Character Adjustment Details

System	Rising ・Fixed an issue where characters in Rising state would revert to non-Rising state when switching characters after a Plus Ultra Combo. ・Fixed an issue where attack operations become invalid under specific conditions Plus Ultra Combo ・Changed so that characters are now able to switch immediately and activate skills without waiting for the damage to end. Sidekick Change ・Changed so that the sidekick gauge is fully depleted when switching during a counterattack. Normal Combo ・Fixed an issue where attacks did not execute properly when stuck to a wall. Other ・Fixed an issue where objects such as bullets appearing from characters would disappear when a melee attack counter occurred.

Character Name	Adjustments
Katsuki Bakugo	Quirk Skill 2 ・Increased the rate to fill up Plus Ultra Gauge. Quirk Skill 3 ・Increased Plus Ultra Gauge accumulation rate ・Increased Plus Ultra Gauge accumulation rate during hold ・Increased damage-side recovery frame during Rising Quirk Skill 4 ・Increased the rate to fill up Plus Ultra Gauge from no-input follow-ups and Target Combo button follow-ups.
Ochaco Uraraka	Quirk Skill 2 ・Reduced guard-side recovery frame for the ground version during Ultime Rising. ・Increased pushback distance for the ground version during Ultimate Rising. ・Increased recovery time for the ground version during Ultimate Rising. ・Increased opponent-side recovery frame for the ground version during Ultime Rising. ・Changed to allow jump-canceling at the end of the ground version during Ultimate Rising.
Shoto Todoroki	Target Combo ・Increased chip damage when guarding.
Tenya Iida	Target Combo ・Decreased chip damage when guarding. ・Increased hitbox size for the 3rd hit of the ground combo.
Tsuyu Asui	Target Combo ・Reduced recovery time after the 1st hit. ・Reduced recovery time after the 2nd hit. ・The second hit now connects consecutively even when guarded. ・Reduced movement speed after the final hit's tracking ends.
Denki Kaminari	General ・Increased the rate to fill up Plus Ultra Gauge. Target Combo ・Increased chip damage when guarding.
Eijiro Kirishima	Rising ・Fixed an issue where guard chip damage was not functioning correctly during Rising. Genral ・Fixed an issue that sometimes prevented counter crash from occurring during Hardening. Target Combo ・Increased chip damage when guarding.
Kyoka Jiro	Quirk Skill 1 ・Adjusted hitbox sizes to reduce instances of getting stuck on obstacles.
Momo Yaoyorozu	Target Combo ・Increased chip damage when guarding. Quirk Skill 1 ・Fixed an issue where both the Rising version and the normal version of the shields could sometimes appear simultaneously.
Fumikage Tokoyami	Rising ・Changed to nullify most status ailments. Target Combo ・Increased chip damage when guarding. Quirk Skill 4 ・Increased the amount of stamina gauge reduction caused by Dark Shadow's attacks.
Shota Aizawa	Quirk Skill 2 ・Adjusted the aerial version to make it less likely to force a knockdown. Quirk Skill 3 ・Increased recovery time. ・Added the ability to cancel into a dodge. ・Reduced the rate to fill up Plus Ultra Gauge.
Dabi	Rising ・Changed to put opponents into standby state upon activation. ・Fixed an issue where certain characters' Rising Abilities could be nullified. Quirk Skill 2 ・Changed so attacks no longer disappear upon hitting obstacles.
Himiko Toga	Target Combo ・Adjusted to make attacks activate faster when skills collide. ・Increased movement speed. Quirk Skill 1 ・Adjusted the firing angle to make it easier to aim at the opponent ・Reduced tracking performance after firing. ・Fixed an issue where using Ochaco's Quirk Skill 2 after transforming into her caused instability in the movement of the original Ochako's Quirk Skill in the team. Quirk Skill 4 ・Added a cancel route to Charged Quirk Skill. Charged Quirk Skill 2 ・Changed to face the body vertically. Plus Ultra ・Changed to increase the Puls Ultra gauge more easily when attacking with the transformed character. ・Fixed an issue where, under specific conditions, the transformed character would be the opponent instead of an ally. ・Changed to re-transform during Change Combos. ・Changed to re-transform during Puls Ultra Combos.
