

General Combat

Attack buffs are 20%/40%/60%

Attack debuffs are 10%/20%/30%

Player's Defense buffs are 15%/30%/45%

Player's Defense debuffs are 40%/70%/100%

Enemy's Defense buffs 40%/70%/100%

Enemy's Defense debuffs are 15%/30%/45%

Magic buffs are 20%/40%/60%

Magic debuffs are 15%/30%/50% (unchanged)

Healing buffs are 25%/50%/75%

Healing debuffs are 30%/50%/70%

Accuracy buffs are 20%/40%/60%

Accuracy debuffs are 20%/35%/50% (unchanged)

Accuracy debuffs last 3 turns instead of 2

Evasion buffs are 30%/50%/70% (unchanged)

Evasion debuffs are 20%/40%/60%

Critical rate buffs are 15%/30%/50%

Status Ailment Resistance buffs and debuffs are 20%/35%/50%

Adjusted stats for most enemies, mainly higher Attack and Defense.

All Jobs, except for the default ones and DLCs, have elemental weaknesses. Some resistances have been changed.

Some default Jobs have adjusted EXP curves to compensate for their relatively low starting level.

Increased the value of permanent stat boosts from default jobs.

Burn, Cold, Bleed and Poison inflict more damage.

Being afflicted with Rage increases Attack modifier by 30% for the player, 20% for enemies.

Silence is no longer removed by being attacked.

Drunk is now classified as neither a physical or mental ailment, and must be cured with specific items or skills.

Kasuga's environmental weapon attacks have a 100% Stun chance.

Normal attacks now scale with Character Level. Attack modifier scales from 0% to 50% at Level 99.

Opportune Strikes on downed enemies now scale with Character Level. Attack modifier scales from 20% to 100% at Level 99.

Elemental affinities are no longer increased by higher difficulty levels.

Kiwami skills have increased "Rest Time", which makes the user wait longer to get their next turn.

Battle Items scale with the character's Attack stat instead of having fixed stats.

Several bosses have unique Heat Mode buffs that cannot be removed.

Random encounters have a smaller detection range. Enemy spawns in dungeons and story events are unchanged.

Battle Tips now show which status ailments that party members are susceptible to.

Poundmates

Uncomfortably Numb:

Flat Defense boost now scales with Kasuga's Character Level. 20-80 Defense, or 40-120 Defense with "Option" boost.

Kaiser Concussion:

30% Magic modifier -> 50%. With "Option" boost, 50% Magic modifier -> 75%.

Subzero Sonata:

30% Magic modifier -> 50%. With "Option" boost, 50% Magic modifier -> 75%.

Egg of Wonders:

30% HP or MP recovery -> 50%. With "Option" boost, 60% HP or MP recovery -> 100%.

Super Kitty Punch:

400% Attack modifier -> 250%. With "Option" boost, 500% Attack modifier -> 350%.

Weapons

Many weapons have been given upgrade paths.

Tranquility Bat: 20% mental ailment resistance

Dragon Soul Bat: Lv.1 Defense debuff on normal attack. Normal attacks scale from 0% to 80% based on Character Level.

Legendary Hero's Bat: Normal attacks scale from 0% to 80% based on Character Level. Performing normal attacks enhances Hero skills for two turns.

Poison Cane: Poison effect now has infinite timer like all other poisons. 30% Poison chance -> 50%.

Dice Cane: 55 Attack -> 97. 55 Magic -> 82. 54 Healing -> 63. 30% Critical Rate. 13,000 sell price -> 80,000

Staff of the Five Wisdoms: x1.5 damage with magic attacks that hit weakness -> x1.35

Club of Holy Might: x1.5 damage with grab skills -> x1.3

Leaden Bag: x1.5 damage with Blunt and Blade skills -> x1.2. Increased power of Battle Items. Increased Attack growth. Decreased Magic growth.

Jeweled Bag: Decreased Attack growth. Increased Magic growth.

Poison Boxcutter: Poison effect now has infinite timer like all other poisons. 30% Poison chance -> 50%.

Super High-frequency Ruler: Ignores 100% Defense -> 50%

Dragon Knuckles: x1.5 damage with knuckle-based skills -> x1.2.

Curved Crystal Saber: 10% bonus Status Ailment chance -> 25%

Poison Cane Sword: Poison effect now has infinite timer like all other poisons. 30% Poison chance -> 50%.

Demon Blade Muramasa: No longer inflicts infinite Bleed with normal attacks. Inflicts Bleed with twice the damage when using Bodyguard Blade skills against bleeding targets.

Sakura Storm: Bodyguard Blade skills become elemental.

Soul Anklet: x1.5 damage with physical attacks that hit weakness -> x1.35

Absolute Shield: 15 Defense

Diamond Orbuculum: Removed 20% MP cost reduction. +25% HP from recovery skills

Whip of Pleasure: 15% of damage with Night Queen skills is converted to HP.

Armor

Quixotic Helmet: 30 Defense -> 42. 15 Attack. 4% Blade Resistance. Exclusive to Hero.

Quixotic Armor: 75 Defense -> 90. -33 Agility. 5% Fire Resistance. 5% Ice Resistance. 20 Dexterity. Exclusive to Hero.

Quixotic Greaves: 60 Defense -> 70. 2% Blunt Resistance -> 5%. Exclusive to Hero.

Cyber Helmet: 27 Defense -> 36. -25 Dexterity. 5% Blunt/Blade/Bullet Resistance -> 8%.

Cyber Armor: 10 Magic -> 0. 60 Defense -> 78. -27 Agility. 10% Blunt/Blade/Bullet Resistance -> 15%.

Cyber Boots: 47 Defense -> 60. 54 Agility -> -6. 2% Blunt/Blade/Bullet Resistance -> 6%

Fable Hat: 24 Defense -> 18. 29 Magic -> 33.

Fable Robe: 30 Magic. 60 Defense -> 50. 38 Healing -> 60. 60 Dexterity -> 16. 20% Fire Resistance -> 10%. 30% Ice Resistance -> 10%. 20% Electric Resistance -> 10%

Fable Boots: 15 Magic -> 24. 45 Defense -> 38.

Dragonhelm: 12 Attack. 24 Defense -> 27

Dragon Kinagashi: 10 Attack. 10 Magic. 67 Defense -> 62. 8 Agility. 75 Dexterity -> 25. 10% Blunt/Blade Resistance -> 8%. 20% Bullet Resistance -> 8%.

Dragon Boots: 8 Attack. 8 Magic. 52 Defense -> 48. 60 Agility -> 45

Rainbow Hat: 26 Magic -> 12. 22 Defense -> 26. 2% Fire/Ice/Electric Resist -> 8%.

Spectrum Gown: 15 Agility -> 24. 48 Dexterity -> 20. 20% Ice Resist. 20% Electric Resist.

Reverie Shoes: 31 Agility -> 36. 8% Fire Resistance. 5% Ice Resistance -> 8%. 8% Electric Resistance. Can be crafted.

Commander Hat: 10% Critical Rate.

Tactical Helmet: 3 Attack -> 15. 18 Dexterity.

Tactical Vest: 6 Attack -> 18. 20% Blade Resistance -> 10%. 10% Bullet Resistance.

Tactical Boots: 3 Attack -> 12

Viking Helmet: 5 Attack -> 28. 24 Defense -> 21.

Technical Hat: 7 Dexterity -> 36

Strange Helmet: 22 Defense -> 30

Military Armor: 28 Dexterity -> 12

Longcoat: 20 Dexterity -> 17

Work Clothes: 20 Dexterity -> 17

Smart Robe: 9 Agility.

Down Jacket: 28 Dexterity -> 12

Military Bulletproof Vest: 36 Defense -> 42

Security Clothes: 44 Dexterity -> 25

Mirage Coat: 35 Dexterity -> 30

Aberrant Jacket: 60 Dexterity -> 0. -20% Fire Resistance. -20% Ice Resistance. 30% Electric Resistance -> -20%. 20% Elemental damage.

Hellish Cape: 10 Attack -> 34. 55 Defense -> 30. 15% of damage is converted to HP.

Queen's Bondage: 35 Defense -> 42. 35 Dexterity -> 25. 25% bonus Status Ailment chance.

Sacred Steel Helmet: 24 Defense -> 30

Blesswood Armor: 52 Dexterity -> 28. 20% Blade Resistance

Sacred Leather Socks: 48 Defense -> 42. 54 Agility.

Minister Hat: 2% Elemental damage -> 5%.

Minister Robe: 41 Dexterity -> 10. 5% Elemental damage -> 10%

Mysticism Shoes: 2% Elemental damage -> 5%

Mage's Crakows: 14 Magic -> 36. 41 Defense -> 21

Illegal Boots: 5 Attack -> 15. 54 Defense -> 32. 21 Agility.

Battle Boots: 18 Attack

Wind Sneakers: 21 Defense -> 6. 26 Agility -> 72.

