

## UNDER NIGHT IN-BIRTH Exe:Late[cl-r] 1.03

### SYSTEM

		Version
Dash	Changed to make dashing immediately easier after an attack performed after a dash.	
Guard	Increased the GRD gauge gained when guarding against a special move with many cancel route.	
Throw	Fixed an issue where the damage dealt decrease tremendously after grabbing a throw invulnerable opponent in a specific condition.	
Recovery	Standardized the amount of time where the characters are unable to walk or crouch after landing. Fixed an issue where the character performing a ground recovery is put into a standing state internally for a moment.	Ver.1.03
Standing A	Removed a previous change which changed the property of low Standing A moves to whiff against jump, assault and normal jump attacks.	Ver.1.03
Crouching A	Changed all low Crouching A move to whiff against jump, assault and normal jump attack.	
Additional Follow-up Moves	Changed the grounded normal moves and the grounded command normals to not change the direction the character faces when performed.	
Close Proximity Recognition	Fixed an issue where the close proximity distance was measured differently for 1P and 2P.	
Full invulnerability Move	Adjusted all fully invulnerability move to be in the counter hit state for the full duration of the move.	
Head invulnerability / Dive invulnerability	Adjusted the frame of head invulnerability and dive invulnerability of each anti-air moves, making it easier for them to beat out air moves.	
Head invulnerability	Adjusted the hurtbox during the startup, making it easier for the move to beat out air moves.	
Moves that Vacuums Opponent	Changed the process of vacuum of the opponent on hit such that there is no difference between the 1P and 2P side.	Ver.1.03
Smart Steer	Changed the Smart Steer sequence of some of the characters.	
Increase	Fixed an issue where the process of Increase is done twice when a button is held for a short time.	
Veil Off	Made a change during the Veil Off state where successfully shielding a move would increase much more GRD to the player and removes much more GRD from the opponent. Fixed an issue with the animation not displayed correctly.	
Concentration	Changed to not carry the properties of the last move's hit information, making it impossible to cancel Concentration into Cross Cast Veil Off. Fixed an issue where the red effect from a counter would not be displayed when grabbing an opponent in the Concentration state.	
	Changed the process of GRD increase during Concentration such that there is no difference between 1P and 2P side.	Ver.1.03
Assault	Fixed an issue in the training mode where holding the D button would cause "Ground Assault" to be not performed when set as the reversal option. Fixed an issue where the proration is mitigated when a certain move is performed instantly out of an assault. When a jump normal move is performed during assault, all characters will no longer be able to perform a second move until they land. Adjusted the startup motion of the assault, making it easier to differentiate them from dashes.	
	Fixed an issue where players are unable to perform the same move during a combo after performing it during assault.	Ver.1.03
Chain Shift	Fixed an issue where multi-button press is registered during the instant Chain Shift is activated and the moment right after the Chain Shift ends. Added a red effect and reduce the GRD of the opponent when they are in mid-motion of a normal attack, special attack, assault, or throw when you activate Chain Shift.	
Shield	When the follow-up move of the jump attack is shielded, it can no longer be canceled into anything and additional landing recovery is added.	
Guard Shield	Fixed an issue where only the EXS gauge is depleted and the guard shield is not activated when inputting guard shield at the moment the guard recovery ends.	
Guard Thrust	Increased the distance the opponent will be pushed back on a successful guard shield. Changed Guard Thrust to only accept inputs done during blockstun to activate. It will only activate when ← is inputted when the D button is pressed.	
EXS Attacks	Fixed an issue where certain EX special moves and lock moves behaving in an unexpected manner after they trade with another move.	Ver.1.03
	Removed a system in the game where there is a limit in gauge increase after performing a specific EX special move. (Projectiles, Setup, Lock move)	Ver.1.03
	Removed a system in the game where there is a limit in gauge increase when a Setup move that is performed before a combo ends hits the opponent after the recovery .	Ver.1.03
	Standardized the first-half hit of all fully invulnerable EX special move to be not ground recoverable.	
Infinite Worth EXS	Fixed an issue where when the Infinite Worth EXS is hit at the same time as a projectile move at the end of a high proration combo, it will not proceed into the full animation of the Infinite Worth EXS.	
Vorpal	Adjusted the visual effect.	
EXS LIMIT	A new system, EXS LIMIT, is applied to the opponent when a Cross Cast Veil Off hits, or when the opponent is covered in the red effect during Chain Shift activation which is caused by doing certain moves during the activation. During EXS LIMIT, the character will receive less EXS gauge while getting hit by a combo.	
EXS Gauge	Adjusted the EXS gauge gained to be proportional to the damage proration.	
Damage Proration	Removed a system where damage proration is applied when the opponent is hit by an instant overhead attack such as jump attacks that are performed at the start of a jump, or jump attacks that hit while the opponent is in standing guard recovery.	Ver.1.03
Spinning Blowback	Removed the process of changing the direction faced during spinning blowback.	
Change of Facing Direction	Adjusted the change of direction faced when being overlapped in the corner.	Ver.1.03
Change of Facing Direction	Adjusted the coordinate position when being overlapped in the corner.	Ver.1.03
Hit Effect	Adjusted the displaying of certain hit effects.	Ver.1.03
RIP Calculation	Adjusted the way RIP is calculated to reduce the amount of RIP deducted during a loss, based on the opponent's highest RIP among all characters.	

		Version
Vital Vessel	Increased the maximum Vital Vessel.	
Dash	Slightly increase the minimum dash distance.	
Assault	Changed the startup motion.	
Standing A	Expanded the front part of the hitbox.	
Standing B	Expanded the upper part of the base hitbox. Expanded the back part of the hitbox.	Ver.1.03
Crouching A	Expanded the upper part of the hurtbox.	
Crouching B	Increased the window to cancel.	
Crouching C	Increased the window to cancel.	
Jump A	Expanded the back part of the tip of the hitbox.	
Jump C(Increase)	Expanded the hitbox.	
Dash B	Increased the distance traveled. Increase the active frame of the move.	
Dash C	Increase the active frame of the move. Expanded the front part of the hitbox. Increased the chip damage on guard.	
Dash C(Vorpal)	Increased the chip damage on guard to be more than when normal.	
→ + B	Changed the second hit to be cancelable on whiff when the first hit connects on hit or guard.	
↘ + B	Adjusted the overlapping hitbox.	
↘ + C	Expanded the upper part of the hitbox.	
Strict Daze	Shrunk the front part of the hurtbox. Added projectile clash property. Able to cancel into a special move or Chain Shift when successfully clashed.	Ver.1.03
Strict Daze(Increase)	Changed to be cancelable into Cross Cast Veil Off. Increased the hit stop on the opponent on hit.	
Strict Daze(Vorpal)	Added projectile clash property. Able to cancel into a special move or Chain Shift when successfully clashed.	
Strict Daze(Vorpal + Increase)	Shrunk the front part of the hurtbox.	
Black Orbiter > Dark Lotus	Fixed an issue which caused the projectile to explode without disappearing when "Dark Lotus" is performed while the projectile of "Black Orbiter" is in a time stop (such as during a hit stop). Changed the timing of the whiff cancel window to be earlier. Expanded the back part of the hitbox. Changed the appearing position of the hitbox to be closer to the opponent when the opponent is in hit stun.	
Black Orbiter > Sinister Bend	Expanded the upper part of the base of the hitbox.	
Black Orbiter > Dark Lotus Anthesis	Added a new move.	
Red-Clad Craver(A)	Changed the move to be cancelable with an EX special move on hit while in the air. Mitigated the damage proration. Changed the timing of the head invulnerability and dive invulnerability to be earlier.	
Red-Clad Craver(B)	Increased the cancel window on hit. Adjusted the move to vacuum the opponent on hit, making it easier for the move to connect all hits. Changed the timing of when the opponent will become invulnerable to follow-up attacks after being hit.	
Red-Clad Craver(EX)	Increase the active frame of the move. Expanded the hitbox of the move forward and upward slightly. Increased the invulnerability duration. Adjusted the move to vacuum the opponent on hit, making it easier for the move to connect all hits.	
Vacant Shift - First(A)	Expanded the upper part of the hitbox. Added foot attribute invulnerability.	
Vacant Shift - First(A)	Changed the landing recovery to be cancelable with EX special moves or Chain Shift. Expanded the upper part of the hitbox. Added foot attribute invulnerability.	Ver.1.03
Vacant Shift - First(EX)	Expanded the bottom part of the hitbox. Added foot attribute invulnerability. Added full invulnerability until the end of the motion on hit. In addition, the subsequent hits will not occur if the first hit whiffs. Changed so that the opponent can only be KO'ed on the final hit. Changed to make it easier to lock the opponent in on hit.	Ver.1.03
Vacant Shift - Third(A)	Reduced the damage proration. Expanded the front part of the hitbox.	
Vacant Shift - Third(B)	Reduced the damage proration. Expanded the front part of the hitbox.	
Shadow Scare(A)	Increased the chip damage of the projectile on guard. Adjusted the movement functionality, making it harder to cross up the opponent during this move. Adjusted the positioning in the corner. Adjusted the second hit to not whiff easily when the first hit hits.	
Shadow Scare(B)	Increased the chip damage of the projectile on guard. Adjusted the movement functionality, making it harder to cross up the opponent during this move. Adjusted the positioning in the corner. Adjusted the second hit to not whiff easily when the first hit hits.	
Shadow Scare(EX)	Increased the chip damage of the projectile on guard. Adjusted the movement functionality, making it harder to cross up the opponent during this move. Adjusted the positioning in the corner. Adjusted the second hit to not whiff easily when the first hit hits.	
Dark Lotus(A)	Increased the unteachable time. Mitigated the damage proration. Mitigated the proration of the unteachable time. Expanded the hitbox of the continuous projectile upward.	Ver.1.03 Ver.1.03 Ver.1.03 Ver.1.03
Dark Lotus(B)	Increased the unteachable time. Mitigated the damage proration. Mitigated the proration of the unteachable time. Expanded the hitbox of the continuous projectile upward.	Ver.1.03 Ver.1.03 Ver.1.03 Ver.1.03
Dark Lotus(EX)	Expanded the hitbox.	
Pale Bringer	Expanded the hitbox of the second hit. Changed the ending portion of the move to have invulnerability on hit. Adjusted the move to vacuum the opponent on hit, making it easier for the move to connect all hits.	

