

## New System

New Features	Feature Explanation
Cross Raid	<ul style="list-style-type: none"> <li>• After landing the final hit of Smart Combo 1, you can switch in your partner with an incoming attack by pressing A.</li> <li>• Successfully landing the Cross Raid attack will switch in your partner in the Active Switch powered-up state.</li> <li>• Your partner will have to be at the back to be able to use Cross Raid.</li> <li>• Using Cross Raid will use up all remaining Cross Gauge. (You will be able to use Cross Raid regardless of the remaining Cross Gauge.)</li> <li>• Your Resonance level will increase regardless of the amount of Cross Gauge left when used. (Same amount as when activating Cross Combo with 100% Cross Gauge.)</li> </ul>
Extra Assault	<ul style="list-style-type: none"> <li>• A powerful attack that can be unleashed by pressing C during the finish of a 2 person Clash Assault.</li> <li>• Requires 1 Skill Gauge. A normal Clash Assault will occur if there is not enough Skill Gauge on use.</li> </ul>
Rampage Time	<ul style="list-style-type: none"> <li>• Occurs in matches when the in-game timer reaches 80. This will cause Skill Gauges for both players to increase continuously.</li> <li>• The amount of Skill Gauge gained increases as the match approaches time-up.</li> </ul>
Delayed Down Entrance	<ul style="list-style-type: none"> <li>• When your first character is defeated, you can hold A, B or C to delay the timing of the second character entering the battle for up to 1 second.</li> </ul>

## System

Category	Content Changes
Characters' Health	<ul style="list-style-type: none"> <li>• Each characters' health has been adjusted accordingly as follows:</li> <li>• Characters with 14000 health → adjusted to 16000.</li> <li>• Characters with 16000 health → adjusted to 17000.</li> <li>• No adjustment has been made to characters with 18000 and 20000 health.</li> </ul>
Persona Break	<ul style="list-style-type: none"> <li>• Reduce the percentage of damage received by half when a Persona Break occurs.</li> </ul>
Clash Assault	<ul style="list-style-type: none"> <li>• Increased the damage of the 2 person Clash Assault.</li> </ul>
Resonance Blaze in air	<ul style="list-style-type: none"> <li>• Changed the hit invulnerability of the landing recovery to complete invulnerability.</li> </ul>
Smart Combo 1	<ul style="list-style-type: none"> <li>• Adjusted the knockback and changed the actions of various characters so that the final hit is easier to connect when hitting an opponent in mid-air.</li> <li>• The final hit cannot be Cross Burst.</li> </ul>
Down Entrance	<ul style="list-style-type: none"> <li>• Revamp various elements such as the search timing, making the incoming attack harder to avoid with back and forward movement.</li> </ul>
Command Throw	<ul style="list-style-type: none"> <li>• Added throw invulnerability from the startup to the end of the attack active frame for all against ground command grab that uses Skill Gauge.</li> <li>• Added throw invulnerability from the startup to the end of the attack active frame for all of Tager's, Waldstein's and Kanji's against-ground command grab.</li> <li>*The throw invulnerability will run out for chargeable attacks such as Tager's "Gigantic Tager Driver (EX ver.)" after charging it over a certain duration.</li> </ul>
Reversal Action (Counter-type)	<ul style="list-style-type: none"> <li>• Increased the duration of the counter state.</li> <li>• There is no change in the total amount of frame.</li> </ul>
Partner Skill	<ul style="list-style-type: none"> <li>• Adjusted the recovery for moves that loop by itself during cross combo when it hits an opponent on the ground.</li> </ul>
Combo Count	<ul style="list-style-type: none"> <li>• Added a visual cue effect for the time passed during a combo.</li> <li>* Changes every second, turning yellow after 6 seconds, and blinking vigorously after 10 seconds.</li> <li>• A system message will be displayed accordingly to the combo time after the end of the combo.</li> </ul>
Training Mode Features	<ul style="list-style-type: none"> <li>• Added a FN1 + Position Reset shortcut that switches your main character and sub-character.</li> <li>• Added a FN2 + Position Reset shortcut that switches the opponent's main character and sub-character.</li> <li>• Have the counterattack for Counterattack Settings to occur after receiving damage.</li> </ul>

Other minor bug fixes have been implemented.

## Ragna

Category	Command	Content Changes
Soul Eater	–	•Increased the amount of life drained.
Smart Combo 1 (2nd hit)	A•A	•Reduced the amount of knockback on hit.
Smart Combo 1 (4th hit)	A•A•A•A	•Extended the hitbox upwards.
Smart Combo 2 (2nd hit)	B•B	•Changed the proration to be fixed regardless of the number of hits. •Increased the stun applied to the opponent on the second hit, improving the recovery frame difference.
Smart Combo 1 (3rd hit)	B•B•B	•Increased the recovery frames.
Crouching A	–	•Reduced the startup frames. •Improved the recovery frame difference.
Crouching B	–	•Changed the action.
Carnage Scissors	↓ ↘→+B+C	•Adjusted the invulnerability frames to be the same as the enhanced version.
Training Mode	–	•Changed the Fast Attack of the Counterattack settings to “← + A.”

