

Dragon Ball FighterZ Patch Notes 1.38: Battle version requires updating, meaning previous version replays will no longer be viewable.

Character	Mechanic	Description
System Mechanics	Z Assist (C Type)	- Increased cooldown time.
System Mechanics	Sparking Blast	- While in effect, Super Dashes and Special Moves can now be performed from any Special Move.
System Mechanics	Anti Air Attacks	- Certain invincible attacks that previously cannot be stopped by anti air attacks except crouching heavy attack, are now vulnerable to such anti air attacks.
Character	Move Name	Description
Goku (Super Saiyan)	Standing Medium Attack	- Extended the active frames.
	Crouching Unique Attack	- Can now be performed twice in a single Z Combo. - Can now connect to the crouching unique attack even from a whiffed attack. - Can now be jump canceled on hit.
	Jumping Unique Attack	- Jumping heavy attack and Jumping ↓ + heavy attack Can now be performed in a Z Combo. - Reduced landing recovery.
	Dragon Flash Fist (Heavy)	- Can now change where the character appears by holding the button down.
	Flurry Kick (Medium/Heavy)	- Inputting ↓ now changes the trajectory of the attack (only while on ground).
	Super Kamehameha	- Invincibility starts faster now. - When using the ground version of Super Kamehameha, can now connect to Warp Kamehameha.
	Warp Kamehameha	- Invincibility starts faster now. - Sped up the attack start-up when the opponent is in hitstun state.
	Z Assist (A Type)	- Inputting ↑ now changes the direction of the attack.
	Z Assist (C Type)	- Sped up the attack's start-up.
Vegeta (Super Saiyan)	Standing Light Attack: Follow-up 2	- Inputting → now changes the behavior of the attack.
	Standing Heavy Attack	- Holding the button now changes the timing of the attack.
	Standing Unique Attack	- Sped up the attack's start-up. - Reduced recovery after firing the last shot.
	Jumping Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.

		Consecutive Energy Blast	-Added a ↓↙← version. While Sparking Blast is in effect, the ↓↙← version can now be performed after the ↓↘→ version, and the ↓↘→ version can now be performed after the ↓↙← version.
		Big Bang Attack	- Invincibility starts faster now.
	Piccolo	Standing Light Attack	- Can now connect to the Standing Light Attack even from a whiffed attack.
		Standing Heavy Attack	- Sped up the attack when fully charged.
		Standing Unique Attack	- Inputting → now moves the character forward. - Sped up the attack when fully charged. - Changed the effect on hit while in mid-air when fully charged.
		Jumping Light Attack	- Can now connect to the Jumping Light Attack even from a whiffed attack.
		Jumping Unique Attack	- Sped up the attack start-up when the opponent is in hitstun state. - Increased attack duration. - Inputting ↑ now changes the trajectory of the attack.
		Demon Shocker (Horizontal)	- Can now connect to crouching unique attack and Demon Shocker (Diagonal) in a Z Combo.
		Demon Shocker (Diagonal)	- Can now connect to crouching unique attack and Demon Shocker (Horizontal) in a Z Combo. - Will no longer hit a crouching opponent. - Changed the effect on hit against a ground opponent. - Reduced recovery.
		Demon Slicer	- Sped up the attack frequency of the ground version of the move when the opponent is in hitstun.
		Homing Energy Blast	- Can now connect to Super Dash and Special Moves. - Can now connect to Special moves, Super Attacks, Super Dashes, and Vanishes even after a whiffed attack. - Adjusted projectile speed. - Added a ↓↙← version.
			Special Beam Cannon
		Hellzone Grenade	- Invincibility starts faster now.
	Gohan (Teen)	Standing Light Attack: Follow-up 1	- Jumping heavy attack, jumping ↓ + heavy attack, and jumping ↓ + unique attack can now be performed in a Z Combo.
		Crouching Unique Attack	- Sped up the attack's start-up. - Jumping heavy attack, jumping ↓ + heavy attack, jumping unique attack, and jumping ↓ + unique attack can now be performed in a Z Combo. - Increased stun time.

		Jumping Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Jumping ↓ + Unique Attack	- Jumping heavy attack, jumping ↓ + heavy attack, jumping unique attack, and jumping ↓ + unique attack can now be performed in a Z Combo. - Increased stun time. - Can now be performed twice in a single Z Combo.
		Super Dragon Flight	- Increased the attack's damage.
		Flying Kick (Heavy)	- Adjusted knockback on hit after camera effect.
		Z Assist (C Type)	- Sped up the attack's start-up.
	Frieza	Standing Heavy Attack	- Adjusted projectile trajectory. - Projectile no longer disappears even if Vanish is performed during the attack motion.
		Crouching Unique Attack	- Can now be jump canceled on hit.
		Jumping ↓ + Heavy Attack	- Jumping unique attack and jumping ↓ + unique attack can now be performed in a Z Combo.
		Jumping Unique Attack	- Jumping heavy attack and jumping ↓ + unique attack can now be performed in a Z Combo.
		Jumping ↓ + Unique Attack	- Jumping heavy attack and jumping unique attack can now be performed in a Z Combo.
		Death Saucer	- Adjusted knockback on hit.
		You might not survive this time	- Increased stun time during camera effect. - Increased hitstop during camera effect.
		Warp Smash	- Can now be performed in mid-air.
		Death Ball	- Invincibility starts faster now.
		Golden Frieza	- Increased the duration of Golden Frieza.
		Z Assist (C Type)	- Adjusted where the character appears. - Adjusted projectile trajectory.
	Captain Ginyu	Standing Heavy Attack	- Dragon Rush can now be performed while spinning.
		Standing Unique Attack (Guldo)	- Time now freezes for the opponent when the opponent is in hitstun.
		Standing Unique Attack (Jeice)	- Sped up the attack's start-up.
		Together We Are...the Ginyu Force! (Recoome)	- Increased the damage of Recoome's Ultra Fighting Miracle Bomber. - Increased the base damage of Recoome's Ultra Fighting Miracle Bomber.
		Together We Are...the Ginyu Force! (Burter)	- Adjusted knockback on hit.- Increased the opponent's hitstop on hit.- Increased stun time.

