System	Rising ・Fixed an issue where some characters' Rising state could remain for a long time using Dash. ・Fixed an issue where the Rising state did not end after defeating characters in a Rising state under specific conditions. Rising Action「Counter Slide」 ・Increased a judgement time for identifying Slam. ・Adjusted the behavior to make Slam easier to complete when attacking at close range. ・Extended Opponents' slow motion time when counterattacking. Counter Attack ・Slightly delayed the emerging timing of Super Armour upon activation of the attack. ・Changed it so that when Side Kick Change is performed outside of a combo, the change will not complete until the attack finishes. ・Adjusted it so that the attackers against Super Armour lean back when Counter Crash completes. Emergency Dodge ・Expanded the Hit identification of Emergency Dodge. Other ・Changed it so that Forced Replacement will not activate when Opponents in standby state is hit by Forced Replacement Attack. ・Fixed an issue where the camera angle becomes right beneath when some characters are put in the front under the victory demonstration. ・Fixed an issue where the bound behaviour occurs when hit at the ceiling. ・By adjusting the jostle judgment among characters, changed it so that characters become difficult to pass by each other when overlapping forward attacks. ・Optimized the process related to character movements to restrain connection errors when fighting. ・Fixed an issue where, for some characters, there existed a timing when Emergency Dodge could be activated during Plus Ultra Combo. ・Fixed an issue where, for some characters, the Quirk Skills could be activated during Counter Crash performance.

Character Name	Adjustments
Izuku Midoriya	Normal Combo ・Changed the Combo route using Plus Ultra on the ground. Counter Attack ・Fixed an issue where the attack could be activated multiple times without landing the Aerial Version.
Katsuki Bakugo	Counter Attack ・Changed it so that the attack can be canceled to Target Combo on Ground Version Hit. ・Increased the Hit Stop on Ground Version Guard. ・Changed it so that Ground Version Guard results in an Air Guard. Quirk Skill 1 ・Decreased Ground Version Turn Performance. ・Decreased Ground Version Attack Startup Speed. Quirk Skill 2 ・Increased Ground Version Ending Lag. ・Shortened Ground Version Pre-Attack Turn Duration. Quirk Skill 3 ・Increased Ground Version Ending Lag. ・Decreased Ground Version Vertical Chase Performance. ▼In the Rising state General ・Increased Fired Bullet Damage. ・Adjusted Damage Behavior so that Opponents can be launched easier when Fired Bullets hit. ・Changed it so that Bullets will not be fired when the same attack repeats. Quirk Skill2 ・Adjusted the timing to fire Bullets from Strafe Panzer earlier. ・Added Cancellation to Quirk Skill 4
Ochaco Uraraka	Counter Attack ・Fixed an issue where the Attack could be activated in the air more than twice. Quirk Skill 3 ・Increased Bullet Chase Performance. ▼In the Rising state Quirk Skill 3 ・Increased Bullet Chase Performance. ・Increased Bullet Offset Performance. ・Increased Damage.
Shoto Todoroki	Quirk Skill 1 ・Decreased Ground Hold Version's maximum Duration.

Tenya Iida	Quirk Skill 2 ・Added Bullet Cancellation Performance when Rushing. Quirk Skill 3 ・Increased Damage. Quirk Skill 4 ・Increased Damage. ▼In the Rising state ・Fixed an issue where the Dash Attack stopped midway. ・Fixed it so that High Speed Dash can be stopped when the Rising state ends.
Tsuyu Asui	Quirk Skill 1 ・Increased Ground Version Chase Duration. ・Increased Ground Version Damage. ・Decreased Ground Version Damage takers' Petrfied Duration. ・Increased Aerial Version Chase Duration. ・Increased Aerial Version Damage. ・Decreased Aerial Version Damage takers' Petrified Duration. ・Shrank Hitbox. Quirk Skill 2 ・Increased Ground Version Chase Duration. ・Increased Ground Version Damage. ・Increased Aerial Version Chase Duration. ・Increased Aerial Version Damage. ・Shrank Hitbox.
Denki Kaminari	▼In the Rising state Quirk Skill 3 ・Fixed an issue where Attack judgement and looks didn't match.
Eijiro Kirishima	Counter Attack ・Adjusted so that the Attack can be activated once in the air. ▼In the Rising state Quirk Skill 1 ・Adjusted so that the Attack can be activated once in the air.
Kyoka Jiro	Plus Ultra ・Increased Launch distance of Ground Version Rush part. ・Adjusted to upwards Launch angle of Ground Version Rush part. ・Expanded the attack judgement of Ground Version. ・Increased Launch distance of Aerial Version Rush part. ・Adjusted to upwards Launch angle of Aerial Version Rush part. ・Expanded Aerial Version Hitbox.