## Jin

Category	Command	Content Changes
Smart Combo 1 (2nd hit)	A•A	•Improved the recovery frame difference.
Smart Combo 2 (3rd hit)	B•B•B	•Changed to be jump cancellable on block.
Jump B	–	•Changed the action.
Smart Combo 4 (2nd hit)	B•B in air	•Changed the action.
Special Attack 2	↓ +B in air	•Added a new action.
Hirensou	A+D	•Changed to the new action from “Rehhyou.”
Musou Senshouzan (B ver.)	↓ ↙←+B	•Automatically does the follow-up when the attack connects.

## Noel

Category	Command	Content Changes
Standing A	–	•Changed the action.
Special Attack 1	← +A	•Changed the action.
Smart Combo 1 (2nd hit)	A•A	•Changed the action.
Smart Combo 1 (3rd hit)	A•A•A	
Type XI – Optic Barrel	↓ ↘→+A or B	•Changed the hit effect to blowback. •Reduced the startup of the A version. Changed the search range. •Changed the search range of the B version.
Neutral + Partner Skill	–	•Increased the recovery frame. •Reduced the bounce-back of the wall bounce.
Training Mode	–	•Changed the Fast Attack of the Counterattack settings to “Crouching A.”

## Rachel

Category	Command	Content Changes
Sylpheed	Directional input during certain moves	<ul style="list-style-type: none"> <li>•Increased the max gauge from 1 to 4.</li> <li>•To accommodate to the change above, added a cooldown to prevent unintentional continuous use.</li> <li>•Improved wind that blows in the downwards direction.</li> </ul>
Dash	-	•Increased the initial speed of the dash.
Jump	-	•Increased the initial speed of the jump.
High Jump	-	•Increased the initial speed of the high jump.
Weight	-	•Changed the weight, increasing the speed of falling in air.
Special Attack 1	←+A	•Changed the action.
Smart Combo 1 (3rd hit)	A•A•A	•Set a limit of “Sylpheed” usage to 1 during the move.
Smart Combo 2 (2nd hit)	←+A•A	<ul style="list-style-type: none"> <li>•Added a new action.</li> <li>•Changed the names of the subsequent Smart Combos due to the changes in Smart Combo 2.</li> </ul>
Jump A	-	<ul style="list-style-type: none"> <li>•Increased the attack hitbox.</li> <li>•Increased the stagger time on ground hit.</li> </ul>
Jump C	-	•Increased the stagger time on ground hit.
Smart Combo 4 (2nd hit)	A•A in air	•Increased the stagger time on ground hit.
Lotus Barrel	↓↙←+A (Air OK)	<ul style="list-style-type: none"> <li>•“Sylpheed” can be used during this move.</li> <li>•Set a limit of “Sylpheed” usage to 1 during the move.</li> <li>•Reduced the vertical influence of the wind in the air.</li> </ul>
Sword Iris	↓↙←+B (Air OK)	•“Sylpheed” can be used during this move.
Training Mode	-	•Changed the Fast Attack of the Counterattack settings to “Standing A.”

## Tager

Category	Command	Content Changes
Gigantic Tager Driver (A ver.)	↓↙←+A	•Added throw invulnerability from startup to the end of the attack active frame.
Gigantic Tager Driver (EX ver.)	↓↙←+C (Chargeable)	
Spark Bolt	↓↘→+C	•Does not disappear when it hits a Persona or a “stone clone.”
→ + Partner Skill	-	
← + Partner Skill	-	

## Hakumen

Category	Command	Content Changes
Walk	-	•Increased the movement speed.
Walk Back	-	
Smart Combo 1 (2nd hit)	A•A	<ul style="list-style-type: none"> <li>•Added a chain route to “Standing B.”</li> <li>•Added a chain route to “Crouching B.”</li> </ul>
Jump C	-	•Extended the hitbox downwards.
Empty Sky Form: Summer’s Advance (Enhanced ver.)	↓↘→+B+C (Chargeable)	•On hit, the opponent cannot be hit by any other attacks until the last hit connects.
Empty Sky Form: Winter’s Riposte (Enhanced ver.)	↓↙←+B+C	
Distortion Duo (Enhanced ver.)	-	
Empty Sky Form: Summer’s Advance (Fully charged Enhanced ver.)	↓↘→+B+C (Charge)	•Fixed an issue where the minimum damage was decreased.
Empty Sky Secret Form: Heaven’s Remains	↓↘→+B+C in air	•Added a new action.

## Nu

Category	Command	Content Changes
Special Attack 2	←+B	•Added a new action.
Standing A	–	
Special Attack 1	←+A	
Smart Combo 1 (2nd hit)	A•A	
Smart Combo 1 (3rd hit)	A•A•A	•Added a new chain route to “Special Attack 2 (←+B).”
Crouching A	–	
Smart Combo 1 (4th hit)	A•A•A•A	•Increased the blowback upwards. •Changed to slide down on hit.
Smart Combo 2 (4th hit)	B•B•B•B	•Increased the pull-in effect to be stronger on ground hit.

