓚ". Soul attacks can now hit downed opponents, making them more useful as follow-ups and for okizeme.

Category	Nerf/buff	Move	Description
Command Added	-	⇒Ⓚ	<ul style="list-style-type: none"> Added a lethal hit condition Made the lethal hit condition "Triggers upon hitting an opponent knocked off balance with a resist impact".
Behavior Adjustment	-	⇄⇒Ⓢ ⇄⇒Ⓚ	<ul style="list-style-type: none"> The opponent now faces forward when the lethal hit lands.
Behavior Adjustment	-	During Quick Parade Ⓢ	<ul style="list-style-type: none"> Fixed an issue in which the move would not count towards the lethal hit condition for "⇄⇒Ⓢ+Ⓢ" even after triggering a lethal hit.
Behavior Adjustment	-	⇒Ⓢ	<ul style="list-style-type: none"> Enlarged the attack's hitbox to prevent it from missing at close range.
Behavior Adjustment	↑	↘↘or⇄⇄or↘↘ ⇄⇒Ⓢ / ⇄⇒Ⓚ During jump Ⓚ ↘↘or⇄⇄↑↑ During Preparation Ⓢ,Ⓢ (Training mode only) During Quick Parade Ⓢ+Ⓚ	<ul style="list-style-type: none"> Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time. Adjusted tracking of the Horizontal attacks to make it easier to hit an enemy during their 8-way run. Adjusted the move so that the character faces toward the opponent after the attack hits or is guarded. This change was made to reduce the possibility that the characters would become unaligned.
Behavior Adjustment	↑	⇒⇒Ⓢ	<ul style="list-style-type: none"> After changing behavior when hit by "⇒⇒" in version 2.25, it became harder to land this attack in a combo. To balance this, we've also enlarged the attack's lower hitbox.
Behavior Adjustment	↓	During Preparation while soul charged Ⓢ,Ⓢ,Ⓢ+Ⓢ	<ul style="list-style-type: none"> Adjusted the move's tracking to reduce cases in which it could hit opponents moving to your side.
Balance Adjustment	↑	Ⓢ / While rising Ⓢ / ⇄⇒Ⓚ ↘↘↓or⇄⇄↑↑ ⇒⇒Ⓢ ↘↘↘or⇒⇒or⇄⇄↑↑Ⓢ+Ⓚ ↘↘↘or⇒⇒or⇄⇄↑↑ ↘↘or⇄⇄⇄or↘↘ ↘↘⇒⇒Ⓢ / ↘↘⇒⇒Ⓢ (fast) ↘↘⇄⇄Ⓢ / ↘↘⇄⇄Ⓢ (fast)	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	↘↘⇒⇒Ⓢ+Ⓢ+Ⓚ	<ul style="list-style-type: none"> The attack now hits downed opponents.
Balance Adjustment	↑ ↓	During Quick Parade Ⓢ (Training mode only) During Quick Parade Ⓢ+Ⓚ	<ul style="list-style-type: none"> Changed the lethal hit condition to "Triggers after successfully form-dodging 2 or more times (once per match)". This was done to make it easier to trigger lethal hits by reducing the number of required form-dodges. Decreased the move's base damage. Added scaling to the move's combo damage. No changes were made to combo damage scaling upon lethal hit.
Balance Adjustment	↑ ↓	Ⓢ+Ⓚ ↘↘Ⓢ+Ⓚ Facing away Ⓢ+Ⓚ Facing away ↘↘Ⓢ+Ⓚ	<ul style="list-style-type: none"> It is now treated as an impact counter after the move fails to evade. The move will now consume guard stamina when performed. The soul gauge now increases upon successful evasion.
Balance Adjustment	↓	↘↘Ⓢ+Ⓢ	<ul style="list-style-type: none"> Changed the opponent's behavior when this attack hits while they are downed, preventing a ring out. This is a re-adjustment in conjunction with the version 2.25 changes to address an issue in which the move's ring-out properties against certain characters were too high.
Balance Adjustment	↓	Ⓢ+Ⓢ	<ul style="list-style-type: none"> Decreased the move's base damage. Decreased the amount of the opponent's guard stamina that the attack reduces.

Talim is one of the characters greatly affected by the weakening of vertical attack tracking implemented in version 2.30. We've made changes to the act of shifting to Wind Charmer when canceling a reversal edge, so the action now consumes a small amount of soul gauge.

In version 2.30, balance adjustments focused on effectively making use of Talim's unique close-range playstyle that isn't centered around speed. The Wind Bearer mechanic was added for this purpose. By fulfilling certain conditions, Talim imbues herself with the powers of the wind spirit Mabilis, and some of her moves power up into "Wind Bearer Techniques". These techniques not only improves the attack, but they also restore health when used.

Additionally, the Wind Fury stance is now more important in battle. It can be used to activate Wind Bearer, so we've added the move "During Wind Fury Ⓜ+Ⓜ" and made adjustments to Talim's soul attack and "↓Ⓜ+Ⓜ" to make it easier to shift into Wind Fury.

Category	Nerf/buff	Move	Description
Text Fixed	-	Wind Sault Leaping Wind Fury	<ul style="list-style-type: none"> Inputting "⇐" during Wind Sault will decrease the amount the character moves forward, and inputting "⇒" during Leaping Wind Fury will decrease the amount the character moves backward, but these effects were not detailed in the in-game move list. This has been fixed.
Command Added	-	Wind Bearer	<ul style="list-style-type: none"> Added a new feature "Wind Bearer" which uses the power of wind to grant an advantage in battle after certain conditions are met. <p>Activation Conditions</p> <ul style="list-style-type: none"> Spend a certain amount of time in Wind Fury. Parry the opponent's high or middle horizontal attack with Wind Fury. Use either "During Wind Fury ⓂⓂ" or "During Wind Fury Ⓜ+Ⓜ, ⓂⓂ". Use a movement action during a clash that occurs after a Reversal Edge hits. Shift to a soul charged state. Land a Critical Edge. Use Ⓜ+Ⓜ (Training mode only). <p>Benefits</p> <ul style="list-style-type: none"> A small portion of health will be restored upon activation. Using Wind Bearer techniques will restore a small portion of health. <p>Deactivation Conditions</p> <ul style="list-style-type: none"> Wind Bearer is deactivated when you are downed. This does not apply while you are soul charged. Wind Bearer does not carry over to the next battle.
Command Added	-	During Wind Bearer ↘↘or⇒⇒or↗↗Ⓜ	<ul style="list-style-type: none"> Added Wind Bearer Technique "Flowing Gale Hook: Mabilis" (During Wind Bearer ↘↘or⇒⇒or↗↗Ⓜ). <p>This attack has greater forward movement than the regular "↘↘or⇒⇒or↗↗Ⓜ", making it easier to use at mid-range.</p>
Command Added	-	During Wind Bearer ↘↘or⇒⇒or↗↗ⓂⓂ	<ul style="list-style-type: none"> Added Wind Bearer Technique "Paayon Thrust: Mabilis" (During Wind Bearer ↘↘or⇒⇒or↗↗ⓂⓂ). <p>This attack is a special middle attack like the soul charged version of "↘↘or⇒⇒or↗↗Ⓜ", making it easier to use at mid-range.</p>
Command Added	-	During Wind Bearer ↓↓or↑↑Ⓜ	<ul style="list-style-type: none"> Added Wind Bearer Technique "Blade Cyclone: Mabilis" (During Wind Bearer or ↓↓or↑↑Ⓜ). <p>This attack inflicts greater stun upon guard than the regular "↓↓or↑↑Ⓜ", making it easier to use when approaching the opponent.</p>
Command Added	-	During Wind Fury Ⓜ+Ⓜ, Ⓜ During Wind Fury Ⓜ+Ⓜ, ⓂⓂ	<ul style="list-style-type: none"> Added a new command "Mistral" (During Wind Fury Ⓜ+Ⓜ, Ⓜ). <p>By canceling with "ⓂⓂ", you can activate Wind Bearer while shifting to Wind Fury.</p>
Command Added	-	↓Ⓜ, Ⓜ ↓Ⓜ, Ⓜ	<ul style="list-style-type: none"> Added a new command "Fierce Witik Strike" (↓Ⓜ, Ⓜ). <p>To increase opportunities to shift to Wind Fury, the 2nd attack of "While soul charged ↓Ⓜ, Ⓜ, Ⓜ" can now be performed even without being soul charged.</p> <p>The 2nd attack will shift you to Wind Fury when the input is held.</p> <p>The timing at which remaining soul charge time is consumed has been changed from the 2nd attack to the 3rd.</p> <p>Made the following adjustments out of consideration for the move now being available without soul charging.</p> <ul style="list-style-type: none"> Sped up the start-up of the 2nd attack by 2 frames. Changed the opponent's behavior when the 1st hit is guarded, making it possible for the 2nd hit to be guarded in succession. Increased the opening after the 2nd attack by 2 frames. Increased the base damage of the 2nd attack. Changed the opponent's behavior when hit by the 2nd attack, and increased the length of stun inflicted by 6 frames. Shortened the input window for the 3rd attack by 2 frames.
Command Added	-	↓↘⇒Ⓜ+Ⓜ+Ⓜ, ⇐	<ul style="list-style-type: none"> Inputting "⇐" during the activation animation will now change the attack's distance to close range.