Momo Yaoyorozu	▼In the Rising state Rising Ability ・Fixed an issue where recovery motion was interrupted by Rising Action.
Fumikage Tokoyami	Target Combo ・Increased Dark Shadow Appearance Speed when Substitution Combo. ・Increased Dark Shadow's Startup Speed of First Aerial Step. Counter Attack ・Adjusted so that the Attack can be activated once in the air. Quirk Skill 4 ・Increased Rush Distance. ▼In the Rising state General ・Adjusted the judgement size. ・Increased General Damage Reduce Rate, and further increase of Damage Reduce Rate to Bullets. ・Changed it so that Self-Damage will activate when the Attack ends. Decreased Petrified Duration. instead. ・Fixed an issue where transform could not deactivate when HP became 0. Target Combo ・Added Cancellation to Quirk Skill 2. ・Decreased number of maximum attack and increased Damage. Quirk Skill 1 ・Added Cancellation to Target Combo and Quirk Skill 2. ・Decreased Turn Performance. ・Decreased Track Duration. Quirk Skill 2 ・Decreased non-Charged Version Damage. ・Increased Ending Lag of Charged Version.

Shota Aizawa	General ・Fixed an issue where a Hitbox existed on the binding cloth under specific costume. Target Combo ・Adjusted Guard Petrified Duration of Ground Version Final hit. ・Adjusted Guard Petrified Duration of Aerial Version Final hit. Plus Ultra ・Decreased Chase Performance of Aerial Version activation. ・Increased Chase Angle of Aerial Version activation.
Gran Torino	Counter Attack ・Decreased Aerial Version Damage takers' Petrified Duration. Quirk Skill 2 ・Increased Ground Version Attack Ending Lag. ・Decreased Ground Version Attack Distance. ・Increased Aerial Version Attack Ending Lag. ・Decreased Aerial Version Attack Distance.
Dabi	Quirk Skill 1 ・Decreased Second Step of Chase Performance. ・Decreased Second Step of Speed. ・Changed it so that Bullets will disappear when attacker takes damage. Quirk Skill 2 ・Fixed an issue with Ground Version. Plus Ultra ・Fixed an issue of generation position. ▼In the Rising state Rising Ability ・Fixed an issue where Side-Kick Change couldn't complete when it activated under the specific condition. ・Fixed an issue where the specific character couldn't be given Abnormal state. ・Fixed an issue where some Bullets couldn't disappear when they were activated.
Himiko Toga	Plus Ultra ・Added invincible Duration right after transform. Quirk Skill 1 ・Fixed an issue where the Attack could activate during transformation when it was not supposed to.
Stain	Plus Ultra ・Changed to be able to Tech. ▼In the Rising state Rising Action ・Changed to be able to Tech.
Muscular	Plus Ultra ・Increased Chase Angle of Aerial Version activation. ▼In the Rising state Target Combo ・Adjusted to make Aerial Version Combo extend easier. Counter Attack ・Increased Ground Version Damage Amount. ・Increased Aerial Version Damage Amount. Quirk Skill 1 ・Changed to be able to Tech in Ground Version. ・Adjusted Ground Version Damage takers' Petrified Duration. ・Changed it so that Aerial Version cannot activate in a row. ・Changed to be able to Tech in the Aerial Version. ・Adjusted Aerial Version Damage takers' Petrified Duration. Quirk Skill 3 ・Adjusted to make it more difficult to Force Knockdowns. Quirk Skill 4 ・Improved Ground Version Track Performance. Plus Ultra ・Increased Track Angle of Aerial Version activation Rising Ability ・Fixed an issue where Armour couldn't be deactivated under the specific condition.

Endeavor	Target Combo ・Decreased Damage of First Aerial Step. Counter Attack ・Decreased Damage. Quirk Skill 2 ・Decreased Enhanced Version Damage. Quirk Skill 4 ・Decreased Damage. ▼In the Rising state Rising Ability ・Decreased Slip Damage. Rising Action ・Decreased Damage.
Mirio Togata	Normal Combo ・Changed Combo Route of Aerial Version Normal Combo. ・Changed Combo Route of Aerial Version Auto Change Combo. Target Combo ・Adjusted Aerial Version Second Step Track Performance. Counter Attack ・Adjusted Ground Version Cancellation Timing to Other Attacks. ・Adjusted Aerial Version Cancellation Timing to Other Attacks. Quirk Skill 4 ・Adjusted Damage takers' Fall Speed. Plus Ultra ・Adjusted Track Performance. ▼In the Rising state Rising Ability ・Fixed an issue where characters couldn't be redisplayed under the specific input.
