

Update Patch Version 2.3.0 Details

Thank you for playing JoJo's Bizarre Adventure: All-Star Battle R. The 2.3.0 Patch will be out with balance adjustments.

Scheduled date of update data Ver.2.3.0 distribution

Monday, December 4, 2023, 10:00 JST

Assists

Assist Cooldowns

- Further reduced the cooldown after using an Assist for characters with fewer uses of Assault Assists or Reversal Assists.
 - Improves balance between Assists with different numbers of uses.

Assault Assists

- Made Assists turn to face the opponent after they have entered the arena and are beginning their attack.
 - Improves usability in neutral and in combos.

Number of uses

- Changed the following characters to 3/1 uses:
 - Wamuu
 - Esidisi
 - Pet Shop
 - Rohan Kishibe
 - Kosaku Kawajiri
 - Bruno Bucciarati
 - Leone Abbacchio
 - Trish Una
 - Ermes Costello
 - Weather Forecast
 - Father Pucchi (Final)
 - Johnny Joestar
 - Funny Valentine
 - Brings these more in line with other characters. (Allows them to be summoned more readily.)

Assist skill changes

- Will A. Zeppeli: Now uses the Hamon version of "Tornado Overdrive."

Narancia Ghirga: Added more shots. (Now fires shots as the strong attack version with repeated button presses.)

Guido Mista: Now fires 6 shots.

Ikuro Hashizawa: The effect of "This is Baoh!" now applies "Break Dark Thunder Phenomenon."

- Brings these more in line with other characters.

Common

Recoil animation on ground

- During the single frame of transition between recoil and neutral positions, it was only possible to guard or Stylish Evade. Now, other actions (normal attacks, skills, dodge, jump, etc.) are allowed.
 - This was unintended and has been fixed.

Recoil animation when launched upward

- Adjusted hurtboxes of characters with raised hurtboxes after being launched upwards and then falling back down.
 - Closes gap between some characters who are harder than others to combo additional attacks on.

Recoil animation when launched by attacks that prevent aerial recovery

- When an airborne opponent is hit with an attack with a crumple recoil animation, it normally results in being launched with no possibility of aerial recovery. This state is no longer overwritten by an aerial-recoverable flying state, e.g. on hit from an aerial normal.
 - This was unintended and has been fixed.

Recovery from attack animations

- When Stylish Guard is input in the period just after an attack animation where only guard and Stylish Evade are permitted, Stylish Evade will now be performed.
 - This was unintended and has been fixed.

Jumping Movement

- Eliminated inconsistencies between characters in the position of the hurtbox at the feet. (Standardized so that the hurtbox exists below the feet on frame 1, and not from frame 2 on.)
 - Ensures that imbalances between characters are not exacerbated by a common mechanic.

Counters

- Fixed so that damage adjustments apply to combos that are initiated from counters.
 - This allows a successful counter to be comboed from in order to build up damage while keeping them balanced with other combo types.

- Fixed issue where the model of the countered character would turn black when hitting the opponent from behind with a jump attack that is successfully countered.
 - This was unintended and has been fixed.

Mounted

Mounted Mode style switch

- Fixed aerial recovery occurring when hit by a Reversal Assist or an action that prevents aerial recovery while changing to or from Mounted style.
 - This was unintended and has been fixed.

Quick Mount

- Stopped hitbox from spawning when hit by an attack just before entering a no-knockback state. (A mounting character would produce the hitbox even if they had entered recoil animation.)
 - This was unintended and has been fixed.
- Stopped Mounted Mode from ending if hit by an attack after entering no-knockback state.
 - This was unintended and has been fixed.

Specific recoil animations while mounted

- Being hit by some attacks while mounted while cause a recoil animation and end Mounted Mode.
 - Normal throws: Can now hit. On hit, will automatically Throw Escape into aerial recovery launched state.
 - Skill throws: Can now hit. On hit, the skill will take full effect.
 - Down attacks (sweeps): Now cause a launched recoil animation that allows aerial recovery.
 - Adds more universal ways to end Mounted Mode, which adds options to do so for characters that didn't have many before.