		Version
Assault	Changed the startup motion.	
Jump	Changed the jump to be more easily affected by dash momentum.	
Standing C	Expanded the front part of the hitbox.	
Crouching A	Expanded the upper part of the hitbox.	
Crouching B	Removed the foot attribute of the move.	
Jump A	Increased the window to cancel.	
Jump B	Changed to be unable to perform another move until you land after this move is performed during assault.	
Dash C	Increase the active frame of the move.	
→ + B	Expanded the upper part of the hitbox.	
C > C	Mitigated the damage proration.	
C > C(Increase)	Expanded the upper part of the hitbox.	
Wolf Howl(1)	Adjusted the visual effect of the move.	
Wolf Howl(3)	Increased the damage.	
6+B in midair	Reduced the startup of the move.	
6+B in midair(Increase)	Mitigated the damage proration.	
2+B in midair	Added head attribute invulnerability.	
Elusive Flash	Mitigated the damage proration.	
Elusive Flash > Divine Chains	Fixed an issue where you will go through the opponent when performing this move close to the opponent.	
	Reduced the opponent's recovery when the move is guarded.	
	Increased the untechable time.	
	Increased the untechable time.	
	Changed the counter state to last until the end of the move animation.	
	Changed the dodge to be not triggered by attack hitboxes that only connect during opponent's hit stun.	
	Reduced the startup of "Divine Chains" when a successful dodge is triggered during "Elusive Flash," and added full invulnerability until the end of the animation. In addition, the window to cancel after a successful dodge has been increased, and the "Divine Chains" after a successful dodge will be done facing the opponent.	
	Changed the move to be uncancelable into Chain Shift on guard.	
	Reduced the damage.	
	Decreased the damage proration.	
	Increased the recovery.	
	Added full invulnerability until the end of the motion on hit.	
	Changed the counter state to last until the end of the move animation.	
Sky Fangs(A)	Reduced the cancel window for "Dancing Leaf."	
Sky Fangs(B)	Reduced the cancel window for "Dancing Leaf."	
Sky Fangs(B · Increase)	Fixed an issue where the EX special move cancel flag was up before the move is active.	
	Changed the window possible to cancel into "Dancing Leaf" to be later.	
	Changed the normal version and Increase version of the move to be considered different moves, not triggering the same move proration when used in the same combo.	
	Expanded the hitbox at the base of the move.	
	Changed the projectile to disappear when it clashes with another projectile.	
	Adjusted the second hit to not whiff easily when the first hit hits.	Ver.1.03
Moon Gyre(A)	Added active frames between the first and second hit.	
Moon Gyre(B)	Expanded the hitbox.	
Rending Moon Gyre(EX)	Changed the timing of the head invulnerability and dive invulnerability to be earlier.	
Tenacious Mist(A)	Expanded the hitbox.	
Tenacious Mist(B)	Expanded the upper part of the hitbox.	
Chaotic Mist(EX)	Increased the damage.	
Tenacious Mist > Additional input(B)	Expanded the hitbox of the first hit of the move upward.	
Soaring Swallow(EX)	Expanded the hitbox of the second hit.	
Sky Fangs(A)	Added full invulnerability until the end of the motion on hit.	
Sky Fangs(B)	Increased the untechable time.	
Sky Fangs(B · Increase)	Changed the move to search for the opponent's position and change the distance traveled.	
Twin Sky Fangs(EX)	Changed the counter state to last until the end of the move animation.	
Sky Fangs > Dancing Wings	Fixed an issue where the distance between the opponent increases when both players are close to each other after landing.	Ver.1.03
Dragon Fang	Changed the window for EX special move and Chain Shift cancel to be earlier.	
The Diviner	Removed the limit to the number of projectile that can appear on the screen.	
Divine Blaze	Removed the limit to the number of projectile that can appear on the screen.	
	Changed the move to be Increase-able, changing the properties of the move.	
	Changed the window for Chain Shift cancel to be earlier.	
	Removed the limit to the number of projectile that can appear on the screen.	
	Added a new move.	
	Added a new move.	
	Adjusted the move to vacuum the opponent on hit, making it easier for the move to connect all hits.	
	Changed the counter state to last until the end of the move animation.	
	Adjusted the visual effect on hit.	

		Version
Vital Vessel	Increased the maximum Vital Vessel.	
Dash	Changed the amount of time of the dash momentum to wear off to have it last longer.	
Ground Recovery	Fixed an issue where the SE and screen shake was not set.	
Throw	Increased untechable time.	Ver.1.03
	Reduced the recovery on hit.	Ver.1.03
	Changed the blowback on hit.	Ver.1.03
Standing A	Increased the hit stop on the opponent on hit and on guard.	
	Reduced the recovery.	Ver.1.03
Standing B	Shrunk the front part of the hurtbox.	Ver.1.03
	Increased the window for canceling into another normal move.	Ver.1.03
Standing C(Increase)	Changed the move to be Increase-able, changing the properties of the move.	
Crouching A	Shrunk the front part of the hurtbox.	Ver.1.03
Crouching B	Expanded the front part of the hitbox.	Ver.1.03
Crouching C	Expanded the move's hitbox diagonally upward.	
	Shrunk the upper-part of the hurtbox.	
Jump C	Expanded the hitbox.	
Jump C(Increase)	Mitigated the damage proration.	
	Reduced the startup of the move.	
	Expanded the hitbox.	
Dash C	Mitigated the damage proration.	
	Changed the move to be not air shield-able.	Ver.1.03
↙+A	Changed the move to be stand unblockable.	Ver.1.03
→ + C	Changed the move to be cancelable into EX special move and Chain Shift, and increased the cancel window on hit.	
↘ + C	Fixed an issue where the move was not cancelable on guard.	Ver.1.03
	Expanded the move's hitbox diagonally upward.	
↓ + C in midair	Shrunk the upper-part of the hurtbox.	
	Increased the stagger time on counter hit.	
Ferzen Volf	Shrunk the hurtbox at the startup of the attack.	
Ferzen Volf(Increase)	Changed the move to be Increase-able, changing the properties of the move.	
Eisen Nagel(A)	Expanded the front part of the hitbox.	
	Shrunk the hurtbox at the startup of the attack.	
	Reduced the distance of the blowback on ground hit.	
Eisen Nagel(B)	Expanded the front part of the hitbox.	
	Reduced the distance of the blowback on ground hit.	
Eisen Nagel(EX)	Expanded the front part of the hitbox.	
Eisen Nagel > Follow-up	Added a new move.	
	Increased the window to cancel.	Ver.1.03
	Increased the untechable time.	Ver.1.03
	Changed to be not ground techable.	Ver.1.03
Wirbelwind(A)	Changed the timing of the head invulnerability and dive invulnerability to be earlier.	
Wirbelwind(B)	Changed the timing of the head invulnerability and dive invulnerability to be earlier.	
Wirbelwind(EX)	Changed the counter state to last until the end of the move animation.	
Drehen Durchbohren(A)	Increased the damage.	
	Expanded the front part of the hitbox.	Ver.1.03
Drehen Durchbohren(B)	Increased the damage.	
	Expanded the front part of the hitbox.	Ver.1.03
Drehen Durchbohren(EX)	Increased the damage.	
	Expanded the front part of the hitbox.	Ver.1.03
	Changed the counter state to last until the end of the move animation.	
Drehen Durchbohren(A, 720)	Increased the damage.	
	Reduced the recovery.	
	Expanded the front part of the hitbox.	Ver.1.03
Drehen Durchbohren(B, 720)	Increased the damage.	
	Reduced the recovery.	
	Expanded the front part of the hitbox.	Ver.1.03
Drehen Durchbohren(EX, 720)	Increased the damage.	
	Reduced the disatance leapt away after the move hits, landing closer to the opponent.	
	Reduced the recovery.	
	Changed the counter state to last until the end of the move animation.	
Verderben(B)	Expanded the front part of the hitbox.	Ver.1.03
	Decreased the damage proration.	
Verderben(EX)	Increased the opponent's recovery on guard.	Ver.1.03
	Changed the move to be air unblockable.	Ver.1.03
Sturmangriff(EX)	Increased the untechable time.	
(Air)Verderben(A)	Shrunk the hurtbox.	
(Air)Verderben(B)	Shrunk the hurtbox.	
(Air)Verderben(C)	Shrunk the hurtbox.	
Werfen Erschlagen	Changed the counter state to last until the end of the move animation.	

		Version
Dash	Slightly increase the minimum dash distance.	
	Reduced the acceleration of the dash.	
	Change the start of the movement to be faster.	
Throw	Reduced the recovery of the dash when stopped.	
	Expanded the hitbox after the throw is successful.	
Standing A	Expanded the front part of the hitbox.	
	Reduced the recovery.	Ver.1.03
Standing B	Fixed an issue where you will go through the opponent when performing this move close to the opponent.	
Standing C	Fixed an issue where you will go through the opponent when performing this move close to the opponent.	
Crouching A	Increased the window to cancel.	
Crouching B	Expanded the front part of the hitbox.	
Crouching C	Fixed an issue where you will go through the opponent when performing this move close to the opponent.	
Jump A	Expanded the upper part of the tip of the hitbox slightly.	
	Expanded the back part of the tip of the hitbox.	Ver.1.03
Jump C(Increase)	Increased the untechable time.	
Dash B	Shrunk the hurtbox at the startup of the attack.	
	Added head attribute invulnerability.	
Dash C	Shrunk the hurtbox at the startup of the attack.	Ver.1.03
← + B	Added a new move.	
→ + B	Changed the command to →+B(INCREASE).	Ver.1.03
→ + B > → + B	Expanded the hitbox.	
	Changed the move to search for the opponent's position and have the attack hitbox to appear slightly closer to the opponent.	
→ + B(Increase)	Changed the move to be Increase-able, changing the properties of the move.	Ver.1.03
↘ + B	Mitigated the damage proration.	
	Expanded the hitbox.	
→ + C	Shrunk the hurtbox at the startup of the attack.	Ver.1.03
	Shrunk the hurtbox at the startup of the attack.	Ver.1.03
→ + C(Increase)	Shrunk the hurtbox at the startup of the attack.	Ver.1.03
B > B	Increased the distance traveled.	
→ + B in midair	Fixed an issue where you will go through the opponent when performing this move close to the opponent.	
→ + B in midair > → + B in midair	Changed the move to set the Dissolve even when the move clashes with the opponent's projectile.	
	Expanded the hitbox.	
B in midair > B in midair	Changed the move to search for the opponent's position and have the attack hitbox to appear slightly closer to the opponent.	
	Added a new move.	
	Increased the untechable time.	Ver.1.03
	Reduced the startup of the move.	Ver.1.03
	Increased the opponent's recovery on guard and on hit.	Ver.1.03
Twist!	Expanded the hitbox.	Ver.1.03
	Changed the blowback on hit.	Ver.1.03
	Added ↘ input and ↙ input to the move.	
	Increased the untechable time.	
	Reduced the recovery.	
(Air)Twist!	Increased the hit stop on the opponent on hit.	Ver.1.03
	Added ↘ input and ↙ input to the move.	
	Increased the untechable time.	Ver.1.03
Spin!(A)	Increased the hit stop on the opponent on hit.	Ver.1.03
	Added projectile and foot attribute to the attack hitbox from the Dissolve.	
Spin!(B)	Changed the move to not affect the combo start proration when the attack hitbox of "Spin!" did not connect.	
	Added projectile and foot attribute to the attack hitbox from the Dissolve.	
Spin!(EX)	Changed the move to not affect the combo start proration when the attack hitbox of "Spin!" did not connect.	
	Added projectile and foot attribute to the attack hitbox from the Dissolve.	
Pulverize!(A)	Changed the move to not affect the combo start proration when the attack hitbox of "Spin!" did not connect.	
Pulverize!(B)	Changed the timing of the head invulnerability and dive invulnerability to be earlier.	
	Increased the untechable time.	
	Expanded the hitbox.	
Pulverize!(EX)	Added head and dive attribute invulnerability.	
	Changed the counter state to last until the end of the move animation.	
Thrust!(A)	Adjusted the first hit to not change the follow-up attack window even on counter hit.	
	Changed to have the hit stop change only when the first hit counter hits.	Ver.1.03
Thrust!(B)	Adjusted the first hit to not change the follow-up attack window even on counter hit.	
	Changed to have the hit stop change only when the first hit counter hits.	Ver.1.03
Launch!(A)	Mitigated the damage proration.	
	Reduced the recovery.	Ver.1.03
Launch!(B)	Mitigated the damage proration.	
	Reduced the recovery.	Ver.1.03
Launch!(EX)	Changed the move to release the opponent when they are hit by Veil Off while being caught by the move.	
	Removed the previous change where there is a limit to the increase of the EXS Gauge when the opponent is hit by "Thrust!(A, INCREASE)" or "Thrust!(B, INCREASE)" that is set up during "Launch! (EX)," after recovery.	Ver.1.03
(Air)Spin!(A)	Reduced the recovery.	Ver.1.03
(Air)Spin!(B)	Reduced the landing recovery.	Ver.1.03
(Air)Spin!(EX)	Reduced the landing recovery.	Ver.1.03
Give Me That!	Fixed an issue where when the move is performed right after Carmine is hit in the corner, the move appears in the opposite direction.	
	Changed the duration of the health recovery effect on hit to be spread across 2 seconds. In addition, setting up Dissolves does not cost health lost while your the health is being recovered.	
Hahahahaha! Be Devoured!	Reduced the recovery on hit.	
	Changed the counter state to last until the end of the move animation.	