Stain	Quirk Skill 4 ・Increased recovery time. ・Added dodge cancel to the recovery frame.
Muscular	Target Combo ・Shortened a distance at which tracking ends during Rising state to make it harder to pass through opponents. Counter Attack ・Shortened a distance at which tracking ends during Rising state to make it harder to pass through opponents. Unblockable Attack ・Shortened a distance at which tracking ends during Rising state to make it harder to pass through opponents. Quirk Skill 1 ・Shortened a distance at which tracking ends during Rising state to make it harder to pass through opponents. Quirk Skill 2 ・Shortened a distance at which tracking ends during Rising state to make it harder to pass through opponents. Quirk Skill 3 ・Added attack hitboxes to the torso area during Rising to make it easier to land hits. ・Increased forward movement speed upon activation Quirk Skill 4 ・Shortened a distance at which tracking ends during Rising state to make it harder to pass through opponents.
Izuku Midoriya Shoot Style	Target Combo ・Adjusted the tracking of the first hit of the ground target combo to stop closer, improving hit stability. Counter Attack ・Increased the attack hitbox size. Quirk Skill 1 ・Added Super Armor during Rising, Quirk Skill 4 ・Increased the movement speed of the ground version during Rising.
Inasa Yoarashi	Counter Attack ・Adjusted to cause knockdowns more easily. ・Slightly reduced the speed after the first hit of the aerial version to make it easier to hit opponents near the stage edge. ・Reduced the damage knockback distance of the second hit of the aerial version. ・Increased the attack recovery time when guarded for the second hit of the aerial version. Quirk Skill 1 ・Reduced chip damage when guarding. ・Changed to target opponents in the vertical directions. ・The attack no longer disappears when hitting the background. Quirk Skill 2 ・Reduced chip damage when guarding. ・Adjusted to cause knockdowns more easily. ・Reduced Stamina guage depletion. ・Adjusted the recovery frame to enable consecutive guarding. ・Reduced overall recovery frame when guarding. Quirk Skill 3 ・Reduced chip damage when guarding. ・Changed to target opponents in the vertical directions. ・The attack no longer disappears when hitting the background. ・Slightly adjusted the pull-in direction to be diagonally downward on hit. Quirk Skill 4 ・Reduced chip damage when guarding. ・Reduced the duration of the ground tornado. ・Adjusted knockback direction upward upon hit. ・Reduced recovery frame when guarding. ・Shortened the hit interval of consecutive hits to make hits more stable. ・Increased size of non-charged ground version.
Mirio Togata	Rising ・Fixed an issue where certain actions other than movement became impossible under specific conditions. Quirk Skill 1 ・Fixed an issue where characters became transparent when their HP depleted and the next character appeared. Quirk Skill 2 ・Increased damage-side recovery frame during the final ground attack.
Nejire Hado	General ・Changed the rules for the number of times side dodges can be chained from Quirk Skill 1 and Charged Quirk Skill 1. Rising ・Adjusted the hitboxes of projectile attacks that were not colliding with other projectiles. Unique Ability ・Changed so that incoming waves no longer clash with other projectiles. ・Fixed an issue where tracking would be lost when dodging. ・Adjusted the wave movements to improve tracking performance. ・Changed to apply buffs even during Change Combos. Target Combo ・Reduced the recovery time of the 2nd hit of the ground version. Counter Attack ・Adjusted to make damage harder to extend during combos. Quirk Skill 1 ・Changed so it can be activated again in midair if side dodge counts remain. Charged Quirk Skill 1 ・Increased the time required for charging. ・Increased recovery time. ・Reduced damage. ・Adjusted to make damage harder to extend during combos. ・Increased the time before lateral step movement becomes possible. ・Changed to allow canceling into Quirk Skill 2 and Quirk Skill 4 when hit. ・Reduced the range of targeting upward/downward with the ground version. Charged Quirk Skill 2 ・Increased the time required for charging.
Tamaki Amajiki	Unbloackable Attack ・Increased damage. ・Adjusted to make damage harder to extend during combos. Quirk Skill 1 ・Added tracking for opponents at varying elevations. Quirk Skill 4 ・Added tracking for opponents at varying elevations. Plus Ultra ・Adjusted movements to stabilize hits on slopes.