Iron Geta: 8 Attack -> 24. 41 Defense -> 34. 18 Agility.

Hassaku Face: Sold in Kai Xin Specialty Store. 8 Magic. 15 Defense. 15% Fire Resistance. 25% bonus Status Ailment chance.

ONO Shirt: Sold in Kai Xin Specialty Store. 28 Healing. 36 Defense. 18 Agility. 20% Bullet Resistance. 10% Rage, Fear, Charm, and Brainwash Resistance.

Cool Boots: Sold in Kai Xin Specialty Store. 7 Magic. 22 Defense. 39 Agility. 15% Electric Resistance. +25 max MP.

Fish Pouch: Sold in Kai Xin Specialty Store. 10% Ice Resistance. 25% more efficacy with status items.

Majima Construction Helmet: Dropped by Majima. 15 Attack. 15 Magic. 20 Defense. 10 Agility. 10% Blunt Resistance. 25% Fire Resistance. 20% Stun Resistance.

Office Pumps: 15 Attack. 7 Magic -> 28. 21 Agility -> 54. Exclusive to Clerk.

Pink Ribbon: 10% bonus Status Ailment chance with Idol skills -> 25%.

Makoto Surcoat: New body armor. Dropped by Saejima. 16 Attack. 52 Defense. 28 Dexterity. 10% Blade Resistance. +10% Blade Damage.

Accessories

Health Ring: 5 Attack -> 10
Power Ring: 10 Attack -> 20
Superpower Ring: 15 Attack -> 30
Champion's Ring: 20 Attack -> 100. -75 Defense.
Toy Bracelet: 5 Magic -> 10
Fluorite Bracelet: 10 Magic -> 20
Silver Bracelet: 15 Magic -> 30
Jeweled Bracelet: 20 Magic -> 40. -30 Attack.
Simple Earrings: +10% HP from recovery skills
Designer Earrings: +15% HP from recovery skills
Pearl Earrings: +20% HP from recovery skills
Diamond Earrings: +25% HP from recovery skills
Rusted Chainmail: 5 Defense -> 7
Chainmail: 10 Defense -> 12
Sengoku Armor: 15 Defense -> 17
Kongo Chainmail: 20 Defense -> 22
Economy Insoles: 10 Agility -> 13
Athletic Insoles: 13 Agility -> 16
Military Insoles: 16 Agility -> 22
Transcendent Insoles: 20 Agility -> 33
Black Belt: Multiplies damage of grab skills by x1.15. Increases turn speed. Removed +20 HP and +5 MP.
War God's Keystone: Increases turn speed.
Eye of the Dragon: Increases turn speed.
Curse Substitute: Turned into a status item. Gives one ally an auto-revive buff. Max carry limit of 1.
Soulshield Bracelet: 20% Stun resistance
War God Talisman: 2% MP recovery every turn. -> fixed 13 MP. 25 Attack. 25 Magic.
Wagesa of Fortune: 5% HP recovery every turn.
Fish Pouch: 25% more efficacy with status items.
Baseball Shirt: New accessory. 20 Dexterity. x1.3 damage with thrown Battle Items .
Ebisu Socks: New accessory. 10% more money from enemy drops.
Gambler's Binding: New accessory. 50% more money from enemy drops. -20% all elemental resistances.
Acquired after protecting Watase in Chapter 12.
Tattered Scarf: New accessory. Doubles money stolen from enemies.
Wrist Training Gear: New accessory. +20% Character EXP. -20 Attack. -20 Magic. -30 Healing. -20 Defense. -30 Agility. -30 Dexterity.
Bulletproof Glass Amulet: New accessory. 12 Defense. 25% Bullet Resistance
Photo of Il-Yu Jin: New accessory. 10 Magic. 15% Ice damage.
Charismatic Idol Poster: New accessory. 10 Magic. 25 Healing. Charm inflicted by Idol skills will never be removed when you attack enemies.
Berserker Charm: New accessory. 15 Attack. Berserker Spirit multiplies Blade and Blunt damage by 3.5 times at the cost of Lv.2 Defense debuff for 1 turn.

Recovery Items

Toughness Light: 200 HP -> 30% HP
Toughness Z: 400 HP -> 50% HP
Toughness ZZ: 800 HP -> 75% HP
Toughness Infinity: 7,000 yen -> 25,000. 1000 HP -> 100% HP
Tauriner: 3,000 yen -> 800. 100 MP -> 30% MP.

Tauriner +: 5,000 yen -> 2,000. 200 MP -> 50% MP.
Tauriner ++: 10,000 yen -> 4,000. 300 MP -> 75% MP.
Tauriner Maximum: 50,000 yen -> 25,000. 1000 MP -> 100% MP.
Staminan Light: 10,000 yen -> 1,500. 100 HP/MP -> 20%
Staminan X: 20,000 yen -> 3,500. 200 HP/MP -> 35%
Staminan XX: 30,000 yen -> 6,000. 300 HP/MP -> 50%
Staminan Royale: 40,000 yen -> 9,000. 500 HP/MP -> 65%
Staminan Spark: 1000 HP/MP -> 100%
Half-eaten Bento: All allies.
Disposed Bento: All allies
Bento Lunch Set/Chicken Karaage Bento/Pork Tonkatsu Bento: All allies. 200 HP -> 75 HP
Luxury Yakiniku Bento: All allies. 300 HP -> 125 HP.
Premium Sushi Set: All allies. 500 HP -> 175 HP.
Grandma's Cookies: 300 HP -> 150. 50 MP.
Mishmash Lunchbox: 100 HP -> 30% HP. Max carry limit of 5.
Packed Lunchbox: 200 HP -> 50% HP. Max carry limit of 3.
Chilled Noodles: 500 HP -> 75% HP. Max carry limit of 1.
Homestyle Lunchbox: 100 HP/MP -> 20%. Max carry limit of 5.
Special Lunchbox: 200 HP/MP -> 35%. Max carry limit of 3.
Luxury Kiwami Lunchbox: 500 HP/MP -> 50%. Max carry limit of 1.

Status Items

Can only carry 1 of each revival item.
Restorative Bolus: Revives ally with 50% HP. 10,000 buy price -> 15,000. 8,000 sell price -> 10,000.
Revival Bolus: Revives ally with full HP. 15,000 buy price -> 50,000. 10,000 sell price -> 30,000.
Sengoku Coffee: Max carry limit of 10.
Kiwami Drink: Max carry limit of 10.
Clear Marine: New item. Clears debuffs on one ally. Bought from vending machines that sell Muscle Soda, Guardian Water, or Quickness Lemon.

Battle Items

Hardball: 60% Attack modifier. Max carry limit of 5. 5,000 buy price -> 10,000. 2,000 sell price -> 3,000.
Lamp Stand: 135% Attack modifier. Element changed from Blunt to Blunt/Electric. Max carry limit of 5. 5,000 buy price -> 20,000. 2,000 sell price -> 6,000.
Throwing Knife: 60% Attack modifier. Max carry limit of 5. 5,000 buy price -> 10,000. 2,000 sell price -> 3,000.
Kunai: 135% Attack modifier. Max carry limit of 5. 5,000 buy price -> 20,000. 2,000 sell price -> 6,000.
Modded Model Gun: 100% Attack modifier. Max carry limit of 3.
Antique Pistol: 150% Attack modifier. Max carry limit of 3.
Hand Grenade: 30% Attack modifier. Max carry limit of 3. 3,000 buy price -> 15,000. 1,000 sell price -> 5,000.
Incendiary Grenade: 45% Attack modifier. Max carry limit of 3. 10,000 buy price -> 25,000. 3,000 sell price -> 8,000.
Liquid Nitrogen Spray: 45% Attack modifier. Max carry limit of 3. 10,000 buy price -> 25,000. 3,000 sell price -> 8,000.
Lightning Bomb: 45% Attack modifier. Max carry limit of 3. 10,000 buy price -> 25,000. 3,000 sell price -> 8,000.
Rocket Launcher: Max carry limit of 1. 30,000 buy price -> 1,000,000. 10,000 sell price -> 300,000

Other Items

Can now carry 100 of each plant growth item.

Gold Safe Key: 10,000 -> 200,000 buy price. 1 sell price -> 50,000.

Character Skills

Kasuga:

Tag Team: Essence of Mayhem: 100 Rest Time -> 175.

Essence of Orbital Laser: 100 Rest Time -> 200.

Nanba:

Healing Powder: Can no longer target user.

Power Snooze: 75% Healing modifier -> 100%. 180-185 fixed HP recovery -> 100-105.

Healing Bolus: 75% Healing modifier -> 100%. 160-165 fixed HP recovery -> 75-80. Can no longer target user.

Essence of Resuscitation: 30% HP recovery -> 50% HP recovery. 100 Rest Time -> 175.

Tag Team: Heat Buster: 120% Attack modifier -> 40-140% based on Kasuga's Confidence. Learned at Bond Level 1. 75% Burn chance. 100 Rest Time -> 160.