		Version
Smart Steer	Changed the Smart Steer to not perform the EX special move on guard.	
Hit Stun	Adjusted the hurtbox of the tumble state to be similar to the other characters.	
Throw	Fixed the throw to connect all of the hits irregardless of the proration of the unteachable time.	
Standing B	Expanded the bottom part of the hitbox. Shrunk the upper part of the hitbox slightly.	
Crouching A	Expanded the upper part of the hurtbox.	
Crouching C	Reduced the recovery. Expanded the front part of the hitbox.	
Jump A	Reduced the opponent's recovery when the move is guarded.	
Jump B	Expanded the upper part of the hitbox.	
Jump C	Expanded the lower part of the hurtbox to reduce the difference between the actual sprite and hurtbox.	
Dash C	Reduced the startup of the move.	
↘ + B	Increased the window to cancel into a normal move. Expanded the hitbox. Shrunk the hurtbox at the startup of the attack.	
↘ + C	Increased the stagger time of the opponent on standing hit.	
← + C	Reduced the recovery. Expanded the upper part of the hitbox.	
↓ + C in midair	Changed the trajectory to be lower when performed right after a back jump. Changed to be not ground techable. Shrunk the hurtbox.	
Aerial Leap	Changed the move to be affected by hit stops even when canceled from "Thick and Fast" and "Succession."	
Sacred Arrow(A)	Increased the window to cancel. Changed the landing recovery to be cancelable with EX special moves or Chain Shift. Increased the damage. Expanded the front part of the hitbox slightly when the move is in high midair. Changed the timing of the head attribute invulnerability to be faster.	
Sacred Arrow(B)	Reduced the startup of the move. Expanded the front part of the hitbox during when the move is in high midair. Changed the timing of the head invulnerability and dive invulnerability to be earlier.	
Sacred Arrow(EX)	Increased the unteachable time of the same move limit. Expanded the front part of the hitbox during when the move is in high midair.	
To Me!(A)	Reduced the opponent's recovery when the move is guarded.	
Oblique's Edge(EX)	Increased the unteachable time.	
To Me! < Thick and Fast	Mitigated the damage proration. Fixed an issue where Thanatos will move during time stop.	Ver.1.03
To Me! < Succession	Reduced the active frame. (Only when the opponent is not in hit stun.) Fixed an issue where Thanatos will move during time stop.	Ver.1.03
To Me! < Oblique's Edge	Added a new move. Fixed an issue where Thanatos will move during time stop.	Ver.1.03
(Air)To Me!(A)	Changed the move to be cancelable to air "Aerial Leap." Adjusted the motion of the move.	
(Air)To Me!(B)	Changed the move to be cancelable to air "Aerial Leap." Adjusted the motion of the move.	
(Air)Oblique's Edge(EX)	Changed the move so that Orie will be able to move midair while landing. Increased the unteachable time. Adjusted Thanathos to not move beyond the corner when the move is performed near corner.	
Sacred Spire	Fixed an issue where the move was not assigned as an EX special move. Added full invulnerability until the end of the motion on hit.	
Luminous Embrace	Changed the counter state to last until the end of the move animation.	

		Version
Dash	Shrunk the back part of the hurtbox.	
Throw	Expanded the hitbox after the throw is successful.	
Standing B	Expanded the front part of the hitbox slightly.	
Standing C	Increased the window to cancel into a normal move. Shrunk the hurtbox at the startup of the attack.	Ver.1.03
Standing C(Increase)	Shrunk the hurtbox at the startup of the attack.	Ver.1.03
Crouching A	Increased the window to cancel.	
	Increase the active frame of the move.	Ver.1.03
	Reduced the recovery.	Ver.1.03
	Shrunk the hurtbox at the startup of the attack.	Ver.1.03
Crouching B	Increased the window to cancel.	
	Expanded the front part of the hitbox.	
Crouching C	Increased the untechable time of the first hit.	
	Shrunk the hurtbox at the startup of the attack.	
Jump A	Increase the active frame of the move. Shrunk the hurtbox.	
Dash B	Mitigated the damage proration.	
↘ + C	Decreased the damage proration.	
	Shrunk the upper-part of the hurtbox.	Ver.1.03
Rusty Nail	Expanded the front part of the hitbox. Changed the blowback of the move on air hit to vacuum.	
Rusty Nail(Vorpal)	Expanded the front part of the hitbox. Changed the blowback of the move on air hit to vacuum.	
Mortal Slide(A)	Removed the previous change which reduced the active frame.	Ver.1.03
	Shrunk the frontal portion of the active hitbox.	Ver.1.03
Mortal Slide(B)	Removed the previous change which reduced the active frame.	Ver.1.03
	Shrunk the frontal portion of the active hitbox.	Ver.1.03
Mortal Slide(EX)	Increased the distance traveled.	
	Fixed an issue where you will go through the opponent when performing this move close to the opponent.	
Mortal Slide > Shadow Harvest	Removed the previous change which decreased the damage proration.	Ver.1.03
Grim Reaper(A)	Expanded the hitbox of the second hit.	
	Changed the timing of the head invulnerability and dive invulnerability to be earlier.	
	Changed the blowback of the second hit on hit, and adjusted the hit stop.	
	Adjusted the motion of the move.	Ver.1.03
Grim Reaper(B)	Expanded the hitbox of the second hit.	
	Shrunk the hurtbox. Changed the timing of the head invulnerability and dive invulnerability to be earlier.	
Grim Reaper(EX)	Expanded the hitbox of all the hits aside from the first.	
	Added projectile attribute invulnerability.	
	Adjusted the hit stop on the opponent on hit, making it easier to connect in a combo.	
	Changed the counter state to last until the end of the move animation.	
Grim Reaper > Downward Claws	Added a new move.	
Assimilation(B)	Mitigated the damage proration.	
	Expanded the move's hitbox diagonally upward.	
	Shrunk the upper-part of the hurtbox.	
	Changed the timing of the head invulnerability and dive invulnerability to be earlier.	
	Mitigated the damage proration.	Ver.1.03
	Mitigated the proration of the untechable time.	Ver.1.03
Assimilation(EX)	Changed the counter state to last until the end of the move animation.	
Precise Aim(EX)	Changed the counter state to last until the end of the move animation.	
(Air)Mortal Slide(A)	Expanded the back part of the hitbox.	
(Air)Mortal Slide(B)	Expanded the back part of the hitbox.	
(Air)Mortal Slide(EX)	Expanded the back part of the hitbox.	
	Expanded the hitbox of the move during the same move limit.	Ver.1.03
(Air)Precise Aim(A)	Changed the move to air unblockable.	
	Expanded the bottom part of the hitbox when moving.	
	Shrunk the bottom part of the hurtbox.	
(Air)Precise Aim(B)	Changed the move to be air unblockable.	
	Expanded the bottom part of the hitbox when moving.	
	Shrunk the bottom part of the hurtbox.	
(Air)Precise Aim(EX)	Added throw attribute invulnerability starting from the landing to right before the attack.	
	Changed the move to be air unblockable.	
	Expanded the bottom part of the hitbox when moving.	
	Shrunk the bottom part of the hurtbox.	
Turbulence	Added throw attribute invulnerability starting from the landing to right before the attack.	
Soul Exodus	Changed the counter state to last until the end of the move animation. Adjusted the visual effect on hit.	

		Version
Dash	Reduced the acceleration of the dash.	
Standing B	Shrunk the upper part of the hitbox.	
Crouching A	Reduced the startup of the second hit of the move.	
← + B	Shrunk the hurtbox.	Ver.1.03
← + C	Changed the move to be cancelable into ↘ + C.	
B > B	Increased the recovery.	
I, Soar Through the Sky	Changed the move to be air shield-able.	
I, Estrange	Added a new move.	
I, Agitate	Reduced the GRD decreasing effect on hit into half.	
I, Drill Through(B)	Increased the distance traveled.	
I, Drill Through(B · Increase)	Changed the move to be Increase-able, changing the properties of the move.	
I, Drill Through(EX)	Reduced the opponent's recovery when the move is guarded. Changed the counter state to last until the end of the move animation.	
I, Penetrate the Clear Skies(EX)	Changed the move to be not cancelable into Infinite Worth or Infinite Worth EXS during Veil Off. Increased the invulnerability duration. Added dive attribute invulnerability.	
I, Capture and Devour(A)	Changed the counter state to last until the end of the move animation. Changed the move to hit the opponent in the air when the opponent is in hit stun. Changed to whiff on opponent who are guarding in the air.	Ver.1.03
I, Capture and Devour(EX)	Added full invulnerability until the end of the motion on hit. Changed to reduce the trajectory of Merkava floating after the hit, resulting in Merkava landing faster on the ground.	
I, Persistently Cling(A)	Removed the previous change which causes the setup object to not disappear when a throw connects. Removed the previous change which causes the setup object to not disappear when it comes into contact with a hitbox which hits has been depleted. Standardize the set up object's jumping height. Reduce the startup and the overall recovery of the move.	Ver.1.03 Ver.1.03
I, Persistently Cling(B)	Changed the setup object to not disappear even after moving beyond the corner of the screen. Removed the previous change which causes the setup object to not disappear when a throw connects. Removed the previous change which causes the setup object to not disappear when it comes into contact with a hitbox which hits has been depleted. Changed the setup object to not disappear even after moving beyond the corner of the screen.	Ver.1.03 Ver.1.03
I, Persistently Cling(B · Increase)	Changed the setup object to not disappear even after coming into contact with a follow-up move. Changed the move to be Increase-able, changing the properties of the move.	
I, Persistently Cling(EX)	Removed the previous change which causes the setup object to not disappear when a throw connects. Removed the previous change which causes the setup object to not disappear when it comes into contact with a hitbox which hits has been depleted. Changed the setup object to not disappear even after moving beyond the corner of the screen. Changed the setup object to not disappear even after coming into contact with a follow-up move.	Ver.1.03 Ver.1.03
I, Breathe Out(A)	Changed the move so that the falling portion at the end of the move can be adjusted by inputting left or right.	
I, Breathe Out(B)	Changed the move so that the falling portion at the end of the move can be adjusted by inputting left or right.	
I, Rampage	Changed the move to be cancelable into Chain Shift on the final hit.	
I, Resentfully Rage	Changed the counter state to last until the end of the move animation.	