Mina Ashido	Rising ・Changed the target of the damage reduction effect from 'projectiles only' to 'all attacks'. ・Reduced the damage reduction rate. ・Fixed an issue where the damage reduction rate was permanently active. Target Combo ・Adjusted the tracking distance of the first hit to stop closer to the opponent. ・Reduced speed after final hit tracking. Quirk Skill 2 ・Increased damage-side recovery frame of finishing attacks. Plus Ultra ・Increased the size of the attack hitbox to stabilize hits.
Minoru Mineta	Rising ・Increased the upward launch angle of 'Pop Off' during Rising, allowing it to travel further. Counter Attack ・Added an attack hitbox to the jumping portion of the ground version. ・Changed so it jumps upward toward the opponent if no stick input is given during the ground version. ・Reduced the unrecoverable time of the aerial version. ・Expanded the vertical tracking angle of the aerial version. Quirk Skill 1 ・Adjusted so that 'Pop Off' decelerates less when bouncing. ・Increased vertical firing angle range upon launch. Quirk Skill 3 ・Increased upward launch angle to make 'Pop Off' travel farther. ・Increased the attack startup speed of the aerial version. ・Reduced recovery time. Quirk Skill 4 ・Reduced the recovery time when the parry fails. ・Increased recovery time. ・Added dodge cancel to the recovery portion.
Seiji Shishikura	Target Combo ・Reduced chip damage when guarding.
Sir Nighteye	Normal Combos ・Fixed an issue where manual combos could sometimes result in unintended combo routes. Counter Attacks ・Reduced damage-side recovery frame. Quirk Skill 1 ・Fixed an issue where the character's facing direction would not reset after performing specific actions such as an air dash during the hold. ・Fixed an issue where performing an air dash (stick input version) near the opponent during the hold would cause the action to end immediately. ・Adjusted the distance at which the neutral version of the air dash ends while holding to be shorter. ・Fixed an issue where the character would sometimes perform a previous action automatically when starting the hold. ・Adjusted the hitbox size to reduce instances of hitting obstacles. ・Changed so that the character does not move forward when firing continuously in place on the ground. ・Fixed an issue where the stamp would sometimes disappear before hitting the character near the wall. Quirk Skill 2 ・Added dodge cancel to the recovery portion. Quirk Skill 3 ・Adjusted the firing angle to make it easier to hit opponents at different elevations.
Gang Orca	Counter Attack ・Increased attack hitbox size for aerial version. Quirk Skill 1 ・Increased attack hitbox activation speed. ・Fixed an issue where it sometimes failed to hit opponents near walls. ・Increased sound wave projectile speed. Quirk Skill 2 ・Increased damage. Quirk Skill 3 ・Increased damage. Quirk Skill 4 ・Adjusted to increase damage during combos. Plus Ultra ・Adjusted the aerial version to increase damage during combos.
Kai Chisaki	Quirk Skill 1 ・Increased startup speed. ・Increased recovery time. ・Added the ability to cancel with a dodge. ・Increased the size of the attack hitbox. Quirk Skill 3 ・Reduced the damage when all attacks hit.
Kendo Rappa	Rising ・Increased boost effect on Plus Ultra Gauge.
Twice	General ・Adjusted so that attacks using Twice's duplicate characters make it harder to increase the Plus Ultra Gauge. Rising ・Changed the Rising Action to wait until the attack is finished before removing ally characters' duplicates. Quirk Skill 1 ・Reduced recovery time. Quirk Skill 3 ・Reduced recovery time.
Mr.Compress	Target Combo ・Reduced chip damage when guarding.
Izuku Midoriya Full Cowl 100%	Target Combo ・Adjusted time after knockdown to make combos easier to continue against opponents on slopes. Unblockable Attack ・Adjusted time after knockdown to make combos easier to continue against opponents on slopes. Quirk Skill 1 ・Adjusted time after knockdown to make combos easier to continue against opponents on slopes. Quirk Skill 2 ・Adjusted the distance at which the aerial version begins to stop moving to be closer than before. Plus Ultra ・Adjusted the size of the hitbox to make it less likely to disappear into the terrain. ・Changed to fly towards opponents who are somewhat below the character at the time of launch. ・Increased recovery frame of the first hit. ・The launched attack now has a more limited vertical aiming range.