Behavior Adjustment	-	After running ⇐some distance ☹	<ul style="list-style-type: none"> Fixed an issue in which critical health versions of attacks would not be performed when remaining health reached exactly 30%.
Behavior Adjustment	-	Leaping Wind Fury (⇐☹+☹ or alternate inputs)	<ul style="list-style-type: none"> Fixed an issue in which Wind Fury techniques would be performed later than expected.
Behavior Adjustment	-	Wind Sault	<ul style="list-style-type: none"> During battle, attack commands input during Wind Sault will not result in ring-out behavior. However, the following moves can still result in a ring out to preserve their effect in combos. <ul style="list-style-type: none"> During Wind Sault ☹ During Wind Sault ☹
Behavior Adjustment	-	⇓ ↓ or ⇑ ↑ Ⓜ	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent in order to reduce instances in which the attack would miss partway through a combo.
Behavior Adjustment	↑	8-Way Run (⇐ Direction)	<ul style="list-style-type: none"> Fixed the animation data so that it plays more smoothly.
Behavior Adjustment	↑	⇓ ↓ or ⇑ ↑ Ⓜ, Ⓜ (exact timing) During Wind Fury ☹	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss partway through a combo.
Behavior Adjustment	↑	While rising Ⓜ ☹Ⓜ+Ⓜ During Wind Charmer ☹ During Wind Charmer Ⓜ delayed Ⓜ ☹ ⇓ or ⇐ or ⇑ or ⇓ Ⓜ ☹ ⇓ or ⇐ or ⇑ or ⇓ Ⓜ+Ⓜ	<ul style="list-style-type: none"> Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time. Adjusted tracking of the Horizontal attacks to make it easier to hit an enemy during their 8-way run. Adjusted the move so that the character faces toward the opponent after the attack hits or is guarded. This change was made to reduce the possibility that the characters would become unaligned.
Balance Adjustment	↑	Stepping (⇐ Direction) 8-Way Run (⇐ Direction)	<ul style="list-style-type: none"> Increased movement speed.
Balance Adjustment	↑	⇓ ⇓ or Ⓜ+Ⓜ+Ⓜ+Ⓜ ⇓ ⇓ or Ⓜ+Ⓜ+Ⓜ+Ⓜ	<ul style="list-style-type: none"> Decreased the opening after "⇓ ⇓ or Ⓜ+Ⓜ+Ⓜ+Ⓜ" by 6 frames. Sped up the timing at which the character shifts to Wind Fury during "⇓ ⇓ or Ⓜ+Ⓜ+Ⓜ+Ⓜ" by 6 frames. Decreased the length of stun inflicted by 2 frames when the 4th hit lands.
Balance Adjustment	↑	⇓ Ⓜ ⇓ ⇓ or Ⓜ / ⇓ ⇓ or Ⓜ ☹Ⓜ+Ⓜ While crouching Ⓜ+Ⓜ ☹ ⇓ or ⇐ or ⇑ or ⇓ Ⓜ ☹ ⇓ or ⇐ or ⇑ or ⇓ Ⓜ+Ⓜ ☹ ⇓ or ⇐ or ⇑ or ⇓ Ⓜ+Ⓜ During Wind Charmer Ⓜ During Wind Charmer ☹	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	Ⓜ ⇐	<ul style="list-style-type: none"> Sped up the attack's start-up by 2 frames. Increased the length of stun inflicted by 2 frames when the attack is guarded. Reduced the distance between the character and the opponent in order to reduce instances in which the attack would miss partway through a combo.
Balance Adjustment	↑	Wind Charmer	<ul style="list-style-type: none"> Similar properties to that of an 8-way run and other left/right movement were given to the move, making it easier to evade critical edges with vertical attack properties.
Balance Adjustment	↑ ↓	Ⓜ, Ⓜ, Ⓜ, Ⓜ While soul charged Ⓜ, Ⓜ, Ⓜ, Ⓜ	<ul style="list-style-type: none"> Increased the amount moved forward when shifting to Wind Fury by holding the input. Decreased the opening after the attack by 6 frames. Changed the opponent's behavior when this attacks lands as a counter hit to match their behavior when it lands as a normal hit. Increased the length of stun inflicted by 2 frames when the attack hits and shifts the character to Wind Fury. Added scaling to the move's combo damage when not shifting to Wind Fury. While soul charged Ⓜ, Ⓜ, Ⓜ, Ⓜ <ul style="list-style-type: none"> Increased the length of stun inflicted upon guard by 2 frames when shifting to Wind Fury. Added scaling to the move's combo damage when not shifting to Wind Fury.
Balance Adjustment	↑ ↓	⇓ Ⓜ+Ⓜ	<ul style="list-style-type: none"> Increased the amount moved forward when shifting to Wind Fury by holding the input. Changed the opponent's behavior upon guard, increasing the length of stun inflicted by 8 frames. Increased the length of stun inflicted by 4 frames when the attack lands as a normal hit. This was done to make it easier to go on the offensive after shifting to Wind Fury. Increased the length of stun inflicted by 2 frames upon counter hit, and reduced distance between the character and the opponent. After shifting to Wind Fury, you can combo into "During Wind Fury Ⓜ+Ⓜ". Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	↓	Ⓜ+Ⓜ+Ⓜ Facing away Ⓜ+Ⓜ+Ⓜ	<ul style="list-style-type: none"> Changed the move level of 1st and 3rd hit to "medium". Made the attack unusable as a guard crush. Decreased the length of stun inflicted by 4 frames when the 3rd hit is guarded.
Balance Adjustment	↓	Ⓜ+Ⓜ ⇐ Ⓜ+Ⓜ ⇓ or ⇑ Ⓜ+Ⓜ ⇐ Ⓜ, Ⓜ, Ⓜ ⇐ Ⓜ, Ⓜ, Ⓜ ⇓ or ⇑ Ⓜ, Ⓜ, Ⓜ ⇐	<ul style="list-style-type: none"> Because this character's reversal edge has high defense capabilities, low risk, and is difficult to counter, shifting into Wind Sault, Wind Charmer, or Wind Fury will now consume 10% of the soul gauge. It is possible to shift to these stances without having enough soul gauge. This does not apply to 2B's "☹ ⇓ or ⇐ or ⇑ or ⇓ ☹" lethal hit.