		Version
Vital Vessel	Decreased the maximum Vital Vessel.	
Dash	Changed the start of movement to be later.	
Character Traits	Changed the character's trait so that Vatista is unable to escape from a throw when being grabbed during a normal move or special move.	
Guard Thrust	Adjusted the visual effect of the move.	
Throw Escape	Adjusted the visual effect of the move.	
Crouching A	Increased the window to cancel.	
Crouching B	Adjusted the animation.	
Crouching C	Added foot attribute.	
Dash B	Removed the previous change which expanded the upper hitbox slightly.	Ver.1.03
	Reduced the startup of the move.	
	Expanded the front part of the hitbox.	Ver.1.03
Dash C	Shrunk the upper part of the hitbox.	Ver.1.03
	Expanded the front part of the hitbox.	
↓ + B > ↓ + B	Adjusted the animation.	
↓ + B > ↓ + B > ↓ + B	Added a new move.	
Concordia	Added a new move.	
Concordia > Lumen Stella El Lance	Changed the command of the move and only activates during ↓ input.	Ver.1.03
Leviosa	Set a limit to the number of projectile you can have on the screen.	Ver.1.03
Leviosa	Changed the move to be able to move forward while attacking by inputting ↘, and move backward while attacking by inputting ↙ when being canceled from another move.	
Armabellum	Expanded the upper part of the hitbox slightly.	
Armabellum (Crouching)	Changed the move to be only cancelable to Chain Shift on whiff.	
Armabellum (Aerial)	Changed the move to be air shield-able.	
Armabellum (Aerial · Increase)	Changed the move to be air shield-able.	
Lux Fortis	Increased the input leniency of the non-charge command of the move when performing from "Mikorseo(A)" or "Mikorseo(B)" during Vorpal.	
Lumen Stella(A)	Mitigated the damage proration.	
Lumen Stella(A · Chain Shift)	Reduced the recovery.	
Lumen Stella(B)	Mitigated the damage proration when Chain Shift is performed before the attack is out.	
	Adjusted the trajectory of the leap, causing Vatista to float mid-air a little longer.	
	Changed the move to be cancelable into EX special move and Chain Shift when in air.	
	Changed the move to be cancelable into "Leviosa" in air.	
	Increased the damage.	
	Mitigated the damage proration.	
	Reduced the startup of the move.	
Reduced the landing recovery.		
Lumen Stella(B · Chain Shift)	Changed the blowback on hit.	
	Changed the state of Vatista during the recovery to crouching.	
Ruber Angelus(A)	Mitigated the damage proration when Chain Shift is performed before the attack is out.	
	Removed the full-body invulnerability and strike attribute invulnerability, and added head and dive attribute invulnerability.	
	Changed the move to be cancelable into EX special move and Chain Shift.	
Ruber Angelus(EX)	Reduced the amount of charge required for the command input.	
Sideus Fragmentum	Reduced the duration of invulnerability.	
	Fixed an issue where Sideus Fragmentum(Standing) is performed during the input of Sideus Fragmentum(Crouching).	
Transvoranse(A)	Fixed an issue where the state of Vatista is standing when performing the crouching version of the move.	
	Reduced the damage.	
Transvoranse(B)	Changed the move to be air unblockable.	
	Removed a previous change which causes Vatista to float to prevent her from landing when performed right before landing.	Ver.1.03
	Changed the move to be air unblockable.	
	Lowered the damage proration of the landing portion of the attack.	Ver.1.03
Transvoranse(EX)	Reduced the opponent's recovery when the final portion of the move is guarded.	Ver.1.03
	Changed the move to be air unblockable.	
Transvoranse(EX)	Changed the move to not land immediately when the move is performed right before Vatista lands.	

		Version
Dash	Reduced the acceleration of the dash. Reduced the active frame.	
Standing B	Shrunk the front and upper part of the hitbox. Changed the retraction of the hurtbox at the later portion of the move to be slower.	
Crouching B	Reduced the active frame.	
Jump B	Expanded the back part of the hurtbox.	
↘ + B	Increased the window to cancel. Increased the recovery.	
Rapid Descent > Additional input 1	Reduced the active frame. Changed the move to have added recovery on the descent when the follow-up is inputted while the opponent is outside of the search range. Shrunk the bottom part of the hitbox. Adjusted the positioning in the corner.	Ver.1.03
Rapid Descent > Additional input 1	Added a new move.	
Air Backdash	Changed the proration of jump attacks done during air back dash to be the same as jump attacks done during assault.	
Captive Segment(A)	Removed the previous change which causes the setup object to not disappear when a throw connects. Removed the previous change which causes the setup object to not disappear when it comes into contact with a hitbox which hits has been depleted. Changed the setup object to not disappear even after coming into contact with a follow-up move.	Ver.1.03 Ver.1.03
Captive Segment(B)	Removed the previous change which causes the setup object to not disappear when a throw connects. Removed the previous change which causes the setup object to not disappear when it comes into contact with a hitbox which hits has been depleted. Changed the setup object to not disappear even after coming into contact with a follow-up move.	Ver.1.03 Ver.1.03
Captive Segment(EX)	Removed the previous change which causes the setup object to not disappear when a throw connects. Removed the previous change which causes the setup object to not disappear when it comes into contact with a hitbox which hits has been depleted. Changed the projectile to be not affected by the hit stop on Seth. Changed the setup object to not disappear even after coming into contact with a follow-up move.	Ver.1.03 Ver.1.03
Dual Piercing Vengeance(A)	Changed the move to have the cross up fixed irregardless of the charcters' display priority.	
Dual Piercing Vengeance(B)	Changed the move to have the cross up fixed irregardless of the charcters' display priority.	
Dual Piercing Vengeance(EX)	Changed to not have the opponent change the direction faced during the ending portion of the move. Changed the counter state to last until the end of the move animation.	
Vanishing Confusion(A)	Added projectile attribute invulnerability, and be able to cancel the move into Additional Attack 1 or Additional Attack 2 when successfully dodging a projectile.	
Vanishing Confusion(B)	Added projectile attribute invulnerability, and be able to cancel the move into Additional Attack 1 or Additional Attack 2 when successfully dodging a projectile.	
Vanishing Confusion(EX)	Added projectile attribute invulnerability, and be able to cancel the move into Additional Attack 1 or Additional Attack 2 when successfully dodging a projectile. Changed the invulnerability timing to be faster. Adjusted the visual effect of the move.	
Vanishing Confusion > Additional Attack 1(A)	Changed the move so that Seth is able to move in the air after the counter attack hits, and have the opponent be vulnerable to follow-up attacks. Increased the unteachable time after the counter attack is successful. Mitigated the proration of the unteachable time. Changed the blowback during the counter attack is successful. Added hurtbox to the later portion of the move when Seth is able to move. Changed the counter attack to not counter when it comes into contact with an attack that can only hit opponent in hit stun. Adjusted the positioning in the corner.	Ver.1.03
Vanishing Confusion > Additional Attack 1(B)	Reduced the damage proration. Adjusted the positioning in the corner.	Ver.1.03
Vanishing Confusion > Additional Attack 1(C)	Adjusted the positioning in the corner.	Ver.1.03
Vanishing Confusion > Additional Attack 2	Increased the unteachable time. Adjusted the positioning in the corner.	Ver.1.03
Transgressing Convict(A)	Decreased the damage proration. Increased the recovery.	
Transgressing Convict(B)	Mitigated the damage proration. Changed the timing of the head invulnerability and dive invulnerability to be earlier. Added hurtbox to the move when Seth is able to move.	
Transgressing Convict(EX)	Increased the recovery. Added hurtbox to the move when Seth is able to move. Changed the counter state to last until the end of the move animation.	
(Air)Captive Segment(EX)	Changed the projectile to be not affected by the hit stop on Seth.	
Dead Space of Intrusion	Added a new move.	
Dead Space of Intrusion(A)	Adjusted the positioning in the corner.	Ver.1.03
Dead Space of Intrusion(B)	Adjusted the positioning in the corner.	Ver.1.03
Piercing Penetration(A)	Increased the window to cancel on hit. Reduced the cancel window on guard. Changed the landing recovery to be cancelable when only the first hit hits. Increased the landing recovery. Shrunk the back part of the hitbox. Expanded the hurtbox. Added head attribute.	
Piercing Penetration(B)	Added a special damage and unteachable time proration when the move hits an opponent during block stun. Increased the landing recovery. Expanded the hurtbox of the startup. Added dive and throw attribute.	
Piercing Penetration(EX)	Changed the landing recovery to be cancelable when only the first hit hits. Changed the counter state to last until the end of the move animation.	

		Version
Vital Vessel	Decreased the maximum Vital Vessel.	
Standing B	Shrunk the upper part of the hitbox.	
Crouching B	Fixed an issue where it was mistakenly inputted easily while dashing.	Ver.1.03
Dash C	Expanded the front part of the hitbox.	
← + B	Changed the property of the counter to projectile clash when it comes into contact with the opponent's projectile instead of auto follow-up attack, and allow the move to be canceled into special move during a successful projectile clash. Changed the move to not perform the counter follow up and have full-body invulnerability when successfully countering a projectile move. Changed the counter attack to not counter when it comes into contact with an attack that can only hit opponent in hit stun.	
Battoujutsu Ichi no Kata: Kiri(A)	Changed the blowback on hit, and floats the opponent on ground hit.	
Battoujutsu Ichi no Kata: Kiri(C)	Fixed an issue which gave the move projectile attribute.	
(Air)Battoujutsu Ichi no Kata: Kiri(B)	Change the blowback on hit, causing the opponent to tumble on ground hit.	
Battoujutsu San no Kata: Tachi	Expanded the front part of the hitbox.	
Battoujutsu San no Kata: Tachi(Increase)	Changed the timing of going into the "Iki Seishin no Kamae" to be faster during Vorpal. Reduced the startup of the move. Adjusted the animation.	
Special Attacks(Battoujutsu San no Kata: Tachi > A)	Added a new move. Decreased the damage proration.	Ver.1.03
(Air)Battoujutsu San no Kata: Tachi	Changed the move to be cancelable into "Shijima."	
Iki Seishin no Kamae	Fixed an issue which causes the unique icon to not light up when performing a move that goes into "Iki Seishin no Kamae" right after releasing the stance of "Iki Seishin no Kamae."	
Iki Seishin no Kamae > Togiri	Added a limit for special moves that can be performed after "Shijima" even without the unique icon. Increased the input buffer window after the action.	
Iki Seishin no Kamae > Sazanami	Fixed an issue which causes the unique icon to not light up when performing moves that goes into "Iki Seishin no Kamae" right after activating Cross Cast Veil Off by canceling into it from "Sazanami." Changed the counter attack to not counter when it comes into contact with an attack that can only hit opponent in hit stun.	
Battoujutsu Ni no Kata: Saki(A)	Changed the timing of the head invulnerability and dive invulnerability to be earlier.	
Battoujutsu Ni no Kata: Saki(EX)	Fixed an issue where the button hold for "Iki Seishin no Kamae" cannot be done properly.	Ver.1.03
Sougetsu Ittou-ryu et cetera! Yae Ichirin(EX)	Changed the counter state to last until the end of the move animation.	
Over Here!(A)	Increased the input buffer window after moving.	
Over Here!(B)	Increased the input buffer window after moving. Adjusted the positioning in the corner.	Ver.1.03
Over Here!(C)	Increased the input buffer window after moving. Adjusted the positioning in the corner.	Ver.1.03
(Air)Battoujutsu Ni no Kata: Saki(A)	Reduced the active frame.	
(Air)Battoujutsu Ni no Kata: Saki(B)	Reduced the active frame.	
(Air)Battoujutsu Ni no Kata: Saki(EX)	Fixed an issue where the button hold for "Iki Seishin no Kamae" cannot be done properly.	Ver.1.03
(Air)Sougetsu Ittou-ryu et cetera! Yae Ichirin(EX)	Changed the counter state to last until the end of the move animation.	
(Air)Over Here!(A)	Increased the input buffer window after moving. Fixed an issue where performing the air version of "Over Here!" was possible right after landing from the move performed low in the air.	
(Air)Over Here!(B)	Increased the input buffer window after moving. Fixed an issue where performing the air version of "Over Here!" was possible right after landing from the move performed low in the air. Adjusted the positioning in the corner.	Ver.1.03
(Air)Over Here!(C)	Increased the input buffer window after moving. Fixed an issue where performing the air version of "Over Here!" was possible right after landing from the move performed low in the air. Adjusted the positioning in the corner.	Ver.1.03
Sougetsu Ittou-Ryu Ougi: Kashou	Changed the counter state to last until the end of the move animation.	
Zero no Kata Hi-ougi: Inochi Kurenai	Adjusted the visual effect on hit.	