		Powerful Energy Wave	- Invincibility starts faster now.
		Body Change	- Reduced Ki cost of additional inputs. - Can now be comboed from Together we are...the Ginyu Force! (Guldo).
		Z Assist (B Type: Recoome)	- Increased the damage of Recoome's Ultra Fighting Miracle Bomber. - Increased the base damage of Recoome's Ultra Fighting Miracle Bomber.
		Z Assist (B Type: Burter)	- Adjusted knockback when Fastest in the Universe hits. - Increased the opponent's hitstop when Fastest in the Universe hits. - Increased the stun time of Fastest in the Universe.
		Z Assist (B Type: Jeice)	- Sped up Crusher Ball's start-up.
		Z Assist (C Type)	- Sped up the attack's start-up. - Adjusted where the character appears.
	Trunks	Crouching Medium Attack	- Inputting → now increases movement speed.
		Standing Heavy Attack	- Adjusted movement speed. - Inputting → now increases movement speed.
		Standing Unique Attack	- Sped up the attack's start-up.
		Jumping ↓ + Heavy Attack	- Inputting → now increases movement speed.
		Jumping Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Shining Slash	- Sped up the start-up of the ground version of the attack.
		Cyclone Jump	- Differentiated mid-air use restrictions for the light, medium, and heavy versions.
		Change the Future	- Increased the opponent's hitstop on hit for the shockwave portion. - Increased the opponent's hitstop on hit for the physical blow when there is no camera effect.
		Burning Attack	- Invincibility starts faster now.
		Heat Dome Attack (Light + Medium)	- Sped up the attack's start-up. - Shortened screen effect before attack.
		Z Assist (A Type)	- Sped up the attack's start-up.
		Z Assist (C Type)	- Sped up the attack's start-up.
	Cell	Standing Heavy Attack	- Low kick can now be performed in a Z Combo.
		Standing Unique Attack	- Low kick can now be performed in a Z Combo.
		Crouching Unique Attack	- Standing heavy attack, crouching heavy attack, standing unique attack, and low kick can now be performed in a Z Combo.

		Jumping ↓ + Heavy Attack	- Jumping unique attack can now be performed in a Z Combo.
		Jumping Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Hell Strike	- Added a light version.
		Kamehameha	- Increased stun time for the diagonal ground version. - Increased recovery for the diagonal ground version.
		Rolling Crush (Heavy)	- Increased blockstun for the spin portion of the ground version.
		Perfect Attack (Heavy)	- Invincibility starts later now.
	Android 18	Jumping ↓ + Heavy Attack	- Increased stun time during camera effect.
		Jumping Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Back Grapple	- Adjusted knockback on hit.
		Destructo-Disc	- Increased the change in trajectory from additional inputs. - When the projectile hits the ground, it now hits opponents in sliding knockdown state.
		Support Attack (Heavy)	- Sped up the attack's start-up. - Now hits opponents in a sliding knockdown.
		Energy Wave	- Invincibility starts faster now.
		Z Assist (C Type)	- Sped up the attack's start-up.
	Gotenks	Standing Light Attack	- Inputting → now increases movement speed.
		Standing Light Attack: Follow-up 2	- Sped up the attack's start-up. - Increased movement speed during the attack.
		Jumping Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Miracle Super Punch	- Can now be performed only once in one ground or mid-air Z Combo. Light, medium, and heavy versions each count as a different attack.
		Miracle Super Punch (Heavy)	- Sped up the attack's start-up. - Increased recovery.
		Great Special Rolling Kick	- Can now be performed only once in one ground or mid-air Z Combo. Light, medium, and heavy versions each count as a different attack.
		Galactic Donuts	- Sped up the attack's start-up.
		Super Ghost Kamikaze Attack (Light + Medium)	- Invincibility starts faster now.