## Hazama

Category	Command	Content Changes
Standing A	–	
Special Attack 1	←+A	•Reduced the startup frames.
Crouching A	–	
Smart Combo 1 (4th hit)	A•A•A•A	•Changed the action.
Jump C	–	•Changed the action.
Falling Fang (A ver. 1st hit)	↓↘→+A (Chargeable)	•Changed the hit effect from stagger to force stand.
Devouring Fang (A ver. 1st hit)	↓↙←+A (Chargeable)	•To accommodate to the change above, the ground hit–stun duration has been adjusted to the same as the stagger duration. •Increased the hit stop on block.
Falling Fang	↓↘→+A or B (Chargeable)	
Devouring Fang	↓↙←+A or B (Chargeable)	•Changed to be able to cancel the movement with ← input while charging.
Shadow Serpent	↓↙←+A in air	
Flying Sickle Thrust	↓↙←+B in air	•Added a new action.
Flying Sickle Thrust (EX ver.)	↓↙←+C in air	
Hungry Coils	↓↘→+C	•Unable to “Cross Burst” when the first hit connects.
Neutral + Partner Skill	–	•Changed the action.

## Makoto

Category	Command	Content Changes
Impact Gauge	–	•Have the attack released automatically at max level when fully charged.
Standing B	–	•Changed the hit effect on ground hit from blowback to ground stagger. •Increased additional proration.
Smart Combo 2 (2nd hit)	B•B	•Changed the hit effect on ground hit from blowback to ground stagger. •Increased the stagger time on ground hit.
Smart Combo 1 (4th hit)	A•A•A•A	•Removed the “Impact Gauge.”
Smart Combo 2 (3rd hit)	B•B•B	•The startup of the move has been fixed to the level 1 version of the original move. •The properties (damage, etc.) of the move have been fixed to the level 2 version of the original move.
Clash Assault	–	•Increased the startup frame. •Improved the recovery frame difference. •Increased the travel distance.
Crouching A	–	•Extended the hitbox downwards.
Break Shot	During Comet Cannon, A (Chargeable)	•(During level 2) Changed the hit effect of the strike portion to wall bounce.
Particle Flare	↓↙←+B+C (Chargeable)	•Changed the input method where charging the move continuously will have the follow-up move performed automatically.

## Platinum

Category	Command	Content Changes
Crouching A	–	•Reduced the startup frames.
← + Partner Skill	–	•Added a motion with a hitbox where Platinum holds up the staff before using a random item. •To accommodate to the change above, properties of the move such as the damage has been adjusted.

## Izayoi

Category	Command	Content Changes
Crouching C	–	•Reduced the startup frames. •Improved the recovery frame difference.
Valkyrie Astraea	During “Crusade Seraphim $\gamma$ ,” A or B	•Increased the hit stop. •Reduced the blowback distance, and increased the blowback height. •Worsened the recovery frame difference. •Can be followed up with “Mirage Thruster (EX ver.)”
Mirage Thruster (EX ver.)	↓↙←+C	•Changed to the new action from “Crusade Seraphim $\beta$ .”
Mirage Thruster (EX ver.)	↓↙←+C (Air OK) or During certain moves, C	•After use, the “Strike Fall” from each “Crusade Seraphim” will be enhanced.
Noir Edge	A+D in air	•Changed to the new action from “Aerial Crusade Seraphim $\alpha$ .”
Aerial Crusade Seraphim $\gamma$	↓↙←+A in air	•Changed to the new action from “Mirage Thruster (A ver.)”
Aerial Crusade Seraphim $\alpha$	↓↙←+B in air	•Changed to the new action from “Mirage Thruster (B ver.)”

## Azrael

Category	Command	Content Changes
Front Step	–	•Changed to stop when getting into a certain range of the opponent’s main character. •If the Front Step is stopped due to the conditions mentioned above are met, all command inputs will be according to the opponent’s facing direction. •Can be canceled into Skills, Extra Skills, Distortion Skills, and Astral Heat.
Smart Combo 1 (4th hit) *System Explanation	A•A•A•A	•Cross Raid cannot be performed when Weak Point is applied. •To follow up with Cross Raid, press A without applying Weak Point.

## Nine

Category	Command	Content Changes
Element Gauge	–	•The “Element Gauge” will not be displayed when it is empty.
Jump B	–	•Changed to be able to cancel into the various chain and Skills on hit.
Normal throw	–	•When throwing the opponent to the corner, changed from wall stick to blowback for a distance before wall bounce.
← + Partner Skill	–	•Changed the action.