Hawks	Quirk Skill 3 ・Adjusted the size of the hitbox to make it less likely to disappear when hitting obstacles. Quirk Skill 4 ・Reduced recovery frame of the first hit.
Gentle Criminal	Rising ・Changed the automatically generated air bubble to be limited to one per combo. Unblockable Attack ・Added a cancel move to Quirk Skill 3. ・Reduced damage. ・Adjusted the knockback movements to be more moderate. Quirk Skill 3 ・Reduced damage. Quirk Skill 4 ・Adjusted the movements so that the attack no longer stops before hitting when used on slopes. ・Adjusted to move closer to the opponent during tracking. ・Increased the size of the attack hitbox for follow-up attacks after a hit. ・Extended the time until the opponent becomes invulnerable after being hit. ・Adjusted so attack is harder to land when passing over opponent. ・Adjusted to make damage harder to extend during combos for aerial version.
Mei Hatsume	Quirk Skill 4 ・Increased the attack startup speed.
Itsuka Kendo	Normal Combo ・Changed the ground combo route that uses Plus Ultra. Quirk Skill 1 ・Reduced damage-side recovery time. Quirk Skill 2 ・Enhanced the tracking performance of the launched rock in both the normal and just-input versions, making it easier to hit opponents in the vertical directions.
Tetsutetsu Tetsutetsu	Quirk Skill 1 ・Increased the turning performance of the ground version. ・Shortened the turning time when activating the aerial version. ・Increased the turning performance of the aerial version. ・Shortened the turning duration of the aerial version. ・Adjusted the angle and speed at which the opponent is launched to make hits more stable; increased the speed and slightly adjusted the angle upward.
Nomu	Counter Attack ・Fixed a bug where super armor was not being applied.
Hitoshi Shinso	Quirk Skill 2 ・Increased landing recovery when summoning a character during Rising. ・Fixed an issue where summoned characters could sometimes end up standing on walls during Rising. ・Adjusted the timing to end the brainwashing effect sooner. ・Added a timing window for dodge canceling when the brainwashing effect ends. Quirk Skill 4 ・Expanded the vertical firing angle range to allow combos from ground target combos. Plus Ultra ・Adjusted KO timing upon hit.
Yuga Aoyama	General ・Increased the duration of Stomach pain. Target Combo ・Adjusted the final multi-hit attack so that it's less likely to cause a forced knockdown except for the last hit. Quirk Skill 4 ・Weakened hit slow to stabilize normal combo hits. ・Reduced guard-side recovery time. Puls Ultra ・Fixed an issue where attacks wouldn't hit certain characters at the edge of the stage.
Present Mic	Rising ・Fixed an issue where stamina gauge reduction was not occurring on some attacks. ・Reduced stamina gauge reduction from Rising Ability. Target Combo ・Increased recovery time for the second hit. ・Reduced damage-side recovery time. Counter Attack ・Changed so that the attack hitbox disappears when receiving damage. ・Adjusted the movements when hit to make hits more stable near walls. ・Increased recovery time for the ground version. ・Increased recovery time for the attacking side when guarding. ・Reduced recovery time for the guarding side when guarding Quirk Skill 3 ・Reduced chip damage when guarding. Quirk Skill 4 ・Increased vertical tracking performance of sound waves from vertically placed amplifiers. ・Increased the duration of sound waves from vertically placed amplifiers. ・Increased the speed of sound waves from vertically placed amplifiers during Rising. ・Adjusted to make sound waves from vertically and horizontally placed amplifiers less likely to disappear on slopes. ・Increased the movement speed of sound waves from horizontally placed amplifiers.
Midnight	Target Combo ・Adjusted to make damage harder to extend during combos starting from the third hit on the ground. Counter Attack ・Adjusted to make damage harder to extend during combos. ・Adjusted to make it easier to force knockdowns.