		Z Assist (A Type)	- Sped up the attack's start-up.
	Krillin	Standing Light Attack: Follow-up 2	- Inputting → now changes the behavior of the attack.
		Jumping Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Jumping ↓ + Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo. - Inputting forward or back before the attack now moves the character.
		Senzu Bean	- Picking up a Senzu Bean now fills the Ki gauge.
		Destructo-Disc	- Invincibility starts faster now.
		Chain Destructo-Disc Barrage	- Increased the number of additional inputs. - Reduced Ki cost of additional inputs. - Adjusted damage.
		Z Assist (A Type)	- Picking up a Senzu Bean now fills the Ki gauge.
		Z Assist (B Type)	- Inputting ↑ now changes the height of the attack.
		Z Assist (C Type)	- Sped up the attack's start-up.
		Kid Buu	Crouching Medium Attack: Follow-up
	Standing Unique Attack		- Crouching medium attack can now be performed in a Z Combo. - Adjusted knockback on hit.
	Crouching Unique Attack		- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
	Jumping Unique Attack		- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
	Jumping ↓ + Unique Attack		- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
	Arm Ball		- Increased active frames until the projectile disappears. - Increased hitstop when the attack hits. - Reduced recovery.
	Pearl Flash		- Invincibility starts faster now.
	Z Assist (A Type)		- Increased duration until projectile disappears. - Increased hitstop when the attack hits.
	Z Assist (C Type)		- Inputting ↑ now changes the height of the attack.

	Majin Buu	Standing Light Attack: Follow-up 1	- Sped up the timing at which standing light attack: follow-up 2 can be performed when the attack misses.
		Standing Light Attack: Follow-up 2	- Sped up the attack's start-up.
		Crouching Unique Attack	- Can now be jump canceled on hit.
		Jumping Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Cartwheel	- Light, medium, and heavy versions now have different limitations for repeated inputs.
		Sweeping Breath	- Super Dash can now be performed during the attack.
		Fat Throw	- Inputting ← now changes the trajectory of the attack.
		Z Assist (B Type)	- Inputting ← now changes the trajectory of the attack. - Changed the attack's behavior on hit while in mid-air.
		Z Assist (C Type)	- Sped up the attack's start-up. - Sped up timing during which the attack becomes invincible to jumping attacks.
	Nappa	Jumping Unique Attack	- Jumping heavy attack can now be performed in a Z Combo.
		Arm Break	- Inputting the unique attack button before the attack now cancels the attack.
		Blazing Storm	- Super Dash can now be performed during the attack. - Increased stun time.
		Giant Storm	- Invincibility starts faster now.
		Z Assist (A Type)	- Increased stun time.
		Z Assist (C Type)	- Sped up the attack's start-up. - Adjusted where the character appears.
	Android 16	Standing Light Attack: Follow-up 2	- Inputting → now changes the behavior of the attack.
		Standing Medium Attack	- Standing medium attack can now be performed in a Z Combo. - Standing medium attack and crouching medium attack are now treated as the same for the Z Combo limit.
		Crouching Medium Attack	- Crouching medium attack can now be performed in a Z Combo. - Standing medium attack and crouching medium attack are now treated as the same for the Z Combo limit.
		Standing Heavy Attack	- Reduced recovery except when the attack misses.
		Jumping Light Attack	- Inputting ← now shortens the duration of the attack.

		Jumping Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Flying Power Bomb (Medium, Heavy)	- Adjusted knockback on hit. - Now causes sliding knockdown on hit. - Increased stun time.
		Gliding Powerbomb (Heavy)	- Adjusted knockback when there is no camera effect.
		Hell Flash	- Invincibility starts faster now.
		Last Resort	- Increased the base damage of the attack. - Sped up the attack start-up when the opponent is in hitstun state.
		Z Assist (C Type)	- Added armored invincibility against physical attacks during the attack.
		Standing Heavy Attack	- Can now be performed twice in a single Z Combo. - Heavy attack, unique attack, Super Dash, and Special Moves can now be performed before the attack. - Increased movement speed. - Increased the duration of the attack.
		Crouching Unique Attack	- Sped up the attack's start-up. - Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Jumping Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
	Yamcha	Wolf Fang Fist: Pack Attack	- The light and medium versions now count as different moves for the Z Combo limit.
		Wolf Fang Fist: Tail	- Inputting ↓ now cancels the attack.
		Gale Claws Maniac	- Extended Invincibility to Jumping attacks.
		Spirit Ball	- Invincibility starts faster now. - Increased stun time. - Adjusted knockback of additional inputs.
		Ultimate Wolf Fang Fist	- Increased the attack's damage. - Increased the base damage of the attack.
		Z Assist (C Type)	- Sped up the attack's start-up. - Increased hitstop.
		Standing Unique Attack	- Standing unique attack can now be performed when the attack misses. - Can now be performed twice in a single Z Combo. - Increased stun time.
	Tien	Jumping Unique Attack	- Jumping unique attack can now be performed when the attack misses. - Can now be performed twice in a single Z Combo. - Jumping heavy attack and Jumping ↓ +