Adachi:

Breaking Top: Increased hitbox range

Desperate Throw: 100% Attack modifier -> 75%. 50% Attack bonus at high HP.

Essence of Hell's Wheel: 100 Rest Time -> 175

Tag Team: Nelson Strike: 120% Attack modifier -> 40-140% based on Kasuga's Passion. Learned at Bond Level 1. 100 Rest Time -> 160.

Saeko:

Boundless Cheer: Targets all allies except Saeko. Lv.1 Defense buff. With Sharp Perfume, buffs last for 4 turns and Lv.1 Attack buff becomes Lv.2. 6 MP cost -> 15.

Sly Pose: Lv.2 Attack debuff is guaranteed. Lv.3 with Sharp Perfume. 10 MP cost -> 18

Pleading Beam: Removed chance of failure.

Alluring Kiss: Lv.2 Defense debuff. Lv.1 Accuracy debuff, Lv.2 with Sharp Perfume. 20 MP cost -> 30 MP.

Jewel Breaker: 50% Attack modifier -> 80%. Lv.1 Evasion buff is guaranteed. Lv.2 with Sharp Perfume.

Essence of Remotivation: 30% HP recovery -> 75% HP recovery. 100 Rest Time -> 175.

Tag Team: Bombardier Bash: 120% Attack modifier -> 40-140% based on Kasuga's Style. Learned at Bond Level 1. 100 Rest Time -> 160.

Eri:

Photoblink: Skill description is changed to reflect the fact that it cannot miss.

Inspire: Lv.1 Evasion buff on ally -> Lv.2

Deceptive Call: 25% Fear chance -> 50%

Essence of Flour Power: 20% chance of Lv.1 Accuracy enemy debuff -> Guaranteed Lv.2. 50% chance of Lv.2

Evasion enemy debuff is now guaranteed. 30 MP cost -> 50 MP. 100 Rest Time -> 175.

Tag Team: Twin Fists: 120% Attack modifier -> 40-140% based on Kasuga's Kindness. Learned at Bond Level 1. 100 Rest Time -> 160.

Joon-gi Han:

Stun Smash: Element is changed from Blunt/Electric to Electric.

Poison Shot: 70% Attack modifier -> 35%. 33 MP cost -> 28. Attribute changed from Blunt to Poison. 50%

Poison chance -> 75%. No longer takes the element of your weapon.

Fatal Rush: 30% Attack bonus against Bleeding, Stunned, Poisoned, Paralyzed, or Sleeping enemies -> 40%

Essence of Assassin Dive: 40% Attack bonus against Paralyzed enemies -> 60%. 100 Rest Time -> 175.

Tag Team: Terrorizing Trample: 120% Attack modifier -> 40-140% based on Kasuga's Intellect. Learned at Bond Level 1. 100 Rest Time -> 160.

Zhao:

Tigersbane Palm: No longer has Stun chance. Lv.1 Defense enemy debuff.

Dragonfang Decimator: Lv.1 Attack enemy debuff.

Essence of Deadly Beasts: 25% chance of Bleed, Paralyze, and Fear. 100 Rest Time -> 175.

Tag Team: Beast Brothers: 120% Attack modifier -> 40-140% based on Kasuga's Charisma. Learned at Bond Level 1. 100 Rest Time -> 160.

Jobs

Freelancer:

Starting at Rank 8, Attack and Magic growth speeds up dramatically.

Tenacious Fist: No longer inflicts Stun. 60% Attack bonus against Stunned enemies. Instantly kills Stunned non-boss enemies.

Rock Swing: 40% Attack modifier -> 50%. Lv.1 Accuracy enemy debuff

Headbutt Barrage: 50% Stun chance

Dropkick: 80% Attack modifier -> 100%. 21 MP cost -> 28 MP.

Ruffian's Kick: 100% Attack modifier -> 120%. 28 MP cost -> 35. Lv.1 Attack self buff

Atomic Drop: 50% chance of Lv.2 Evasion enemy debuff

Hyper Swagger: Lv.2 Accuracy self buff. Buffs now last for 3 turns. 10 MP cost -> 32 MP

Essence of Roadside Weapon: 100 Rest Time -> 175.

Hero:

Mega Swing: -10% Attack modifier -> 0%.

Bat Breaker: 60% Attack modifier -> 80%. 40% Attack bonus against enemies with status ailments. Learned at Rank 10.

Hero's Compassion: HP recovery is 33% of Healing stat + 10-300 from Kindness. Learned at Rank 6.

Giga Swing: 40% Attack modifier -> 55%

Hero's Vigor: No longer has a chance of failure. HP recovery scales from 10% to 100% based on Kasuga's Confidence. 20 MP cost -> 50 MP. 100 Rest Time -> 175.

Peerless Resolve: 13 MP cost -> 24

Essence of Bonecrushing Bat: 40% Attack bonus against enemies with status ailments. 100 Rest Time -> 175.

Essence of Full Swing: 100 Rest Time -> 175.

Legendary Hero's Bat enhancements:

- Bat Buster: +15% Attack modifier, 50% Stun chance
- Mega Swing: 50% Paralyze chance
- Fearless Command: 20-40% Accuracy buff based on Passion
- Hero's Compassion: Lv.2 Status Ailment Resistance buff
- Bat Breaker: +15% Attack modifier, 50% Stun chance
- Giga Swing: 50% Paralyze chance
- Peerless Resolve: Lv.2 Defense buff
- Indomitable Courage: Clears debuffs on all allies.
- Essence of Bonecrushing Bat: +50% Critical modifier
- Hero's Embrace: Lv.2 Status Ailment Resistance buff
- Essence of Full Swing: 50% Paralyze chance

Homeless Guy:

Pitiful Look: No longer steals a material. 50% chance of receiving x2 the money an enemy normally drops.

Pigeon Raid: No longer takes the element of your weapon. Lv.1 Status Ailment Resistant enemy debuff.
Pyro Belch: 25% Burn chance -> 50%. Skill now initiates closer to the target.
Pyro Breath: 50% Magic modifier -> 75%. 50% Burn chance -> 75%. Skill now initiates closer to the target. 52 MP cost -> 57. Learned at Rank 12.
Pigeon Storm: 80% Magic modifier -> 120%. Lv.1 Status Ailment Resistant enemy debuff.
Gnarly Breath: Lv.1 Defense enemy debuff -> Lv.2
Nauseating Breath: Lv.1 Attack enemy debuff -> Lv.2. Learned at Rank 10.
Essence of Pigeon Migration: No longer takes the element of your weapon. Lv.1 Status Ailment Resistant enemy debuff. 100 Rest Time -> 175.
Essence of Pyro Prison: 100 Rest Time -> 175.

Detective:

Slick Tongue: 50% Rage chance -> 75%. No longer a shared skill.
On Guard: 40% Attack modifier -> 50%. 30% critical modifier. Lv.2 Defense buff and Lv.3 Evasion debuff for the duration of the stance. Defense buff is removed upon being attacked. Approaches targeted enemy. An additional attack is performed on the target when leaving the stance. 8 MP cost -> 20 MP. Learned at Rank 8.
Heavy Beatdown: 30% Attack bonus against enemies with Rage. Reapplies Rage against Enraged enemies.
Detective's Determination: Learned at Rank 3.
True Grit: Now a shared skill.
Detective's Eye: Lv.2 Accuracy self buff -> Lv.3. Ignores elemental resistances for 2 turns. 13 MP cost -> 30 MP
Arrest: No longer misses against targets that are rendered incapable of dodging. Removed 50% chance of failure. -57.5% Accuracy modifier. 75% Accuracy stat limit.
Grand Helmsplitter: 120% Attack modifier -> 150%. Stun chance increases with high HP like the description suggests.
Essence of Bulldozing Throw: 100 Rest Time -> 175
Essence of Body Stacking: 100 Rest Time -> 175. Now considered a grab for the purpose of equipment bonuses.

Barmaid:

Higher healing stat growth from Rank ups.
Sharp Perfume: Barmaid skills and character skills inflict higher level debuffs for 4 turns. Lv.2 Attack buff removed. Learned at Rank 11. 13 MP cost -> 20.
Powderpuff Press: Lv.1 Accuracy enemy debuff is guaranteed, Lv.2 for 4 turns with Sharp Perfume.
Clobberwheel: 25% Stun chance. Skill now initiates when Saeko is directly in front of her target
Tweezer Toss: Lv.1 Defense enemy debuff, Lv.2 for 4 turns with Sharp Perfume.
Curler Throw: Lv.1 Accuracy debuff is guaranteed, Lv.2 for 4 turns with Sharp Perfume. 100% Attack modifier -> 120%
Beautician's Finesse: Lv.1 Defense self buff -> Lv.2, Lv.3 with Sharp Perfume. Clears debuffs.
Yoga Meditation: 75% Healing modifier -> 100%. 180-185 fixed HP recovery -> 100-105. 13 MP cost -> 24. Clears status ailments. Can be used from the Pause menu.
Branding Blow: Damage now scales with Attack. 50% Attack modifier -> 100%. 50% Silence chance -> 70%. 10% Burn chance -> 25%. Lv.1 Attack enemy debuff, Lv.2 for 4 turns with Sharp Perfume. Can now inflict Critical hits.
Essence of Handbag Hurricane: 100 Rest Time -> 175. Learned at Rank 28.
Essence of Facial Gone Wrong: 140% Attack modifier -> 100%. Skill description now says that it clears the enemy's buffs, which is what this attack actually does. 100 Rest Time -> 150. Learned at Rank 24.

