

Dragon Ball FighterZ Patch Notes 1.33!

- Battle version requires updating, meaning previous version replays will no longer be viewable.

DRAGON BALL FIGHTERZ is available on **PlayStation 4**, **Xbox One**, **Nintendo Switch** and **PC**.

Character	Mechanic	Description
System Mechanics	Super Attack	- Meteor Attacks can now be performed from Super Attacks while Limit-Breaking Power is active. (Excludes some Super Attacks and Meteor Attacks.)
System Mechanics	Ki Charge	- Reduced delay.
Character	Move Name	Description
Goku (Super Saiyan)	Dragon Flash Fist (Light/Medium)	- Sped up the attack's start-up.
	Dragon Flash Fist (Heavy)	- Increased blockstun.
	Flurry Kick (Light)	- Sped up the start-up of the grounded version of the attack. - Increased distance moved during the attack. - Adjusted knockback on hit.
	Super Kamehameha	- Adjusted knockback on hit for the version that shoots to the side. - Increased stun time for the version that shoots to the side in the air. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Warp Kamehameha	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Meteor Smash (Heavy + Unique)	- Increased distance moved after Instant Transmission.
Vegeta (Super Saiyan)	Standing Light Attack: Follow-up 1	- Increased distance moved during the attack.
	Standing Light Attack: Follow-up 2	- Reduced hitstop when the attack is guarded.
	Super Dash Kick (Light)	- Increased stun time for the grounded version. - Adjusted knockback on hit (grounded version). - Decreased delay for the mid-air version when it misses.
	Consecutive Energy Blast	- Adjusted knockback on hit (grounded version). - Increased stun time for the mid-air version.
	Big Bang Attack	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Z Assist (A Type)	- Increased the number of hits.
	Z Assist (B Type)	- Increased distance moved during the attack. - Reduced delay.

Piccolo	Standing Unique Attack	- Added armor invincibility partway through the motion.
	Jumping Unique Attack	- Sped up the attack's start-up. - Sped up the start-up of the attack when the opponent is in hitstun.
	Special Beam Cannon	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Hellzone Grenade	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Z Assist (A Type)	- Increased hitstop. - Adjusted knockback on hit.
	Z Assist (B Type)	- Increased hitstop.
Gohan (Teen)	Standing Light Attack	- A standing light attack can now be performed in a Z Combo.
	Crouching Light Attack	- Increased distance moved. - Increased attack duration. - Reduced delay.
	Standing Medium Attack	- Sped up the attack's start-up. - Adjusted distance moved during the attack.
	Crouching Medium Attack	- Increased distance moved during the attack.
	Jumping Medium Attack	- Adjusted knockback on hit. - Increased stun time.
	5-Hit Combo (Medium)	- Sped up the attack's start-up.
	5-Hit Combo (Heavy)	- Sped up the attack's start-up. - Will now bounce on block or after missing.
	Motionless Kamehameha	- Sped up timing at which the attack becomes invincible. - Adjusted knockback on hit. - Increased stun time. - Super Dash can now be performed during stun. - Increased delay. - Increased timing at which an Ultimate Z Change can be performed. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
Frieza	Death Slash (Light)	- Reduced delay.
	Death Slash (Medium/Heavy)	- Sped up the attack's start-up. - Reduced delay.
	Death Saucer	- Sped up the attack's start-up.
	Warp Smash	- Reduced delay.
	Death Ball	Nova Strike can now be performed while Limit-Breaking Power is active.

