

Character balance, bug fixes

▶ Characters changelog

ROBERT GARCIA

BALANCED MOVE	DESCRIPTION
Ryuuren • Gen-ei Kyaku	Characters hit by Robert's Ryuuren • Gen-ei Kyaku are now displayed correctly.
Ryuuren • Gen-ei Kyaku (EX ver.)	Characters hit by Robert's Ryuuren • Gen-ei Kyaku are now displayed correctly.

KING

BALANCED MOVE	DESCRIPTION
Silent Flash	Opponents can no more reset their stance after Silent Flash's 3rd hit.
Silent Flash (MAX ver.)	Opponents can no more reset their stance after Silent Flash (MAX ver.)'s 7th hit.

OSWALD

BALANCED MOVE	DESCRIPTION
Crouching Light Punch	Fixed the issue during which Oswald's facing direction was locked down when mashing this attack.
Crouching Light Kick	Fixed the issue during which Oswald's facing direction was locked down when mashing this attack.
J (cancel ver.)	Reduced recovery time.

HEIDERN

BALANCED MOVE	DESCRIPTION
Crouching Light Punch	Fixed the issue during which Heider's facing direction was locked down when mashing this attack.
Gae Bolg	Counter hits now only when receiving damage by the end of the active frames.

BLUE MARY

BALANCED MOVE	DESCRIPTION
Double Rolling	Quick Activation can no more be performed if whiff canceled.
M. Splash Rose	Character behavior after M. Splash Rose hit confirms has been fixed.
M. Splash Rose (MAX ver.)	Character behavior after M. Splash Rose (MAX ver.) hit confirms has been fixed.