Tira

Version 2.30 adjustments to Tira focused on bringing out her unique playstyle using her personality changes.

In accordance with the overall adjustments in this version, we've changed the 3rd attack of "While Jolly @.@.@", which is an important command, but was difficult to use in some situations. The 3rd attack of this move now has a set chance to switch personalities, and "@.@." can now be used to shift to Gloomy. Jolly generally lacks soul-charged options for keeping up the offensive, so the 3rd attack now becomes a break attack when performed while soul charged. "While Jolly ⇄@" can be used in air combos, etc, to link to "⇄@", making it a valuable tool in triggering personality changes. We've adjusted the move so that all of its hits will land reliably even if the move lands at a distance. The changes made to "@.@.@" now make it easier to trigger a personality change.

Category	Nerf/buff	Move	Description
Command Added	-	While Jolly @.@.@	<ul style="list-style-type: none"> Added a new command "Two-Step Tremolo". (Changed from Two-Step Stitch.) May trigger a personality change upon the 3rd attack's start-up.
Command Added	-	While Jolly & soul charged @.@.@ (hit)	<ul style="list-style-type: none"> Added new commands that trigger Relaxed Reaver. The soul charged version of Two-Step Tremolo shifts to the throw animation of "After reversal edge hits @" and restores health upon hit.
Command Added	-	While Jolly & soul charged @.@.@ (hit; personality change)	<ul style="list-style-type: none"> Added new commands that trigger Hardcore Assassination. The soul charged version of Two-Step Tremolo shifts to the throw animation of "After reversal edge hits @". If a personality change is triggered upon the 3rd attack, the character shifts to Hardcore Assassination.
Behavior Adjustment	-	While Jolly ⇄@.@	<ul style="list-style-type: none"> Improved the tracking of the 1st attack. Fixed an issue in which performing the attack at the edge of the stage would push the character's body away from the wall, causing a sudden change in position.
Behavior Adjustment	↑	While rising @ ↓↓ or ↑↑ @ ↓↓ or ↑↑ @ During Updraft @ While Jolly ⇄@ While Jolly ↗↘ or ⇄ or ↖↗ @+@ While Gloomy ⇄@ While Gloomy Facing away @+@	<ul style="list-style-type: none"> Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time. Adjusted tracking of the Horizontal attacks to make it easier to hit an enemy during their 8-way run. Adjusted the move so that the character faces toward the opponent after the attack hits or is guarded. This change was made to reduce the possibility that the characters would become unaligned.
Balance Adjustment	↑	While Jolly @.@	<ul style="list-style-type: none"> Improved tracking of the 1st attack upon hit or guard. Changed the opponent's behavior when the 2nd attack lands as a counter hit, increasing the length of stun inflicted by 4 frames. This adjustment was made with successive hits of the new command "@.@.@" in mind. Added scaling to the combo damage of the 2nd attack and beyond.
Balance Adjustment	↑	While Jolly ⇄@ While Jolly ↗↘ or ⇄ or ↖↗ @.@	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent when the attack hits in order to reduce instances in which the attack would miss partway through a combo.
Balance Adjustment	↑	⇄@+@ / While rising @ While Jolly ↓↓ or ↑↑ @ While Gloomy ⇄@ While Gloomy ⇄@+@ (Training mode only) While Gloomy ↓↓+@ While Gloomy ↖↗ or ⇄ or ↘↗ @ While Gloomy ↖↗ or ⇄ or ↘↗ @+@ While Gloomy & soul charged ↖↗ or ⇄ or ↘↗ @+@ While Gloomy ↖↗ or ⇄ or ↘↗ @	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.

Zasalamel

Zasalamel has shown a big difference in strength in the center of the stage vs. at the edge of the stage; with this in mind, we've lowered his ability to knock the opponent out of the ring behind him, and improved his guard crushing ability at the center of the stage.

"↘↘+Ⓜ.Ⓜ" and "↘↘+Ⓜ" are two options for grapple break commands, and Zasalamel was able to knock the opponent out of the ring behind him by landing either move. Balance adjustments so far have been made with this in mind, but because Zasalamel's guard crushing ability at the center of the stage was reduced, it was difficult to exhibit his full potential in stages where characters can't be knocked out of the ring. In exchange for "↘↘+Ⓜ.Ⓜ" being unable to throw the opponent out of the ring in version 2.30, it can now be followed up with more attacks, and it is more effective at dealing a lot of damage and crushing the opponent's guard, especially on opponents inflicted with curses.

In exchange for lowering Zasalamel's ability to throw the opponent out of the ring behind him, we've strengthened "↘↘or↘↘or↘↘↘↘" as an attack that can curse an opponent while pushing them. The 1st hit is a horizontal attack and can curse the opponent if it lands while they are moving to the side, increasing chances to activate sorcery.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	After inflicting a curse ↘↘or↘↘or↘↘↘↘ during hit/guard Ⓜ	<ul style="list-style-type: none"> Fixed an issue in which, when using the move in a combo, the time-stopping effect would be removed if the opponent was determined to touch the ground at the same time the sorcery activated.
Behavior Adjustment	-	↘↘+Ⓜ While soul charged ↘↘+Ⓜ	<ul style="list-style-type: none"> Enlarged the lower hitbox to prevent the attack from missing downed opponents.
Behavior Adjustment	↑	↘↘ / While crouching Ⓜ ↘↘ Ⓜ.Ⓜ ⓂⓂ / ⓂⓂ (fast) ↘↘↘↘ / ↘↘↘↘ ↘↘or↘↘or↘↘ ⓂⓂ ↘↘or↘↘or↘↘ ↘↘+Ⓜ	<ul style="list-style-type: none"> Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time. Adjusted tracking of the Horizontal attacks to make it easier to hit an enemy during their 8-way run. Adjusted the move so that the character faces toward the opponent after the attack hits or is guarded. This change was made to reduce the possibility that the characters would become unaligned.
Behavior Adjustment	↓	↘↘.Ⓜ ↘↘.Ⓜ	<ul style="list-style-type: none"> Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	↑	↘↘ / ↘↘ ↘↘↘↘ / ↘↘↘↘ (fast) ↘↘ ↘↘ While rising Ⓜ ↘↘+Ⓜ ↘↘+Ⓜ / While soul charged ↘↘+Ⓜ ↘↘+Ⓜ	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑ ↓	Ⓜ+Ⓜ	<ul style="list-style-type: none"> Changed the move level of the 1st attack after the deflection to "medium". Added scaling to the move's combo damage.
Balance Adjustment	↑ ↓	↘↘ during counter hit Ⓜ (exact timing)	<ul style="list-style-type: none"> Added scaling to the move's combo damage. Lengthened the input window for exact timing. The opponent now faces forward when the 3rd hit lands.
Balance Adjustment	↑ ↓	↘↘or↘↘or↘↘↘↘	<ul style="list-style-type: none"> Decreased the move's base damage. Increased the opening after the attack by 2 frames. Increased the length of stun inflicted by 2 frames when the attack lands as a normal hit or is guarded. Changed the opponent's behavior to being stunned when the 1st hit lands as a counter hit. Changed the opponent's behavior when the 2nd hit lands as a counter hit. Combos into "↘↘", etc. Changed the 2nd hit's move level to "medium". Added scaling to the move's combo damage.
Balance Adjustment	↑ ↓	↘↘+Ⓜ ↘↘+Ⓜ.Ⓜ or ↘↘ ↘↘+Ⓜ.Ⓜ, ↘↘ ↘↘+Ⓜ.Ⓜ ↘↘+Ⓜ.Ⓜ	<ul style="list-style-type: none"> Changed the opponent's behavior when "↘↘+Ⓜ.Ⓜ" hits and decreased the base damage of it. The move can no longer throw an opponent out of the ring behind you, but in exchange, you can now deal damage with follow-up attacks regardless of your position on the stage. Adjusted the opponent's behavior when "↘↘+Ⓜ" hits so that they will not be stunned. This was done so that the attack would not be treated as a counter hit against an opponent that performed an ukemi. Added scaling to the combo damage of follow-up attacks.
Balance Adjustment	↓	↘↘	<ul style="list-style-type: none"> Added scaling to the combo damage when the attack lands as a lethal hit. This change was made with regards to the increase in combo damage caused by the adjustments made to "After inflicting a curse ↘↘or↘↘↘↘↘↘ during hit/guard Ⓜ".