	Nova Strike	- Extended the spacing at which the mid-air version hits the opponent during hitstun.
	Golden Frieza	- Reduced delay when canceling the Golden Frieza transformation. - Sped up the timing at which Sorbet's Ray Gun can be used.
	Sorbet's Ray Gun	- Increased the attack's damage. - Increased hitstop. - Adjusted knockback on hit.
Captain Ginyu	Standing Light Attack: Follow-up 1	- Reduced delay.
	Crouching Medium Attack	- Reduced delay.
	Unique Attack, Together We Are...the Ginyu Force!	- The attack now fills more of the Ki gauge. - Holding the button now changes the timing at which members appear.
	Powerful Energy Wave	- Adjusted knockback for second stage of charge on hit. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Body Change	- Holding the button will increase the damage.
	Together We Are... the Ginyu Force!	- Holding the attack button now allows you to select the next character to call into battle. Each attack button calls the next Ginyu Force member.
Trunks	Standing Light Attack: Follow-up 2	- Increased distance moved during the attack. - Added invincibility from the start of the motion.
	Standing Unique Attack	- Sped up the attack's start-up. - Increased stun time. - Adjusted knockback on hit.
	Jumping Unique Attack	- Adjusted knockback on hit.
	Shining Slash (Medium/Heavy)	- Adjusted knockback on hit (grounded version). - Grounded version now causes a wall bounce on hit.
	Cyclone Jump (Light)	- Increased distance moved during the mid-air version when the opponent is in mid-air hitstun. - Reduced landing delay. - Mid-air dash can now be performed during the motion.
	Cyclone Jump (Medium)	- Reduced landing delay. - Mid-air dash can now be performed during the motion.
	Cyclone Jump (Heavy)	- Mid-air dash can now be performed during the motion.

	Burning Attack	<ul style="list-style-type: none"> - Sped up the attack's start-up. - Adjusted knockback on hit. - Increased hitstop. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Burning Attack: Follow-up	<ul style="list-style-type: none"> - Adjusted knockback when the final attack hits. - Adjusted delay on hit. - Reduced the delay on block when landing after the attack. - Increased blockstun. - Adjusted amount of sliding knockdown. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Heat Dome Attack (Heavy + Unique)	<ul style="list-style-type: none"> - Using Light + Medium attack buttons changes the move.
Cell	Standing Unique Attack	<ul style="list-style-type: none"> - Sped up the attack's start-up.
	Crouching Unique Attack	<ul style="list-style-type: none"> - Sped up the attack's start-up.
	Psycho Crash	<ul style="list-style-type: none"> - Sped up the attack's start-up. - Reduced delay on hit. - Adjusted damage scaling.
	Perfect Attack (Light/Medium)	<ul style="list-style-type: none"> - Sped up the start-up of the grounded version of the attack.
	Perfect Attack (Heavy)	<ul style="list-style-type: none"> - Added invincibility partway through the motion.
	Rolling Crush (Light)	<ul style="list-style-type: none"> - Sped up the start-up of the grounded version of the attack. - Distance moved during the attack can now be controlled. - A forward input can now be performed after landing from the mid-air version.
	Rolling Crush (Medium/Heavy)	<ul style="list-style-type: none"> - A forward input can now be performed after landing from the mid-air version.
	Energy Field	<ul style="list-style-type: none"> - Height now changes knockback on hit for the grounded version. - Adjusted knockback on mid-air hit. - Mid-air version now causes sliding knockdown on hit. - Adjusted the move's stun time. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
Android 18	Standing Light Attack: Follow-up 2	<ul style="list-style-type: none"> - Increased distance moved during the attack.
	Crouching Light Attack	<ul style="list-style-type: none"> - Reduced hitback.
	Support Attack (Light/Medium)	<ul style="list-style-type: none"> - Move now changes if the button is held.
	Energy Wave	<ul style="list-style-type: none"> - Meteor Attacks can now be performed while Limit-Breaking Power is active.