		Version
Smart Steer	Changed the Smart Steer to not perform the EX special move on guard. Reduced the cancel window.	
Standing A	Reduced the recovery.	
	Shrunk the upper part of the hitbox.	
	Adjusted the visual effect of the move. Expanded the front part of the hitbox.	Ver.1.03
Standing B	Shrunk the upper part of the hitbox. Expanded the front part of the hitbox.	Ver.1.03
Standing C	Increased the window to cancel.	
Crouching C	Expanded the front part of the hitbox.	
	Increased the stagger duration on ground hit.	
	Expanded the front part of the hitbox.	Ver.1.03
Jump B	Reduced the recovery.	
Jump C	Increased the hit stop on the opponent on hit and on guard.	
Jump C(Increase)	Fixed an issue where the counter state ended earlier than expected.	
↘ + B	Expanded the hitbox at the base of the move.	
↘ + C	Expanded the inner part of the hitbox.	
↘ + C > ↘ + C	Increased the untechable time.	
B > B	Expanded the move's hitbox diagonally upward.	
C > C	Reduced the cancel window on guard. Expanded the hitbox.	
Domination	Added a new move.	
↓ + C in midair	Reduced the startup of the move.	Ver.1.03
C in midair > C in midair	Increased the hit stop on the opponent on hit.	Ver.1.03
Tri-Furket	Changed the move to increased the landing recovery and make it not cancelable when shielded by the opponent.	
	Increased the damage.	
	Changed the move to have no landing recovery on hit.	
	Shrunk the hurtbox.	
Tri-Furket(Increase)	Increased the foot attribute invulnerability duration.	
	Changed the blowback on hit.	
	Increased the damage.	
	Reduced the startup of the move.	
(Air)Tri-Furket	Reduced the recovery.	
	Changed the blowback on hit.	
	Increased the damage.	
	Changed the move to have no landing recovery on hit.	
(Air)Tri-Furket(Increase)	Shrunk the hurtbox.	
	Added foot attribute invulnerability.	
	Changed the blowback on hit.	
	Increased the damage.	
Skewer(A)	Reduced the recovery.	
Skewer(B)	Changed the move to hit on crouching opponent only when the opponent is in hit stun.	
	Expanded the front part of the hitbox, making it able to reach beyond the screen.	
Skewer(EX)	Changed the move to hit on crouching opponent only when the opponent is in hit stun.	
	Expanded the front part of the hitbox, making it able to reach beyond the screen.	
Interference(A)	Changed the move to not have the visual effect disappear when canceling it after the move is out. Reduced the recovery.	Ver.1.03
Interference(B)	Changed the move to not have the visual effect disappear when canceling it after the move is out.	
Interference(EX)	Mitigated the damage proration.	
Dismal Sign(A)	Changed the timing of the move becoming head, dive and projectile attribute invulnerable to be faster. Adjusted the positioning in the corner.	Ver.1.03
Dismal Sign(B)	Changed the timing of the move becoming head, dive and projectile attribute invulnerable to be faster.	
	Adjusted the positioning in the corner.	Ver.1.03
Dismal Sign(EX)	Changed the timing of the move becoming head, dive and projectile attribute invulnerable to be faster.	
	Adjusted the positioning in the corner.	Ver.1.03
Revenant Pillar(EX)	Changed the move to be air unblockable.	
	Added full invulnerability until the end of the motion on hit.	
	Increased the untechable time. Reduced the recovery on hit.	Ver.1.03 Ver.1.03
Fallen Pain(A)	Reduced the damage of the second hit of Lv4.	
	Decreased the damage proration.	
	Added damage proration to the second hit of Lv4.	
	Reduced the untechable time proration.	
Fallen Pain(B)	Changed the move to lock the opponent easier on air hit.	
	Reduced the amount of time needed to hold the button for Lv3 to 5.	
	Reduced the damage of the second hit of Lv4.	
	Decreased the damage proration.	
Fallen Pain(EX)	Added damage proration to the second hit of Lv4.	
	Reduced the proration for the untechable time of the move.	
	Changed the move to lock the opponent easier on air hit.	
	Reduced the amount of time needed to hold the button for Lv3 to 5.	
(Air)Skewer > Dismal Sign	Reduced the damage of the second hit of Lv4.	
	Decreased the damage proration.	
	Added damage proration to the second hit of Lv4.	
	Reduced the proration for the untechable time of the move.	
(Air)Dismal Sign(A)	Changed the move to lock the opponent easier on air hit.	
(Air)Dismal Sign(B)	Added a new move.	
(Air)Dismal Sign(EX)	Adjusted the positioning in the corner.	Ver.1.03
Anti-Dispersive	Changed the timing of the move becoming head, dive and projectile attribute invulnerable to be faster.	
	Changed the timing of the move becoming head, dive and projectile attribute invulnerable to be faster.	
Impalement	Reduced the startup of the move.	
	Expanded the hitbox.	
	Added a projectile clash property at the startup of the move.	
	Changed the counter state to last until the end of the move animation.	

		Version
Vital Vessel	Decreased the maximum Vital Vessel.	
Azhi Dahaka	Darkened the body color of Azhi Dahaka when it is in the invulnerable state.	
Dash	Reduced the recovery of the dash when stopped.	
Smart Steer	Changed the content of the smart steer.	
Throw	Changed the opponent's state after the throw to be invulnerable to follow-up attacks if the opponent does not receive any hits that is not from Chaos.	
Standing C	Reduced the knockback distance.	
Crouching A	Increased the recovery.	
Dash B	Increased the recovery. Expanded the upper part of the hitbox. Changed the timing of getting into the air state later.	
Dash C	Increased the distance traveled.	
B > B	Reduced the cancel window on guard. Increased the recovery.	
Snake Around	Increased the projectile invulnerability duration. Adjusted the attribute, allowing throws to connect during hit.	
Slither Up	Fixed an issue where "Slither Up" continues when Chaos is near even when the button for it has been released.	
Slither Up > Prepare	Added a new move. Fixed an issue where it could be activated before the start of the match.	
That's Your Prey	Decreased the damage proration.	Ver.1.03
Repel(A)	Mitigated the damage proration. Increased the recovery of Azhi Dahaka. Expanded the move's hitbox downward slightly.	
Repel(B)	Mitigated the damage proration. Increased the recovery of Azhi Dahaka. Expanded the move's hitbox downward slightly.	
Repel(B · Increase)	Changed the move to be Increase-able, changing the properties of the move.	
Repel(EX)	Expanded the move's hitbox downward slightly.	
Spew Out(EX)	Mitigated the damage proration.	
Come Forth	Added a new move. Changed the command priority to be lower than "Conceal."	Ver.1.03
Conceal(A)	Changed the icon to be not used up when canceling from a special move while in the idle state. Shrunk the upper part of the hitbox when the opponent is not in hit stun. Adjusted the animation.	
Conceal(A · While Prepare)	Reduced the recovery. Changed the appearing position to be closer.	Ver.1.03 Ver.1.03
Conceal(B)	Changed the icon to be not used up when canceling from a special move while in the idle state. Shrunk the upper part of the hitbox when the opponent is not in hit stun. Changed the timing for Azhi Dahaka to be invulnerable to be faster.	
Conceal(B · While Prepare)	Reduced the startup of the move. Reduced the recovery.	Ver.1.03 Ver.1.03
Conceal(EX)	Changed the icon to be not used up when canceling from a special move while in the idle state. Shrunk the upper part of the hitbox when the opponent is not in hit stun. Expanded the hitbox when the opponent is not in a hit stun.	Ver.1.03
Conceal(EX · While Prepare)	Reduced the recovery. Expanded the hitbox when the opponent is not in a hit stun. Changed the appearing position to be behind the opponent.	Ver.1.03 Ver.1.03 Ver.1.03
(Air)Repel(A)	Expanded the bottom part of the hitbox slightly.	
(Air)Repel(B)	Expanded the bottom part of the hitbox slightly.	
(Air)Repel(C)	Expanded the bottom part of the hitbox slightly.	
Dissect Barrage	Changed the move to be performable even when Azhi Dahaka is in the state where it cannot move or be used. Changed the counter state to last until the end of the move animation.	
Deep Revenance	Fixed an Issue where there is an unexpected behaviour when "Conceal(EX)" hits right after the move hits.	

		Version
Jump	Changed the jump to be more easily affected by dash momentum. Increased the movement speed.	
Dash	Change the start of the movement to be faster. Reduced the recovery of the dash when stopped.	
Standing C	Fixed an issue where the counter state ended earlier than expected.	
Standing C(Increase)	Expanded the upper part of the hitbox.	
Crouching B	Expanded the front part of the hitbox.	
Jump B	Expanded the hitbox.	
Jump C	Expanded the hitbox.	
Jump C(Increase)	Expanded the hitbox. Changed the properties of the move when it is performed during an assault.	
Dash B	Shrunk the hurtbox. Added throw attribute invulnerability starting from the landing to right before the attack. Changed the state of Nanase during the recovery to crouching.	
Dash C	Mitigated the damage proration. Mitigated the proration of the unteachable time. Added throw attribute invulnerability starting from the landing to right before the attack.	
↘ + C	Increased the unteachable time. Expanded the upper part of the hitbox.	
↑ + C in midair	Changed the direction faced accordingly when Nanase crosses up the opponent during the move.	
↓ + C in midair	Expanded the hitbox. Shrunk the bottom part of the hurtbox.	
↓ + C in midair(Increase)	Increased the recovery of the opponent on guard. Expanded the upper part of the hitbox. Shrunk the bottom part of the hurtbox.	
B in midair>B in midair	Mitigated the damage proration. Reduced the startup of the move. Expanded the hitbox. Changed the move to increased the landing recovery and make it not cancelable when shielded by the opponent.	
Chasing le Rêvé(EX)	Fixed an issue where there is a follow-up hitbox after a trade when playing on the 2P side. Changed the strike portion before the follow-up hitbox appears to be ground unteachable. Increase the active frame of the move. Reduced the recovery.	
Chasing le Rêvé > Avancer With You	Expanded the upper part of the hitbox.	
Chasing le Rêvé > Halte Once in a While	Changed the state of Nanase during the recovery to crouching. Reduced the startup of the move.	
Plumage Dancing in the Wind(A)	Expanded the hitbox forward. Added throw attribute invulnerability. Changed the timing of the head invulnerability and dive invulnerability to be earlier.	
Plumage Dancing in the Wind(B)	Expanded the hitbox forward. Changed the blowback on hit.	
Plumage Dancing in the Wind(EX)	Changed the startup to be ground unteachable. Increased the unteachable time.	
Ange's Invitation(A)	Expanded the hitbox.	
Ange's Invitation(B)	Fixed an issue where the upper hitbox was shrunk. Expanded the hitbox.	Ver.1.03
Ange's Invitation(EX)	Expanded the upper part of the hitbox. Increased the unteachable time of the second and third hit. Expanded the hitbox.	Ver.1.03
Let the Fleur Carry Your Feelings(A)	Expanded the hitbox of the follow-up portion on hit. Changed the move to be cancelable into air "Breeze's Liberte." Expanded the hitbox.	
Let the Fleur Carry Your Feelings(B • Increase)	Changed the trajectory of the projectile. Changed the move to be cancelable into air "Breeze's Liberte." Increase the active frame of the move. Increased the number of hit.	
Let the Fleur Carry Your Feelings(B)	Changed the move to be cancelable into air "Breeze's Liberte." Expanded the hitbox. Fixed an issue where the projectile will disappear when the move is performed high in the air. Fixed an issue where the effect was displayed weirdly when the projectile clashes at the moment it touches the ground.	Ver.1.03
Let the Fleur Carry Your Feelings(B • Increase)	Changed the move to be cancelable into air "Breeze's Liberte."	
Let the Fleur Carry Your Feelings(EX)	Reduced the landing recovery.	
(Air)Conveying My Vrai Coeur	Added a new move. Increase the active frame of the move. Changed the later half of the move to be air unblockable.	
Atmosphere of the Aether	Expanded the hitbox. Adjusted the visual effect on hit. Changed the counter state to last until the end of the move animation.	