Nejire Hado	Quirk Skill 2 ・Decreased Launch Angle in Aerial Version Second Step. ▼In the Rising state Quirk Skill 1 ・Decreased Aerial Version Damage. ・Fixed an issue where Attacks could be activated repeatedly unless horizontal movement was input in Aerial Version.
Tamaki Amajiki	Plus Ultra ・Increased Chase Angle of Aerial Version.
Mina Ashido	Quirk Skill 1 ・Increased Ground Version Launch Distance. Plus Ultra ・Adjusted Behavior when Aerial Version is dodged. ▼In the Rising state Rising Ability ・Fixed an issue where Offset was repeatedly activated under the specific condition.
Minoru Mineta	General ・Adjusted Health Upper Limit from 2500 to 3000. Target Combo ・Increased Ground Version First Step Launch Distance.
Camie Utsushimi	Quirk Skill 2 ・Adjusted Ground Version Vertical Track Performance and fixed an issue where Hits were unstable close to the wall. ・Expanded Hitbox downwards in Ground Version Final Hit. Plus Ultra ・Increased Chase Angle of the Aerial Version.

Sir Nighteye	Future Prediction ・Increased the ratio of slow motion when activating Future Prediction. ・Increased Duration. Unblockable Attack ・Increased Damage Amount. ・Changed to be able to pursue when Hitting. Quirk Skill １ ・Decreased Ground Version Ending Lag.
Gang Orca	Target Combo ・Increased Correction Value Ground Second Step ・Decreased Damage Ground Third Step ・Increased Correction Value Aerial Second Step ・Decreased Damage Aerial Third Step Counter Attack ・Increased Ground Version Ending Lag ・Decreased Ground Version Damage takers' Petrified Duration ・Increased Aerial Version Ending Lag ・Decreased Aerial Version Damage takers' Petrified Duration ・Adjusted to not be pushed back when guarding Aerial Version ・Adjusted Damage Reaction to be led to Quirk Skill １ from the Aerial Version. Quirk Skill １ ・Increased non-Charged Version Damage. ・Increased Correction Value of non-Charged Version. ・Increased Charged Version Damage. ・Increased Correction Value of Charged Version. ・Increased Chase Angle of non-Charged Version in the air. Quirk Skill ２ ・Increased Throw Part Damage. ・Increased Correction Value of Throw Part. ・Increased Sound Wave Part Damage. ・Increased Correction Value of Sound Wave Part. Quirk Skill ３ ・Adjusted to make Combo extend easier. Quirk Skill ４ ・Increased Correction Value. Plus Ultra ・Fixed an issue where inertia remained after Aerial Version Chase ends. ▼In the Rising state Rising Ability ・Decreased generation interval of Ultrasonic Waves ・Changed it so that Opponents cannot be defeat by Ultrasonic Waves Damage ・Changed it so that Ultrasonic Waves can be generated during guard
Fatgum	General ・Mitigated necessary Damage Amount to Suck Level 1 ▼In the Rising state Rising Ability ・Fixed an issue where original shape couldn't be restored when taking Damage which forces a Side-kick Change. ・Fixed an issue where original shape couldn't be restored when taking Attacks under the specific condition
Kai Chisaki	General ・Changed Quirk Skills that previously could not Tech to be able to Tech. Counter Attack ・Changed Damage takers' Behaviour when Hitting in the Aerial Version. ・Adjusted Launch Distance to be able to lead to Combo in the Aerial Version. ・Adjusted Launch Angle to be able to lead to Combo in the Aerial Version. Target Combo ・Adjusted Launch Distance to be able to lead to Combo in the Aerial Version Final Hit. Quirk Skill １ ・Changed it so that Ground Version can't be Offset using Nejire's Rising Ability. ・Decreased Bind Duration after the Ground Version Hits. ・Decreased number of Bind of series of the Ground Version Hit. ・Decreased the Ground Version Ending Lag. ・Increased landscape height of getting over in the Ground Version. ・Fixed an issue where Bullets couldn't be fired under the specific condition in the Ground Version. ・Fixed an issue where Ground Version Effect was misaligned under the specific condition. ・Changed it so that Tech can be activated when the Aerial Version Hits. ・Changed it so that Counter Crash can be generated in the Aerial Version First Step. ・Adjusted Damage takers' Petrified Duration to be able to lead Combo from the Aerial Version Second Step. Quirk Skill ３ ・Changed it so that the Ground Version can't be Offset using Nejire's Rising Ability. ・Improved Track Performance in the Aerial Version First Step. ・Increased Launch Distance of Ground Thorn in the Aerial Version. ・Decreased Duration of Ground Thorn in the Aerial Version.

	Quirk Skill 4 ・Decreased Ending Lag. Normal Combo ・Changed Combo Route of Auto Plus Combo in the Aerial Version. ▼In the Rising state Quirk Skill 2 ・Adjusted to make the Ground Version Final Hit easier to hit.