Jonathan Joestar

"Scarlet Overdrive" skill

- Added an upper body Guard effect just after activating the Hamon strong attack version.
 - Improves usability in neutral.

Will A. Zeppeli

Normal throw

- Increased recovery time of the backward throw. (Forward throw still has the same recovery.)
 - This was unintended and has been fixed.

"Spirit Hamon Overdrive" special

- Reduced the HH Gauge consumption over time to sustain the skill.

- Improves usability in neutral.

"Low Contact Hamon Guard" special

- Reduced HH Gauge consumption on activation.
- Reduced the HH Gauge consumption over time to sustain the skill.
 - Improves usability in neutral.

"Sendo Wave Kick" skill

- Made the attack rebound backwards if guarded by the opponent.
 - Improves usability in neutral.

"Tornado Overdrive" skill

- If the last part of the Hamon strong version hits a downed opponent, it causes a launch.
- Increased lifting force when the jumping attack hits an airborne opponent.
 - Improves usability in neutral.

Dio Brando

"I'll suck you dry!" skill

- Reduced launching force of the last part.
 - Improves usability in combos. (Makes it easier to combo into other skills this can cancel into.)

Joseph Joestar

"Clacker Boomerang" skill

- When the normal version is guarded, it now returns.
 - Improves usability in neutral.
- Fixed the Hamon version with the button held down causing the next normal button hold version to hit twice.
 - This was unintended and has been fixed.

"Don't you get it?" skill

- Prevented Flash Cancel after the counter has succeeded but before the hitbox has spawned.
 - This was unintended and has been fixed.
- Prevented the opponent from being forced down on a successful counter with the Hamon version while at "Guess I did it again!" level 1 or higher.
 - This was unintended and has been fixed.

"This'll blow you away!" HHA

- Ensured the attack did not suffer combo adjustments when executed out of "This means war!"
 - This was unintended and has been fixed.

Caesar Anthonio Zeppeli

"Hamon Kick" skill

- Enabled use in midair.
 - Improves usability in neutral.

Lisa Lisa (Elizabeth)

"Not one move wasted" skill

- Enabled use in midair.
 - Improves usability in neutral.

"Blasphemy is prohibited!" skill

- Changed command input to ↓↘→ + Attack.
 - Changed input now that "Not one move wasted" can be executed in the air.

"Cold and Composed" skill

- Allowed canceling earlier.
 - Improves usability in neutral.
- Added forward step to the cancellable parameters.
 - Improves usability in neutral.

"Give me a hug? Just try it." GHA

- Altered animation so a hitbox is spawned after a delay after the counter detection box.
 - Improves usability in neutral. (Because the move now has its own hitbox and can be used in combos, damage has been adjusted.)
- Reduced damage.
 - Improves usability in neutral. (Because the move now has its own hitbox and can be used in combos, damage has been adjusted.)

Esidisi

"Heat Control Mode" special

- Extended proximity fire damage begins to be applied.
 - Improves usability in neutral.
- Expanded distance in which approaching closer still causes maximized fire damage. (Fixes issue where Esidisi had to be in contact with the opponent to get maximum fire damage.)
 - Improves usability in neutral.

"The Burning King" special

- Extended proximity fire damage begins to be applied.
 - Improves usability in neutral.
- Expanded distance in which approaching closer still causes maximized fire damage. (Fixes issue

where Esidisi had to be in contact with the opponent to get maximum fire damage.)

- Improves usability in neutral.

"The Burning King" special

- Increased fire damage.
 - Improves usability in neutral.

"Think fast!" HHA

- Increased health drained on hit.
 - Improves reward for hitting.

Wamuu

Backstepping

- Shrank hurtbox during activation.
 - This was unintended and has been fixed. (Applies common rules that other characters follow.)

Stroheim

"Leave the rest to me, Rudol von Stroheim!" skill

- Prevented hurtbox from getting desynced when executing Flash Cancel at certain timings.
 - This was unintended and has been fixed.