## Es

Category	Command	Content Changes
Standing B	–	<ul style="list-style-type: none"> <li>•Reduced the startup frames.</li> <li>•Improved the recovery frame difference.</li> </ul>
Crouching A	–	<ul style="list-style-type: none"> <li>•Improved the recovery frame difference.</li> </ul>
Jump B	–	<ul style="list-style-type: none"> <li>•Extended the hitbox downwards.</li> <li>•Changed to be able to cancel into the various chain and Skills only on hit.</li> </ul>
Aerial Type: Shooter “Breunor” (EX ver.)	↓ ↘ → +C in air	<ul style="list-style-type: none"> <li>•Changed the behavior of the move.</li> <li>•Changed to blowback on hit when it connects to an opponent on ground.</li> <li>•Increased the blowback distance and blowback height.</li> <li>•Increased the untechable time.</li> <li>•Reduced the hit stop.</li> </ul>

## Mai

Category	Command	Content Changes
Standing B	–	<ul style="list-style-type: none"> <li>•Changed the hit property to low when tossed in the downwards direction.</li> </ul>
Smart Combo 3 (2nd hit)	B•B	<ul style="list-style-type: none"> <li>•Fixed an issue where the move cannot be followed up when tossed in the downward direction.</li> </ul>
Crouching C	–	<ul style="list-style-type: none"> <li>•Increased the forward-moving distance of the first hit.</li> </ul>
Himeyuri (EX ver.)	↓ ↘ → +C or During “Juncture,” C	<ul style="list-style-type: none"> <li>•Fixed an issue where the blowback is not enhanced when hit with the tip of the spear.</li> </ul>

## Jubei

Category	Command	Content Changes
Smart Combo 1 (3rd hit)	A•A•A	<ul style="list-style-type: none"> <li>•Changed the action.</li> </ul>
Standing B	–	<ul style="list-style-type: none"> <li>•Increased the input buffer timing for the follow-up moves.</li> </ul>
Smart Combo 2 (2nd hit)	B•B	
Smart Combo 3 (2nd hit)	B•B in air	<ul style="list-style-type: none"> <li>•Changed the action.</li> </ul>
Smart Combo 3 (3rd hit)	B•B•B in air	<ul style="list-style-type: none"> <li>•Added a new action.</li> </ul>
Twilight Tiger (A ver.)	↓ ↓ +A	
Twilight Tiger (B ver.)	↓ ↓ +B	<ul style="list-style-type: none"> <li>•Added a new action.</li> </ul>
Twilight Tiger (EX ver.)	↓ ↓ +C	
First Form: Shadow Wolf (Follow-up ver.) (EX ver.)	During certain moves, → +C	<ul style="list-style-type: none"> <li>•Fixed an issue where the additional proration is not implemented correctly.</li> </ul>

## Naoto Kurogane

Category	Command	Content Changes
Standing B	-	<ul style="list-style-type: none"> <li>• Added chip damage.</li> <li>• Increased the duration of stagger time on ground hit when fully charged.</li> </ul>
Smart Combo 1 (3rd hit)	A•A•A	<ul style="list-style-type: none"> <li>• Fixed an issue where a chain route to normal throw exists.</li> </ul>
Smart Combo 2 (2nd hit)	B•B	<ul style="list-style-type: none"> <li>• Added chip damage.</li> <li>• Reduced the duration for the move to be fully charged.</li> <li>• Adjusted the dash cancellable timing to be faster during charge.</li> </ul>
Clash Assault	-	<ul style="list-style-type: none"> <li>• Increased the startup frame.</li> <li>• Improved the recovery frame difference.</li> <li>• Increased the distance traveled.</li> </ul>
Jump B	-	<ul style="list-style-type: none"> <li>• Added chip damage.</li> </ul>
(Enhancer Ver.) Ground Inferno Crusader	A+D	<ul style="list-style-type: none"> <li>• Adjusted the speed and inertia of the move to make it easier to hit the opponent that is directly above.</li> </ul>
Overhead Kick	During "Inferno Crusader," A or B or C	<ul style="list-style-type: none"> <li>• Changed to slip down on hit.</li> <li>• Changed the landing recovery to only occur on hit.</li> </ul>
Phantom Pain	During "Shift Sway," A or B or C	<ul style="list-style-type: none"> <li>• On hit, the opponent cannot be hit by any other attacks until the last hit connects.</li> <li>• Changed the first hit to be unable to be super canceled.</li> </ul>
Banishing Fang	↓ ↘ → +A or B or C All Follow-ups	<ul style="list-style-type: none"> <li>• Adjusted all follow-up timing to prevent misinput of unintentional follow-up attacks.</li> </ul>
Divine Reaper	↓ ↙ ← +B+C	<ul style="list-style-type: none"> <li>• If the first hit hits at close range, the opponent cannot be hit by any other attacks until the last hit connects.</li> </ul>
← + Partner Skill	-	<ul style="list-style-type: none"> <li>• Reduced the blowback distance, and increased the blowback height.</li> </ul>

## Yu

Category	Command	Content Changes
Standing A	-	<ul style="list-style-type: none"> <li>• Changed to be jump cancellable on block.</li> <li>• Increased the untechable time.</li> <li>• Reduced the blowback height.</li> </ul>
Standing B	-	
Smart Combo 1 (2nd hit)	A•A	
Smart Combo 1 (3rd hit)	A•A•A•	<ul style="list-style-type: none"> <li>• Changed the action.</li> </ul>
Smart Combo 3 (2nd hit)	B•B•	
Smart Combo 3 (3rd hit)	B•B•B	<ul style="list-style-type: none"> <li>• Added a new action.</li> </ul>
Zio (EX ver.)	↓ ↘ → +C (Air OK)	<ul style="list-style-type: none"> <li>• Reduced the recovery.</li> </ul>
Swift Strike (EX ver.)	↓ ↙ ← +C	<ul style="list-style-type: none"> <li>• Improved recovery frame difference.</li> </ul>