		Version
Throw	Expanded the hitbox after the throw is successful.	
While throwing ^or←or↘	Added new follow-ups by inputting ^ or ↘.	
While throwing ←	Fixed an issue where the opponent will not be hit by the air "I'll Plant It Somewhere Over Here(EX)" that is setup from low in the air.	
While throwing ^	Fixed an issue where the opponent would not be hit by "I'll Plant It Somewhere Over Here(A)"	Ver.1.03
Standing A	Increase the active frame of the move. Shrunk the upper part of the hitbox slightly. Adjusted the visual effect of the move.	
Standing B	Reduced the recovery. Expanded the hitbox at startup. Increase the active frame of the move. Shrunk the hurtbox at the startup of the attack.	Ver.1.03 Ver.1.03
Standing C	Reduced the recovery. Shrunk the hurtbox at the startup of the attack.	Ver.1.03 Ver.1.03
Crouching B	Increased the recovery.	
Crouching C	Expanded the front part of the hitbox.	Ver.1.03
Jump A	Expanded the front part of the hitbox.	
Jump B	Expanded the hitbox.	
Dash B	Increased the window to cancel.	
↘ + C	Shrunk the hurtbox.	
B > B	Added a new move. Expanded the upper part of the hitbox.	Ver.1.03
I'll Plant It Somewhere Over Here (Just Kidding)(Increase)	Reduced the startup of the move.	
How Shall I Cook You?(A)	Fixed the damage to be the same irregardless of the timing of the additional input. Decreased the damage proration.	
How Shall I Cook You?(B)	Fixed the damage to be the same irregardless of the timing of the additional input. Decreased the damage proration.	
How Shall I Cook You?(EX)	Changed the move to vacuum the opponent even on ground hit, making it easier for a full hit. Changed the counter state to last until the end of the move animation.	
You're Almost Ready to Eat(EX)	Removed the previous change where there is a limit to the increase of EXS Gauge when the opponent is hit by "I'll Plant It Somewhere Over Here" that is set up during "You're Almost Ready to Eat," after recovery. Changed the move to release the opponent when they are hit by Veil Off while being caught by the move.	Ver.1.03
I'll Plant It Somewhere Over Here(Increase)	Changed the move to be Increase-able, changing the properties of the move.	
I'll Plant It Somewhere Over Here > Caught You!(A)	Fixed to allow input buffer. Changed the move to be low unblockable. Expanded the front part of the hitbox.	
I'll Plant It Somewhere Over Here > Caught You!(B)	Added a new trait during Vorpals to allow Byakuya to perform "I'll Plant It Somewhere Over Here" after the B ver. of "Caught You!" before landing. Fixed to allow input buffer.	
I'll Plant It Somewhere Over Here > Caught You!(C)	Fixed to allow input buffer. Mitigated the damage proration.	
I'll Plant It Somewhere Over Here > Caught You!(D)	Fixed to allow input buffer.	

		Version
Dash	Reduced the minimum duration of the dash before it comes to a stop. Changed the start of movement to be later and reduced the acceleration of the dash.	
Throw	Shrunk the hitbox after the throw is successful.	
Standing A	Expanded the upper part of the hitbox.	
Standing C	Reduced the damage of the second hit.	
Crouching A	Increased the startup and the total recovery. Shrunk the upper part of the base of the hitbox. Expanded the upper part of the tip of the hitbox slightly.	Ver.1.03
Crouching B	Shrunk the front and upper part of the hitbox.	
Crouching C	Removed the previous change which increased the startup. Removed the previous change which shrunk the frontal hitbox. Increased the recovery. Reduced the recovery.	Ver.1.03 Ver.1.03 Ver.1.03
Jump A	Increased the recovery. Changed to be unable to perform another move until you land after this move is performed during assault. Reduced the recovery.	Ver.1.03
Jump B	Expanded the front part of the hitbox. Expanded the hitbox forward and upward.	Ver.1.03
Jump C(Increase)	Changed the properties of the move when it is performed during an assault. Changed to be able to move forward during the move by inputting \. Changed the height of the jump and the distance traveled forward when performed during assault.	Ver.1.03 Ver.1.03
← + B	Decreased the damage proration. Adjusted the visual effect of the move.	
B > B	Increased the recovery. Reduced the recovery.	Ver.1.03
← + B in midair	Shrunk the hitbox of the base, making it harder to hit the opponent at the front. Changed the move so that it can enter the corner when it whiffs irregardless of 1P and 2P side.	
↓ + B in midair(Increase)	Reduced the hit stop on the opponent on guard.	
Impulsive Frustration	Fixed an issue where the opponent was not vacuumed in when hit from the back.	Ver.1.03
Echoing Reiteration	Added a new move. Reduced the startup of the move. Reduced the recovery.	Ver.1.03 Ver.1.03 Ver.1.03
Echoing Reiteration > additional input(C)	Changed the move to be able to be cancelled into normal moves and special moves.	Ver.1.03
Guidance Ascension(A)	Changed the timing of the dive attribute invulnerability to be faster.	
Guidance Ascension(EX)	Changed the counter state to last until the end of the move animation.	
Tuning Satisfaction(A)	Increased the damage. Decreased the damage proration. Expanded the front part of the hitbox.	
Tuning Satisfaction(B)	Increased the damage. Decreased the damage proration. Changed the timing of the dive attribute invulnerability to be faster.	
Tuning Satisfaction(EX)	Added full invulnerability until the end of the motion on hit. In addition, the subsequent hits will not occur if the third hit whiffs. Changed so that the opponent can only be KO'ed on the final hit.	
Tuning Satisfaction(A) > Additional input	Reduced the damage. Mitigated the damage proration.	
Tuning Satisfaction(B) > Additional input	Reduced the damage. Mitigated the damage proration. Added head and dive attribute invulnerability.	
Suppressive Restriction(A)	Changed the landing recovery to be not cancelable on guard.	
Suppressive Restriction(B)	Changed the landing recovery to be not cancelable on guard.	
Suppressive Restriction(EX)	Changed the landing recovery to be not cancelable on guard. Changed the move to not normal move cancelable during the falling portion of the move on guard.	
(Air)Sliding Affliction(A)	Increased the cancel window on guard. Reduced the opponent's recovery when the move is guarded. Shrunk the bottom part of the hurtbox. Fixed an issue where an unexpected behaviour happens when the projectile lands, and hits the set up object of Merkava's "I, Persistently Cling" at the same time.	
(Air)Sliding Affliction(B)	Increased the cancel window on guard. Reduced the opponent's recovery when the move is guarded. Shrunk the bottom part of the hurtbox. Fixed an issue where an unexpected behaviour happens when the projectile lands, and hits the set up object of Merkava's "I, Persistently Cling" at the same time.	
(Air)Sliding Affliction(EX)	Fixed an issue where an unexpected behaviour happens when the projectile lands, and hits the set up object of Merkava's "I, Persistently Cling" at the same time.	
(Air)Suppressive Restriction	Added a new move.	
(Air)Suppressive Restriction(A)	Changed the cancelable timing on guard to be faster. Increased the damage. Mitigated the damage proration. Reduced the proration for the untechable time of the move. Shrunk the hurtbox.	Ver.1.03 Ver.1.03 Ver.1.03 Ver.1.03
(Air)Suppressive Restriction(B)	Changed the cancelable timing on guard to be faster. Increased the damage. Reduced the proration for the untechable time of the move. Shrunk the hurtbox.	Ver.1.03 Ver.1.03 Ver.1.03 Ver.1.03
(Air)Suppressive Restriction(EX)	Changed the cancelable timing on guard to be faster. Shrunk the hurtbox.	Ver.1.03 Ver.1.03





		Version
Crouching	Shrunk the hurtbox.	
Jump	Changed the jump to be more easily affected by dash momentum.	
Dash	Reduced the acceleration of the dash.	
↘ + C	Expanded the back part of the hurtbox.	
	Shrunk the hurtbox.	
Crouching A	Shrunk the hurtbox.	
	Added foot attribute.	
Crouching B	Decreased the damage proration.	
	Reduced the startup of the move.	
	Increase the active frame of the move.	
	Reduced the recovery.	
	Shrunk the hurtbox.	
Jump B	Reduced the opponent's recovery when the move is guarded.	
Jump C(Increase)	Changed the properties of the move when it is performed during an assault.	
Dash C	Changed Mika's float on hit and guard.	
B > B	Increased the window to cancel into a special move.	
A in midair>A in midair	Changed to be able to cancel into the move from jump A even when it whiffs.	
	Changed to be normal move cancelable on hit.	
	Changed the move to increase the landing recovery and make it not cancelable when shielded by the opponent.	
Mika's Crash(Vorpal • Increase)	Reduced the startup when performed during Vorpal.	
(Air)Mika's Crash(Vorpal • Increase)	Reduced the startup when performed during Vorpal.	
Mika's Missile(A)	Mitigated the damage proration.	
Mika's Missile(B)	Mitigated the damage proration.	
Mika's Missile(EX)	Mitigated the damage proration.	
Mika's Missile > Mika's Homing Missile(←or→)	Mitigated the damage proration.	
Mika's Missile > Mika's Homing Missile(↑)	Mitigated the damage proration.	
Mika's Missile > Mika's Homing Missile(↓)	Mitigated the damage proration.	
Mika's Missile > Mika's Homing Missile(^or?)	Mitigated the damage proration.	
Mika's Missile > Mika's Homing Missile(↙or↘)	Mitigated the damage proration.	
	Expanded the bottom part of the hitbox.	
	Shrunk the bottom part of the hurtbox.	
Mika's Missile > Mika's Homing Missile(EX)(←or→)	Mitigated the damage proration.	
Mika's Missile > Mika's Homing Missile(EX)(↑)	Mitigated the damage proration.	
Mika's Missile > Mika's Homing Missile(EX)(↓)	Mitigated the damage proration.	
Mika's Missile > Mika's Homing Missile(EX)(^or?)	Mitigated the damage proration.	
Mika's Missile > Mika's Homing Missile(EX)(↙or↘)	Mitigated the damage proration.	
	Expanded the bottom part of the hitbox.	
	Shrunk the bottom part of the hurtbox.	
Mika's Tornado(A)	Changed the timing of the head invulnerability and dive invulnerability to be earlier. Increased the duration of the head and dive invulnerability at the second half of the motion.	
Mika's Tornado(B)	Changed the timing of the head invulnerability and dive invulnerability to be earlier. Increased the duration of the head and dive invulnerability at the second half of the motion.	
Mika's Tornado(EX)	Increased the hit stop on the opponent on hit.	
Mika's Tornado > Mika's Twister(A)	Fixed an issue where "Mika's Twister" was easily mistakenly input when inputting the Cross Cast Veil Off cancel from "Mika's Tornado."	
	Changed the timing of the head invulnerability and dive invulnerability to be earlier.	
Mika's Tornado > Mika's Twister(B)	Fixed an issue where "Mika's Twister" was easily mistakenly input when inputting the Cross Cast Veil Off cancel from "Mika's Tornado."	
	Changed the timing of the head invulnerability and dive invulnerability to be earlier.	
Mika's Cannon(A • Vorpal)	Changed the move to be harder to recover from during Vorpal.	Ver.1.03
Mika's Cannon(B • Vorpal)	Changed the move to be harder to recover from during Vorpal.	Ver.1.03
Mika's Cannon(EX)	Changed the trajectory of the leap, and reduced the startup.	
(Air)Mika's Missile(A)	Mitigated the damage proration.	
(Air)Mika's Missile(B)	Mitigated the damage proration.	
	Expanded the bottom part of the hitbox.	
	Shrunk the bottom part of the hurtbox.	
(Air)Mika's Missile(EX)	Mitigated the damage proration.	
(Air)Mika's Twister	Added a new move.	
Mika's Hip Attack	Changed the move to be not cancelable into Infinite Worth or Infinite Worth EXS during Veil Off.	