Jotaro Kujo

"ORA ORA ORA ORA!" HHA

- Fixed issue causing the Stand's hurtbox to grow if you jump just after activating.
 - This was unintended and has been fixed.

Old Joseph Joestar

"That changes everything!" special

- Allowed canceling into Quick Stand On.
 - Improves usability in neutral and in combos.

Jean Pierre Polnareff

"Suck on my blade!" skill

- Fixed sliding in the opposite direction when hit by an opponent's attack that draws you in at the end of this skill's animation (e.g. Wamuu's "Raging Tornado Aftermath!")
 - This was unintended and has been fixed.

lggy

Normal throw

- Fixed issue where the recovery from a backward throw while in the Special A costume was shorter than others.
 - This was unintended and has been fixed.

Hol Horse

Jumping strong normal attack

- Changed to be a 2-hit attack. (The first hit has a launching recoil animation, and the damage is half per hit.)
 - Improves usability in neutral and in combos.

Crouching strong normal attack

- Made the hitbox expand a bit as it hits the ground.
 - Improves usability in neutral and in combos.
- Increased launch power when hitting an airborne opponent.
 - Improves usability in neutral and in combos.

"You're up, Centerfold!" skill

- Fixed issue where the skill wouldn't hit an opponent that nullified projectiles.
 - This was unintended and has been fixed.

"Gun beats sword." Style

- Made the skill consume HH Gauge to activate.
 - Improves the performance of normal mode in neutral by slightly balancing the "Gun beats sword." style's enhancements via a cost in HH Gauge and improving both the normal and enhanced "You lose, loser!" skill.

"You lose, loser!" skill (normal on ground)

- Decreased speed of attack beginning on weak and medium attack versions.
 - Improves the performance of normal mode in neutral by slightly balancing the "Gun beats sword." style's enhancements via a cost in HH Gauge and improving both the normal and enhanced "You lose, loser!" skill.
- Shortened recovery period when the opponent guards the weak and medium attack versions.
 - Improves the performance of normal mode in neutral by slightly balancing the "Gun beats sword." style's enhancements via a cost in HH Gauge and improving both the normal and enhanced "You lose, loser!" skill.
- Reduced recovery time of weak, medium, and strong attack versions.
 - Improves the performance of normal mode in neutral by slightly balancing the "Gun beats sword." style's enhancements via a cost in HH Gauge and improving both the normal and

enhanced "You lose, loser!" skill.

- Reduced knockback on weak version hit.
 - Improves the performance of normal mode in neutral by slightly balancing the "Gun beats sword." style's enhancements via a cost in HH Gauge and improving both the normal and enhanced "You lose, loser!" skill.
- Changed recoil animation of weak, medium, and strong attack versions to launch.
 - Improves the performance of normal mode in neutral by slightly balancing the "Gun beats sword." style's enhancements via a cost in HH Gauge and improving both the normal and enhanced "You lose, loser!" skill.

"You lose, loser!" skill (enhanced on ground)

- Reduced recovery time of weak, medium, and strong attack versions.
 - Improves the performance of normal mode in neutral by slightly balancing the "Gun beats sword." style's enhancements via a cost in HH Gauge and improving both the normal and enhanced "You lose, loser!" skill.
- Increased projectile speed of weak, medium, and strong attack versions.
 - Improves the performance of normal mode in neutral by slightly balancing the "Gun beats sword." style's enhancements via a cost in HH Gauge and improving both the normal and enhanced "You lose, loser!" skill.
- Increased knockback on hit from weak and medium versions.
 - Improves the performance of normal mode in neutral by slightly balancing the "Gun beats sword." style's enhancements via a cost in HH Gauge and improving both the normal and enhanced "You lose, loser!" skill.

"You lose, loser!" skill (normal in air)

- Made attack face the opponent after activation until just before the projectile is fired.
 - Improves the performance of normal mode in neutral by slightly balancing the "Gun beats sword." style's enhancements via a cost in HH Gauge and improving both the normal and enhanced "You lose, loser!" skill.
- Shortened the opponent's guard recovery period when they guard the weak and medium attack versions.
 - Improves the performance of normal mode in neutral by slightly balancing the "Gun beats sword." style's enhancements via a cost in HH Gauge and improving both the normal and enhanced "You lose, loser!" skill.
- Reduced knockback on weak version hit.
 - Improves the performance of normal mode in neutral by slightly balancing the "Gun beats sword." style's enhancements via a cost in HH Gauge and improving both the normal and enhanced "You lose, loser!" skill.