## Yosuke

Category	Command	Content Changes
Standing A	-	<ul style="list-style-type: none"> <li>• Reduced the blowback height.</li> </ul>
Standing B	-	<ul style="list-style-type: none"> <li>• Persona will now not go out of the screen during the move.</li> </ul>
Jump A	-	
Smart Combo 4 (2nd hit)	A•A in air	<ul style="list-style-type: none"> <li>• Added a chain route to "Special Attack 2 ( ↓ +A in air)."</li> </ul>
Jump C	-	<ul style="list-style-type: none"> <li>• Increased the hurt box size after landing.</li> </ul>
Special Attack 2	↓ +A in air	<ul style="list-style-type: none"> <li>• Added a new action.</li> </ul>
Dash Spring (B ver.)	↓ ↘ → +B	<ul style="list-style-type: none"> <li>• Increased the movement speed.</li> <li>• Reduced the active attack frames.</li> </ul>
Dash Spring (EX ver.)	↓ ↘ → +C	<ul style="list-style-type: none"> <li>• Reduced the startup frames.</li> <li>• Increased the active attack frames.</li> </ul>

## Chie

Category	Command	Content Changes
Dragon Kick (EX ver.)	↓↘→+C	•Changed to be able to take other actions after the move.
Aerial Dragon Kick (EX ver.)	↓↘→+C in air	•Changed to be able to take other actions after the move. •Added a limit of being able to use “Aerial Dragon Kick (EX ver.)” only once in the air.
Agneyastra	↓↘→ or ↓↙← +B+C in air	•Changed to be able to take other actions after the move.

## Yukiko

Category	Command	Content Changes
Standing A	-	•Persona will now not go out of the screen during the move.
Crouching B	-	•Increased the number of fans thrown to 2. •Changed to be jump cancellable on block.
Smart Combo 3 (2nd hit)	B•B•	•Adjusted the height of the fan thrown to be the same as “Standing B.”
← + Partner Skill	-	•Added a hitbox.

## Kanji

Category	Command	Content Changes
Dash	-	•Changed the start of the acceleration to be faster.
Smart Combo 3 (2nd hit)	B•B•	•Increased the pull-in effect to be stronger on ground hit.
Crouching B	-	•Increased the untechable time.
Crouching C	-	•Increased the untechable time.
Normal throw	-	•Changed the fastest active portion to be the same as other characters.
This' ll Hurt!	↓↙←+A or C	•Added throw invulnerability from startup to the end of the attack active frame.
Gotcha!	↓↙←+B (Chargeable)	•Increased the startup frame. •Added a charge version of the move.
Added Cruel Attack	During certain move, A or B or C	•Partner skill is now usable during the move.
Aerial Cruel Attack (EX ver.)	↓↘→+C in air.	•Will now lock into the opponent's position before moving.
Ass Whoopin', Tatsumi-Style (Enhanced ver.)	↓↘→+B+C	•Changed the motion of the move.
Distortion Duo (Enhanced ver.)	-	
Burn to a Crisp Burn to a Crisp (Enhanced ver.)	↓↙←+B+C	•Improved the recovery frame difference on hit.
← + Partner Skill	-	•Increased the recovery frame.

## Naoto Shirogane

Category	Command	Content Changes
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Smart Combo 1 (2nd hit)	A•A	
Smart Combo 1 (3rd hit)	A•A•A	• Changed the action.
Smart Combo 3 (2nd hit)	B•B	
Smart Combo 3 (3rd hit)	B•B•B	• Added a new action.
Crouching B	–	• If the Persona is already out and is within a certain distance, it will attack on the spot.
Jump C	–	• Increased the untechable time. • If the Persona is already out and is within a certain distance, it will attack on the spot. • Changed the timing for the Persona to disappear to be faster.
Shield of Justice	A+D	• Changed the counter move to activate immediately when successfully countering a move at far-range.
Hair-Trigger Megido	↓ ↙ ← +A or B or C (Air OK)	• Changed the properties of the projectile created by “Hair-Trigger Megido” as below: • The projectile turns bright when the opponent enters a certain range from the projectile. • The projectile cannot be destroyed by attacks unless it is in the state mentioned above.

## Mitsuru

Category	Command	Content Changes
Crouching A	–	• Decreased the maximum number of times this move can be used during a chain from 3 to 2.
Crouching B	–	• “Smart Combo 3 (2nd hit) (Crouching B•B)” can only be performed when it hits the opponent’s main character.
Jump B	–	• Changed to be able to cancel into the various chain and Skills only on hit.
Myriad Arrows	↓ ↘ → +B+C	• Changed the move to not hit unless the opponent’s character is within a certain range.

## Akihiko

Category	Command	Content Changes
Special Attack 1	← +A	• Prioritize Smart Combo instead of the same move cancel on hit.
Crouching A	–	• Extended the hitbox downwards.
Corkscrew (B ver.)	↓ ↘ → +B (Chargeable)	• An “Attack Parry” will occur when avoiding an attack using the invulnerability that is active while charging the move.
← + Partner Skill	–	• Increased recovery frame.

