

Character	Command	Adjustment
Eliza	⇐●●●● ⇐●●●●	Fixed an issue where the range of the attack was not as intended.
Lee	Time with enemy punch ⇐●● ●● upon successful parry	Fixed an issue where the behavior of opponent that was counter hit while crouching was not as intended.
Julia	Approach enemy ⇒●●●●	Fixed an issue where damage did not increase when throwing during rage mode.
Zafina	↗●●●●	Fixed an issue where opponent's counter attack often went through Zafina without hitting.
Zafina	During Tarantula ●●	Fixed an issue where hit box was bigger than intended.