		heavy attack can now be performed in a Z Combo.
		Volleyball Fist (Light, Medium) - Inputting ← or → now cancels additional inputs of the ground version.
		Volleyball Fist (Heavy) - The ground version now causes a ground bounce on hit.
		Dodon Ray - Sped up the attack's start-up.
		Tri-Beam - Invincibility starts faster now.
		Farewell, Tien... - When revived by the Dragon Balls, Chiaotzu is now revived as well.
		Z Assist (C Type) - Sped up the attack's start-up.
		Standing Light Attack - Sped up the timing at which standing light attack: follow-up can be performed when the attack misses.
		Standing Light Attack: Follow-up 3 (after Potential Unleashed) - Sped up the attack's start-up. - Sped up the timing at which standing light attack: follow-up 4 can be performed when the attack misses.
		Standing Light Attack: Follow-up 4 (after Potential Unleashed) - Changed the attack's trajectory. - Sped up the attack's start-up. - Increased movement speed. - Increased recovery.
		Crouching Medium Attack - Machine Gun Punch can now be performed in a Z Combo.
	Gohan (Adult)	Crouching Unique Attack - Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo. - Inputting → now changes movement speed. - Jumping attacks can now be performed in a Z Combo when at Potential Unleashed Level 5 or higher.
		Jumping Heavy Attack - After performing crouching unique attack or jumping unique attack in a Z Combo, the trajectory can now be changed.
		Jumping Unique Attack - Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo. - Inputting → now changes movement speed.
		Ultimate High Kick - Standing heavy attack and crouching heavy attack can now be performed in a Z Combo.
		Every Special Move - The light, medium, and heavy versions now count as different moves for the Z Combo limit.
		Potential Unleashed - Invincibility starts faster now. - Special Moves can now be performed when at Potential Unleashed Level 7.
		Ki Gauge - Increased the amount the Ki gauge is filled.
	Hit	Standing Light Attack: Follow-up 2 - Increased knockback on hit of the final hit of the attack.

		Standing Unique Attack	- Adjusted knockback on hit after a success.
		Icy Glare	- Now hits opponents in a sliding knockdown.
		Realized Power	- Invincibility starts faster now.
		Death Blow	- Invincibility starts faster now.
		Z Assist (B Type)	- Sped up the attack's start-up. - Increased hitstop on guard.
	Goku (SSGSS)	Standing Light Attack: Follow-up 1	- Reduced recovery.
		Standing Light Attack: Follow-up 2	- Sped up the attack's start-up when standing light attack: follow-up 1 misses.
		→ + Medium Attack	- Inputting ← or → now changes the movement speed.
		Crouching Unique Attack	- Added. Inputting ← or → changes where the character appears.
		Jumping Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Extreme Speed Kamehameha	- Invincibility starts faster now.
		Z Assist (A Type)	- Increased hitstop on guard.
		Z Assist (C Type)	- Sped up the attack's start-up.
	Vegeta (SSGSS)	Standing Heavy Attack	- Reduced recovery.
		Jumping Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Jumping ↓ + Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		On a scale of one to ten, I'll give you a three! (Light, Medium)	- Added invincibility to projectiles partway through the motion.
		On a scale of one to ten, I'll give you a three (Heavy)	- Anti-air attacks can no longer be blocked with armor.
		Super Dash Kick (Heavy)	- Sped up the attack's start-up. - Adjusted movement speed. - Speed is now reduced when near the opponent.
		Niagara Pummel	- Invincibility starts faster now.
		Galick Gun	- Invincibility starts faster now.
		Z Assist (B Type)	- Adjusted where the character appears. - Adjusted movement speed.
	Z Assist (C Type)	- Sped up the attack's start-up.	

	Beerus	All Spheres of Destruction	<ul style="list-style-type: none"> - Increased stun time. - Adjusted knockback on hit.
		Standing Unique Attack	<ul style="list-style-type: none"> - Standing unique attack can now be performed in a Z Combo. - Increased hitstop on hit.
		Jumping ↓ + Heavy Attack	<ul style="list-style-type: none"> - Sped up the attack's start-up. - Reduced recovery. - Increased speed of descent while stunned.
		Jumping Unique Attack	<ul style="list-style-type: none"> - Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Suffer my wrath!	<ul style="list-style-type: none"> - Reduced recovery. - Reduced landing recovery.
		Beerus Ball	<ul style="list-style-type: none"> - Invincibility starts faster now.
		Z Assist (A Type)	<ul style="list-style-type: none"> - Increased stun time of projectiles.
		Z Assist (B Type)	<ul style="list-style-type: none"> - Increased hitstop.
		Z Assist (C Type)	<ul style="list-style-type: none"> - Sped up the attack's start-up.
	Goku Black	Crouching Medium Attack	<ul style="list-style-type: none"> - Sped up the attack's start-up. - Adjusted movement speed.
		Standing Unique Attack	<ul style="list-style-type: none"> - Reduced recovery.
		Crouching Unique Attack	<ul style="list-style-type: none"> - Adjusted projectile speed. - Adjusted knockback on hit while in mid-air. - Increased stun time on hit while in mid-air. - Adjusted trajectory when inputting ←.
		Jumping Unique Attack	<ul style="list-style-type: none"> - Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		God Slicer Dance	<ul style="list-style-type: none"> - Invincibility starts faster now.
		Z Assist (C Type)	<ul style="list-style-type: none"> - Sped up the attack's start-up.
	Android 21	Standing Light Attack: Follow-up 1	<ul style="list-style-type: none"> - Reduced movement speed when closer to the opponent.
		Standing Light Attack: Follow-up 2	<ul style="list-style-type: none"> - Reduced movement speed when closer to the opponent.
		Jumping Unique Attack	<ul style="list-style-type: none"> - Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Connoisseur Cut	<ul style="list-style-type: none"> - Inputting ← now cancels follow-up attacks. - The ground and mid-air versions now count as different moves for the combo limit.
		Aerial Connoisseur Cut	<ul style="list-style-type: none"> - Inputting ← now cancels follow-up attacks. - The ground and mid-air versions now count as different moves for the combo limit.