- Changed recoil animation of weak, medium, and strong attack versions to launch.
 - Improves the performance of normal mode in neutral by slightly balancing the "Gun beats sword." style's enhancements via a cost in HH Gauge and improving both the normal and enhanced "You lose, loser!" skill.
- "You lose, loser!" skill (enhanced in air)
- Made attack face the opponent after activation until just before the projectile is fired.
 - Improves the performance of normal mode in neutral by slightly balancing the "Gun beats sword." style's enhancements via a cost in HH Gauge and improving both the normal and enhanced "You lose, loser!" skill.
 - Increased projectile speed of weak, medium, and strong attack versions.
 - Improves the performance of normal mode in neutral by slightly balancing the "Gun beats sword." style's enhancements via a cost in HH Gauge and improving both the normal and enhanced "You lose, loser!" skill.
 - Increased knockback on hit from weak and medium versions.
 - Improves the performance of normal mode in neutral by slightly balancing the "Gun beats sword." style's enhancements via a cost in HH Gauge and improving both the normal and enhanced "You lose, loser!" skill.

Mariah

Jumping strong normal attack

- Enlarged hitbox.
 - Improves usability in neutral. (Makes it so that jumping over the opponent and hitting them from behind reverses their guard direction.)
- Increased duration of attack hitbox.
 - Improves usability in neutral. (Makes it so that jumping over the opponent and hitting them from behind reverses their guard direction.)

Crouching medium normal attack

- Shrank hurtbox.
 - Improves usability in neutral.

Normal throw

- Made the attack increase the Magnetization level on hit.
 - Improves usability in neutral.

"If you're not allowed to touch something, it makes you want to touch it more..." style

- Increased launch power of the second hit when hitting an airborne opponent.
 - Improves usability in combos. (This makes it so that hitting the opponent in the air will not make them hit the ground.)

"You little turds!" GHA

- Shortened attack activation time.
 - Improves usability in neutral.

Cool Ice

Crouching medium normal attack

- Changed recoil animation.
 - Improves usability in combos.

"Once and for all!" skill

- Allowed the skill to be activated even if Cream doesn't have enough Stand Power Gauge. (If the Stand Power Gauge is too low, it will be drained to 0 and the user will switch to User Mode after the attack animation completes.)
 - Ensures the "Once and for all!" skill can always be used, eliminating the need to check the state of the gauge to decide whether to use the attack or not. (Because the transition back to User Mode has such a big vulnerability, this does increase the risk of failing to hit the opponent.)

"This vicious arm!" skill

- Extended reach of weak attack version.
 - Improves usability in neutral and in combos.
- Shortened knockback on hit from weak, medium, and strong versions.
 - Improves usability in combos. (Reduces the distance from the opponent afterwards, making it easier to follow up from a hit while also increasing the risk of being guarded.)

Josuke Higashikata 4

Stand Mode jumping strong normal attack

- Fixed issue causing the user's animations to freeze.
 - This was unintended and has been fixed.

Rohan Kishibe

User Mode "Safety Lock" normal attack

- Some counters that would previously work no longer will.
 - Old Joseph's "Cunning Tactician"
 - DIO's "I'll give you one chance."
 - Diavolo's "Time has been erased..."
 - This was unintended and has been fixed.

Stand Mode crouching medium normal attack

- Fixed a bug where the move could not be cancelled at a certain timing.
 - This was unintended and has been fixed.

"Your power will be destroyed." skill

- Added an effect that reduces the opponent's HH Gauge.
 - Buff that improves usability in neutral.

"Heaven's Door" GHA

- Added an effect that greatly reduces the opponent's HH Gauge.
 - Buff that improves usability in neutral.