Clerk:

Lower Healing stat growth from Rank ups.

Healing Vibrations: 75% Healing modifier -> 100%. Can be used from the Pause menu.

Rolling Kick: 20% Attack bonus against enemies with status ailments -> 40%. Lv.1 Evasion self buff.

Shadow Stitch: 50% chance of Lv.1 Evasion enemy debuff -> Lv.2

Sealing Stamp: 30% Silence chance -> 50%.

Essence of Flying Swallow: 100 Rest Time -> 175.

Essence of Telephone Nunchaku: 100 Rest Time -> 175.

Hitman:

Lower Attack stat growth from Rank ups.

Head Trauma: 25% Attack modifier -> 0%

Sniper Shot: Renamed to Tracking Shot. 20% Attack modifier -> 40%. 25% Accuracy modifier. Lv.1 Evasion enemy debuff. Lv.1 Accuracy self buff. 10 MP cost -> 16.

Point Blank: 10% Attack modifier -> 60%

Banshee Bayonet: 100% Critical modifier. Uncloaking no longer ends the turn. 35 MP cost -> 60. 100 Preparation Time -> 120.

Phantom Shift: Gives Turn Speed buff for 3 turns. 24 MP cost -> 30 MP

Essence of Phantom Drive: 100 Rest Time -> 175.

Essence of Trick Shots: Now a single target attack. 63 MP cost -> 52. 100 Rest Time -> 175.

Gangster:

Normal Attack: 10% Bleed chance -> 25%

Falling Fang: 20% Attack modifier -> 75%. 8 MP cost -> 25. 50% Bleed chance -> 75%.

Blinding Viper: 30% Attack modifier -> 80%. 8 MP cost -> 28. 50% chance Lv.1 Accuracy enemy debuff -> Lv.2. Learned at Rank 11.

Dragon's Ascension: No longer has Stun chance. 50% chance of Lv.2 Attack enemy debuff.

Shell Shatter: 50% chance of Lv.1 Defense enemy debuff -> Lv.2

Sanguine Blade Dance: 110% Attack modifier -> 135%. 37 MP cost -> 43.

Seismic Shockwave: 120% Attack modifier -> 150%. Lv.3 Evasion debuff for 1 turn. Counters with Dragon's Vortex when attacked, then subsequent counterattacks use Dragon's Ascension. Counterattacks have 100% Stun chance. After a successful counterattack, Zhao performs the shockwave on his next turn. Lv.3 Attack self buff after shockwave. 100 Preparation Time -> 125.

Essence of Phoenix Blade: 160% Attack modifier -> 180%. 100 Rest Time -> 175.

Essence of Ladder Acrobatics: 100 Rest Time -> 175.

Bodyguard:

Elemental Resistances: 30% Blade, -15% Bullet, -15% Ice

Higher Attack stat and turn speed growth from Rank ups.

0% Base Critical chance -> 2%

Normal Attack: 10% Bleed chance -> 25%

Fiendish Slash: 20% Attack modifier -> 30%. 6 MP cost -> 8 MP.

Thoughtless Skewer: Removed 10% chance of failure. 50% Bleed chance.

Heartless Bullet: New Bullet skill learned at Rank 10. 80% Attack modifier. 28 MP cost.

Berserker Spirit: Multiplies damage of Blunt and Blade skills by 2.5 times on the next turn. Does not affect Poundmates. No longer a shared skill.

Haywire Havoc: 60% Attack modifier -> 80%. 21 MP cost -> 32. 50% chance of instant knockout. Removed 30% chance of failure. -40% Accuracy modifier -> -50%. 70% Accuracy stat limit -> 75%. 50% Bleed chance. Skill now initiates closer to the target. Learned at Rank 8.

Smack Talk: Learned at Rank 5. Now a shared skill.

Nightmare Glare: Lv.2 Status Ailment Resistance enemy debuff. 20 MP cost -> 24.

Diehard Skewer: 80% Attack modifier -> 135%. Removed 10% chance of failure. 75% Attack bonus at critical HP -> 100%. 28 MP cost -> 43 MP. 50% Bleed chance. Learned at Rank 18. No longer a shared skill.

Devilish Slash: Learned at Rank 16. Now a shared skill.

Essence of Diabolic Slash: 160% Attack modifier -> 130%. 50 MP cost -> 60. Hits enemies surrounding the target. 50% Bleed chance -> 75%. 100 Rest Time -> 175.

Essence of Lightning Rod: 110% Attack modifier -> 180%. 43 MP cost -> 56. 10% HP self damage -> 20%.

Attack bonus only scales based on critical HP, up to 100%. 75% Bleed chance. 100 Rest Time -> 175.

Enforcer:

Elemental Resistances: 15% Blunt, 15% Bullet, -30% Fire

Transfer Shield: Flat Defense boost on target now scales with Character Level. 60-240 Defense.

Paralysis Prongs: 80% Attack modifier -> 50%. Learned at Rank 22.

Power Lift: Skill now initiates closer to the target.

Essence of Shield Rupture: Learned at Rank 24. 100 Rest Time -> 175.

Essence of Electromagnetic Storm: 100 Rest Time -> 175.

Host:

Elemental Resistances: 10% Fire, 20% Ice, -30% Electric

Sparkling Splash: 10% Magic modifier -> 70%. 10 MP cost -> 52 MP. Hits enemies surrounding the target. Learned at Rank 16.

Hyper Shout: Lv.1 Attack buff -> Lv.3.

Rose Stinger: 30 MP cost -> 18 MP. Icon is changed to Magic/Fire because the attribute isn't actually Blunt/Fire. Learned at Rank 1.

Birthday Bash: Lv.1 Attack enemy debuff is now guaranteed

Ice Spreader: 44 MP cost -> 36 MP. Skill initiates closer to the target. Increased hitbox range.

Birthday Bonanza: 30% Silence chance -> 50%.

Platinum Finger: Removed chance of failure. Learned at Rank 4.

Secret Cocktail: 50% chance of increasing Drunk level -> 100%. Can be used from the Pause menu.

Essence of Rose Typhoon: 10% Burn chance -> 25%. 100 Rest Time -> 175

Coercive Shout: Lv.2 Magic ally buff -> Lv.3

Essence of Champagne Wave: 100 Rest Time -> 175

Breaker:

Elemental Resistances: 10% Blunt, 20% Fire, -30% Blade

Maximum Flair: Lv.1 Defense buff is now guaranteed

Accel Step: Lv.1 Evasion self buff -> Lv.2

Collapsing Chair: 50% chance Lv.1 Attack self buff -> 50% Lv.2

Windmill: Lv.1 Evasion party buff

Hangman Twist: Lv.1 Attack party buff is now guaranteed. 40 MP cost -> 45.

Double Hatchet: Lv.1 Magic self buff is now guaranteed

Essence of Rolling Mixer: Debuff clear is now guaranteed. 100 Rest Time -> 175.

Essence of Breakdance Delight: Healing is now guaranteed. HP recovery is 25% of Healing stat + 50. 100 Rest Time -> 175.

Foreman:

Elemental Resistances: 30% Blunt, -30% Electric

Boss Hammer: Charge attack no longer ends turn. 75% Stun chance. Skill initiates closer to the target.

Healthy Routine: Clears debuffs on all allies.

Hammer Swing: Skill initiates closer to the target.

Get Pumped: Lv.2 Attack self buff. 17 MP cost -> 25.

Explosive Throw: Now a shared skill.

Ocular Assessment: Targets all allies. Lv.2 Critical rate buff.

Master Hammer: 150% Attack modifier -> 200%. Charge attack no longer ends turn. 75% Stun chance. Skill initiates closer to the target.

Upswing Smash: 120% Attack modifier -> 135%. Skill initiates closer to the target. 60% Attack bonus against Stunned enemies.

Megaton Throw: No longer a shared skill.

Essence of Labor Parade: 100 Rest Time -> 175. 50% Stun chance.

Essence of Wrecking Ball: Lv.1 Defense enemy debuff. 100 Rest Time -> 175

Musician:

Elemental Resistances: 10% Blunt, 10% Blade, 10% Electric, -30% Ice

Lower Attack and Defense stat growth. Higher Magic stat growth.

Most Musician weapons have slightly tweaked stats. Higher Magic but lower Attack.

Songs will always increase Voltage level by one. Each song is now marked with ♪ to note which skills are affected by Encore.