		Homing Energy Blast	<ul style="list-style-type: none"> - Special Moves and Super Dash can now be performed. - Super Dash and Vanish can now be performed when the attack misses.
		Sticky Energy Blast	<ul style="list-style-type: none"> - The ground and mid-air versions now count as different moves for the combo limit.
		Photon Wave	<ul style="list-style-type: none"> - Invincibility starts faster now.
		Sweet Tooth	<ul style="list-style-type: none"> - Pressing a button during the camera effect now allows the Absorb attack to be selected.
		Z Assist (B Type)	<ul style="list-style-type: none"> - Increased the amount of hitstop when the final attack is guarded.
		Z Assist (C Type)	<ul style="list-style-type: none"> - Sped up the attack's start-up. - Added invincibility to jumping attacks.
	Bardock	Jumping Unique Attack	<ul style="list-style-type: none"> - Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Rebellion Spear (Light)	<ul style="list-style-type: none"> - Reduced knockback on hit while on the ground. - Increased stagger time on hit while on the ground. - Increased stun time for the ground version.
		Raging Meteor	<ul style="list-style-type: none"> - The spin portion of the attack will no longer hit a crouching opponent.
		Tyrant Lancer	<ul style="list-style-type: none"> - Sped up the attack's start-up.
		Riot Javelin	<ul style="list-style-type: none"> - Invincibility starts faster now.
		Z Assist (C Type)	<ul style="list-style-type: none"> - Sped up the attack's start-up.
	Broly	Jumping Unique Attack	<ul style="list-style-type: none"> - Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Gigantic Claw (Medium)	<ul style="list-style-type: none"> - Increased movement speed when the button is held.
		Gigantic Claw (Heavy)	<ul style="list-style-type: none"> - Sped up the attack's start-up. - Increased movement speed when the button is held.
		Lariat Express (Light)	<ul style="list-style-type: none"> - Adjusted knockback on hit. - Increased stun time.
		Lariat Express (Medium, Heavy)	<ul style="list-style-type: none"> - Adjusted knockback when there is no camera effect. - Increased stun time when there is no camera effect.
		Powered Shell	<ul style="list-style-type: none"> - Holding the button now causes the character to rise. - Additional inputs in mid-air before the attack is performed now trigger Gigantic Strike. - Limited to once per jump.
		Eraser Cannon	<ul style="list-style-type: none"> - Invincibility starts faster now.
	Z Assist (B Type)	<ul style="list-style-type: none"> - Increased the number of hits. 	

		Z Assist (C Type)	<ul style="list-style-type: none"> - Increased movement speed. - Adjusted where the character appears.
	Vegito (SSGSS)	Ki Gauge	<ul style="list-style-type: none"> - Increased the amount the Ki gauge is filled.
		Standing Unique Attack	<ul style="list-style-type: none"> - Inputting → now changes where the character appears when the opponent is far away.
		Crouching Unique Attack	<ul style="list-style-type: none"> - Adjusted knockback during camera effect. - Increased stun time during camera effect. - Slowed down Super Dash timing after additional inputs during camera effect. - Inputting → now moves the character forward.
		Jumping Unique Attack	<ul style="list-style-type: none"> - Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Split Finger Shot	<ul style="list-style-type: none"> - Increased stun time. - Super Dash and Vanish can now be performed during the attack.
		Atomic Buster (Light)	<ul style="list-style-type: none"> - Sped up the mid-air version's start-up.
		Atomic Buster (Medium, Heavy)	<ul style="list-style-type: none"> - Adjusted knockback on hit.
		Spirit Excalibur	<ul style="list-style-type: none"> - Invincibility starts faster now.
		Omega Finishing Blow	<ul style="list-style-type: none"> - Invincibility starts faster now.
		Z Assist (A Type)	<ul style="list-style-type: none"> - Adjusted knockback on hit.
		Z Assist (B Type)	<ul style="list-style-type: none"> - Sped up the attack's start-up.
		Z Assist (C Type)	<ul style="list-style-type: none"> - Sped up the attack's start-up. - Adjusted where the character appears.
		Zamasu (Fused)	Ki
	Standing Light Attack: Follow-up 2		<ul style="list-style-type: none"> - Inputting → now changes the behavior of the attack.
	Jumping Unique Attack		<ul style="list-style-type: none"> - Jumping heavy attack can now be performed in a Z Combo, except during Heaven's Flash.
	Eternal Justice		<ul style="list-style-type: none"> - Cannot perform follow-up attacks with the unique attack button when pressing ←, ↓, or →. - During Heaven's Flash, cannot perform follow-up attacks with the unique attack button when pressing ↓ or ↑.
	Divine Order		<ul style="list-style-type: none"> - During Heaven's Flash, cannot perform follow-up attacks with the unique attack button when pressing ↓ or ↑.
	Wall of Light		<ul style="list-style-type: none"> - Slowed down the attack timing of the second projectile.
		Divine Wrath	<ul style="list-style-type: none"> - Invincibility starts faster now.
	Goku	Standing Medium Attack	<ul style="list-style-type: none"> - Sped up the attack's start-up.