Yukako Yamagishi

Standing medium normal attack in normal or Love Deluxe

- Shortened attack activation time.
 - Improves usability in neutral and in combos.

Crouching weak normal attack in normal or Love Deluxe

- Shortened attack activation time.
 - Improves usability in neutral and in combos.

Crouching medium normal attack in normal or Love Deluxe

- Shortened attack activation time.
 - Improves usability in neutral and in combos.

Crouching strong normal attack in Love Deluxe

- Fixed issue causing the attack to hit twice or more while Love Deluxe is active.
 - This was unintended and has been fixed.

"Hngh!" skill

- Shortened attack startup animation on medium and strong attack versions when on the ground or in the air.
 - Improves usability in neutral.

Yuya Fungami

"Highway Go Go!" skill

- Fixed issue causing the Stand's hurtbox to be bigger if you jump just after activating the weak or medium versions.
 - This was unintended and has been fixed.

"It still remember your scent!" skill

- Fixed issue causing the Stand's hurtbox to be bigger if you jump just after activating the weak, medium, or strong versions.
 - This was unintended and has been fixed.

Thrown animation

- Fixed issue causing visuals to glitch when thrown by certain throws of some characters.
 - Bruno Bucciarati's backward throw
 - Jolyne Cujoh's forward throw
 - Weather Forecast's forward and backward throw
 - Alternate World Diego's forward and backward throw
- This was unintended and has been fixed.

Akira Otoishi

User Mode standing medium normal attack

- Extended forward movement (to increase the move's reach).
 - Improves usability in neutral and in combos.

User Mode standing strong normal attack

- Increased launching force of second hit at MAX electricity.
 - Improves usability in combos.

User Mode crouching medium normal attack

- Extended forward movement of Stand (to increase the move's reach).
 - Improves usability in neutral and in combos.

User Mode crouching medium normal attack

- Reduced knockback on hit.
 - Improves usability in neutral and in combos.

User Mode crouching strong normal attack

- Extended forward movement of Stand (to increase the move's reach).
 - Improves usability in neutral and in combos.

"Whack-A-Mole Champion" skill

- Adjusted launch direction and lifting force. (Gave the respective launch direction of the weak, medium, and strong versions consistency, and increased the upward components of each at higher electricity levels.)
 - Improves usability in combos.

"This just makes me stronger!" skill

- Enlarged hitbox.
 - Improves usability in combos.
- Extended forward movement of Stand (to increase the move's reach).
 - Improves usability in combos.

"I'll beat you with my pinky!" skill

- Made the attack set electricity level to MAX on hit.

- Buff that improves usability in neutral.

Yoshikage Kira

"The First Bomb" skill

- Fixed so the move is canceled if the user is downed.
 - This was unintended and has been fixed.

Kosaku Kawajiri

"This stone is a bomb!" skill

- The detection box for detecting the opponent was configured to deal 1 damage, which has now been removed.
 - This was unintended and has been fixed.
- Reduced damage.
 - The damage was tuned high to express the power of the Stand ability, but damage done in combos separates this character from others considerably, so this brings it more in line power-wise. (The amount of reduction still keeps it in a high power bracket for skills.)"

"Contact Bomb" skill

- Reduced damage.
 - The damage was tuned high to express the power of the Stand ability, but damage done in combos separates this character from others considerably, so this brings it more in line power-wise. (The amount of reduction still keeps it in a high power bracket for skills.)

"Impact Ignition Bomb" skill

- Reduced damage.
 - The damage was tuned high to express the power of the Stand ability, but damage done in combos separates this character from others considerably, so this brings it more in line power-wise. (The amount of reduction still keeps it in a high power bracket for skills.)"

Giorno Giovanna

"It's useless!" special

- Fixed a number of issues causing the Stand to fail to appear or to follow its user if used just after switching from Stand Mode to User Mode.
 - This was unintended and has been fixed.

"Life, spring forth...!" skill

- Fixed a number of issues causing the Stand to fail to appear or to follow its user if used just after switching from Stand Mode to User Mode.
 - This was unintended and has been fixed.