Grøh

As part of the version 2.30 battle mechanics adjustments, the power of soul charge has been lowered. Grøh has a high affinity with his soul charge, so we've adjusted his moves to add to his unique playstyle and highlight his appeal. When Grøh activates soul charge or uses a soul attack while his health is low, his health and guard stamina will slightly be restored. We've also added " $\downarrow \downarrow \rightarrow \rightarrow \textcircled{B}$ ", which consumes soul gauge but has a quick startup and high damage. With the right timing, it can be used to unleash a powerful combo or counterattack.

Grøh relies heavily on "While in Avenger stance \textcircled{A} " to crush the opponent's guard. Being able to predict this attack would give Grøh's opponents a significant advantage in battle. To mitigate this situation, we've reduced the damage dealt by "While in Avenger stance \textcircled{A} " and added " $\downarrow \downarrow \rightarrow \rightarrow \textcircled{B}$ " as a new way of crushing the opponent's guard.

Category	Nerf/buff	Move	Description
Command Added	-	$\downarrow \downarrow \rightarrow \rightarrow \textcircled{B}$ While soul charged $\downarrow \downarrow \rightarrow \rightarrow \textcircled{B} \rightarrow$	<ul style="list-style-type: none"> Added a new command "Morgan's Treachery". "$\downarrow \downarrow \rightarrow \rightarrow \textcircled{B}$" now changes into a middle attack partway through the action. When soul charged, "\rightarrow" can now be followed up with "Steed of the Night".
Command Added	-	$\downarrow \downarrow \rightarrow \rightarrow \textcircled{K}$	<ul style="list-style-type: none"> Added a new command "Black Gambit". It is a middle attack that can be performed by consuming the soul gauge. While you are soul charged, the move will not cost any soul gauge, but will decrease remaining soul charge time.
Behavior Adjustment	-	While in Avenger stance \downarrow or \uparrow	<ul style="list-style-type: none"> Fixed an issue in which, when doing nothing after the motion finishes, the side movement properties that can evade vertical attacks aren't reset even after the motion ends.
Balance Adjustment	↑	$\leftarrow \textcircled{A} + \textcircled{B} + \textcircled{C}$ $\downarrow \downarrow \rightarrow \rightarrow \textcircled{A} + \textcircled{B} + \textcircled{C}$	<ul style="list-style-type: none"> The following changes were made to better highlight Grøh's unique ability to transform himself into a manifested at will. Activating soul charge or using a soul attack when health is critical will now restore health and guard stamina. Using a soul attack will restore a greater amount of health.
Balance Adjustment	↑	$\rightarrow \textcircled{B} \cdot \textcircled{B}$	<ul style="list-style-type: none"> Increased the move's base damage.
Balance Adjustment	↑	$\downarrow \downarrow \rightarrow \rightarrow$ or \leftarrow or $\rightarrow \textcircled{B} \textcircled{B}$	<ul style="list-style-type: none"> Sped up the timing at which low attacks can be evaded by 1 frame. This was done to increase opportunities to use lethal hits against the opponent's "$\downarrow \downarrow \rightarrow \rightarrow$". Changed the opponent's behavior upon guard, and increased the length of stun inflicted by 2 frames.
Balance Adjustment	↓	While in Avenger stance \textcircled{A} While in Avenger stance \textcircled{A}	<ul style="list-style-type: none"> Decreased the move's base damage. Added scaling to the combo damage when "While in Avenger stance \textcircled{B}" lands as a lethal hit.
Balance Adjustment	↓	While soul charged & in Avenger stance $\rightarrow \textcircled{A}$	<ul style="list-style-type: none"> Added scaling to the move's guard crush combo damage.

Version 2.30 balance adjustments slightly lowered the power of soul charge while expanding options at mid-to-long range.

As part of the overall battle mechanics adjustments, attack power during soul charge has been lowered. It was difficult for the opponent to take advantage of the risk of "While soul charged ↑Ⓜ+Ⓜ", so the move's attack-evading properties have been weakened. However, "↵↵or↵↵or↵↵" now allows the character to move first upon guard. This should open up more offensive options when switching to Almighty mode with soul charge.

Changed the opponent's behavior when the 2nd attack of "During Comedy of Errors Ⓜ.Ⓜ" lands as a counter hit. Follow-ups are now possible when using the move in a stun combo, etc. In addition, a new lethal hit has been added, providing new strategy options for matches. After landing a Weapon Art while in Spear mode, using "Ⓜ+Ⓜ.Ⓜ" while no weapons are formed is a common choice. Now, using it twice will allow you to use a new lethal hit.

Category	Nerf/buff	Move	Description
Command Added	-	During Comedy of Errors Ⓜ During Comedy of Errors Ⓜ+Ⓜ (Training mode only)	<ul style="list-style-type: none"> Added a lethal hit condition It can now be triggered after changing modes with Pareidolia's Awakening 2 or more times (once per match). Added an exclusive training mode command to make it easier to practice combos.
Behavior Adjustment	-	While in spear mode Ⓜ+Ⓜ while in Almighty mode ↵↵+Ⓜ	<ul style="list-style-type: none"> Fixed an issue in which hitting the opponent with this attack partway through would knock them back further than expected.
Behavior Adjustment	↑	Ⓜ.Ⓜ.Ⓜ While soul charged Ⓜ.Ⓜ.Ⓜ Ⓜ+Ⓜ during 8-way run While soul charged during 8-way run Ⓜ+Ⓜ During 8-way run Ⓜ+Ⓜ (Training mode only)	<ul style="list-style-type: none"> Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing. Decreased the attack's forward movement when the opponent is behind you.
Behavior Adjustment	↑	↵↵or↵↵or↵↵ While in ax mode ↵↵or↵↵or↵↵	<ul style="list-style-type: none"> Enlarged the attack's hitbox to prevent it from missing at close range.
Balance Adjustment	↑	↵Ⓜ / While in ax mode ↵Ⓜ ↵Ⓜ / While in sword mode ↵Ⓜ While crouching ↵Ⓜ (ax mode) While crouching ↵Ⓜ While crouching ↵Ⓜ (spear mode) While crouching ↵Ⓜ ↵↵or↵↵or↵↵ While in ax mode ↵↵or↵↵or↵↵	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	↵↵or↵↵or↵↵ While in spear mode ↵↵or↵↵or↵↵	<ul style="list-style-type: none"> Increased the length of stun inflicted by 4 frames when the attack is guarded.
Balance Adjustment	↑	↑Ⓜ	<ul style="list-style-type: none"> Increased the length of stun inflicted on hit by 4 frames, and reduced distance between the character and the opponent. Changed the opponent's behavior to crouching upon guard, increasing the length of stun inflicted by 2 frames.
Balance Adjustment	↑	During Comedy of Errors Ⓜ.Ⓜ	<ul style="list-style-type: none"> Changed the opponent's behavior when the attack lands as a counter hit, making follow-up attacks possible.
Balance Adjustment	↓	↑Ⓜ+Ⓜ While soul charged ↑Ⓜ+Ⓜ	<ul style="list-style-type: none"> Fixed the animation and slowed the timing of the jump. This was done to limit the attack's abilities to evade the opponent's attacks. No changes have been made to the attack's start-up time or opening.