		Jumping Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Drop Down Shot	- Added a light version. - Reduced recovery. - Now causes a ground bounce during camera effect.
		Back Throw (Medium)	- Increased movement speed during the attack.
		Back Throw (Heavy)	- Sped up the attack's start-up. - Increased movement speed during the attack.
		Kaioken	- Invincibility starts faster now.
	Vegeta	Standing Light Attack: Follow-up 1	- Sped up the attack's start-up.
		Standing Light Attack: Follow-up 2	- Sped up the attack's start-up. - Increased movement speed during the attack.
		Standing Unique Attack	- Sped up the attack's start-up.
		Jumping Unique Attack	- The projectile now bounces when it hits the ground. - Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Jumping ↓ + Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Galick Gun	- Invincibility starts faster now. - Added a landing recovery if the attack misses.
	Cooler	Standing Light Attack	- Adjusted knockback on hit while in mid-air.
		Standing Light Attack: Follow-up 1	- Sped up the attack's start-up. - Adjusted knockback on hit while in mid-air.
		Standing Light Attack: Follow-up 2	- Invincibility starts faster now. - Sped up the attack start-up when the opponent is in hitstun state.
		Standing Heavy Attack	- Crushing Stomp and Genocidal Uppercut can now be performed in a Z Combo.
		Standing Unique Attack	- Crushing Stomp can now be performed in a Z Combo.
		Genocidal Uppercut	- Standing heavy attack and Crushing Stomp can now be performed in a Z Combo.
		Jumping Unique Attack	- Jumping heavy attack and Jumping ↓ + heavy attack can now be performed in a Z Combo.
		Death Flash	- Reduced recovery for the ground version.
		Death Shaker	- Adjusted damage scaling. - Increased hitstop on guard. - Reduced knockback.

		Death Breaker	- Fixed an issue in which odd behavior would occur on hit under certain conditions when pressing the heavy button as an additional input.	
		Death Crasher	- Invincibility starts faster now.	
		Death Drop	- Invincibility starts faster now.	
	Android 17	Standing Heavy Attack	- Sliding Sweep can now be performed in a Z Combo.	
		Jumping Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.	
		Finishing Driver (Medium)	- Sped up timing at which the attack becomes invincible to projectiles.	
		Finishing Driver (Heavy)	- The move is now invincible partway through the motion.	
		Reverse Gear	- The attack will not be performed if pressing ↑ during input.	
		Power Blitz Charge	- Added a heavy version.	
		Power Blitz	- Added a heavy version. The heavy version hits opponents in a sliding knockdown.	
		Second Gear	- Added a ground heavy version.	
		Fake Out	- Added a ground heavy version.	
		Fake Out (Medium)	- Changed the attack's trajectory.	
		Endgame	- Invincibility starts faster now.	
		Z Assist (B Type)	- Adjusted where the character appears.	
		Z Assist (C Type)	- Sped up the attack's start-up.	
		Jiren	Crouching Light Attack	- Adjusted the damage scaling of the first hit of the attack.
			Crouching Heavy Attack	- Inputting → now increases movement speed.
	Jumping ↓ + Heavy Attack		- The character can now move while spinning.	
	Jumping Unique Attack		- Jumping heavy attack can now be performed in a Z Combo.	
	Jumping ↓ + Unique Attack		- Jumping heavy attack can now be performed in a Z Combo.	
	Infinity Rush		- Adjusted damage. - Adjusted damage scaling.	
	Counter Impact		- Adjusted knockback on hit. - Increased stun time.	
	Colossal Slash		- Invincibility starts faster now. - Projectiles no longer disappear when the attack is performed high in the air.	
		Colossal Uppercut	- Invincibility starts faster now.	
	Videl	Standing Light Attack: Follow-up 1	- Inputting → now makes the attack miss crouching opponents. - Inputting → now changes the attack's properties.	
		Standing Heavy Attack	- Justice Combination can now be performed in a Z Combo.	

		Crouching Unique Attack	- Reduced recovery.
		Jumping Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Jumping ↓ + Unique Attack	- Sped up the attack start-up when the opponent is in hitstun state. - Adjusted where the character appears when the opponent is in hitstun.
		Justice Combination	- Heavy attacks and unique attacks can now be performed in a Z Combo.
		Frankensteiner (Light)	- Now causes a ground bounce on hit. - Sped up the ground version's start-up.
		Frankensteiner (Medium)	- Sped up the attack's start-up. - Now causes a ground bounce when there is no camera effect. - Increased hitstop for the Great Saiyaman's attack portion. - Holding down the button now cancels the attack.
		Frankensteiner (Heavy)	- Now causes a ground bounce when there is no camera effect. - Reduced recovery when the attack misses.
		Rising Eagle	- Increased hitstop on hit.
		Rainbow Storm	- Invincibility starts faster now.
		Defender of Love & Justice, Great Saiyaman!	- The attack now happens automatically when the opponent is in hitstun.
	Goku (GT)	Standing Light Attack: Follow-up 1	- Sped up the timing at which standing light attack: follow-up 2 can be performed when the attack misses.
		Standing Light Attack: Follow-up 2	- Increased movement speed during the attack.
		Standing Medium Attack	- Reduced recovery.
		Crouching Medium Attack	- Reduced recovery.
		Jumping Unique Attack	- Jumping heavy attack can now be performed in a Z Combo.
		Reverse Kamehameha	- The physical portion of the attack is now treated as a jumping attack. - Anti-air attacks can no longer be blocked with armor.
		Kamehameha	- Holding the button now makes the ground version go through the opponent.
		Super Kamehameha	- Invincibility starts faster now.
		Z Assist (C Type)	- Sped up the attack's start-up. - Adjusted where the character appears.
	Janemba	Ki Gauge	- Increased the amount the Ki gauge is filled.
		Standing Unique Attack	- Increased the maximum height for pursuing the enemy.