Kendo Rappa	Plus Ultra ・Decreased Stamina Gauge Reduce Value of the Ground Version First Hit. ・Decreased Stamina Gauge Reduce Value of the Ground Version Random Hitting Part. ・Decreased Guard Gauge Reduce Value of the Ground Version Random Hitting Part. ・Decreased Stamina Gauge Reduce Value of the Ground Version Final Step. ・Decreased Stamina Gauge Reduce Value of the Aerial Version First Hit. ・Decreased Stamina Gauge Reduce Value of the Aerial Version Random Hitting Part. ・Decreased Guard Gauge Reduce Value of the Aerial Version Random Hitting Part. ・Decreased Stamina Gauge Reduce Value of the Aerial Version Final Step. ▼In the Rising state Rising Ability ・Fixed an issue where Damage takers' Abnormal state couldn't be removed under the specific condition.
Twice	Target Combo ・Adjusted to delay transitionable timing from the Ground Version First Step to Second Step. Quirk Skill 1 ・Fixed an issue where behaviour and its look didn't match. Quirk Skill 3 ・Fixed an issue where behaviour and its look didn't match. Quirk Skill 4 ・Fixed an issue where Damage Amount for Copied characters was extraordinarily lower than expected.
Mr. Compress	Counter Attack ・Fixed an issue where the Attack could be activated in the air more than twice.
Tomura Shigaraki	Target Combo ・Decreased Petrified Duration caused by Damage due to increased Ending Lag of Ground Third Step. Quirk Skill 2 ・Increased Damage takers' Petrified Duration in the Aerial Version. Quirk Skill 3 ・Expanded Hitbox of collapsed part of Ground. Plus Ultra ・Increased Chase Angle of the Aerial Version. General ・Increased Damage.
Izuku Midoriya Full Cowl 100%	Normal Combo ・Changed the Ground Version Combo Route. ・Changed the Aerial Version Combo Route. Auto Plus Combo ・Changed the Ground Version Combo Route. Target Combo ・Decreased Knockdown Transition Duration in Ground Version Third Step. ・Increased Knockdown Transition Duration for the Aerial Version First Hit against Opponents on the slope to make Combo continue easier. Counter Attack ・Expanded Hitbox of the Ground Version Rotate Attack Part. ・Expanded Hitbox of the Ground Version Kick Attack Part. ・Adjusted Launch direction downwards in the Ground Version Rotate Attack Part. ・Expanded Hitbox of the Aerial Version Rotate Attack Part. ・Expanded Hitbox of the Aerial Version Kick Attack Part. Quirk Skill 1 ・Increased the Normal Ground Version Damage. ・Adjusted the Normal Ground Version to make it difficult to extend Damage during Combo. ・Added Hitbox on the root of the Normal Ground Version Shock Wave. ・Increased Charged the Ground Version Damage. ・Added Hitbox on the root of Charged the Ground Version Shock Wave. ・Increased the Normal Aerial Version Damage. ・Adjusted the Normal Aerial Version to make it difficult to extend Damage during Combo. ・Added Hitbox on the root of the Normal Aerial Version Shock Wave. ・Increased the Charged Aerial Version Damage. ・Added Hitbox on the root of Charged Aerial Version Shock Wave. Quirk Skill 2 ・Adjusted Chase Performance during the Aerial Version Rush Attack. Quirk Skill 3 ・Increased the Normal Ground Version Damage. ・Adjusted Normal Ground Version to make it difficult to extend Damage during Combo. ・Added Hitbox on the root of Normal Ground Version Shock Wave ・Increased Charged Ground Version Damage ・Added Hitbox on the root of Charged Ground Version Shock Wave

	・Increased Normal Aerial Version Damage ・Adjusted Normal Aerial Version to make it difficult to extend Damage during Combo. ・Added Hitbox on the root of Normal Aerial Version Shock Wave ・Increased Charged Aerial Version Damage ・Added Hitbox on the root of Charged Ground Version Shock Wave Quirk Skill 4 ・Decreased Knockdown Transition Frame of Ground Version Throw ・Decreased Knockdown Transition Frame of Aerial Version Throw Plus Ultra ・Added Hitbox on the root part of Ground Version Shock Wave ・Added Hitbox on the root part of Aerial Version Shock Wave
Hawks	Counter Attack ・For the Ground Version, Changed Launch Direction from left and right to forwards, adjusted angle that made it easier to Launch upwards. Quirk Skill 1 ・Shortened the Rapid Fire acceptance Duration caused by Button mashing. Plus Ultra ・Changed Damage takers' reaction. ▼In the Rising state Rising Ability ・Increased Wing Damage takers' Petrified Duration. Rising Action ・Decreased Damage takers' Petrified Duration.