Geralt

In the previous update, when we fixed an issue in which Geralt's hitbox would shrink while he is in a guarding position, it created another issue in which hitboxes would appear during his soul charge and critical edge animations. We apologize for the long wait as we made our adjustments. We have now fixed the issue, as all characters should be able to launch their attack uninterrupted once they have shifted into these move animations.

In addition to the fix above, we've focused mainly on strengthening Geralt's horizontal attacks to make it easier to put pressure on the opponent after activating soul charge. Geralt's soul attack has also been strengthened, giving it new uses such as in stun combos.

The opening after Axii has been greatly decreased, making it easier to use when putting pressure on the opponent. This gives Geralt new attack options regardless of distance.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Ⓐ+Ⓟ+Ⓝ ↓ ↘ ↠ Ⓐ+Ⓟ+Ⓝ ⇐ Ⓐ+Ⓟ+Ⓝ ↓ or ↑ Ⓟ+Ⓝ (or alternate inputs)	<ul style="list-style-type: none"> Soul charge, soul attacks, and critical edges grant the user a moment of invincibility to allow the moves' start-up to go uninterrupted. The guard collision box adjustments in version 2.25 ended up making the invincibility period disappear. This has been fixed. For a similar reason, the same adjustment has been made to Fleet Footwork attacks, which previously had their hitboxes at the feet expanded.
Behavior Adjustment	-	↓ or ↑ Ⓟ+Ⓝ (or alternate inputs)	<ul style="list-style-type: none"> Fixed an issue in which, when doing nothing after the motion finishes, the side movement properties that can evade vertical attacks aren't reset even after the motion ends.
Behavior Adjustment	↑	Ⓐ.Ⓐ.Ⓐ / While soul charged Ⓐ.Ⓐ.Ⓐ.Ⓐ ⇐ Ⓐ.Ⓐ ↘ Ⓐ ⇐ Ⓐ ↘ ↘ or ↠ ↠ or ↠ ↠ Ⓐ.Ⓐ ↘ ↘ or ↠ ↠ or ↠ ↠ Ⓝ ↘ ↘ or ↠ ↠ Ⓐ While soul charged ↘ ↘ or ↠ ↠ ↠ Ⓐ.Ⓐ.Ⓐ	<ul style="list-style-type: none"> Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time. Adjusted tracking of the Horizontal attacks to make it easier to hit an enemy during their 8-way run. Adjusted the move so that the character faces toward the opponent after the attack hits or is guarded. This change was made to reduce the possibility that the characters would become unaligned.
Balance Adjustment	↑	↓ ↘ ↠ Ⓐ+Ⓟ+Ⓝ	<ul style="list-style-type: none"> Changed the opponent's behavior so that they cannot be stunned when the 1st hit lands as a normal hit. The opponent can still be stunned upon counter hit. Changed the opponent's behavior when the 3rd hit lands as a counter hit, allowing for follow-ups. This adjustment was made to allow for follow-up attacks to be performed after using a soul attack in a stun combo.
Balance Adjustment	↑	↘ ↘ or ↠ ↠ or ↠ ↠ Ⓐ.Ⓐ While soul charged ↘ ↘ or ↠ ↠ ↠ Ⓐ.Ⓐ.Ⓐ	<ul style="list-style-type: none"> Increased the length of stun inflicted by 2 frames when the 2nd attack is guarded. Sped up the start-up of the 3rd attack by 2 frames.
Balance Adjustment	↑	Ⓐ+Ⓝ ⇐ Ⓝ.Ⓝ	<ul style="list-style-type: none"> Decreased the opening after the attack. This was done to make this command easier to use by lowering its risk in the case Axii fails to hit the opponent.
Balance Adjustment	↑	⇐ Ⓝ ⇐ Ⓝ / ⇐ Ⓝ ⇐ Ⓝ / ↘ ↘ or ↠ ↠ or ↠ ↠ Ⓝ ⇐ Ⓝ+Ⓝ ↓ Ⓐ+Ⓝ ↓ ↓ or ↑ ↑ Ⓐ+Ⓝ ⇐ ↠ Ⓝ ↘ ↘ or ↠ ↠ Ⓝ	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑ ↓	While soul charged Ⓐ.Ⓐ.Ⓐ.Ⓐ	<ul style="list-style-type: none"> Shortened the input window for the 4th attack. Changed the opponent's behavior when the 4th attack is input after the 3rd attack is guarded so that all attacks of these moves will be guarded in succession.
Balance Adjustment	↑ ↓	While soul charged ↘ Ⓝ.Ⓐ.Ⓐ.Ⓐ.Ⓐ.....	<ul style="list-style-type: none"> Adjusted the move so the 2nd attack will hit in succession once the 1st attack hits. Decreased the opening after the 2nd attack by 2 frames. Increased the length of stun inflicted by 4 frames when the 2nd attack is guarded. This was done to make it more difficult for the opponent to interrupt the 3rd attack. Performing the 5th attack now decreases remaining soul charge time.

Just as in version 2.20, we've made balance adjustments to increase 2B's attack options aside from Aggression Shift. It was difficult to deal a lot of damage with middle attacks, so we've mainly made adjustments to middle vertical attacks that have been hard to use, such as decreasing the risk of "↘+Ⓞ".

2B's counterattacking ability has been unreliable, so we've improved it to give her playstyle more variety. Improvements centered around the easy-to-use guaranteed punish "Ⓞ" and "While crouching Ⓞ+Ⓞ", which can be used as a counterattack after dodging a throw by crouching. Strengthened "↘+Ⓞ" as a way to avoid the opponent's high attacks. Made it easier to evade high attacks, improved reach, and lowered risk.