Guido Mista

Assault Assists

- Fixed issue where activating the Assault Assist a second time after certain steps would cause the bullets to be frozen in midair.
 - This was unintended and has been fixed.

Pannacotta Fugo

User Mode crouching strong normal attack

- Fixed a bug where the move could not be cancelled at a certain timing.
 - This was unintended and has been fixed.

"Screw off!" special

- Fixed a bug where the move could not be cancelled at a certain timing.
 - This was unintended and has been fixed.

"This display of my powers will be the last thing you ever see!" special

- Fixed a bug where the move could not be cancelled at a certain timing.
 - This was unintended and has been fixed.

Leone Abbacchio

Stand Rush

- Fixed issue allowing guard or Stylish Guard to be executed during Stand Rush.
 - This was unintended and has been fixed.

Thrown animation

- Fixed issue causing visuals to glitch when thrown by certain throws of some characters.
 - Alternate World Diego's forward and backward throw
 - This was unintended and has been fixed.

"There it is. That's it." skill

- Fixed issue causing both characters to move in unusual directions when in direct contact with Dio Brando and executing this skill at the same time as he activates "Vaporizing Freeze" or "Frozen in your tracks!".
 - This was unintended and has been fixed.

Prosciutto and Pesci

"Fisher Man!" skill

- Changed animation so the opponent is pulled in even if they guard the skill.
 - Improves usability in neutral.

- Fixed issue causing Pesci to activate the skill from where he is instead of moving to behind Prosciutto when executing it just as the line hits the ground after flying past the opponent.
 - This was unintended and has been fixed.

Assault Assists

- Shortened delay from appearing until beginning the attack.
 - Improves usability.

Ghiaccio

User Mode crouching medium normal attack

- Extended hitbox towards the attack's origin.
 - Prevents the attack from missing on the near side.

Stand Mode crouching medium normal attack

- Extended hitbox towards the attack's origin.
 - Prevents the attack from missing on the near side.

Risotto Nero

Backstepping

- Shrank hurtbox during activation.
 - This was unintended and has been fixed. (Applies common rules that other characters follow.)

Diavolo

Backstepping

- Shrank hurtbox during activation.
 - This was unintended and has been fixed. (Applies common rules that other characters follow.)

Jolyne Cujoh

"String Barrier" skill

- Fixed so that the character detection of "String Barrier" traps set by the player or their Assists does not trigger guards.
 - This was unintended and has been fixed.
- When set as an Assist Character and Keicho Nijimura is selected as the battle character, the Stand's effect will not appear on active String Barriers.
 - This was unintended and has been fixed.

F.F.

Health

- Reduced health.
 - As this character is already difficult to pin down due to their high mobility and evasiveness, this reduces staying power when they are put under pressure.

Crouching strong normal attack

- Changed recoil animation.
 - Improves usability in neutral. (This addresses the lack of a reliable knockdown method. This move can be canceled into an HHA for a guaranteed hit.)

"I made it." skill

- Fixed issue where the character would sometimes slide if this skill would land at the opponent's position.
 - This was unintended and has been fixed.

"I'll blow your head off your shoulders!" skill

- Made it so hitting with this move three times (weak, medium, or strong) will down the opponent.
 - This was unintended and has been fixed.

"I'll get Weather Forecast to make it rain." HHA

- Added an effect to activation: The ""F.F. Shot"" skill will get a one-time enhancement.
 - Increased projectile speed
 - Multiple hits
 - Altered recoil animation (the last hit now launches)
 - Increased clash weight against other projectiles
 - Improves usability in neutral and in combos.

Ermes Costello

"It's quite useful..." skill

- Prevented hurtbox from staying larger when executing Flash Cancel at certain timings.
 - This was unintended and has been fixed.

Funny Valentine

"A gift from the other side." skill

- Fixed issue where, if the Funny Valentine from the other side is guarded or Stylish Guarded, he will still clash with the opponent's projectiles while in the animation to return to the other world (until he wraps himself in the flag and vanishes).
 - This was unintended and has been fixed.