## Aegis

Category	Command	Content Changes
Standing B	-	• Removed the charge version of the move, and changed the action.
Crouching B	-	• Changed the properties of the attack to accommodate to the changes above.
Megido Fire - Kai (A ver.)	↓ ↘ → +A (Air OK)	Changed to the new action from "Ground 7th Gen Blast Gatling (A ver.)." Changed to the new action from "Aerial 7th Gen Blast Gatling (A ver.)."
7th Gen Blast Gatling	↓ ↘ → +B (Chargeable)	• Reduced the damage. • Reduced the additional proration. • Changed the proration to be fixed regardless of the number of hits.
Megido Fire - Kai (EX ver.)	↓ ↘ → +C (Air OK)	• Reduced the motion duration on hit. • Changed the hit effect to ground bounce.
7th Gen Radical Cannon	↓ ↙ ← +A or B (Air OK)	• Removed the property where you can adjust the timing of the explosion by holding the button.
7th Gen Vulcan Cannon	↓ ↘ → +B in air	• Reduced the damage. • Reduced the additional proration. • Changed the proration to be fixed regardless of the number of hits. • Added a limit of being able to use "Aerial 7th Gen Vulcan Cannon" only once in the air.
Aerial 7th Gen Radical Cannon (A ver.)	↓ ↙ ← +A in air	• Removed the property where you can adjust the timing of the explosion by holding the button. • Added a limit of being able to use "Aerial 7th Gen Radical Cannon (A ver.)" only once in the air.
Aerial 7th Gen Radical Cannon (B ver.)	↓ ↙ ← +B in air	• Removed the property where you can adjust the timing of the explosion by holding the button. • Added a limit of being able to use "Aerial 7th Gen Radical Cannon (B ver.)" only once in the air.

## Labrys

Category	Command	Content Changes
Standing A	-	• Reduced the startup frames.
Standing B	-	• Changed the action.
Smart Combo 3 (2nd hit)	B•B	• Changed the action.
Weaver's Art: Beast	↓ ↘ → +B+C	• Changed the recovery to be invulnerable when it hits the opponent's main character.
→ + Partner Skill	-	• Fixed an issue where the Persona does not disappear during an Active Partner Change.
← + Partner Skill	-	• Increased the recovery frame.

## Teddie

Category	Command	Content Changes
Smart Combo 1 (2nd hit)	A•A	<ul style="list-style-type: none"> <li>•Increased the damage.</li> <li>•Increased the blowback of the final hit.</li> </ul>
Smart Combo 1 (3rd hit)	A•A•A	<ul style="list-style-type: none"> <li>•Increased the attack level.</li> <li>•Increased the damage.</li> <li>•Reduced the additional proration.</li> <li>•Changed the hit effect to blowback on ground hit.</li> <li>•Increased the untechable time.</li> <li>•Increased the blowback height of the final hit.</li> </ul>
Jump A	-	<ul style="list-style-type: none"> <li>•Increased the damage.</li> <li>•Increased the additional proration.</li> </ul>
Smart Combo 3 (2nd hit)	A•A in air	<ul style="list-style-type: none"> <li>•Increased the damage.</li> </ul>
Bearscrew	↓ ↘ → +A or B or C (Air OK)	<ul style="list-style-type: none"> <li>•Changed the direction of the blowback to be the same direction as Teddie is facing.</li> </ul>
Aerial Bearscrew (EX ver.)	↓ ↘ → +C in air	<ul style="list-style-type: none"> <li>•Increased the blowback distance and the blowback height.</li> </ul>
Item “Dr. Salt NEO”	-	<ul style="list-style-type: none"> <li>•Move is now not affected by the Skill Gauge increase penalty.</li> </ul>
Item “Muscle Drink”	-	<ul style="list-style-type: none"> <li>•Increased the amount of recovery.</li> </ul>
Item “Mystery Food X”	-	<ul style="list-style-type: none"> <li>•Move is now not affected by the Skill Gauge increase penalty when Mai obtains the item.</li> </ul>

## Hyde

Category	Command	Content Changes
Normal Attacks that uses “Insulator” Each Skill	-	<ul style="list-style-type: none"> <li>•Increased the chip damage.</li> </ul>
Smart Combo 2 (3rd hit)	B•B•B	<ul style="list-style-type: none"> <li>•Increased the additional proration.</li> </ul>
Bend Sinister (EX ver.)	During “Black Orbiter,” ↓ ↘ → +C	<ul style="list-style-type: none"> <li>•Added a new action.</li> </ul>