Improved 2B's patented "Counter Bomb", making it more viable in battle. Made the lethal hit conditions for "↘ or → or ↗+Ⓞ" less strict. However, in accordance with overall adjustments in version 2.30, risk was increased when failing to evade an opponent's attack.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	↘+Ⓞ+Ⓞ+Ⓞ upon hit or guard ↕	· Fixed an issue in which shifting into Aerial Leap with this command would result in only being able to jump straight up.
Behavior Adjustment	-	Ⓞ+Ⓞ+Ⓞ	· Improved tracking for this move only when the opponent is on the ground and open after an attack, fixing an issue in which using the move with the character's back to a wall would shift their position and cause the move to miss.
Behavior Adjustment	↑	↘+Ⓞ ↘ ↓ or ↕ ↑ Ⓞ	· Enlarged the attack's hitbox to prevent it from missing at close range.
Behavior Adjustment	↓	During Aerial Leap while soul charged Ⓞ	· The tracking during the spear portion of this attack will now only be applied if the sword portion made contact with the opponent.
Balance Adjustment	↑	↘+Ⓞ ↘+Ⓞ ↘+Ⓞ ↘+Ⓞ+Ⓞ (Training mode only) While crouching Ⓞ+Ⓞ ↘ or → or ↗+Ⓞ ↘+Ⓞ	· Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	Ⓞ	· Adjusted the move so the 2nd hit will hit in succession when the 1st hit lands.
Balance Adjustment	↑	↘+Ⓞ ↘+Ⓞ	· Increased the move's base damage. · Increased the length of stun inflicted by 4 frames when "↘+Ⓞ" is guarded. This was done to reduce the risk of shifting into Aerial Leap. · Increased the number of hits of the start-up attack of "↘+Ⓞ" to 2 hits. This was done to reduce instances in which air combos would not land on certain opponents whose stance and build would affect the distance they were knocked into the air.
Balance Adjustment	↑	While crouching Ⓞ+Ⓞ	· Sped up the attack's start-up by 2 frames. · Increased the length of stun inflicted by 8 frames when the attack is guarded.
Balance Adjustment	↑	↘ or ↗ or ↘+Ⓞ	· Decreased the opening after the attack by 2 frames. · Increased the length of stun inflicted by 2 frames when the attack is guarded. · Increased the amount of guard stamina the attack reduces. · Changed the opponent's behavior on normal hit, making air combos possible. · Adjusted the move to make it harder to hop over the opponent. The character can still hop over downed opponents.
Balance Adjustment	↑	↘+Ⓞ / ↘+Ⓞ During Aerial Leap Ⓞ.Ⓞ.Ⓞ During Aerial Leap while soul charged Ⓞ.Ⓞ.Ⓞ During Aerial Leap Ⓞ.Ⓞ.Ⓞ During Aerial Leap Ⓞ	· Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Balance Adjustment	↑	While soul charged during Aggression Shift Ⓞ.Ⓞ	· Changed the opponent's behavior after the blade attack hits when the 2nd attack is input, allowing the attack to successfully hit in succession until finished. Until now, performing the move up until the 2nd attack would down the opponent, causing the rest to miss and interrupt 2B's offense. After adjustments, landing up until the 2nd attack will allow 2B to continue attacking a standing opponent. It is also possible to input commands to stop at the 1st attack and down the opponent.
Balance Adjustment	↑ ↓	↘+Ⓞ	· Sped up the timing at which high attacks can be evaded by 2 frames. · Changed the opponent's behavior when the 1st hit is guarded, and reduced the distance between the character and the opponent. · Increased the move's forward movement. This adjustment extends the attack's reach, but the main intention was to make it easier to be punished when the move is guarded. · Adjusted the hitbox size to make it harder for the attack to unintentionally miss. · Increased the length of stun inflicted by 4 frames when the 2nd hit is guarded. · Decreased the opening after the attack by 4 frames.
Balance Adjustment	↑ ↓	Ⓞ+Ⓞ / ↘+Ⓞ Ⓞ ↘+Ⓞ ↘ or → or ↗+Ⓞ	· The move can now evade kick attacks as well. · The move is now treated as an impact counter after failing to evade until the time it shifts to the subsequent stance.
Balance Adjustment	↑ ↓	↘ or → or ↗+Ⓞ+Ⓞ	· Changed the lethal hit condition to "Triggers after successfully dodging with Counter Bomb 1 time (once per match)". This was done to make it easier to trigger lethal hits by reducing the number of required dodges.
Balance Adjustment	↓	During Aggression Shift Ⓞ+Ⓞ	· Decreased the move's base damage.

Amy

Up until now, Amy's playstyle hasn't had many options because the strategy of simply raising her Red Rose Perception is both powerful and easy to use. In version 2.30, Amy's power at maximum Red Rose Perception was lowered, and lethal hits and soul charge have been made more viable for a more balanced playstyle.

The lethal hits for "↓ ↓ or ↑ ↑ ⊕" and "↘ ↘ or → → or ↗ ↗ ⊕ ⊕" can now only be triggered once per match, but in exchange, the lethal hit conditions have been made less strict. For soul charge, the new command "⊕ ↓ . ⊕" was added to increase attack options when Perception levels are low.

With the addition of "During Amaryllis Spin ⊕ + ⊕" or "↔ ⊕ + ⊕" while soul charged, raising White Rose Perception is now easier and more viable as a battle strategy. However, the defense bonus granted at maximum White Rose Perception has been decreased.

Strategies centered around Red Rose Perception remain strong, but these changes should better bring out Amy's characteristic playstyle of slowly gaining control of the battle over time, then dominating the opponent at the end.

Category	Nerf/buff	Move	Description
Command Added	-	While soul charged ⊕ ↓ . ⊕	<ul style="list-style-type: none"> Added a new command "Bal du Chagrin". The 2nd attack will hit in succession if the 1st attack lands as a counter hit. The 2nd attack is a break attack and allows you to move first upon guard.
Command Added	-	During Amaryllis Spin while soul charged ⊕ + ⊕ During Amaryllis Spin while soul charged ↔ ⊕ + ⊕	<ul style="list-style-type: none"> Holding the input will now throw a white rose instead of a red rose. This is effective for increasing White Rose Perception.
Behavior Adjustment	↓	↔ ⊕ During Lilith Parry ⊕ . ⊕	<ul style="list-style-type: none"> Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	↑	↘ ⊕	<ul style="list-style-type: none"> Increased the move's base damage. Increased the length of stun inflicted by 2 frames when the attack hits.
Balance Adjustment	↑	↘ ↘ or → → or ↗ ↗ ⊕ . ⊕ ↔ → ⊕ . ⊕	<ul style="list-style-type: none"> Increased the 1st attack's base damage against opponents on the ground. No change was made to damage dealt to downed opponents. Decreased the opening after the 1st attack by 2 frames. Increased the length of stun inflicted by 2 frames when the 1st attack is guarded. Enlarged the 2nd attack's hitbox when the move is performed while the opponent is in the air.
Balance Adjustment	↑	While soul charged ↗ ↗ or ↔ ↗ or ↘ ↘ ⊕ + ⊕	<ul style="list-style-type: none"> Sped up the attack's start-up by 8 frames.
Balance Adjustment	↑ ↓	↓ ↓ or ↑ ↑ ⊕	<ul style="list-style-type: none"> Changed the lethal hit condition to "Triggers upon hit after 3 or more successful guard impacts (once per match)". This change was made with consideration to the fact that the battle system changes in season 2 made it more difficult for skilled players to meet the previous lethal hit condition.
Balance Adjustment	↑ ↓	↘ ↘ or → → or ↗ ↗ ⊕ + ⊕	<ul style="list-style-type: none"> Changed the lethal hit condition to "Triggers upon using a throw 4 or more times (once per match)". The lethal hit can now be triggered even if a throw attack does not land (if the opponent performs a grapple break).
Balance Adjustment	↓	With Red & White Rose Perception at max ⊕ + ⊕ + ⊕ or ↔ ⊕ + ⊕	<ul style="list-style-type: none"> Decreased the move's base damage. This is a very powerful move that can be a punishment and interrupt many of the opponent's moves. However, balance adjustments have made it easier to raise White Rose Perception, giving Amy even more opportunities to use this move, so it has been weakened.
Balance Adjustment	↓	↘ ⊕	<ul style="list-style-type: none"> Increased the opening after the attack by 2 frames. This adjustment was made to make this move more distinct from other horizontal attacks. Increased the length of stun inflicted by 2 frames when the attack lands as a counter hit. This was done to preserve the same situation from previous versions for after a run counter is triggered.
Balance Adjustment	↓	Lilith Parry Merrow Parry Biondetta Parry	<ul style="list-style-type: none"> It is now treated as an impact counter if the guard impact fails.
Balance Adjustment	↓	With White Rose Perception at max ⊕ + ⊕ (or alternate inputs) With White Rose Perception at max ↓ ⊕ + ⊕ (or alternate inputs) With White Rose Perception at max ↑ ⊕ + ⊕ (or alternate inputs)	<ul style="list-style-type: none"> Shortened the duration of the guard impact properties for the move. This change applies even if Red and White Rose Perception are both at the highest level.
Balance Adjustment	↓	↔ ⊕ With Red Rose Perception at max ↔ ⊕ . ⊕	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent when the 1st and 2nd attacks are guarded. Reduced the length of stun inflicted by 4 frames when the 2nd attack hits. This change does not apply when inputting "While soul charged ↔ ⊕ . ⊕ . ⊕".
Balance Adjustment	↓	With Red Rose Perception at max ↔ ⊕ . ⊕	<ul style="list-style-type: none"> Decreased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↓	While soul charged ↔ ⊕ . ⊕ . ⊕ . ⊕ While soul charged ↗ ↗ or ↔ ↗ or ↘ ↘ ⊕ + ⊕	<ul style="list-style-type: none"> Fixed an issue in which the move had the ability to evade high attacks.