Gentle Criminal	Target Combo ・Fixed an issue where the Ground Version Second Step couldn't chase at specific point. ・Adjusted the Aerial Version Second Step Launch Angle. Unblockable Attack ・Adjusted Launch Angle. ・Adjusted Launch Distance. Quirk Skill 1 ・Decreased Damage takers' Petrified Duration. Plus Ultra ・Adjusted Hitbox to make it easier to Hit on slope. ・Fixed an issue where the Aerial Version couldn't chase if it was activated during specific Combo. ・Increased Chase Angle of the Aerial Version activation. Normal Combo ・Changed it so that Damage taker cannot break into Guard during the Ground Version Auto Change Combo. Side Kick Change ・Fixed an issue where Quirk Skill 2 kept activating under the specific condition. ▼In the Rising state Rising Ability ・Adjusted Hitbox.
Mei Hatsume	Target Combo ・Improved the Ground Version Attack Startup Speed. Counter Attack ・Adjusted the Ground Version Cancellation timing to other Attacks. ・Adjusted the Aerial Version Cancellation timing to other Attacks. Unblockable Attack ・Added Cancellation to Target Combo during Hit. ・Adjusted Hitbox. Quirk Skill 1 ・Fixed an issue where the Aerial Version prematurely ended under the specific condition. ・Decreased the Ground Version Bind Duration. ・Decreased the Aerial Version Bind Duration. Quirk Skill 4 ・Increased maximum number of Bullets can be existence. ・Improved the Aerial Version Attack Startup Speed. ・Decreased the Aerial Version Ending Lag. ・Fixed an issue where the Aerial Version wouldn't disappear by Damage. ・Fixed an issue where it was easy to explode at the specific stage. Plus Ultra ・Changed it so that Bullets are difficult to disappear when Hitting at the wall. ・Changed it so that they aren't offset with other Bullets. ・Improved Attack Startup Speed. ・Adjusted to make it easier to Hit Opponents on slope. ・Improved Bullet Chase Performance. ▼In the Rising state Rising Ability ・Changed it so that attacks cannot be activated during Reversal tag.

Tetsutetsu Tetsutetsu	Target Combo ・For the Ground Version Second Step, decreased Damage takers' Petrified Duration. ・Increased the Aerial Version Chase Performance. Quirk Skill 1 ・Decreased the Ground Version Ending Lag. ・Adjusted the Aerial Version Chase Performance. ▼In the Rising state Risin Ability ・Fixed an issue where going up in flames under the specific condition.
Nomu	General ・Adjusted Plus Ultra Gauge Amount of Increase. Quirk Skill 1 ・Improved the Ground Version Attack Startup Speed. ・Increased the Ground Version Ending Lag. ・Adjusted the Aerial Version Damage takers' Petrified Duration. ・Improved the Aerial Version Attack Startup Speed. ・Increased the Aerial Version Ending Lag. ・Adjusted the Aerial Version Behavior. Quirk Skill 2 ・Increased the Ground Version Ending Lag. ・Increased the Aerial Version Ending Lag. Quirk Skill 3 ・Added Cancellation to Quirk Skill 1 to the Aerial Version. ・Increased the Aerial Version Attack Startup Speed. Quirk Skill 4 ・Increased the Ground Version Ending Lag. ・Increased the Aerial Version Ending Lag. ・Adjusted Hitbox. ・Adjusted Plus Ultra Gauge Amount of Increase. Plus Ultra Gauge ・For the Aerial Version Activation, increased Chase Distance. ・Increased Ending Lag. ・Changed to make it transition to Final Step if dodged.
Hitoshi Shinso	Quirk Skill 2 ・Fixed an issue where the specific character wouldn't get Hit Quirk Skill 3 ・Adjusted to make it difficult to extend Damage during Combo. ・Decreased Guarding-sides' Petrified Duration in Final Step Quirk Skill 4 ・Adjusted to make it easier to Force Knockdown when using Ground Version Pull. Plus Ultra ・Increased Damage takers' Filling Duration in Final Step ▼In the Rising state Rising Ability ・Fixed an issue where Damage takers' Abnormal state couldn't be removed under the specific condition
Yuga Aoyama	Quirk Skill 1 ・Changed it so that Object can be destroyed without Ground Hold. Quirk Skill 3 ・Changed Unconditional Cancellation to other Attacks in the Ground Version to be able to cancel only upon Hit. ・Increased Charge Duration when the Ground Version is Unblockable. ・Increased Attack Startup Speed for Normal Ground Version. ・Adjusted to make it difficult to extend Damage during Combo when the Ground Version is Unblockable. ・Decreased Guarding-sides' Petrified Duration in the Ground Version's First Step. ・Changed Unconditional Cancellation to other Attacks in the Aerial Version to be able to cancel only upon Hit. ・Increased Charge Duration when the Aerial Version is Unblockable. ・Increased Attack Startup Speed for the Normal Aerial Version. ・Adjusted to make it difficult to extend Damage during Combo when the Aerial Version is Unblockable. ・Decreased Guarding-sides' Petrified Duration in the Aerial Version's First Step. ▼In the Rising state Rising Action ・Adjusted the Ground Version Guarding-sides' Petrified Duration. ・Adjusted the Aerial Version Guarding-sides' Petrified Duration. Quirk Skill 3 ・Decreased the Ground Version Unblockable Chase Performance. ・Decreased the Aerial Version Unblockable Chase Performance.