Gotenks	Crouching Heavy Attack	- Character now only moves forward with a forward input.
	Jumping Unique Attack	- Jumping unique attack can now be performed after the attack.
	Vengeful Shout	- Attack position can now be changed with an upward input.
	Galactic Donuts	- Projectile can now be controlled with a backward or forward input before the attack.
	Super Ghost Kamikaze Attack (Light + Medium)	- Increased hitstop when the final hit lands. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Z Assist (C Type)	- Attack position can now be changed with an upward input.
Krillin	Standing Unique Attack	- Sped up the attack's start-up. - Reduced delay when performed with additional input.
	Jumping Unique Attack	- Sped up the attack's start-up. - Reduced delay when performed with additional input.
	Solar Flare	- Sped up the attack's start-up.
	Afterimage (Heavy)	- Added invincibility partway through the motion.
	Destructo-Disc	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
Kid Buu	Jumping ↓ + Unique Attack	- Added a new crouching unique attack.
	Candy Beam	- Reduced delay during camera effect. - Increased stun time during camera effect.
	Human Extinction Attack	- Sped up timing at which the attack becomes invincible. - Adjusted move on initial block. - Added falling projectile. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Pearl Flash	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
Majin Buu	Standing Light Attack: Follow-up 1	- Sped up the attack's start-up. - Increased distance moved during the attack.
	Standing Light Attack: Follow-up 2	- Increased distance moved during the attack.
	Jumping Heavy Attack	- Sped up the attack's start-up.
	Dive Bomb	- Increased blockstun on downward portion of the attack. - Increased hitstop on landing shockwave.
	Fat Throw	- Sped up the attack's start-up.

	Now Buu really... hate you!	<ul style="list-style-type: none"> - Adjusted knockback on hit. - Increased stun time. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
Nappa	Crouching Medium Attack	- Adjusted knockback on block.
	Standing Unique Attack	- Increased blockstun on Ki Blast portion of the attack.
	Arm Break	- Increased blockstun.
	Saibaman	- Adjusted hit effects on Saibaman claw and sliding attacks.
	Giant Storm	<ul style="list-style-type: none"> - Increased hitstop on hit. - Super Dash can now be performed during stun. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
Android 16	Jumping Light Attack	- Increased attack duration.
	Flying Power Bomb (Medium)	- Sped up the attack's start-up.
	Flying Power Bomb (Heavy)	<ul style="list-style-type: none"> - Increased stun time on shockwave portion of the grounded version. - Adjusted knockback on hit for the shockwave portion of the grounded version. - Sped up the mid-air version's start-up.
	Hell Flash (Light + Medium)	<ul style="list-style-type: none"> - Increased blockstun. - Meteor Attacks can now be performed while Limit-Breaking Power is active (grounded version).
	Hell Flash (Heavy + Unique)	<ul style="list-style-type: none"> - Increased blockstun. - Reduced delay for the grounded version.
	Hell Flash Maximum Output	- Increased distance moved during the attack.
	Last Resort	<ul style="list-style-type: none"> - Attack now hits in combos. - Adjusted the move's damage in combos.
Yamcha	Jumping Heavy Attack	- Increased stun time.
	Crouching Unique Attack	- Lowered projectile speed.
	Jumping Unique Attack	<ul style="list-style-type: none"> - Increased projectile speed. - Changed the attack's hit effect. - Increased stun time. - Increased hitstop on hit.
	Wolf Fang Fist (All Types)	- Dragon Rush can now be performed as a follow-up to ← + Light + Medium.
	Wolf Fang Fist, Reverse Wolf Fang Fist	- Sped up follow-up timing for Wolf Fang Fist: Whiskers and Wolf Fang Fist: Tail.
	Neo Wolf Fang Fist	<ul style="list-style-type: none"> - Sped up the attack's start-up. - Increased distance moved during the attack.

	Spirit Ball	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
Tien	Standing Light Attack: Follow-up 1	- Increased distance moved during the attack.
	Jumping Light Attack	- Second hit can no longer be blocked while crouching.
	Volleyball Fist (Light/Medium)	- Successful precise input on the third hit of the grounded version will now fill more of the Ki gauge.
	Dodon Ray	- Super Dash can now be performed during stun. - Increased stun time.
	Telekinesis	- Sped up the attack's start-up. - Additional input can now be used during the first and second times you use the attack to warn Chiaotzu. - Additional input during stun will allow any attack to be performed.
	Tri-Beam	- Neo Tri-Beam can now be performed while Limit-Breaking Power is active.
	Z Assist (C Type)	- Sped up the attack's start-up.
Gohan (Adult)	Standing Medium Attack	- Increased distance moved during the attack.
	Crouching Heavy Attack	- Jumping ↓ + unique attack can now be performed in a Z Combo.
	Jumping ↓ + Unique Attack	- An attack can be performed while descending when at Potential Unleashed Level 5 or higher.
	Ultimate High Kick	- Reduced delay. - Increased stun time.
	Machine Gun Punch	- Sped up the attack's start-up. - Increased distance moved during the attack.
	Potential Unleashed	- Increased stun time. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
Hit	Vital Point Attack	- Special Moves can now be performed during the stance.
	Tides of Time	- Special Moves can now be performed during the stance.
	Realized Power	- Increased the amount of sliding knockdown from the mid-air version of the attack. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Death Blow	- Holding the button will now consume some of the Ki gauge. - An Ultimate Z Change can now be used. - Meteor Attacks can now be performed while Limit-Breaking Power is active.