Guitar Crush: Decreases Voltage by one.

Voltage 1: 45% Attack modifier -> 50%

Voltage 2: 60% Attack modifier -> 70%. 50% Stun chance

Voltage 3: 100% Attack modifier. 75% Stun chance. Lv.2 Accuracy enemy debuff

Album Drop: Bonus damage now scales with Voltage. Decreases Voltage by one.

Voltage 1: 50% Attack modifier.

Voltage 2: 70% Attack modifier. 75% Bleed chance.

Voltage 3: 100% Attack modifier. 100% Bleed chance. Lv.2 Evasion enemy debuff.

"We Are the Globe": Lv.1 Attack enemy debuff is now guaranteed. Improves with higher Voltage levels.

Learned at Rank 1.

Voltage 1: 30% Silence chance.

Voltage 2: 50% Silence chance.

Voltage 3: Lv.1 Attack enemy debuff for 4 turns. 70% Silence chance.

"Endless Desire": Improves with higher Voltage levels.

Voltage 1: 12% HP regen.

Voltage 2: 14% HP regen. 10% Healing modifier.

Voltage 3: 16% HP regen. 20% Healing modifier.

"Scar Me": 50 MP cost -> 40 MP. Improves with higher Voltage levels.

Voltage 1: 60% Magic modifier. Lv.1 Status Ailment Resistance debuff.

Voltage 2: 70% Magic modifier. Lv.2 Status Ailment Resistance debuff.

Voltage 3: 80% Magic modifier. Lv.3 Status Ailment Resistance debuff.

"Relax": Lv.1 Defense enemy debuff is now guaranteed. Improves with higher Voltage levels.

Voltage 1: Lv.1 Evasion enemy debuff.

Voltage 2: Lv.1 Defense enemy debuff. Lv.1 Evasion enemy debuff for 4 turns.

Voltage 3: Lv.1 Defense enemy debuff for 4 turns. Lv.1 Evasion enemy debuff 4 turns.

"Those Who Protect": Lv.1 Defense party buff is now guaranteed. Improves with higher Voltage levels.

Voltage 1: Lv.1 Evasion party buff.

Voltage 2: Lv.1 Evasion party buff for 4 turns.

Voltage 3: Lv.1 Defense party buff for 4 turns. Lv.1 Evasion party buff for 4 turns.

"Be My Shelter": Targets all enemies.

"Your Wackiest Dreams": 40% Sleep chance -> 30%. Sleep chance increases with Voltage.

Voltage 1: 40% Sleep chance.

Voltage 2: 50% Sleep chance.

Voltage 3: 60% Sleep chance.

Essence of Surprise Concert: 100 Rest Time -> 175

Chef:

Elemental Resistances: 30% Fire, -30% Ice

Saucer Discus: Icon is changed to Blunt because that's what its attribute actually is. 50% Stun chance.

Flattening Pan: 20% Attack bonus against Stunned enemies -> 40%

Peppermill Blow: Lv.1 Accuracy enemy debuff is now guaranteed

Wound Opener: 30% Attack bonus removed on Bleeding targets removed. Inflicts Bleed with twice the damage when used against bleeding targets.

Vanquishing Pan: 30% Attack bonus against Stunned enemies -> 60%

Essence of Human Grating: 100% Bleed chance. 100 Rest Time -> 175.

Essence of Searing: 50% Burn chance -> 75%. 100 Rest Time -> 175

Fortuneteller:

Normal attacks and Blunt-based Fortuneteller skills always hit elemental weaknesses.

Elemental Resistances: 30% Electric, -15% Blunt, -15% Ice

Directional Doom: Damage now scales with Magic.

Holy Water: Heals the target. HP recovery is 75% of Healing stat + 50-55. Can be used from the Pause menu.

Leyline Logarithm: Damage now scales with Magic.

Auric Insight: Lv.3 Attack party buff is changed to Lv.2 Magic party buff.

Bad Omen: Removed 200% Silence or Brainwash chance. Deals Ice damage based on Magic stat. 50% Magic modifier. 35 MP cost -> 40. 50% Cold chance.

Fulminating Forecast: 75% Magic modifier -> 60%. 80 MP cost -> 70.

Essence of Spirit Bonding: 50% HP loss. Revives and heals all party members except the user. HP recovery is 75% of Healing stat. 100 Rest Time -> 175.

Essence of Divine Punishment: Element changed from Blunt to Fire. 50% Fear chance -> 75%. 165% Magic modifier -> 90%. 57 MP cost -> 80. 100 Rest Time -> 175

Devil Rocker:

Frost Bazooka: 20% Magic modifier -> -15%. 20 MP cost -> 55. Element is now Ice instead of Blunt/Ice.

Learned at Rank 16.

Chainsaw Asylum: Learned at Rank 1.

Infernal Guitar: 25% Burn chance -> 50%

Dionysian Wine: 80 MP cost -> 40 MP.

Essence of Fire and Brimstone: 50% Magic modifier -> 75%. 70 MP cost -> 90 MP. 100 Rest Time -> 175.

Learned at Rank 24.

Ghoulissh Scream: 50% chance of Lv.1 Attack enemy debuff -> Lv.2. Skill initiates closer to the target. Enemy reaction is changed to help with landing all three hits.

Toxic Mist: Deals Poison damage based on Magic stat. 25% Magic modifier. 58 MP cost -> 48 MP.

Essence of R.I.P.: 100 Rest Time -> 175

Hostess:

Elemental Resistances: 10% Fire, 20% Ice, -30% Electric

Sparkling Cannon: 10% Magic modifier -> -10%. 20 MP cost -> 60 MP. Hits enemies surrounding the target.

Learned at Rank 22.

Ashtray Crush: Lv.1 Accuracy debuff is now guaranteed

Nail Scratch: Lv.1 Evasion debuff is now guaranteed

Platter Shatter: 50% Magic modifier -> 40%. 50 MP cost -> 25 MP. Learned at Rank 1.

Penalty Roulette: Now uses player's version of status ailments. Security buzzer inflicts Stun.

Ice Spreader: Renamed to Ice Breaker to differentiate it from Host's Ice Spreader. 60 MP cost -> 45 MP. Hits enemies surrounding the target. Learned at Rank 16.

Essence of Damnation Date: Steals x3 the money an enemy normally drops. 100 Rest Time -> 175.

Essence of Lighter Service: 100 Rest Time -> 175.

Idol:

Elemental Resistances: 20% Bullet, 10% Ice, -30% Fire

Twirling Beat: 30% Silence chance -> 50%.

Magical Voice: 75% Healing modifier -> 100%. 160-165 fixed HP recovery -> 75-80.

Magical Song: 130-135 fixed HP recovery -> 45-55.

Miraculous Voice: Heals all status ailments.

Impish Wink: 60% Brainwash chance changed to 50% Charm chance. Lv.3 Evasion enemy debuff.

Playful Splash: 50% Cold chance -> 100%. Deals Ice damage based on Magic stat. 20% Magic modifier. 16 MP cost -> 32.

Essence of Glowstick Fury: 100 Rest Time -> 175

Essence of Idol Spirit: 100 Rest Time -> 175

Dealer:

Elemental Resistances: 30% Blade, -15% Blunt, -15% Ice

Weapon attacks (except ones on downed enemies) are now Blade element like the weapon icon suggests.

Card Sharp: Adjusted Attack modifiers.

- 2: 10% Attack modifier -> 30%
- 5: 50% Attack modifier (unchanged)
- 10: 60% Attack modifier -> 70%
- Ace: 80% Attack modifier -> 85%
- Joker: 120% Attack modifier -> 85%. 100% Critical modifier.

Darts Airstrike: Can no longer hit a target multiple times in a row. 20% Critical modifier.

Lucky Dice: Skill is reworked. Will either give an offensive buff set of Lv.3 Attack, Magic, and Accuracy, or defensive set of Lv.3 Defense, Healing, and Evasion. Each buff also has a 50% chance of activating. 30 MP cost -> 50 MP

Unlucky Dice: Skill is reworked the same way Lucky Dice is, only without the Healing debuff, which is changed to Status Ailment Resistance debuff. 30 MP cost -> 50 MP

Trickster's Top Hat: 60% Magic modifier -> 100%. 40 MP cost -> 50

Essence of Russian Roulette: 100 Rest Time -> 175.

Essence of Fortune's Wheel: Effects are adjusted. 100 Rest Time -> 175.

- All enemies receive Blunt damage: 50% Attack modifier -> 250%
- Everyone receives healing and cleared ailments: 75% Healing modifier

Night Queen:

Elemental Resistances: 20% Blunt, 10% Electric, -30% Ice

Heel Stomp: 20% Attack modifier -> 40%. 6 MP cost -> 10 MP. Lv.1 Accuracy enemy debuff.

Whip Service: 50% chance of Lv.2 Attack enemy debuff.