## Linne

Category	Command	Content Changes
Standing A	-	<ul style="list-style-type: none"> <li>•Reduced the startup frames.</li> <li>•Reduced the blowback height.</li> </ul>
Special Attack 1	← +A	<ul style="list-style-type: none"> <li>•Reduced the startup frames.</li> <li>•Increased the additional proration.</li> </ul>
Smart Combo 1 (3rd hit)	A•A•A	<ul style="list-style-type: none"> <li>•Reduced the startup frames.</li> </ul>
Smart Combo 1 (4th hit) Smart Combo 2 (4th hit)	A•A•A•A ← +A•A•A•A	<ul style="list-style-type: none"> <li>•Reduced the blowback height.</li> <li>•Reduced the hit stop of the first hit.</li> <li>•Extended the hitbox of the second hit upwards.</li> </ul>
Crouching A	-	<ul style="list-style-type: none"> <li>•Reduced the startup frames.</li> </ul>
Flying Swallow	↓ ↙ ← +B (Chargeable)	<ul style="list-style-type: none"> <li>•Added a charge version of the move.</li> </ul>
Tenketsu (Heaven’s Lynchpin)	During “Whirlwind,” A or B or C	<ul style="list-style-type: none"> <li>•Added a new action.</li> </ul>

## Waldstein

Category	Command	Content Changes
Crouching B	-	• "Smart Combo 3 (2nd hit) (Crouching B•B)" can only be performed when it hits the opponent's main character.
Smart Combo 3 (2nd hit)	Crouching B•B	• Extended the hitbox upwards.
Eisen Nagel	↓ ↘ → +A	• Changed the hit effect to ground bounce. • To accommodate to the change above, the blowback distance has been decreased and the untechable time has been increased.
Drehen Durchbohren	↓ ↙ ← +A or B or C	• Added throw invulnerability from startup to the end of the attack active frame.
Wirbelwind → + Partner Skill	↓ ↘ → +B or C -	• Increased the knockback distance. • Extended the collision box upwards during the action.
→ + Partner Skill	-	• Increased the startup frame. • Changed the startup motion.

## Carmine

Category	Command	Content Changes
Smart Combo 1 (4th hit)	A•A•A•A	• Increased the minimum health recovered.
Normal throw	-	• Increased the percentage of health recovered if the health recovered is higher than the minimum recovery.
Jump B	-	• Dissolves will be laid down if the attack reaches the corner of the screen.
Launch!	↓ ↙ ← +A or B	• Searches for the opponent to a certain extent if the opponent is within the search radius.
Thrust!	↓ ↙ ← +C	• Changed to the new action from "Launch! (C ver.)."

## Orie

Category	Command	Content Changes
Ground To Me! (Command Order)	↓ ↙ ← +A or B	• Reduced the startup frames.
Thick and Fast	During "To Me! (Command Order)," A	• Reduced the startup frames. • Changed the command.
Succession	During "To Me! (Command Order)," B	• Changed the command.
Aerial Leap	During "To Me! (Command Order)," C	• Added a new action.
Sacred Spire Lucent	↓ ↘ → +B+C	• Adjusted the invulnerability frames to be the same as the enhanced version.

## Gordeau

Category	Command	Content Changes
Smart Combo 1 (4th hit)	A•A•A•A	• Worsened the recovery frame difference. • Increased the untechable time. • Increased the height of the blowback.
Smart Combo 2 (2nd hit)	B•B	• Increased the pull-in effect to be stronger on ground hit. • Increased the hitbox of the second hit.
Aerial Precise Aim	A+D in air	• Changed the hit effect of the spinning portion to slip down.
Assimilation (EX ver.)	↓ ↙ ← +C	• Added throw invulnerability from startup to the end of the attack active frame.

## Merkava

Category	Command	Content Changes
Jump High Jump	-	•Decreased the height.
I, Spring to the Sky	↖ or ↑ or ↗ in air	•Decreased the height to match the jump.
I, Soar the Sky (Front)	→→ in air	•Changed the timing to be able to perform another action to be later.
I, Soar the Sky (Back)	←← in air	•Changed the timing to be able to perform another action to be later. •Reduced the movement speed.
Jump B	-	•Changed to be able to cancel into the various chain and Skills only on hit. •Added landing recovery when the attack does not hit.
← + Partner Skill	-	•Increased recovery frame.

## Vatista

Category	Command	Content Changes
Smart Combo 1 (2nd hit)	A•A	•Reduced the blowback height. •Increased the height of the blowback on the last hit. •Increased the untechable time.
Smart Combo 1 (3rd hit)	A•A•A	•Increased the startup frame. •Increased the attack active frame. •Reduced the blowback height.
Smart Combo 1 (4th hit)	A•A•A•A	•Reduced the blowback height. •Increased the height of the blowback on the last hit.
Aerial Lumen Stella (A ver.)	↓↙←+A in air	•Changed the trajectory of the projectile.
Sideus Fragmentum	↓↙←+C (Air OK)	•Changed to the new action from "Lumen Stella El Lance."
Clash Assault	-	•Fixed an issue where the first active frame is not hitting certain characters with low posture.