Present Mic	Normal Combo ・Changed Combo Route of the Ground Version Auto Change Combo. Target Combo ・Changed the Ground Version so that it cannot be reflected by Star And Stripe. ・Fixed an issue where the Ground Version First Step couldn't Hit the specific character. Counter Attack ・Changed the Ground Version so that it cannot be reflected by Star And Stripe. ・Changed the Aerial Version so that it cannot be reflected by Star And Stripe. Quirk Skill 1 ・Decreased the Ground Version Knockback Distance. Quirk Skill 2 ・Changed the Ground Version so that it cannot be reflected by Star And Stripe. ・Changed the Aerial Version so that it cannot be reflected by Star And Stripe. ・Changed it so that the Ground Version can't be Offset using Nejire Hado's Rising Ability. ・Changed it so that the Aerial Version can't be Offset using Nejire Hado's Rising Ability. Plus Ultra ・Adjusted Plus Ultra Combo Activation timing.
Midnight	Quirk Skill 1 ・Fixed an issue with the Ground Version. Quirk Skill 4 ・Decreased Petrified Duration of Guarding-sides without Hold. Counter Attack ・Fixed an issue where the Aerial Version could be activated multiple times without landing. Plus Ultra ・For the Aerial Version Activation, increased Chase Angle.
Kurogiri	Quirk Skill 3 ・For the Ground Version, increased Ending Lag of Right and Left Input. ・For the Ground Version, decreased Damage Amount of Right and Left Input. ・For the Ground Version, decreased Damage takers' Petrified Duration of Right and Left Input when they get Hit. ・For the Ground Version, increased Ending Lag of Vertical Input. ・For the Ground Version, decreased Damage takers' Launch Distance of Vertical Input. ・For the Aerial Version, decreased Damage Amount.
High-End Nomu	Target Combo ・Adjusted Launch Angle in the Aerial Second Step. ・Decreased Launch Distance in the Aerial Second Step. Quirk Skill 2 ・Increased the Ground Version Chase Distance. ・Increased the Aerial Version Chase Distance. Quirk Skill 4 ・Increased the Aerial Version Maximum Chase Angle.
Izuku Midoriya One For All	Counter Attack ・Changed the number of uses in the air to single use. Quirk Skill 1 ・Decreased Damage Amount of both the Ground and Aerial Version. ・Adjusted to make it difficult to extend Damage during both the Ground and Aerial Version Combo. Quirk Skill 2 ・Make it easier to Force Knockdown in the Aerial Version Holding Part. ▼In the Rising state Quirk Skill 2 ・As for the Aerial Version Kicking Part, adjusted to make it difficult to extend Damage during Combo. ・As for the Aerial Version Kicking Part, increased Damage takers' Petrified Duration. Quirk Skill 3 ・Adjusted to close the Petrified Gap between the Ground Version Damage takers and attackers during Hit. ・Adjusted to make the Ground Version Launch Angle more shallow. ・Decreased the Ground Version Launch Distance. ・Increased the Ground Version Launch Duration. ・Decreased Stamina Gauge Reduce Value of the Ground Version. ・Adjusted to make it difficult to extend Damage during the Ground Version Combo. ・Slightly adjusted Damage takers' Petrified Duration to make it easier to activate the Aerial Version Final Hit. ・Adjusted to make it easier to extend Damage during the Aerial Version Combo. ・Decreased Stamina Gauge Reduce Value of the Aerial Version. ・Adjusted to make it easier to Force Knockdown in the Aerial Version. Quirk Skill 4 ・Decreased Damage Amount of the Ground Version Pursuit Part.

Mashirao Ojiro	Target Combo ・Increased Chase Duration of the Ground Version First Step. ・Increased Plus Ultra Gauge Increase Amount of the Ground Version Forth Step. Plus Ultra ・Increased Chase Duration of the Aerial Version.
