

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.