		Version
Vital Vessel	Increased the maximum Vital Vessel.	
Powered-up State	Added the power-up icon.	
Recovery	Fixed the hurtbox of the grounded recovery from the standing state to the crouching state.	
Throw	Shrunk the hitbox after the throw is successful. Adjusted the visual effect of the move.	
Throw(Increase)	Changed the move to be Increase-able, changing the properties of the move.	
Throw(Sword Powered-up,Increase)	Changed to be uncancelable until before the last hit.	Ver.1.03
Standing A	Reduced the cancel window. Shrunk the upper part of the hitbox slightly.	
Standing B	Shrunk the upper part of the hitbox slightly.	
Standing C	Reduced the recovery. Shrunk the front and upper part of the hitbox.	
Standing C(Increase)	Reduced the recovery.	
Jump A	Expanded the front part of the hitbox slightly.	
Jump B	Shrunk the front part of the hurtbox.	
Jump B(Increase)	Changed the move to be Increase-able, changing the properties of the move.	
Dash B	Expanded the upper part of the hitbox.	
Dash B(Sword Powered-up)	Expanded the hitbox.	
Dash C	Shrunk the front part of the hurtbox. Changed the state of Wagner during the recovery to crouching.	
→ + B	Expanded the upper part of the second hit hitbox. Reduced the opponent's recovery on guard when the move is guarded from the first hit.	Ver.1.03
→ + C	Expanded the upper part of the hitbox when the oppoent is in hitstun.	
↘ + C	Shrunk the hurtbox at the startup of the attack.	
Filthy Dog!	Increased the damage. Decreased the damage proration.	
Filthy Dog!(Increase)	Changed the move to be Increase-able, changing the properties of the move.	
↓ + C in midair	Increased the cancel window on hit. Expanded the hitbox.	
Schild Zack	Added projectile attribute invulnerability during a successful projectile clash. Reduced the cancel window on guard.	
Kugel Blitz(A)	Expanded the upper part of the base hitbox. Shrunk the bottom part of the hurtbox. Added foot attribute invulnerability.	
Kugel Blitz(A · Sword Powered-up)	Expanded the upper part of the base hitbox. Shrunk the bottom part of the hurtbox. Added foot attribute invulnerability.	
Kugel Blitz(B)	Shrunk the hurtbox at the startup of the attack. Changed the timing of the head attribute invulnerability to be faster.	
Kugel Blitz(B · Sword Powered-up)	Shrunk the hurtbox at the startup of the attack. Changed the timing of the head attribute invulnerability to be faster.	
Kugel Blitz(EX)	Changed the move to be Chain Shift cancelable only on hit of the final hit. Shrunk the hurtbox at the startup of the attack. Changed the timing of the head attribute invulnerability to be faster. Added full invulnerability until the end of the motion on hit.	
Kugel Blitz > Zerlegen	Changed the move to not change the direction of the opponent is facing after hit. Reduced the number of hit when the opponent is not in hitstun.	
Wackenroder(A)	Reduced the damage. Decreased the damage proration.	
Sturm Brecher(A)	Reduced the damage.	
Sturm Brecher(A · Increase)	Fixed an issue where the strike attribute invulnerability continued until Wagner lands on guard. Mitigated the damage proration.	
Sturm Brecher(A · Shield Powered-up)	Reduced the damage.	
Sturm Brecher(A · Shield Powered-up · Increase)	Fixed an issue where the attack will whiff during the move when the shield is powered-up and a clash occurs at the beginning of the movement. Mitigated the damage proration.	
Sturm Brecher(B)	Reduced the damage.	
Sturm Brecher(B · Increase)	Fixed an issue where the strike attribute invulnerability continued until Wagner lands on guard. Mitigated the damage proration.	
Sturm Brecher(B · Shield Powered-up)	Reduced the damage.	
Sturm Brecher(B · Shield Powered-up · Increase)	Fixed an issue where the attack will whiff during the move when the shield is powered-up and a clash occurs at the beginning of the movement. Mitigated the damage proration.	
Lohen Schneide	Fixed an issue where the powered-up effect continued to stay on after a KO.	
Lohen Schneide(B)	Fixed an issue where the powered-up effect continued to stay on after a KO.	
Lohen Schneide(EX)	Increased the hit interval between each hit. Fixed an issue where the powered-up effect continued to stay on after a KO.	
Lohen Schneide(EX · Sword & Shield Powered-up)	Increased the damage dealt over time to the opponent when both sword and shield powered-up state is used. Fixed an issue where it was hard to perform the move after "Zerlegen."	
Sturm Schlag(A)	Changed the move to be air unblockable. Shrunk the bottom part of the hurtbox.	
Sturm Schlag(A · Increase)	Fixed an issue where it was hard to perform the move after "Zerlegen." Changed the move to be air unblockable. Shrunk the bottom part of the hurtbox.	
Sturm Schlag(A · Sword Powered-up)	Fixed an issue where it was hard to perform the move after "Zerlegen." Changed the move to be air unblockable. Shrunk the bottom part of the hurtbox.	
Sturm Schlag(A · Sword Powered-up · Increase)	Fixed an issue where it was hard to perform the move after "Zerlegen." Changed the move to be air unblockable. Shrunk the bottom part of the hurtbox.	
Sturm Schlag(B)	Fixed an issue where it was hard to perform the move after "Zerlegen." Changed the move to be air unblockable. Shrunk the bottom part of the hurtbox.	
Sturm Schlag(B · Increase)	Fixed an issue where it was hard to perform the move after "Zerlegen." Changed the move to be air unblockable. Shrunk the bottom part of the hurtbox.	
Sturm Schlag(B · Sword Powered-up)	Fixed an issue where it was hard to perform the move after "Zerlegen." Changed the move to be air unblockable. Shrunk the bottom part of the hurtbox.	
Sturm Schlag(B · Sword Powered-up · Increase)	Fixed an issue where it was hard to perform the move after "Zerlegen." Changed the move to be air unblockable. Shrunk the bottom part of the hurtbox.	
Sturm Schlag(EX)	Changed the move to be air unblockable.	
Sturm Schlag > Zerlegen	Reduced the number of hit when the opponent is not in hitstun. Changed the move to not change the direction of the opponent is facing after hit.	
Hitze Falke	Expanded the front part of the hitbox.	

		Version
Vital Vessel	Increased the maximum Vital Vessel.	
Jump	Changed the jump to be more easily affected by dash momentum.	
Dash	Increased the startup of the movement speed. Change the start of the movement to be faster. Reduced the recovery of the dash when stopped.	
Assault	Changed the startup motion.	
Throw	Added HAVOC, and increased the damage dealt when it hits an opponent in mid motion. Changed the blowback on hit. Adjusted the overlapping hitbox.	
Standing A	Shrunk the upper part of the hitbox.	
Standing B	Expanded the front and upper part of the hitbox.	
Standing C	Expanded the upper part of the hitbox. Shrunk the hurtbox. Adjusted the overlapping hitbox.	
Standing C(Increase)	Mitigated the damage proration. Expanded the front and upper part of the hitbox. Shrunk the hurtbox. Adjusted the overlapping hitbox.	
Crouching C	Expanded the upper part of the hitbox. Shrunk the hurtbox.	
Crouching C(Increase)	Expanded the front and upper part of the hitbox. Shrunk the hurtbox.	
Jump B	Expanded the bottom part of the hitbox.	
Jump C	Expanded the bottom part of the hitbox.	
Dash B	Mitigated the damage proration. Changed the timing of the foot attribute invulnerability to be faster.	
Dash C	Removed the previous change where the start of the movement was made faster.	Ver.1.03
	Increased the window to cancel.	
	Changed the move to be cancelable when shielded by the opponent.	
	Adjusted the damage and damage proration in line with the change of the number of hits.	
	Increased the startup of the move.	
	Increased the number of hit.	
	Expanded the upper part of the hitbox.	
	Adjusted the move to vacuum the opponent on hit, making it easier for the move to connect all hits.	
	Adjusted the hit stop in line with the change of the number of hits.	
	Increased the startup of the move.	Ver.1.03
Reduced the opponent's recovery when the move is guarded.	Ver.1.03	
Reduced the number of hits.	Ver.1.03	
Changed the timing of the foot attribute invulnerability to be slower.	Ver.1.03	
← + C	Reduced the recovery. Changed the move to be air unblockable. Shrunk the bottom part of the hurtbox. Increased the hit stop on the opponent on hit and on guard.	
← + C(Increase)	Changed the move to be Increase-able, changing the properties of the move.	
→ + C	Expanded the upper part of the hitbox. Adjusted the visual effect of the move.	
→ + C (Increase)	Fixed an issue where canceling the move into "Stance of Reversal" was not possible at certain timing during recovery. Expanded the upper part of the hitbox. Adjusted the visual effect of the move.	
↓ + C > ↓ + C	Increased the window to cancel on guard. Reduced the recovery.	
↓ + C > ↓ + C > ↓ + C	Reduced the cancel window. Reduced the landing recovery. Expanded the upper part of the hitbox.	
↘ + C	Expanded the front and upper part of the hitbox.	
↘ + C(Increase)	Increased the window to cancel on hit. Changed the window for Chain Shift cancel to be earlier. Expanded the front and upper part of the hitbox.	
B > B > B	Changed the move to be air unblockable.	
C > C	Changed the move to be air unblockable.	
C > C > C	Changed the move to be air unblockable.	
C in midair > C in midair	Changed the move to increased the landing recovery and make it not cancelable when shielded by the opponent.	
Tidal Spin	Increased the untechable time of the first hit. Increase the active frame of the hitbox. Expanded the upper part of the hitbox. Shrunk the upper-part of the hurtbox.	

Three Precept Strike(A)	Increased the window to cancel into the follow-up move. Expanded the upper part of the hitbox.	
Three Precept Strike(B)	Increased the window to cancel into the follow-up move. Expanded the upper part of the hitbox.	
Three Precept Strike(B)(Increase)	Expanded the upper part of the hitbox.	
Three Precept Strike(EX)	Increased the distance traveled. Expanded the upper part of the hitbox slightly.	
Three Precept Strike > Second Precept: Crush	Reduced the recovery. Changed the move to be air unblockable.	
Three Precept Strike > Second Precept (Secret): Sever	Reduced the recovery. Changed the move to be air unblockable.	
Three Precept Strike > Third Precept: Pierce	Changed the move to be air unblockable.	
Three Precept Strike > Third Precept (Secret): Rage	Increased the window to cancel into a EX special move or Chain Shift on whiff. Increase the active frame of the move.	
Chained Kick(A)	Changed the timing of the head invulnerability and dive invulnerability to be earlier. Decreased the damage proration.	Ver.1.03
Chained Kick(B)	Reduced the proration for the untechable time of the move. Increase the active frame of the move. Changed the timing of the head invulnerability and dive invulnerability to be earlier.	Ver.1.03
Stance of Reversal(A)	Reduced the startup of the counter state when it is performed right after a Chain Shift by you. Removed the functionality where the properties of the move is reduced after a successful counter against a low attack. Changed the recovery to Enkidu being able to move when the counter whiffs after a successful counter attempt. Reduced the startup of the counter state. Reduced the recovery. Expanded the hitbox forward during a successful counter. Increase the hitbox of the counter state.	Ver.1.03
Stance of Reversal(B)	Removed the previous change where the counter stance occurred faster when performed right after a Change Shift performed by you. Removed the previous change where the counter stance occurred faster. Removed the functionality where the properties of the move is reduced after a successful counter against a low attack. Changed the recovery to Enkidu being able to move when the counter whiffs after a successful counter attempt. Expanded the hitbox forward during a successful counter. Increase the hitbox of the counter state. Adjusted the visual effect of the move.	Ver.1.03 Ver.1.03
Stance of Reversal(EX)	Removed the functionality where the properties of the move is reduced after a successful counter against a low attack. Expanded the hitbox forward during a successful counter. Increase the hitbox of the counter state. Changed the recovery to be fully invulnerable after a successful counter attempt. Changed the search range of the follow-up attack after a successful counter attempt to infinite when performing the move right after your Chain Shift.	
Thunder Stomp(A)	Mitigated the damage proration. Reduced the recovery.	
Thunder Stomp(B)	Mitigated the damage proration. Reduced the recovery.	
Thunder Stomp(B · Increase)	Changed the move to be Increase-able, changing the properties of the move. Decreased the damage proration.	Ver.1.03
Thunder Stomp(EX)	Expanded the upper part of the hitbox.	
Gale Edge(A)	Increased the movement speed. Reduced the startup of the move. Reduced the landing recovery.	
Gale Edge(B)	Changed the move to be air unblockable. Increased the movement speed. Reduced the startup of the move. Reduced the landing recovery.	
Gale Edge(EX)	Changed the move to be air unblockable. Reduced the landing recovery.	
Spiral Dual Palm Strike	Changed the move to be air unblockable. Increased the hit stop on the opponent on hit and on guard. Changed the lock hitbox of the first hit to be air unblockable. Expanded the hitbox of the projectile portion of the move. Changed the counter state to last until the end of the move animation.	