		Crouching Unique Attack	<ul style="list-style-type: none"> - Increased the maximum height for pursuing the enemy. - Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Jumping Unique Attack	<ul style="list-style-type: none"> - Increased the maximum height for pursuing the enemy. - Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Shadow Kick	<ul style="list-style-type: none"> - Added a light version. - Increased the opponent's hitstop on hit when there is no camera effect.
		Rakshasa's Claw	<ul style="list-style-type: none"> - Invincibility starts faster now.
		Savage Skewer	<ul style="list-style-type: none"> - Invincibility starts faster now.
		Z Assist (A Type)	<ul style="list-style-type: none"> - Sped up the attack's start-up.
		Z Assist (B Type)	<ul style="list-style-type: none"> - Increased movement speed during the attack.
		Z Assist (C Type)	<ul style="list-style-type: none"> - Sped up the attack's start-up.
	Gogeta (SSGSS)	Ki Gauge	<ul style="list-style-type: none"> - Increased the amount the Ki gauge is filled.
		Crouching Light Attack	<ul style="list-style-type: none"> - Sped up the attack's start-up.
		Standing Heavy Attack	<ul style="list-style-type: none"> - Sped up the attack's start-up. - Increased movement speed during the attack. - Increased distance moved.
		Standing Unique Attack	<ul style="list-style-type: none"> - Increased the window for inputting other attacks on hit.
		Crouching Unique Attack	<ul style="list-style-type: none"> - Jumping heavy attack can now be performed in a Z Combo.
		Jumping ↓ + Heavy Attack	<ul style="list-style-type: none"> - Inputting → now changes the behavior of the attack.
		Jumping Unique Attack	<ul style="list-style-type: none"> - Jumping heavy attack can now be performed in a Z Combo. - Increased the window for inputting other attacks on hit.
		Jumping ↓ + Unique Attack	<ul style="list-style-type: none"> - Jumping heavy attack can now be performed in a Z Combo.
		Soul Strike (Medium)	<ul style="list-style-type: none"> - Adjusted movement speed during the ground version of the attack.
		God Punisher	<ul style="list-style-type: none"> - Invincibility starts faster now.
		Stardust Fall	<ul style="list-style-type: none"> - Invincibility starts faster now.
		Big Bang Kamehameha	<ul style="list-style-type: none"> - Invincibility starts faster now.
		Z Assist (C Type)	<ul style="list-style-type: none"> - Sped up the attack's start-up. - Adjusted where the character appears.
		Broly (DBS)	Standing Light Attack
	Standing Light Attack: Follow-up 2		<ul style="list-style-type: none"> - The Ki gauge now fills before the attack.

		Standing Heavy Attack	<ul style="list-style-type: none"> - Increased movement speed during the attack. - Headbutt can now be performed in a Z Combo.
		Jumping Medium Attack	<ul style="list-style-type: none"> - Adjusted knockback on hit. - Increased stun time.
		Jumping ↓ + Heavy Attack	<ul style="list-style-type: none"> - Increased attack duration.
		Jumping Unique Attack	<ul style="list-style-type: none"> - Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Raging Quake (Medium)	<ul style="list-style-type: none"> - Adjusted the trajectory of the mid-air version.
		Gigantic Fury	<ul style="list-style-type: none"> - Increased movement speed during the attack.
		Gigantic Charge	<ul style="list-style-type: none"> - Invincibility starts faster now.
		Gigantic Impact	<ul style="list-style-type: none"> - Invincibility starts faster now.
		Gigantic Roar	<ul style="list-style-type: none"> - The Ki gauge now fills automatically while powered up.
	Kefla	Standing Light Attack: Follow-up 1	<ul style="list-style-type: none"> - Sped up the timing at which standing light attack: follow-up 2 can be performed when inputting →.
		Standing Heavy Attack	<ul style="list-style-type: none"> - Double Hammer can now be performed in a Z Combo.
		Standing Unique Attack	<ul style="list-style-type: none"> - Double Hammer can now be performed in a Z Combo.
		Jumping Unique Attack	<ul style="list-style-type: none"> - Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Super Cannonball (Heavy)	<ul style="list-style-type: none"> - Added projectile invincibility partway through the motion.
		Time to test this power out!	<ul style="list-style-type: none"> - Super Dash, Special Moves, and Super Attacks can now be performed during stun. - Can now be performed twice in a single Z Combo.
		Ultra Cannonball	<ul style="list-style-type: none"> - Invincibility starts faster now.
		Gigantic Ray	<ul style="list-style-type: none"> - Invincibility starts faster now.
		Gigantic Chaser	<ul style="list-style-type: none"> - Invincibility starts faster now.
		Z Assist (A Type)	<ul style="list-style-type: none"> - Inputting ↑ now changes the attack's trajectory.
	Goku (Ultra Instinct)	Standing Light Attack: Follow-up 1	<ul style="list-style-type: none"> - Inputting → now causes the attack to go through the opponent.
		Standing Heavy Attack	<ul style="list-style-type: none"> - Increased movement speed during the attack. - Increased the duration of the attack. - Adjusted knockback during camera effect. - Increased stun time during camera effect.
		Crouching Unique Attack	<ul style="list-style-type: none"> - Sped up the attack's start-up. - Increased stun time. - Inputting → now moves the character.