Tough Love: Changed into a buff skill that also hurts an ally. Lv.3 Attack ally buff. 0% Attack modifier. 43 MP cost -> 21.

Candle Rush: 60% Magic modifier -> 75%. Skill initiates closer to the target. Increased hitbox range.

Vital Vibrations: 50% chance of Lv.2 Defense enemy debuff.

Essence of Titillating Claws: 75% Healing modifier -> 125%. 320-325 fixed HP recovery -> 150-155. Recovers 30% MP on ally. 26 MP cost -> 60 MP. 100 Rest Time -> 175.

Essence of Extreme Bondage: 100 Rest Time -> 175.

Matriarch:

Normal Attack: -20% Attack modifier -> 0%. 10% Bleed chance -> 25%

Flickering Thrust: Removed 50% instant knockout chance. Lv.1 Defense enemy debuff.

Matriarch's Defiance: Targets all enemies. 13 MP cost -> 25.

Essence of Elegance: 100 Rest Time -> 175.

Essence of Gale Slash: 50% Bleed chance -> 75%. 100 Rest Time -> 175.

Enemies

Removed some status ailments immunities from miniboss variants, which differs depending on the enemy.

Drunkard:

Booze Breath: 50% Rage chance changed to 50% Poison chance.

Hammered Heaving: Inflicts Poison damage based on Magic stat. 40% Magic modifier.

Host:

Normal Attack: Element changed from Blunt to Blunt/Ice.

Victory Shout: No longer heals one target. Lv.1 Defense buff for all enemies except self.

Endorsing Shout: No longer heals one target. Lv.1 Attack buff for all enemies except self.

Thug:

Resolute Counter: -10% Attack modifier -> 0%. 5% Bleed chance -> 50%. Lv.2 Defense buff and Lv.3 Evasion debuff for the duration of the stance.

Yakuza:

Normal Attack: 5% Bleed chance -> 25%

Demon Slash: Element changed from Blade to Blade/Fire

Heavens Divide: Element changed from Blade to Blade/Electric

Some Other Yakuza:

Knife Attack: 5% Bleed chance -> 25%

Katana Attack: 5% Bleed chance -> 25%

Laborer:

Removed Blunt weakness.

Normal Attack: 50% chance of failure -> 20%

Dynamite Ignite: 100 Preparation Time -> 80.

Dynamite Toss: 20% Magic modifier -> 40%

Menacing Swing: Skill initiates closer to the target.

Thief:

Normal Attack: 5% Bleed chance -> 25%

Juggler:

Mystery Moves: Lv.1 Evasion buff for all enemies

Reductive Heatwave: Element changed from Blunt/Fire to Fire.

Doctor:

Stimulant: Lv.2 "Agility" buff changed to Lv.2 Evasion buff and Turn Speed buff.

Cognitive Enhancer: Lv.2 Magic and Healing buffs changed to Lv.2 Attack and Accuracy buffs.

Relaxant: Lv.3 Healing debuff replaced with Turn Speed debuff.

Acupuncturist:

Normal Attack: Element changed from Blunt to Blade.

Numbing Point: Element changed from Blade to Blade/Electric.

Thermal Point: Element changed from Blade to Blade/Ice.

Gangster:

Reload: Lv.2 Attack buff.

Safety's Off: Lv.3 Attack buff. Lv.1 Accuracy debuff.

Quickdraw: 0% Attack modifier -> 40%. -30% Accuracy modifier.

Heartless Bullet: 10% Attack modifier -> 25%. 50% Critical chance.

Assassin:

Shank: 5% Bleed chance -> 25%

Full Thrust: 5% Bleed chance -> 50%

Fighting Spirit: Lv.1 Attack buff -> Lv.2

Fierce Resolve: Lv.2 Attack buff. 100% Critical chance for 1 turn.

Chinese Mafia

Normal Attack: 5% Bleed chance -> 25%

Paralyzing Claw: Element changed from Blade to Blade/Electric

Martial Artist:

Swift Impact: Can be sealed by Silence

Chef:

Normal Attack: 5% Bleed chance -> 25%

Slasher:

Normal Attack: 5% Bleed chance -> 25%.

Threaten: Lv.1 Defense debuff -> Lv.2. 50% Fear chance

Impaler: 5% Bleed chance -> 75%

Bloodlust: Lv.2 Attack buff lasts for 3 turns.

Neo Hippie:

Whispering Weeds: Heals all enemies.

Holistic Herb: Heals all enemies.

New Age Herb: 100% HP recovery -> 65%. Heals all enemies.

Sandwichman:

Sign Cutter: 20% Attack modifier -> 40%. Hits surrounding targets.

Security:

Bravado: Lv.3 Attack self buff (which only gave 10% for some reason) -> Lv.2 Attack self buff
Go Apehit: Lv.1 Accuracy debuff.
All attacks deal Blunt/Electric damage.

Baseball Fan:

Bursting Bottle: No longer scales with Attack. 30% Magic modifier.

Slugger:

Home Run Retort: Attack buff icon is Lv.3
Home Run Swing: 10% Attack modifier -> 30%
Frenetic Shout: Lv.1 Healing debuff.

Artificer:

Quantum Flux: Super Armor buff now lasts for 1 turn.

Hitman:

Critical Bolt: -20% Attack modifier -> 0%. 50% critical chance. Lv.1 Defense debuff.
Tranquilizer: Lv.1 Accuracy debuff.

Soldier:

Crossbow Attack: -20% Attack modifier -> 0%
Kukri Attack: 30% Attack modifier -> 0%. 5% Bleed chance -> 25%.
Rapid Fire: 0% Attack modifier -> 30%. -10% Accuracy modifier.
Disarm: 20% Attack modifier -> -10%
Hand Grenade: No longer scales with Attack. 0% Magic modifier. Hits surrounding targets.
Destructo Beam: Element changed from Bullet to Electric. Removed 50% Burn chance. 30% Paralysis chance.

Biker:

Normal Attack: 20% Attack modifier -> 10%

Hacker:

Gunshot: 20% Attack modifier -> 40%. Can be sealed by Silence.

Demoman:

Suspicious Behavior: Lv.1 Magic buff
Burning Bottle Ignite: 100 Preparation Time -> 85. Can no longer be cancelled by damaging 15% of HP.
Freezing Bottle Switched ON: 100 Preparation Time -> 85. Can no longer be cancelled by damaging 15% of HP.
Dynamite Ignite: 100 Preparation Time -> 85. Can no longer be cancelled by damaging 15% of HP.

Fugitive:

Artery Slice: Lv.1 Defense debuff

Boxer:

Guillotine: Lv.2 Accuracy debuff.

Cultist:

Paranoid Shriek: Removed chance of Paralyze. Lv.1 Defense debuff. Lv.2 Healing debuff.

Psychic:

Spirit of Disillusion: Lv.2 Magic debuff

Snipper:

Normal Attack: 5% Bleed chance -> 25%

Weapon Buff:

Normal Attack: 5% Bleed chance -> 25%

Hasty Shotgun: Element changed from Blade to Bullet.

Dramatic Odachi: No longer gives the target a 100% Critical modifier buff. Instead, the skill is always a Critical hit.

Explosive Slapjack: Damage now scales with Attack.

Poacher:

Normal Attack: Element changed from Blunt to Blade.

Worker:

Sinister Squish: Skill initiates closer to the target

Filthy Splash: 20% Magic modifier -> 40%.

Exterminating Flame: Skill initiates closer to the target.

Ultra Detergent: Lv.2 Accuracy debuff.

Shaman:

Sordid Curse: Inflicts Ice damage based on Magic stat. 25% Magic modifier.

Lethal Curse: Removed 20% instant knockout chance. Sets target's HP to 1.

Effigy of Demise: Removed 20% instant knockout chance. Does damage equivalent to 50% of the target's max HP. Cannot kill.

Bosses

Note: Stats are read as "Normal/Hard/Legend".

Minibosses based on powerful foes you have previously fought begin spawning around Ijincho, depending on how much story progress you've made.

Zheng 1:

49/343/588 Attack -> 56/364/616

11 Defense -> 20/240/480

-50% Fire Resistance -> -25%

Totsuka 1:

468 HP -> 528

60/420/720 Attack -> 90

9 Defense -> 40

-40% Blunt Resistance -> -25%

-60% Fire Resistance -> -25%

Aida 1:

616 HP -> 856

86 Attack -> 92
15 Defense -> 30
-35% Blunt Resistance -> -20%
Staminan X: 140-160 HP recovery -> 150% Healing modifier + 0-10

Aida 2:

91 Attack -> 94
Everything else Aida 1 has.

Kasayama 1:

91 Attack -> 112
30 Defense -> 45

Kasayama 2:

91 Attack -> 126
Everything else Kasayama 1 has.

Kikugawa 1:

792 HP -> 892
101 Attack -> 126
30 Defense -> 38.
-40% Fire Resistance -> -30%
Cleave: 70% Attack modifier -> 30%. 5% Bleed chance -> 50%. No longer gives the target a 100% Critical modifier buff.