		Version
Back step	Increased the distance traveled.	Ver.1.03
Standing A	Expanded the bottom part of the tip of the hitbox.	Ver.1.03
Standing B	Shrunk the hurtbox.	Ver.1.03
Standing C	Shrunk the hurtbox. Reduced the recovery.	Ver.1.03 Ver.1.03
→ + B	Increased the damage.	Ver.1.03
	Mitigated the damage proration.	Ver.1.03
	Mitigated the proration for the unteachable time.	Ver.1.03
	Changed to absorb GRD on hit or on guard.	Ver.1.03
↘ + C	Expanded the hitbox of the active frame.	Ver.1.03
← + C	Expanded the front part of the hitbox.	Ver.1.03
Jump ↘ + B(Increase)	Reduced the landing recovery.	Ver.1.03
B > B	Reduced the recovery.	Ver.1.03
	Shrunk the hurtbox.	Ver.1.03
Frozen Cleave	Increased the damage.	Ver.1.03
Frozen Cleave > Frozen Cleave: Bisect	Increased the damage.	Ver.1.03
Frozen Spire(A)	Reduced the recovery.	Ver.1.03
Frozen Spire(EX)	Reduced the recovery.	Ver.1.03
Circular Step(A)(Increase)	Expanded the front part of the hitbox.	Ver.1.03
	Increase the active frame of the hitbox.	Ver.1.03
Circular Step(B)	Expanded the front and upper part of the hitbox.	Ver.1.03
Circular Step(B)(Increase)	Expanded the front and upper part of the hitbox.	Ver.1.03
Circular Step(C)	Adjusted the visual effect of the move.	Ver.1.03
Circular Step(C)(Increase)	Expanded the front and upper part of the hitbox.	Ver.1.03
	Expanded the front part of the hitbox.	Ver.1.03
Circular Step > Circular Step: Outer Edge(Increase)	Increase the active frame of the hitbox.	Ver.1.03
Circular Step > Circular Step: Cross Sequence	Expanded the front and upper part of the hitbox.	Ver.1.03
Circular Step > Circular Step: Cross Sequence(Increase)	Expanded the front and upper part of the hitbox.	Ver.1.03
	Adjusted the visual effect of the move.	Ver.1.03
Circular Step > Circular Step: Serpentine Tail	Expanded the front and upper part of the hitbox.	Ver.1.03
	Adjusted the visual effect of the move.	Ver.1.03
Circular Step > Circular Step: Serpentine Tail(Increase)	Expanded the front and upper part of the hitbox.	Ver.1.03
Frozen Vine	Changed to absorb GRD on hit or on guard.	Ver.1.03

		Version
Jump	Changed the jump to be more easily affected by dash momentum. Changed the neutral jump and aerial jump to be able to move forward and backward during each jump by inputting left and right.	
Chain Shift	Fixed an issue where the voice for Concentration was not overridden.	
Back step	Changed the cancelable condition during Vorpal to be the same as when special move cancel is available.	
Throw	Reduced the recovery. Fixed an issue where the character makes an unexpected behaviour after the move whiffs.	Ver.1.03 Ver.1.03
Standing A	Expanded the upper part of the hitbox.	
Standing B	Expanded the hitbox.	
Standing C	Expanded the upper part of the hitbox. Reduced the recovery.	Ver.1.03
Standing C(Increase)	Reduced the recovery.	Ver.1.03
Crouching C	Decreased the damage proration. Expanded the front part of the hitbox slightly.	
Jump A	Increased the window to cancel. Reduced the recovery.	Ver.1.03 Ver.1.03
Jump C(Increase)	Reduced the damage when performed from a ground assault. Mitigated the proration of the untechable time and damage when performed from a ground assault. Expanded the hitbox.	
Dash C	Reduced the startup of the move. Changed the move to be not air shield-able. Changed to not increase the landing recovery when the move is shielded by the opponent.	Ver.1.03 Ver.1.03 Ver.1.03
→ + B	Adjusted the overlapping hitbox. Changed the move to be normal move cancelable.	
↘ + C	Expanded the upper part of the hitbox. Shrunk the hurtbox at the startup of the attack. Shrunk the hurtbox.	Ver.1.03
↘ + C(Increase)	Expanded the upper part of the hitbox. Shrunk the hurtbox.	Ver.1.03
Aerial Jump	The properties of the Aerial Jump can be removed by performing specific moves in the air.	Ver.1.03
Aerial Back Dash	Added a new move.	
Air Throw	Reduced the recovery.	Ver.1.03
Etherlite Shift	Decreased the damage proration. Increase the active frame of the move. Reduced the recovery. Expanded the hitbox.	
Etherlite Shift(Increase)	Adjusted the visual effect of the move. Decreased the damage proration. Reduced the recovery. Expanded the hitbox. Adjusted the visual effect of the move.	
Auto Reload	Reduced the recovery.	
Hollow Point(A)	Reduced the recovery.	Ver.1.03
Hollow Point(A • Increase)	Changed the move into a projectile, and added projectile attribute. Changed the hitbox to disappear when it clashes with another projectile or when Eltnum gets into hit stun. Added chipped damage on guard.	
Hollow Point(A • Powered-up • Increase)	Changed the move into a projectile, and added projectile attribute. Changed the hitbox to disappear when it clashes with another projectile or when Eltnum gets into hit stun. Added chipped damage on guard.	
Hollow Point(B)	Reduced the recovery.	Ver.1.03
Hollow Point(B • Increase)	Changed the move into a projectile, and added projectile attribute. Changed the hitbox to disappear when it clashes with another projectile or when Eltnum gets into hit stun. Added chipped damage on guard.	
Hollow Point(B • Powered-up)	Reduced the recovery.	Ver.1.03
Hollow Point(B • Powered-up • Increase)	Changed the move into a projectile, and added projectile attribute. Changed the hitbox to disappear when it clashes with another projectile or when Eltnum gets into hit stun. Added chipped damage on guard.	
Etherlite Air(A)	Increased the damage. Mitigated the damage proration. Changed the timing of the head invulnerability and dive invulnerability to be earlier.	
Etherlite Air(B)	Increased the untechable time. Increased the invulnerable duration.	Ver.1.03 Ver.1.03
Etherlite Air(EX)	Adjusted the move to vacuum the opponent on hit, making it easier for the move to connect all hits. Increased the invulnerability duration on hit.	
Etherlite Ground(A)	Decreased the damage proration. Adjusted the grab position of the opponent on hit.	
Etherlite Ground(B)	Increased the untechable time. Changed the move to be stand unblockable. Changed the blowback on hit. Change the opponent state to be follow-up attack invulnerable when the move is not canceled after it hits.	
Slash Sync(EX)	Expanded the front part of the hitbox slightly. Mitigated the damage proration.	Ver.1.03
Warning Shot(B • Powered-up)	Mitigated the damage proration.	
(Air)Etherlite Air	Added a new move.	
Air Slide(A)	Changed to not increase the landing recovery when the move is shielded by the opponent.	Ver.1.03
Barrel Replica	Changed the counter state to last until the end of the move animation.	

		Version
Vital Vessel	Increased the maximum Vital Vessel.	
Close Attack Proximity	Fixed an issue where the close proximity distance was measured differently for 1P and 2P.	
Jump	Changed the jump to be more easily affected by dash momentum.	
Dash	Reduced the recovery of the dash when stopped.	
Chain Shift	Adjusted the motion of the move.	Ver.1.03
Far Standing C	Expanded the upper part of the hitbox. Fixed an issue where you will go through the opponent when performing this move close to the opponent.	
Standing A	Mitigated the damage proration.	
Crouching C	Fixed an issue where you will go through the opponent when performing this move close to the opponent.	
Jump A	Changed to be unable to perform another move until you land after this move is performed during assault.	
Jump B	Standardized the timing the attacks can connect on a crouching opponent, and changed the move's startup to whiff on crouching opponent when performed right after an assault. Expanded the bottom part of the hitbox.	
Dash C	Increase the active frame of the move. Expanded the front part of the hitbox.	
A > A	Changed the move to be throw cancelable.	
Helm Crusher	Fixed an issue where you will go through the opponent when performing this move close to the opponent. Expanded the upper part of the hitbox.	
Jaw Crusher	Shrunk the hurtbox at the startup of the attack. Fixed an issue where you will go through the opponent when performing this move close to the opponent.	
Tile Crusher	Expanded the hitbox.	
Aerial Throw	Mitigated the damage proration. Adjusted the motion of the move.	Ver.1.03
Skull Crusher(Increase)	Changed the move to be Increase-able, changing the properties of the move. Increase the active frame of the counter.	
Reflector	Changed the counter attack to not counter when it comes into contact with an attack that can only hit opponent in hit stun.	
Reflector(Vorpal)	Increase the active frame of the counter. Changed the counter attack to not counter when it comes into contact with an attack that can only hit opponent in hit stun.	
Reflector(Crouching)	Increase the active frame of the counter. Changed the counter attack to not counter when it comes into contact with an attack that can only hit opponent in hit stun.	
Reflector(Crouching · Vorpal)	Increase the active frame of the counter. Changed the counter attack to not counter when it comes into contact with an attack that can only hit opponent in hit stun.	
Reflector(Air)	Increase the active frame of the counter. Fixed an issue where the landing animation is displayed wierdly. Changed the counter attack to not counter when it comes into contact with an attack that can only hit opponent in hit stun.	
Reflector(Air · Vorpal)	Increase the active frame of the counter. Fixed an issue where the landing animation is displayed wierdly. Changed the counter attack to not counter when it comes into contact with an attack that can only hit opponent in hit stun.	
Blitz Shot(A)	Changed the move to float the opponent on ground hit. Standardize the timing of being able to throw another projectile after the projectile hits.	
Blitz Shot(B)	Standardize the timing of being able to throw another projectile after the projectile hits.	
Blitz Shot(EX)	Reduced the recovery.	
Armor Pierce Kick(A · Increase)	Changed the move to be Increase-able, changing the properties of the move.	Ver.1.03
Armor Pierce Kick(EX)	Increased the distance traveled. Increased the active frame to reduce the opening of the move. Increased the recovery. Changed the blowback of the final hit on hit. Adjusted the visual effect of the move.	
Human Cannon(A)	Changed the timing of the head invulnerability and dive invulnerability to be earlier.	
Human Cannon(B)	Increased the unteachable time.	Ver.1.03
(Air)Blitz Shot(A)	Changed the landing recovery to be cancelable with EX special moves or Chain Shift on hit. Reduced the height increased after shooting the projectile, reducing the amount of time until Akatsuki lands. Reduced the landing recovery. Changed the move to float the opponent on ground hit. Standardize the timing of being able to throw another projectile after the projectile hits.	
(Air)Blitz Shot(B)	Changed the landing recovery to be cancelable with EX special moves or Chain Shift on hit. Standardize the timing of being able to throw another projectile after the projectile hits.	
(Air)Armor Pierce Kick(EX)	Increased the distance traveled. Changed the move to be Chain Shift cancelable during the landing recovery only on hit. Increased the active frame to reduce the opening of the move. Increased the recovery. Changed the blowback of the final hit on hit, making it impossible to follow-up after the move. Adjusted the visual effect of the move.	
Kamikaze	Adjusted the visual effect on hit. Changed the counter state to last until the end of the move animation.	