Rikido Sato	Target Combo ・Decreased Damage of Aerial Version Target Combo First Step ・Decreased Damage of Aerial Version Target Combo Second Step ・Changed it so that Aerial Version Final Step can be cancelled by Quirk Skills other than Quirk Skill 1. ・Increased Launch Speed of Aerial Version Final Step ・Increased Launch Angle of Aerial Version Final Step Counter Attack ・Adjusted to make it difficult to extend Damage during Aerial Version Combo Quirk Skill 1 ・Increased Eating Speed. Quirk Skill ３（With Sugar Dope） ・Adjusted to make the Startup timing of Super Armor earlier. ・Changed it so that Cancellation can be activated by Target Combo, Quirk Skill ２ and Quirk Skill ４. ・For the Normal Ground Version, increased Launch Distance. ・For the Normal Ground Version, adjusted Launch Angle higher. ・For the Normal Ground Version, increased Damage takers' Petrified Duration. ・For the Normal Ground Version, decreased Attackers' Petrified Duration. ・Changed it so that Cancellation can be activated by jump when the Normal Ground Version Hits. ・Adjusted to make it difficult to extend Damage during the Ground Hold Version Combo. ・Decreased Version Damage of the Aerial Version. ・Decreased Plus Ultra Gauge Amount of Increase of the Aerial Version. ・Decreased Stamina Gauge Decrease Amount of the Aerial Version during Guard. ・Decreased Launch Distance of the Aerial Version. ・Adjusted Launch Angle of Aerial Version higher. ・Increased Damage takers' Petrified Duration of the Aerial Version. ・Changed to make it easier to Force Knockdown. Quirk Skill ４（Without Sugar Dope） ・Adjusted to make it easier to extend Damage during the Ground Version Combo. Quirk Skill ４（With Sugar Dope） ・Adjusted to make it easier to extend Damage during the Ground Version Combo. ・Decreased Ending Lag of the Aerial Version.
Toru Hagakure	Quirk Skill １ ・Changed it so that Cancellation can be activated by Quirk Skill 3. ・Changed it so that Cancellation can be activated by Guard. Quirk Skill 3 ・Adjusted to make it difficult to extend Damage during the Ground Version Combo. ・For the Ground Version, changed it so that Go Around Attack can be activated when it catches Opponents' projectile with Strike. ・For the Ground Version, changed it so that Concentration of Light can't be consumed when Go Around Attack hits after Strike. ・For the Ground Version, decreased Warp Distance Limit of Go Around Attack. ・Adjusted to make it difficult to extend Damage during the Aerial Version Combo. ・For the Aerial Version, changed it so that Go Around Attack can be activated when it catches Opponents' projectile with Strike. ・For the Aerial Version, changed it so that Concentration of Light can't be consumed when Go Around Attack hits after Strike. ・For the Aerial Version, decreased Warp Distance Limit of Go Around Attack. ・For the Aerial Version, fixed an issue where Transparent state couldn't be removed until Attack ends when using Strike. ▼In the Rising state Quirk Skill ４ ・Decreased Burn Damage Amount of the Ground Version. ・Increased Burn Status Duration of the Ground Version. ・Decreased Burn Damage Amount of the Aerial Version. ・Increased Burn Status Duration of the Aerial Version.
Mezo Shoji	Counter Attack ・Fixed an issue where the attack could be activated multiple times without landing Aerial Version. Quirk Skill 3 ・Fixed an issue where the Ground Version Punch could be caught Star And Stripe's Quirk Skill ３ Performance. ・Fixed an issue where the Aerial Version Punch could be caught Star And Stripe's Quirk Skill ３ Performance.
Koda Koji	Plus Ultra ・Increased Ending Lag. ・Adjusted to make Bullets disappear if it takes Damage. ・Adjusted KO timing during Hit.
Best Jeanist	Quirk Skill １ ・Expanded Hitbox. ・Improved Chase Performance of Fiber. Quirk Skill ２ ・Decreased Damage taker's Petrified Duration. Plus Ultra ・Adjusted to make it easier to Force Knockdown.

Edge Shot	▼In the Rising state Rising Ability ・Fixed an issue where Paper Limb Transformation couldn't be removed when Attacks hit under the specific condition.
Mirko	Plus Ultra ・Improved Chase Performance of Aerial Version. Quirk Skill 3 ・Fixed an issue where it could be caught by Star And Stripe's Quirk Skill 3 Performance. Plus Ultra ・Fixed an issue where it could be caught by Star And Stripe's Quirk Skill 3 Performance.