		Jumping Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Secret Sensation	- Reduced recovery when it misses.
		Shining Soul	- Adjusted timing of stored inputs for standing unique attack and crouching unique attack. - The character now faces the opponent when performing the next attack.
		Unrestrained Will	- Eliminated landing recovery during Sparking Blast.
		Godly Display (Light)	- Increased movement speed during the attack. - Adjusted knockback when there is no camera effect.
		Godly Display (Medium)	- Adjusted knockback when there is no camera effect.
		Godly Display (Heavy)	- Reduced recovery when the attack misses. - Adjusted knockback when there is no camera effect.
		Transcendence	- The attack will now hit opponents while they are in hitstun in mid-air.
		Accelerating Battle Spirit	- Invincibility starts faster now.
		Guiding Impulse	- The attack now happens automatically when the opponent is in hitstun.
		Z Assist (C Type)	- Sped up the attack's start-up. - Adjusted where the character appears.
	Master Roshi	Standing Light Attack: Follow-up 1	- Sped up the timing at which standing light attack: follow-up 2 can be performed when the attack misses.
		Standing Light Attack: Follow-up 2	- Sped up the attack's start-up. - Increased movement speed during the attack. - Other attacks no longer hit during camera effect.
		Standing Heavy Attack	- Afterimage and Rising Phoenix can now be performed in a Z Combo.
		Standing Unique Attack	- The attack's properties now change if the button is held. - Afterimage can now be performed in a Z Combo.
		Jumping Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Afterimage	- The attack will now hit opponents while they are in hitstun in mid-air.
		Rising Phoenix	- Afterimage can now be performed in a Z Combo.

		Turtle Orb	<ul style="list-style-type: none"> - Afterimage can now be performed in a Z Combo. - Reduced recovery. - Inputting ↑ or ↓ now changes trajectory. - Sped up the start-up of attacks from additional inputs. - Increased stun time of attacks from additional inputs. - Adjusted the positioning of projectiles from additional inputs.
		Wise Warrior (Medium)	<ul style="list-style-type: none"> - Fixed an issue with Super Attacks being performed on hit while on the ground under certain conditions.
		Turtle Hermit Extraordinaire	<ul style="list-style-type: none"> - Invincibility starts faster now.
		Z Assist (A Type)	<ul style="list-style-type: none"> - Sped up the attack's start-up.
		Z Assist (C Type)	<ul style="list-style-type: none"> - Sped up the attack's start-up.
	Super Baby 2	Standing Light Attack: Follow-up 2	<ul style="list-style-type: none"> - Inputting → now changes the behavior of the attack.
		Crouching Unique Attack	<ul style="list-style-type: none"> - Reduced recovery.
		Jumping Unique Attack	<ul style="list-style-type: none"> - Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Reverse Shot	<ul style="list-style-type: none"> - Heavy attacks, unique attacks, and Machine Gun Rush can now be performed in a Z Combo.
		Interceptor Kick	<ul style="list-style-type: none"> - Added a medium version. The medium version behaves like the former standard version.
		Full-Power Energy Wave	<ul style="list-style-type: none"> - Invincibility starts faster now. - Now causes a ground bounce on hit.
		Revenge Death Ball	<ul style="list-style-type: none"> - Inputting ↓ now changes the attack's trajectory.
	Gogeta (SS4)	Standing Light Attack: Follow-up 2	<ul style="list-style-type: none"> - Mid-air dash can now be performed during Sparking Blast.
		Standing Heavy Attack	<ul style="list-style-type: none"> - Saiyan Kick can now be performed in a Z Combo.
		Standing Unique Attack	<ul style="list-style-type: none"> - Can now be performed twice in a single Z Combo. - Standing unique attack and Saiyan Kick can now be performed in a Z Combo.
		Jumping ↓ + Heavy Attack	<ul style="list-style-type: none"> - Jumping unique attack can now be performed in a Z Combo.
		Jumping Unique Attack	<ul style="list-style-type: none"> - Can now be performed twice in a single Z Combo. - Jumping heavy attack, jumping ↓ + heavy attack, and jumping unique attack can now be performed in a Z Combo.
		Saiyan Kick	<ul style="list-style-type: none"> - Can now be performed twice in a single Z Combo.

		Head Crusher	- Saiyan Kick can now be performed in a Z Combo.
		Leg Breaker	- Saiyan Kick can now be performed in a Z Combo.
		Lightning Hammer (Heavy)	- Reduced recovery when it misses.
		Ultimate Impact	- Invincibility starts faster now.
	Android 21 (Lab Coat)	Standing Medium Attack	- Reduced recovery of second guard.
		Crouching Medium Attack	- Reduced recovery of second guard.
		Standing Heavy Attack	- Delectable Strike and Granita Edge can now be performed in a Z Combo.
		Standing Unique Attack	- Delectable Strike can now be performed in a Z Combo.
		Jumping Unique Attack	- Jumping heavy attack and jumping ↓ + heavy attack can now be performed in a Z Combo.
		Granita Edge	- Delectable Strike can now be performed in a Z Combo.
		Savory Slicer	- Adjusted damage scaling.
		Vertical Savory Slicer	- Adjusted damage scaling.
		Total Detonation Ball	- Invincibility starts faster now.
		Total Evasion	- Invincibility starts faster now.