Kurogiri	Target Combo ・Reduced chip damage when guarding. ・Reduced the speed at the end of the aerial version's attack. Counter Attack ・Increased recovery time. Quirk Skill 1 ・Increased recovery time for ground version. ・Reduced damage-side recovery frame for the ground version. ・Reduced attack-side recovery frame for the ground version. ・Changed the ground version so that it now causes the blocking player to be launched in air. ・Added a cancel route to target combos on hit for the ground version. ・Reduced the hit interval of consecutive hits during the aerial version of Rising to stabilize hits. Quirk Skill 2 ・Adjusted to make damage harder to extend during combos. ・Reduced stamina gauge depletion. ・Changed so that target combos no longer restore aerial usage. Quirk Skill 3 ・Changed so that target combos no longer restore aerial usage. ・Reduced damage-side recovery time. ・Decreased chip damage when guarding. Quirk Skill 4 ・Increased recovery time after the warp. ・Changed so that target combos no longer restore aerial usage.
High-End Nomu	Target Combo ・Increased chip damage when guarding. Counter Attack ・Reduced stamina gauge depletion. Quirk Skill 1 ・Adjusted to decrease initial speed of tentacles and increase final speed. Quirk Skill 2 ・Reduced stamina gauge depletion. Quirk Skill 4 ・Fixed an issue that the grab location could sometimes be incorrect.
Izuku Midoriya One For All	Target Combo ・Reduced the rate to fill up Plus Ultra Gauge for ground version. Counter Attack ・Reduced the rate to fill up Plus Ultra Gauge for aerial version. Quirk Skill 1 ・Reduced the rate to fill up Plus Ultra Gauge for ground and aerial versions. Quirk Skill 2 ・Reduced the rate to fill up Plus Ultra Gauge for ground and aerial versions. Quirk Skill 3 ・Increased the rate to fill up Plus Ultra Gauge for ground version. ・Reduced the rate to fill up Plus Ultra Gauge for aerial version. Quirk Skill 4 ・Reduced the rate to fill up Plus Ultra Gauge for the ground Rising version. ・Increased the rate to fill up Plus Ultra Gauge for the aerial side input and neutral versions. ・Fixed an issue where the attack would not travel straight when the aerial version was activated while touching the right wall.
Hanta Sero	General ・Increased the travel distance of air dash. Quirk Skill 1 ・Added super armor to the approach movement during Rising. ・Fixed an issue where the aerial version could be guarded when hitting a roll up opponent. Quirk Skill 2 ・Fixed an issue where the attack would sometimes fail to restrain the opponent after hitting them with tape. Quirk Skill 4 ・Fixed an issue where the attack would sometimes fail to restrain the opponent after hitting them with tape.
Mashirao Ojiro	Target Combo ・Adjusted the knockback direction of the first and second ground hits to be diagonally downward, making it easier to connect combos against opponents in air. Counter Attack ・Fixed an issue where canceling into Target Combos or Unblockable Attacks upon hit was not functioning. ・Increased movement speed for ground version. ・Reduced knockback speed for opponents hit by ground version. ・Increased damage-side recovery time upon ground version hit. ・Adjusted ground version to make combo damage harder to extend. ・Changed so knockback movements no longer varies based on opponent size upon ground version hit. ・Changed to delay the timing when canceling becomes possible after air version hit. Quirk Skill 2 ・Reduced stamina guage depletion. Quirk Skill 4 ・Changed to allow canceling into target combos when guarded. ・Increased movement speed. ・Increased the unrecoverable time. ・Reduced damage. ・Increased the size of the attack hitbox.
Rikido Sato	Target Combo ・Reduced the movement speed of the aerial version. Unblockable Attack ・Decreased the attack startup speed. Quirk Skill 1 ・Fixed an issue where the move would be interrupted when Sugar Counter reached 5 during Rising. Quirk Skill 3 ・Increased recovery time.
Toru Hagakure	Counter Attack ・Adjusted to make it harder to gain momentum. ・Increased waiting time before tracking begins. Quirk Skill 1 ・Changed so that the light gathering level increases faster during Rising. ・Reduced the time required to increase the light gathering level. Quirk Skill 2 ・Fixed an issue where the blind effect would sometimes fail to activate against grounded opponents. ・Fixed an issue where the aerial version would not cause the opponent to flinch without charging. ・Adjusted to make damage easier to extend during combos. Quirk Skill 3 ・Increased recovery time. ・Adjusted to make damage easier to extend during combos. Quirk Skill 4 ・Adjusted hit stop and consecutive hit intervals to fix an issue where normal combos would not connect when charged. ・Increased burn damage during Rising. ・Increased burn duration during Rising. Plus Ultra ・Adjusted to make damage easier to extend during combos.