Armored All Might	Target Combo ・Adjusted to make it difficult to extend Damage during the Ground Version Combo. ・Adjusted to make it difficult to extend Damage during the Aerial Version Combo. ・Adjusted Launch Angle of Aerial Version Final Step. ・Adjusted Launch Distance of Aerial Version Final Step. Counter Attack ・Fixed an issue where it could be activated more than twice in the air. Quirk Skill 1 ・Adjusted Launch Angle of First Step higher. ・Adjusted Launch Angle of Second Step lower. ・Adjusted to allow Damage takers of Second Step to Tech before landing.
Tomura Shigaraki All For One	Plus Ultra ・Fixed an issue where Opponents could break into the Combo with Guard during Plus Ultra Combo. ▼In the Rising state Rising Ability ・Fixed an issue where Damage remained in collapsed area after Rising ends. Rising Action ・Decreased Punch Part Damage.
All For One Rewind	Counter Attack ・Fixed an issue where Aerial Version could be activated multiple times without landing. Quirk Skill 2 ・Fixed an issue where Ending Lag didn't occur when the Ground Version Opponents guarded. ・Decreased the Ground Version Guarding-sides' Petrification. ・Decreased the Aerial Version Guarding-sides' Petrification. ▼In the Rising state General Changed it so that Wings disappear when Rising ends and disappears.
Dabi Flame of Death	General ・Fixed an issue where characters couldn't be controlled when they were in the burning state and received Forced Replacement Attack. ・Decreased Self-Damage with Flame of Death Level 2. ・Decreased Self-Damage with Flame of Death Level 3. Target Combo ・Decreased Damage takers' Petrified Duration of the Ground Version Third Step when Hit. ・Decreased Damage takers' Petrified Duration of the Ground Version Forth Step when Hit. ・Increased Attack Startup Speed of the Ground Version Forth Step. Quirk Skill 4 Changed to be able to cancel by Quirk Skill 1. Changed to be able to cancel by Quirk Skill 3. ・In the burning state, changed it so that Hit intervals of the series of Ground Hold Version Hits are the same as Normal state. ・In the burning state, changed it so that Hit intervals of the series of Aerial Hold Version Hits are the same as Normal state. Plus Ultra ・Adjusted Attack Startup Height lower. ・Increased Ending Lag.
Neito Monoma	Plus Ultra ・Fixed an issue where the Aerial Version wouldn't chase opponents at close range.
Lady Nagant	Target Combo ・Adjusted to make Cancellation timing from the Ground Version Second Step to Quirk Skill 2 later. ・Adjusted to make Cancellation timing from the Ground Version Second Step to Quirk Skill 4 later. ・Changed it so that Guarding-side doesn't float up in the air when the Aerial Version Second Step is guarded. Unblockable Attack ・Fixed an issue where it kept falling in some terrain without landing. ▼In the Rising state Rising Ability ・Fixed an issue where it could rise up without limit if it canceled Quirk Skill Hold by dodging during Air Walk.

Star and Stripe	Target Combo ・Decreased Reduced Damage of the Ground Third Step during Guard. ・Decreased Petrified Duration of the Ground First Step during Guard. ・Decreased Damage takers' Petrified Duration of the Ground Second Step. ・Increased Petrified Duration of the Ground Third Step during Guard. ・Increased Petrified Duration of the Aerial Third Step during Guard. ・Decreased Reduced Damage during Aerial Guard. Unblockable Attack ・Adjusted to make Star's hand part a target of Counter Crash when applying Quirk Skill 2 "New Order". Counter Attack ・Adjusted to make Star's hand part a target of Counter Crash when applying Quirk Skill 2 "New Order". Quirk Skill 2 ・Adjusted to make Star's hand part a target of Counter Crash. Quirk Skill 3 ・Adjusted so that Unblockable Attack Bullets cannot be reflected. ・Fixed an issue where some Bullets couldn't be reflected. ・Fixed an issue where Stamina Gauge Reduce Value became 0 when it guards some Bullets. Quirk Skill 4 ・Increased Attack Startup Speed. ・Adjusted to ignore Opponents' Dodge state during Hold. ・Fixed an issue where effect differences were not correctly applied in some stages. ・Fixed an issue where additional attacks by New Order occurred at unexpected timings under the specific conditions. ・Fixed an issue where an attack immediately occurred on next appearance if it is activated simultaneously with Sidekick Change. Plus Ultra ・Increased Ending Lag. ・Decreased Damage takers' Petrified Duration. ・Adjusted Damage Direction downwards. ▼In the Rising state Rising Ability ・Adjusted so that New Order cannot be given if the attack is countered by Opponents.
All For One Chaos	Plus Ultra ・Adjusted height so that Startup positions are appropriate.
Izuku Midoriya Rising	Plus Ultra ・Increased Ending Lag. Quirk Skill 4 ・For the Aerial Version, Chase Performance adjusted to become the same as Izuku Midoriya's Full Cowling 100% Skill.