Cassandra

In version 2.30, the tracking of certain vertical attacks was weakened for all characters, but Cassandra was greatly affected by this change. Up until now, her offence using "⇒Ⓜ.Ⓜ" has been very effective when she has a huge advantage, but with "⇒Ⓜ" now easier to evade by moving sideways in version 2.30, she needs some extra options. With this in mind, we've adjusted the horizontal attacks "⇒Ⓜ.Ⓜ" and "⇐Ⓜ+Ⓜ" to make them more viable.

"During Divine Force & during Titanic Struggle Ⓜ+Ⓜ" wasn't very useful before. It now grants a soul gauge bonus, which makes it a good way to secure resources in longer battles. "⇐Ⓜ+Ⓜ" is useful against opponents at a distance, but it was far too powerful for the close-range character Cassandra, so combo damage scaling was added.

Category	Nerf/buff	Move	Description
Command Added	-	⇒Ⓜ.Ⓜ	<ul style="list-style-type: none"> Holding the input can now activate Divine Force after landing the attack. The move can be used as a way to activate Divine Force in certain situations, such as landing a run counter against an 8-way run. Changed the opponent's behavior when the 2nd attack hits only for when the motion for Divine Force can be safely performed.
Behavior Adjustment	-	⇐Ⓜ+Ⓜ	<ul style="list-style-type: none"> Adjusted the camerawork upon hit, and made it easier to input the commands after the throw.
Behavior Adjustment	↑	⇐Ⓜ	<ul style="list-style-type: none"> Increased tracking after the attack hits, and adjusted the move so that the character will not face away from the opponent.
Behavior Adjustment	↓	While rising Ⓜ	<ul style="list-style-type: none"> Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	↑	⇒Ⓜ / ⇒Ⓜ ⇐Ⓜ ⇐Ⓜ+Ⓜ While rising Ⓜ While rising Ⓜ+Ⓜ During Angel Step Ⓜ During Angelic Twirl Ⓜ	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	⇒Ⓜ.Ⓜ	<ul style="list-style-type: none"> Lengthened the input window for the 2nd attack. This was done to increase the time frame in which the player can judge whether or not the 1st attack would land as a counter hit.
Balance Adjustment	↑	⇐Ⓜ+Ⓜ	<ul style="list-style-type: none"> Increased the length of stun inflicted by 4 frames when the attack is guarded.
Balance Adjustment	↑	During Divine Force & during Titanic Struggle Ⓜ+Ⓜ	<ul style="list-style-type: none"> Increased the move's base damage. Adjusted the move so that it now increases the soul gauge. Reduced the damage taken. This damage can no longer knock the player out. Fixed an issue in which using this move directly after performing a successful grapple break against the opponent's throw would cause the damage taken when using the move to be equal to the damage of the opponent's throw. Fixed an issue in which performing the move while soul charged would decrease soul charge time multiple times. Performing the move while soul charged will no longer leave the character downed.
Balance Adjustment	↓	During Divine Force ⇐Ⓜ+Ⓜ	<ul style="list-style-type: none"> Added scaling to the move's combo damage.

Hilde

Hilde is a character who can maintain heavy pressure on her opponent with her focused attacks and Regalia Arts. Some of her moves have seen much more use than others, so in version 2.30, we've mainly made adjustments to commands that are easy to use. Her "↓↘↘" now has the same amount of opening as other characters, and in exchange, the middle horizontal attacks "↘↘↘" and "↘↘↘", which only leave short openings, have been improved. For all characters, offensive power during soul charge has been lowered, so some of Hilde's less useful soul charge techniques have undergone adjustments. "While soul charged ↘↘↘ or ↘↘↘ or ↘↘↘ or ↘↘↘ or ↘↘↘" and "While soul charged ↘↘↘ or ↘↘↘ or ↘↘↘" now chip away at the opponent's guard stamina more easily, making them better options for crushing the opponent's guard. Regalia Arts are all generally used often, but "↘↘↘" and "↘↘↘" weren't as useful when Hilde has Sword Regalia. We've improved the properties of these moves so they can more easily begin an offensive.

Category	Nerf/buff	Move	Description
Command Added	-	↓↘↘ (Training mode only) ↑↘↘ (Training mode only)	<ul style="list-style-type: none"> Added the exclusive training mode commands "↘↘↘ or ↘↘↘ or ↘↘↘ or ↘↘↘ or ↘↘↘" and "↘↘↘", which can be used to meet lethal hit conditions. This is a character whose combo success is affected by the use of focused attacks, which require buttons to be held. We've updated training mode so that you can input these commands to create a situation in which lethal hit conditions are met and practice combos you would use in a match.
Behavior Adjustment	-	↘↘↘	<ul style="list-style-type: none"> Fixed an issue in which the move would still shift to an attack throw upon hit even when the opponent has already been knocked out of the ring.
Behavior Adjustment	-	Facing away ↘↘↘	<ul style="list-style-type: none"> Lengthened the input window to make the move easier to perform.
Behavior Adjustment	↑	↓↘↘	<ul style="list-style-type: none"> Enlarged the attack's hitbox to prevent it from missing at close range.
Behavior Adjustment	↑	↘↘↘ ↘↘↘ While rising ↘↘↘ ↓↘↘ or ↑↘↘ While soul charged ↘↘↘ or ↘↘↘ While soul charged ↘↘↘ or ↘↘↘	<ul style="list-style-type: none"> Enlarged the lower hitbox to make it easier to make contact with the opponent at the intended time. Adjusted tracking of the Horizontal attacks to make it easier to hit an enemy during their 8-way run. Adjusted the move so that the character faces toward the opponent after the attack hits or is guarded. This change was made to reduce the possibility that the characters would become unaligned.
Balance Adjustment	↑	↘↘↘	<ul style="list-style-type: none"> Sped up the timing at which high attacks can be evaded by 2 frames. Decreased the opening after the attack by 2 frames.
Balance Adjustment	↑	↘↘↘ / ↘↘↘ / ↘↘↘ ↓↘↘ ↘↘↘ While crouching ↘↘↘ While rising ↘↘↘ While rising ↘↘↘	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	↘↘↘	<ul style="list-style-type: none"> Reduced the opening after the attack after a successful guard impact.
Balance Adjustment	↑	With Sword Regalia ↘↘↘ With Sword Regalia ↘↘↘	<ul style="list-style-type: none"> Increased the length of stun inflicted by 8 frames when the attack is guarded. Increased the amount of guard stamina the attack reduces.
Balance Adjustment	↑	While soul charged ↘↘↘ or ↘↘↘ or ↘↘↘	<ul style="list-style-type: none"> Increased the move's base damage. Changed the 2nd attack to a break attack, increased the amount of stun inflicted by 6 frames, and adjusted the move so that it moves the character closer to the opponent. Improved tracking of the 2nd attack and made the character face the opponent when the 1st attack is deflected by a reversal edge.
Balance Adjustment	↑	While soul charged ↓↘↘ While soul charged ↓↘↘	<ul style="list-style-type: none"> Decreased the amount the soul charge time is reduced when using this move while soul charged.
Balance Adjustment	↑	↘↘↘	<ul style="list-style-type: none"> Changed the opponent's behavior when the move lands as a counter hit, and increased the length of stun inflicted by 4 frames.
Balance Adjustment	↑	↘↘↘ or ↘↘↘	<ul style="list-style-type: none"> Increased the move's base damage. Sped up the timing at which high attacks can be evaded by 1 frame. Increased the length of stun inflicted by 4 frames when the 1st attack is guarded.
Balance Adjustment	↑ ↓	↘↘↘ or ↘↘↘	<ul style="list-style-type: none"> Changed the attack's move level to "strong". Increased the amount of guard stamina the attack reduces. Added scaling to the move's combo damage. Mitigated scaling to the move's guard crush combo damage.
Balance Adjustment	↑ ↓	While soul charged ↘↘↘ or ↘↘↘ While soul charged ↘↘↘	<ul style="list-style-type: none"> Changed the opponent's behavior when guarding "↘↘↘ or ↘↘↘" and the 3rd attack of "↘↘↘" so that all attacks of these moves will be guarded in succession. This change was made to prevent the move from being interrupted by a guard impact. Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↓	↓↘↘ / While crouching ↘↘↘	<ul style="list-style-type: none"> We've made the following adjustments to even out this move with other characters' "↓↘↘" properties. Increased the opening after the attack by 5 frames. Increased the length of stun inflicted by 5 frames when the attack hits or is guarded.