Best Jeanist	Target Combo ・Adjusted the knockback of the 3rd hit and final hit of the ground version to stabilize combos. ・Changed the final hit of the aerial version to face up and down to make it easier to hit opponents on slopes.
Mirko	Target Combo ・Added attack hitboxes to the final hit of the normal version and Lunar Deadly version to stabilize hits. ・Adjusted the attacker's movements to make attacks easier to land against opponents on uphill slopes. Counter Attack ・Increased hitbox duration for ground version. Quirk Skill 3 ・Added the ability to break tracking by moving backwards. Quirk Skill 4 ・Reduced knockback distance. ・Reduced damage-side recovery frame. ・Increased recovery time for aerial version.
Armored All Might	Rising ・Changed so that each attack can only be canceled once per combo. Target Combo ・Reduced chip damage when guarding. ・Reduced guard-side recovery frame for the final hit of the ground version. ・Increased recovery time for the final hit of the ground version. ・Adjusted the aerial version to be consecutive guards. ・Increased recovery time for the final hit of the aerial version. Quirk Skill 1 ・Decreased startup speed for the aerial version. ・Increased recovery time for the 3rd hit. ・Increased chip damage when guarding. Quirk Skill 2 ・Increased recovery time when hit. ・Increased recovery time after upward attacks ・Increased recovery time after downward attacks ・Increased chip damage when guarding ・Increased recovery frame. Quirk Skill 3 ・Reduced tracking performance. Plus Ultra ・Increased stamina damage depletion.
Tomura Shigaraki All For One	Rising ・Fixed an issue where HP would continue to decrease after Rising ended under certain conditions. Target Combo ・Reduced chip damge when guarding. Quirk Skill 1 ・Increased attack startup speed. ・Reduced damage-side recovery frame.
All For One Rewind	Normal Combo ・Changed combos incorporating Plus Ultra. Target Combo ・Improved the tracking performance of the second hit of the aerial version. ・Changed the reaction of the second hit of the aerial version to stagger. Counter Attack ・Adjusted to guarantee tracking even at close range. ・Added cancel routes to Quirk Skill 1, 2, 3, and Plus Ultra after the animation to pull out Revet Stab. ・Reduced damage-side recovery frame. Other ・Fixed an issue where attack power would sometimes not return to normal after returning from the Rising state in Training Mode.
Dabi Flame of Death	General ・Increased dash speed. ・Increased horizontal movement speed during jumps. ・Increased movement speed of the neutral air dash. ・Increased duration for stick input air dash. ・Fixed an issue where the super armor effect would sometimes not activate when Flame of Death level reached 3 under certain conditions. Target Combo ・Removed the waiting time to track for the first hit of the ground version. ・Reduced recovery time for the first hit of the ground version. ・Increased recovery time for the second hit of the ground version. ・Increased movement speed and travel distance of the ground version. ・Increased movement speed of the aerial version. Quirk Skill 2 ・Increased damage. Quirk Skill 4 ・Reduced recovery time. ・Fixed an issue where the attack would sometimes disappear easily when there was a wall to the left. ・Adjusted the launch angle to be slightly downwards. ・Increased the hit interval of consecutive hits. ・Reduced damage-side recovery frame.
Neito Monoma	Rising Action ・Increased hit stop. ・Adjusted tracking angle to be shallower.
Lady Nagant	Counter Attack ・Reduced stamina gauge depletion.
All For One Chaos	General ・Changed so that attacks can be canceled between different Quirk Skills, excluding the same move. Target Combo ・Reduced chip damage when guarding. ・Adjusted the inertia and tracking time of the aerial version to stabilize hits at close range. Quirk Skill 1 ・Increased attack startup speed. ・Reduced tracking performance. ・Increased the speed of the stick input version. ・Adjusted the downward angle of the stick input version to be shallower. Quirk Skill 2 ・Increased the startup speed of the laser in the aerial version. ・Adjusted the aerial version to track downwards as well. Quirk Skill 4 ・Reduced activation speed of attack hitbox. ・Reduced the movement speed of the Rising attack hitbox to match the normal version. Plus Ultra ・Removed guard hitbox upon activation.