## Yuzuriha

Category	Command	Content Changes
Standing B	–	•Increased the hit stop.
Smart Combo 1 (3rd hit)	A•A•A	•Increased the untechable time.
Smart Combo 2 (2nd hit)	B•B	•Increased the hit stop.
Third Type: Sever	For each B, after using 3 times, B	<ul style="list-style-type: none"> <li>•Reduced the additional proration.</li> <li>•Increased the blowback distance.</li> <li>•Changed to be able to get into “Stance of Mighty Qi and Quiet Heart” after the move.</li> <li>•Reduced the hit stop of the aerial version.</li> <li>•Changed the falling timing of the aerial version to be slower.</li> <li>•Increased the recovery frame on landing from the aerial version.</li> </ul>
Crouching B	–	•Increased the hit stop.
Crouching C	–	•Increased the height of the blowback.
Jump B	–	•Increased the untechable time.
Smart Combo 4 (2nd hit)	A•A in air	
Second Type: Bloom	↓ ↘ + A or B or C (Air OK)	<ul style="list-style-type: none"> <li>•Increased the startup frame.</li> <li>•There is no change to the startup of “Stance of Mighty Qi and Quiet Heart.”</li> </ul>
Over Here!	↓ ↙ + A or B or C (Air OK)	<ul style="list-style-type: none"> <li>•Changed to be able to get into “Stance of Mighty Qi and Quiet Heart” after the move.</li> <li>•Added a limit of being able to use “Over Here!” only once in the air.</li> </ul>
→ + Partner Skill	–	•Increased the startup frame.
← + Partner Skill	–	•Increased the recovery frame.

## Mika

Category	Command	Content Changes
Smart Combo 1 (2nd hit)	A•A	•Reduced the blowback height.
Smart Combo 1 (4th hit)	A•A•A•A	•Extended the collision box downwards.
Smart Combo 2 (3rd hit)	B•B•B	<ul style="list-style-type: none"> <li>•Reduced the untechable time.</li> <li>•Reduced the landing recovery.</li> </ul>
Jump B	–	•Added a charge version of the move.
Mika-chan Missile	↓ ↘ + A or B or C (Air OK)	<ul style="list-style-type: none"> <li>•Increased the attack level.</li> <li>•Increased the damage.</li> <li>•Added projectile invulnerability in the EX version during the motion of the move.</li> </ul>
Mika-chan Additional Missile (EX ver.)	During “Mika-chan Missile (EX ver.),” Directional input + A or B or C	•Added projectile invulnerability in the EX version from the beginning of the motion of the move.
Mika-chan Cannon (EX ver.)	↓ ↙ + C	•Added throw invulnerability from startup to the end of the attack active frame.
→ + Partner Skill	–	<ul style="list-style-type: none"> <li>•Changed the movement timing to be faster.</li> <li>•Increased the maximum speed.</li> <li>•Changed the timing of the attack to be faster.</li> <li>•Increased the speed of the rebound after landing, and reduced the height of the rebound.</li> <li>•Reduced the landing recovery.</li> </ul>

## Seth

Category	Command	Content Changes
Special Attack 3	↓↓ in air	•Added a new action.
Acute Ambush	A+D	•Reduced the hit stop. •Increased the height of the blowback.
Nefarious Sequence	↓↘→+B+C	•On hit, the opponent cannot be hit by any other attacks until the last hit connects.
Distant Frontier	↓↓↓+B+C	•Adjusted the timing of the time stop and wall stick, making it easier to connect regardless of the opponent's position.
← + Partner Skill	-	•Increased recovery frame.

## Ruby

Category	Command	Content Changes
Standing A	-	•Reduced the blowback height.
Smart Combo 1 (2nd hit)	A•A	•Reduced the blowback height.
Gunblast (A ver.)	↓↙←+A (Air OK)	•The move is now able to be canceled into the same direction.
Gunblast (B ver.)	↓↙←+B (Air OK)	
Petal Dance	↓↙←+B+C	•Changed the motion of the move.

## Weiss

Category	Command	Content Changes
Ice Pillar	↓↓+A or B	•Increased the distance of the Ice Pillar set for the B version. •The move is now able to be canceled into "Ice Shard" in the middle of the move.
Neutral + Partner Skill	-	•Increased the recovery frame.
← + Partner Skill	-	

## Blake

Category	Command	Content Changes
Dash Cancel	During certain move, →→	•Changed the display priority of clones to the front, and added a black shade to increase the camouflage effect.
Jump B	-	•Increased the untechable time. •Increased the back movement distance when the move is done in the corner and from "Smart Combo 1 (4th hit)(A•A•A•A)."
Shadow Trick	During certain move, C	•Reduced the blowback distance. •Reduced the slide down duration. •Added a slip stun duration.
← + Partner Skill	-	•Increased the recovery frame.

## Yang

Category	Command	Content Changes
Standing A	-	•Increased the blowback distance.
Smart Combo 1 (2nd hit)	A•A	•Increased the blowback distance and reduced the blowback height.
Smart Combo 1 (3rd hit)	A•A•A	•Reduced the blowback height.
Crouching B	-	•Change the head invulnerability that occurs during the motion to head and projectile armor property.
Jump B	-	•Added head and projectile armor property.
Each Armor Attack	-	•Changed the attack property to be the same as Semblance mode if the armor is triggered before the move connects.

# Heart

Category	Command	Content Changes
Homing Cancel	During certain move, C	•The move is now able to use during “Homing Dash.”
Tria Sfaira	↓↙←+B (Air OK)	•Reduced the interval of the projectile produced. •Adjusted the position of the projectile produced. •Changed the possible “Arcana Homing” timing to be faster.
Distortion Duo	-	•Changed the appearing position to be further back.

Other minor bug fixes for each character have been implemented.