Haohmaru

With his powerful Rage system, Haohmaru can flip battles around in his favor. In version 2.30, we decided to emphasize his unique abilities and bring out some of the excitement of his SAMURAI SHODOWN playstyle by powering up his signature move "Iron Splitter" (Ⓢ+Ⓚ) during Max Rage and Rage Explosion.

"↺or↻or↻↻" and "After reversal edge hits Ⓢ" were strengthened to compensate for the relative lack of benefits on a successful guard crush. Additionally, we've adjusted the difficult-to-use "Calm Blade" (↻+Ⓢ) and "Solid Tackle" (↻↻) to give Haohmaru's playstyle more variety. "Solid Tackle" also gives great benefits when it is guarded during the second half of the attack's duration, allowing for follow-up attacks.

In accordance with overall adjustments, the defensive action "Deflect" now has higher risk when misreading the opponent's moves.

Category	Nerf/buff	Move	Description
Text Fixed	-	During Bare Knuckles ↵	• Added a note to the in-game move list explaining that the move's motion can be extended by holding down the input.
Behavior Adjustment	↑	8-Way Run (← Direction)	• Fixed the animation data so that it plays more smoothly.
Behavior Adjustment	↓	↻↻or↻or↻↻Ⓢ	• Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	↑	↺↻or↻or↻↻Ⓢ	• Increased the move's base damage. • Changed the opponent's behavior upon counter hit, allowing for follow-up attacks. This was done mainly to make this move a viable combo starter after a successful guard crush.
Balance Adjustment	↑	↻↻or↻or↻↻Ⓢ upon hit or guard Ⓢ While rising Ⓢ upon hit or guard Ⓢ	• Decreased the opening after the attack by 2 frames. • Increased the length of stun inflicted by 2 frames when the attack is guarded.
Balance Adjustment	↑	Ⓢ+Ⓚ or While rising Ⓢ+Ⓚ While soul charged Ⓢ+Ⓚ or while rising Ⓢ+Ⓚ When hit while performing While soul charged Ⓢ+Ⓚ or While rising Ⓢ+Ⓚ	• Increased the move's base damage when it hits at a distance. • Increased the move's base damage while Max Rage or Rage Explosion is active.
Balance Adjustment	↑	After reversal edge hits Ⓢ	• Mitigated scaling to the move's guard crush combo damage.
Balance Adjustment	↑ ↓	↻+Ⓢ ↻↻↻↻	• Sped up the start-up of the counterattack motion by 4 frames after a successful evade. • Sped up the timing at which the opponent's attacks can be evaded by 2 frames. • It is now treated as an impact counter after the move fails to evade. • Fixed an issue in which the counterattack would be performed away from the opponent.
Balance Adjustment	↓	↵↻↻+Ⓢ	• It is now treated as an impact counter if the guard impact fails.

Setsuka

Setsuka is a character who gains all kinds of powerful benefits from successfully performing difficult inputs. In exchange, her soul gauge was set to fill more slowly than other characters. However, her excellent counterattack and guard crushing abilities had her on the offensive much of the time, offsetting her soul gauge weakness.

For this reason, we've slightly lowered the amount her soul gauge fills and weakened some moves that were very effective in counterattacking or crushing the opponent's guard. In exchange, we've expanded Setsuka's options by improving "↘↙or→↘↘↗@+@.@" and her regular throw, and increased the soul gauge gain when successfully performing certain technical inputs. With these adjustments, Setsuka's playstyle should better fit advanced players who put in a lot of practice.

Category	Nerf/buff	Move	Description
Text Fixed	-	During Shrouded Sky @+@ (Training mode only)	· Added a note to the move list that this move returns to a crouching state.
Behavior Adjustment	-	↔@	· Fixed an issue in which this move would knock down the opponent upon normal hit.
Behavior Adjustment	-	Facing away ↔@+@	· Lengthened the input window to make the move easier to perform.
Behavior Adjustment	↑	↔↖@.@ (↘↙↔ version included)	· Improved tracking of the 1st attack upon counter hit, preventing the 2nd attack from missing.
Behavior Adjustment	↑	While soul charged ↘↓or↑↑@+@.@.@ (↘↙↔ version included)	· Increased the 3rd attack's tracking. · Fixed an issue in which performing the attack at the edge of the stage would push the character's body away from the wall, causing a sudden change in position. · Adjusted the move so that the character won't slide under the opponent during an air combo.
Behavior Adjustment	↑	↔@ ↔@+@ While crouching ↘@@ (↘↙↔ version included) ↘↙or→↘↘↗@ (↘↙↔ version included) ↘↙or→↘↘↗@+@ (↘↙↔ version included) While soul charged ↘↙or→↘↘↗@+@ (↘↙↔ version included)	· Enlarged the attack's hitbox to prevent it from missing at close range.
Behavior Adjustment	↓	↘@	· Reduced the size of the horizontal hitbox to make it harder to hit the opponent when they are moving to the side.
Balance Adjustment	↑	↘@+@ (exact timing) ↔@.@ (exact timing) ↘↙↔↔@ ↘↙↔↔@ ↘↙↔↔@+@ ↘↙↔↔@+@	· Added bonus soul gauge gain for successfully inputting difficult commands or commands with exact timing.
Balance Adjustment	↑	↘↙or→↘↘↗@+@.@ (↘↙↔ version included)	· The move can now be delayed. · Changed the opponent's behavior when the 2nd attack lands as a counter hit, making air combos possible. This was done to expand options for okizeme, which was slightly limited before, allowing the character to keep an even tempo in offense.
Balance Adjustment	↑	@+@ ↔@+@	· Increased the amount the soul gauge is filled. This was done due to the difference in properties between this move and command throws that have greater base damage and a greater advantage when grapple broken.
Balance Adjustment	↓	↘↘↔@+@	· Added scaling to the move's combo damage.
Balance Adjustment	↓	the amount the soul gauge is filled	· Amount of soul gauge gained when using attacks, taking damage from the opponent's attacks, and performing an ukemi etc. is universal for all characters except Setsuka and this has been decreased even more.
Balance Adjustment	↓	↘@+@.@	· Decreased the move's base damage. No change was made to "While Crouching ↘@.@".
Balance Adjustment	↓	While crouching ↘@+@.@ (↘↙↔ version included)	· Changed the opponent's behavior when the attack hits in midair, so the move can no longer knock them out of the ring.
Balance Adjustment	↓	During Wings of Heaven @ During Wings of Heaven with Wintry Reflection complete @	· Decreased the move's base damage. · Decreased the length of stun inflicted when the attack is guarded. Decreased by 2 frames for the regular version of the attack, and 4 frames for when Wintry Reflection is complete.
Balance Adjustment	↓	↔↖@+@ (↘↙↔ version included) With Moonlit Reflection complete ↔↖@+@ (↘↙↔ version included) While soul charged ↔↖@+@ (↘↙↔ version included)	· Increased the opening after the attack by 4 frames. · Reduced the distance between the character and the opponent when the move is guarded. · Changed the opponent's behavior when Moonlit Reflection is complete and the attack lands as a normal hit at a distance so that they will not be knocked down. · Increased the amount of soul charge time consumed while soul charged.