Gyro Zeppeli

Spin

- Increased the rate the Spin Gauge builds.
 - Improves usability in neutral.

"Winds from Mexico" skill

- Fixed sliding in the opposite direction when hit by an opponent's attack that draws you in at the end of this skill's animation (e.g. Wamuu's "Raging Tornado Aftermath!")
 - This was unintended and has been fixed.

Alternate World Diego

User Mode jumping strong normal attack

- Fixed issue where hitting an airborne opponent would result in aerial recovery being disabled.
 - This was unintended and has been fixed.

Normal throw

- Shortened attack startup animation for forward and backward throws.
 - This was unintended and has been fixed. (Applies common rules that other characters follow.)

"Your sentence is death!" skill

- Fixed issue where, after using the weak or strong versions and then performing Easy Beat in Mounted Mode, the "Your sentence is death!" skill in the Easy Beat would fail to hit the opponent.
 - This was unintended and has been fixed.

Reversal Assist

- Fixed issue where the Stand was acting as a wall that blocked the opponents' hitboxes after being summoned.
 - This was unintended and has been fixed.

Josuke Higashikata 8

User Mode standing strong normal attack

- Shortened recovery period.
 - Improves usability in neutral and in combos.

User Mode crouching medium normal attack

- Extended hitbox towards the attack's origin.
 - Prevents the attack from missing on the near side.

Stand Mode crouching strong normal attack

- Extended forward movement of Stand (to increase the move's reach).
 - Improves usability in neutral and in combos.

"Don't screw with me!" special

- Fixed the move being cancellable even if it missed.
 - This was unintended and has been fixed.

"So slippery!" skill

- Shortened recovery period.
 - Improves usability in neutral. (Makes it so that if this skill is guarded, the opponent is not guaranteed a counter as a result of the follow-up skill failing to trigger.)
- Extended knockback on hit.
 - Improves usability in neutral. (Makes it so that if this skill is guarded, the opponent is not guaranteed a counter as a result of the follow-up skill failing to trigger.)
- Added a slight backward movement at the end of the animation.
 - Improves usability in neutral. (Makes it so that if this skill is guarded, the opponent is not guaranteed a counter as a result of the follow-up skill failing to trigger.)

"Zero Friction" skill

- Added a turn towards the enemy after activation.
 - Improves usability in combos. (This also makes it easier to connect with the opponent at the edge of the arena.)

"I gotta win this!" skill

- Reworked the animation.
 - Added an additional input to cause the user to perform a follow-up skill.
 - Weak attack button: High attack
 - Medium attack button: Middle attack
 - Strong attack button: Low attack"
 - Improves usability in neutral (Now usable to start from the Stand's roundhouse kick to pressure the opponent and break through their guard more easily.)
- Changed recoil animation.
 - Improves usability in neutral (Now usable to start from the Stand's roundhouse kick to pressure the opponent and break through their guard more easily.)
- Updated Command List entry.
 - Improves usability in neutral (Now usable to start from the Stand's roundhouse kick to pressure the opponent and break through their guard more easily.)

"Don't try anything funny!" skill

- Made the attack rebound backwards if guarded.
 - Improves usability in neutral.

Backstepping

- Shrank hurtbox during activation.
 - This was unintended and has been fixed. (Applies common rules that other characters follow.)

Practice Mode

Practice Settings

- Allowed setting health.
 - Allows practicing situations where health is not 100%.

Retry Settings

- Fixed issue causing characters to end up outside the arena bounds if, while they are backstepping in Mounted Mode, Retry or Saved Retry Positions are selected.
 - This was unintended and has been fixed.

DLC Characters

Character Select

- Added the paid DLC character Wonder of U (Toru).
 - Update to go with the release of the Wonder of U (Toru) playable character DLC.

Gallery Items

- Added new gallery items.
 - Update to go with the release of the Wonder of U (Toru) playable character DLC.

JoJo Glossary

- Added entries to JoJo Glossary.
 - Update to go with the release of the Wonder of U (Toru) playable character DLC.

Customization

- Added customize options.
 - Update to go with the release of the Wonder of U (Toru) playable character DLC.