Kikugawa 2:

528 HP -> 628
-80% Fire Resistance -> -30%
Everything else Kikugawa 1 has.

Zheng 2:

1008 HP -> 1108
102 Attack -> 134
23 Defense -> 43
-80% Fire Resistance -> -25%

Foreman Yan 1:

990 HP -> 1290
109 Attack -> 140
38 Defense -> 57
52 Magic -> 84
-80% Fire Resistance -> -30%

Excavator:

Level 17 -> 18
2200 HP -> 2400 (Only need to deplete to half to force out the Foreman)
120 Attack -> 155
47 Defense -> 82
76 Wait -> 74

100% Poison Damage Resist

900 EXP -> 1,150

810 Job EXP -> 1,035

Sand Bash: 50% chance of Lv.2 Evasion debuff and 20% chance of Lv.3 Accuracy debuff removed. Lv.1 Defense debuff. 0% Attack modifier -> 10%

Foreman Yan 3:

1980 HP -> 3200 (Only spawns with ~40% of this HP)

157 Wait -> 117

Everything else Foreman Yan 1 has.

Takabe:

954 HP -> 1654

116 Attack -> 162

30 Defense -> 75

66 Dodge -> 103

5,000 yen -> 7,500

400 EXP -> 550

360 Job EXP -> 495

Staminan X: 140-160 HP recovery -> 200% Healing modifier + 50-50

Joon-gi Han:

3984 HP -> 4484

143 Attack -> 193

70 Defense -> 120

86 Accuracy -> 102

106 Dodge -> 136

99 Wait -> 81

-100% Fire Resistance -> 0%

20,000 yen -> 30,000

3,400 EXP -> 4,000

3,060 Job EXP -> 3,600

Normal Attack: 0% Attack modifier -> 20%

Phantom Shift: Functions the same as the player's version.

Sleeping Powder: No longer used.

Divine Shot: 80% Attack modifier -> 50%

Point Blank: 60/80% Attack modifier -> 40%

Rapid Shot: 35% Attack modifier

Poison Shot: 20% Attack modifier -> 10%. Attribute changed from Blunt to Poison.

Mabuchi 1:

5580 HP -> 6580

193 Attack -> 255

62 Defense -> 134

90 Dodge -> 116

-50% Blade Resistance -> -20%

-50% Ice Resistance -> -20%

-50% Electric Resistance -> -20%

30,000 yen -> 50,000

7,000 EXP -> 7,800

6,300 Job EXP -> 7,020

Heat Mode: +15% Attack. +25% Defense.

Resolute Counter: Counterattack now deals damage. Lv.2 Defense self buff and Lv.3 Evasion debuff for the duration of the stance. Releasing this pose no longer ends the turn.

Crimson Aura: Lv.1 Attack buff has infinite timer. Grants Heat Mode buff.

Dragon Breaker: 50% Bleed chance -> 100%

Infernal Dragon Breaker: 50% Burn chance -> 100%

Petal Blossom Kick: Lv.1 Defense debuff lasts for 3 turns

Totsuka 2:

172 Attack -> 212

47 Defense -> 102

-30% Blunt/Blade/Bullet/Ice/Electric Resistance -> 0%

-30% Fire Resistance -> -25%

Wrecking Ball Crane:

5640 HP -> 6840

181 Attack -> 223

79 Defense -> 159

-100% Electric Resistance -> -50%

100% Poison Damage Resist

30,000 yen -> 50,000

Steel Ball Wind Up: 100 Preparation Time -> 140

Ishioda 1:

229 Attack -> 249

65 Defense -> 140/294/399

83 Dodge -> 124

73 Accuracy -> 82

73 Wait -> 66

-100% Fire Resistance -> -20%

-100% Ice Resistance -> -20%

-100% Electric Resistance -> -20%

100% Bleed Resistance -> 20%

100% Burn Resistance -> 20%

100% Cold Resistance -> 20%

30,000 yen -> 50,000

Gunshot: 0% Attack modifier -> -10%. Hit reaction is changed to help with landing all three hits.

Nanba:

1536 HP -> 2036

97 Magic -> 113

49 Defense -> 130/260/357

50% Fire Resistance -> 0%

-50% Ice Resistance -> 0%

50% Electric Resistance -> 0%

-20% Sleep Resistance -> 30%

0% Cold Resistance -> 30%

0% Poison Resistance -> 30%
Normal attacks on downed allies are now Critical hits.

Zheng 3:

207 Attack -> 237
50 Defense -> 120
151 Wait -> 91
-100% Bullet Resistance -> -50%

Zheng 4 (Bond Event):

209 Attack -> 244
51 Defense -> 126
-100% Bullet Resistance -> -50%

Qing Jin Manager:

51 Defense -> 102

Ferocious Tiger:

215 Attack -> 252
35 Defense -> 145
-50% Bullet Resistance -> -30%
-50% Fire Resistance -> -30%
100% Burn Resistance -> 30%
100% Poison Resistance -> 0%
80,000 yen -> 100,000

Mabuchi 2:

8240 HP -> 8840
215 Attack -> 275
35 Defense -> 160/320/440
103 Dodge -> 128
35,000 yen -> 75,000
Everything else Mabuchi 1 has.

Mabuchi 3 (Bond Event):

224 Attack -> 275
36 Defense -> 160/320/440
106 Dodge -> 128
Everything else Mabuchi 1 has.

Ishioda 2:

215 Attack -> 249
35 Defense -> 140
92 Dodge -> 102
Essence of Rage: 50% Attack modifier -> 35%. 100 Rest Time -> 150.
Everything else Ishioda 1 has.

Matoba:

8960/13440/17920 HP -> 7660/11490/15320

239 Attack -> 282
38 Defense -> 160/320/440
66 Dodge -> 156
148 Wait -> 88
100% Bleed Resistance -> 20%
100% Burn Resistance -> 20%
100% Cold Resistance -> 20%
4,000 EXP -> 72,000
3,600 Job EXP -> 64,800
50,000 yen -> 75,000

Majima:

-40% Fire Resistance -> -30%
80% Bullet Resistance -> 60%
77 Defense -> 227/408/567
175 Dodge -> 215
50,000 EXP -> 60,000
45,000 Job EXP -> 54,000
100% Burn Resistance -> 20%
100% Cold Resistance -> 30%
Heat Mode: +15% Attack. +25% Evasion.
Normal Attack: Element changed from Blunt to Blade.
Reverse Kick Slash: Element changed from Blunt to Blade. No longer inflicts Paralyze. Lv.2 Attack debuff.
Spin Kick Slash: Element changed from Blunt to Blade/Electric.
Evasive Slash: Element changed from Blunt to Blade/Electric. Lv.2 Accuracy debuff.
Hannya's Spirit: Lv.3 Evasion buff -> Lv.2. Buffs now have infinite timer. Grants Heat Mode buff.
Drops Majima Construction Helmet instead of Diabolic Wristband.

Saejima:

5248 HP -> 5948
80% Blunt Resistance -> 50%
83 Defense -> 258/464/645
50,000 EXP -> 60,000
45,000 Job EXP -> 54,000
100% Burn Resistance -> 30%
100% Cold Resistance -> 20%
Heat Mode: +25% Defense. Super Armor.
Double Backhand: Lv.1 Defense debuff
Tiger's Spirit: Lv.3 Attack self buff -> Lv.2 Defense self buff with infinite timer. Grants Heat Mode buff.
Blade Kill: Targets two other allies. 100 Rest Time -> 175.
Drops Makoto Surcoat.

Sawashiro 2:

403 Attack -> 427
85 Defense -> 238/428/595
183 Dodge -> 206
100% Bleed Resistance -> 30%
100% Burn Resistance -> 30%
100% Cold Resistance -> 30%

100,000 yen -> 120,000
75,000 EXP -> 87,500
67,500 Job EXP -> 78,750
Opportune Strike: Now a guaranteed Critical hit.
Vile Enlightenment: 1000 HP regen -> 5% HP regen.

Kiryu:

12352/18528/37056 HP -> 13852/20778/41556
427 Attack -> 457
97 Defense -> 260/468/650
148 Dodge -> 196
80% Blunt Resistance -> 40%
100% Burn Resistance -> 30%
100% Cold Resistance -> 30%
90,000 EXP -> 112,500
81,000 Job EXP -> 101,250
Heat Mode: +25% Defense. Auto-revives once with 20% HP.
Rush Attack: 100 Rest Time -> 80
Stun Combo: 20% Attack modifier -> 0%. 100 Rest Time -> 90
Uppercut: 30% Attack modifier -> 10%. 100 Rest Time -> 85
Quickstep Kick: 20% Attack modifier -> 10%
Beast Attack: 20% Attack modifier -> 30%. 100 Rest Time -> 115.
Beast Throw: 20% Attack modifier -> 40%. Lv.1 Defense debuff. 100 Rest Time -> 125. Skill initiates farther from the target to prevent the barrel from hitting twice in a row.
Dragon of Dojima Style: Grants Heat Mode buff. Removed Lv.3 Evasion buff.
Dragon Kick: 10% Attack modifier -> 20%
Rush Combo: 20% Attack modifier -> 25%
Komaki Tiger Drop: 0% Attack modifier -> 30%
Komaki Knock Back: 30% Attack modifier -> 0%
Dragon's Gaze: Performs Essence of the Dragon God when releasing this pose. 100 Preparation Time -> 180.

Ishioda 3:

15440 HP -> 13240
97 Defense -> 250/437/625
148 Dodge -> 172
100% Bleed Resistance -> 25%
100% Burn Resistance -> 25%
100% Cold Resistance -> 25%
Heat Mode: +15% Attack. -25% Accuracy. All attacks (except Essence of Rage) have a 50% chance to inflict Fear.
Malicious Grin: Lv.2 Attack self buff -> Lv.1 with infinite timer. Clears debuffs. Grants Heat Mode buff.
Fearsome Countershot: 0% Attack modifier -> -10%. Hit reaction is changed to help with landing all three hits.

Mirror Face:

96 Defense -> 240/420/600
120 Wait -> 100
100% Bleed Resistance -> 25%
100% Burn Resistance -> 25%
100% Cold Resistance -> 25%

Breaking Kick: 50% Rage chance

Headsplitter: 50% Stun chance

Surveillance: Lv.3 Accuracy self buff. 100% Critical chance for 1 turn. 100 Rest Time -> 125.

Killing Slash: No longer a guaranteed critical hit.

Tendo:

26240/26240/39360 HP -> 26240/32800/45920

386 Attack -> 497

83 Defense -> 275/495/687

40 Wait -> 65

200,000 yen -> 500,000

117,000 EXP -> 147,000

105,300 Job EXP -> 132,300

80% Blunt Resistance -> 50%

100% Bleed Resistance -> 15%

100% Burn Resistance -> 25%

100% Cold Resistance -> 25%

Normal Attack: 0% Attack modifier -> 25%

God's Warning: Lv.2 Defense self buff for 1 turn. 100 Preparation Time -> 200

God's Right Hand: Lv.3 Defense debuff. No longer has instant knockout chance. 100% Stun chance. Element changed from Blunt to Blunt/Electric. No longer uses a turn. 10% HP damage to cancel -> 12%

Devil's Awakening: Lv.2 Defense self buff for 1 turn. 100 Preparation Time -> 180.

Devil's Left Wing: 100% Burn chance. Element changed from Blunt to Blunt/Fire. No longer uses a turn

Dragon's Descent (Maw): Lv.2 Defense self buff for 1 turn. 100 Preparation Time -> 125

Dragon Dance: 20% Attack modifier -> 40%

Dragon's Maw: 20% Attack modifier -> 50%. Clears the target's buffs. No longer uses a turn.

Masato Arakawa:

5248 HP -> 10448

Undying Determination's Roar: 100 Preparation Time -> 150. Releasing this pose no longer ends the turn.

Saejima (Final Millennium Tower):

3456 HP -> 6456

463 Attack -> 511

108 Defense -> 293

Majima (Final Millennium Tower):

3536 HP -> 7036

473 Attack -> 518

111 Defense -> 300

239 Dodge -> 289

Tendo (Final Millennium Tower):

3600 HP -> 10000

482 Attack -> 527

113 Defense -> 333

Tendo (True Final Millennium Tower):

44928 HP -> 33696

118 Defense -> 812

Kiryu (Final Millennium Tower):

3600 HP -> 10000

482 Attack -> 532

113 Defense -> 313

Shin Amon (Final Millennium Tower):

10800 HP -> 15200

482 Attack -> 532

100 Magic -> 125

113 Defense -> 333

100% Bleed Resistance -> 25%

100% Burn Resistance -> 25%

100% Cold Resistance -> 25%

70% Poison Resistance -> 40%

Drops Eye of the Dragon.

Shin Amon (True Final Millennium Tower):

122 Defense -> 852

Intelligent Yakuza (Arena):

455 HP -> 1355

44 Defense -> 109

154 Wait -> 139

Yakuza Strong-arm (Arena):

1904 HP -> 2104

237 Attack -> 252

80 Defense -> 190

Yakuza Swordsman (Arena):

714 HP -> 1714

255 Attack -> 285

80 Defense -> 150

-80% Fire Resistance -> -30%

Resolute Man (Arena):

508 HP -> 3008

266 Attack -> 336

49 Defense -> 187/336/467

92 Accuracy -> 152

118 Dodge -> 158

145 Wait -> 100

Beast King of the Arena (Arena):

102 Defense -> 214

11,700 EXP -> 18,700

10,530 Job EXP -> 16,830

Veteran (Arena):

2656 HP -> 3556
56 Defense -> 212/424/583
149 Dodge -> 174
12,870 EXP -> 19,870
11,583 Job EXP -> 17,883

Excavator (Arena):

100% Poison Damage Resist
14,157 EXP -> 20,157
12,742 Job EXP -> 18,142

Sojimarū:

195 Attack -> 215
63 Defense -> 140
(Left/Right Arm) 79 Defense -> 169
900 EXP -> 2,700
810 Job EXP -> 2,430
40% Blunt Resist -> 25%
100% Poison Damage Resist

Clara and her Excavator:

100% Poison Damage Resist
Monkey See, Monkey Kill: 0% Attack modifier -> 25%. Removed 20% instant knockout chance.

Seiso Shogun:

5240 HP -> 4840
88 Defense -> 152
100% Poison Damage Resist
(Left/Right Arm) 70 Wait -> 82

Sotenbori Battle Arena

Quantity of crafting materials gained from additional rewards is doubled (except for Empty Cough Drop Tin).
Floor 2 normal reward: Hot Sparkling changed to Tattered Scarf.
Floor 4 normal reward: Omnipouch changed to Wrist Training Gear
Floor 12 normal reward: Silver Bracelet changed to Wagesa of Fortune
Floor 13 normal reward: Sengoku Armor changed to Diamond Earrings
Floor 14 normal reward: Military Insoles changed to Transcendent Insoles
Floor 20 additional reward condition: Win in 5 turns is changed to 8 turns.

Secret Shops

Mangekyo:

Sells Mysterious Blush and Doll of Torment.

Black Market Merchant:

Sells Bullet of Memory and Ecstasy Rope.

Minigames

Prices of most items bought with minigame currency have been decreased dramatically, usually by 75%.

Money can be converted to minigame currency in The Benten Inn (Gomi's shop).

Lowered requirements for Can Quest ranks.

Old Fountain Pen can be purchased from Can Quest.

All silver bugs can be purchased from both Open Air Shogi and the Gambling Hall.

Assassin Manuals can be purchased from Open Air Shogi.

Magic Lighter and Chief's Towel can be purchased from the Gambling Hall.

Swordsman's Sash and Def Boom Box can be purchased from the Batting Center.

Increased carry limit for Dragon Kart Rings from 999 to 99,999.

Medal of Honor and Court Tongs can be purchased from Dragon Kart.

Management Mode (optional)

Share price ranking increases four times as fast.

Romance Workshop

Cost of upgrading the shop is significantly lower.

Support Quests

Bento Delivery 2-2: 2 Chilled Noodles Lunch Boxes changed to 1.

Rescue Quests

Requirements for unlocking Takedown quests have been removed, making them all available as soon as you unlock Part-time Hero.

Takedown Slugger: Defeat 10 Sluggers changed to 3.

Takedown Sandwichman: Defeat 10 Sandwichmen changed to 5.

Challenge Quests

Many of the cumulative completion tasks relating to minigames have significantly lower requirements.

Safes

(Note: Safes found in the city require a new playthrough for their new contents to appear.)

Silver Safe behind Otohime Land contains Mysterious Blush instead of Helmet.

One of the Silver Safes northwest of Hamakita Park contains Berserker Charm instead of Simple Earrings.

Gold Safe behind MIRAI Batting Center contains Dragonfish Tenugui instead of Sanity Badge, which is moved to the Silver Safe next to it.

Gold Safe in Seagull Cinema contains Power Ring instead of Health Ring.

Gold Safe near Ichiban Holdings contains Charismatic Idol Poster.

Heavily altered item pools for safes in Yokohama Underground and Kamurocho Underground.

Substories

#18: Reward changed from Old Fountain Pen to Baseball Shirt.

#19: Reward changed from Mysterious Blush to Ebisu Socks.

#22: Reward changed from Pearl Earrings to Tattered Scarf.

#28: Second reward changed from Technique Booster to Ultra Booster.

#30: Completion allows the purchase of Ono Michio gear pieces from Kai Xin Specialty Store.

#33: Reward gives Wrist Training Gear.

#34: Reward changed from Swordsman's Sash to Bulletproof Glass Amulet.

#38: Reward changed from Medal of Honor to Diabolic Wristband.