Goku (SSGSS)	Standing Medium Attack	- Now deflects Ki Blasts partway through the motion of the attack.
	Super God Shock Flash (Light/Heavy)	- Adjusted strike properties when the attack misses.
	Extreme Speed Kamehameha	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	x10 Kaioken Kamehameha	- Can now be performed in the air. - Increased distance moved during the attack.
Vegeta (SSGSS)	Super Dash Kick (Heavy)	- Increased distance moved during the grounded version of the attack.
	On a scale of one to ten, I'll give you a three!	- Added armor invincibility partway through the motion.
	Big Bang Attack	- Increased timing for stored input for a Special Move.
	Niagara Pummel	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Galick Gun	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
Beerus	Standing Light Attack: Follow-up 2	- Can no longer be guarded while crouching.
	Beerus Ball	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Beerus Ball of Destruction	- Increased hitstop. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
	God of Destruction's Judgment	- Can now be performed in the air. - Changed properties of the (heavy + unique) version.
Goku Black	Standing Light Attack: Follow-up 2	- Added head invincibility partway through the motion.
	Crouching Medium Attack	- Increased distance moved during the attack.
	Crouching Unique Attack	- The character can now jump diagonally backward with a backward input.
	Instant Transmission	- Where the character appears can be changed with a downward input.
	Binding Black Kamehameha	- Sped up the attack's start-up.
	God Slicer Dance	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Holy Light Grenade	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Z Assist (B Type)	- Added head invincibility partway through the motion.
Android 21	Standing Light Attack: Follow-up 1	- Increased distance moved during the attack. - The opponent now stands when the grounded version hits.

	Standing Light Attack: Follow-up 2	<ul style="list-style-type: none"> - Increased distance moved during the attack. - Added head invincibility partway through the motion.
	Jumping Heavy Attack	<ul style="list-style-type: none"> - Can now be jump canceled.
	Photon Wave	<ul style="list-style-type: none"> - Excellent Full Course can now be performed while Limit-Breaking Power is active.
	Impending Doom	<ul style="list-style-type: none"> - Added as a new move.
Bardock	Standing Light Attack	<ul style="list-style-type: none"> - Increased distance moved during the attack.
	Rebellion Spear (Light)	<ul style="list-style-type: none"> - Increased blockstun.
	Rebellion Spear (Medium)	<ul style="list-style-type: none"> - Adjusted knockback on hit for the grounded version when there is no camera effect. - Increased stun time for the grounded version when there is no camera effect. - Adjusted knockback on mid-air hit. - Increased opponent's hitstop when the mid-air version is guarded. - Adjusted behavior after the mid-air version.
	Rebellion Spear (Heavy): Follow-up	<ul style="list-style-type: none"> - Adjusted knockback on hit for the grounded version when there is no camera effect. - Increased stun time for the grounded version when there is no camera effect. - Adjusted knockback on mid-air hit. - Adjusted behavior after the mid-air version.
	Riot Javelin	<ul style="list-style-type: none"> - Only \searrow or \nearrow inputs are now possible for the follow-up version. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Saiyan Spirit	<ul style="list-style-type: none"> - Reduced delay for the grounded version. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
Broly	Lariat Express (Medium, Heavy)	<ul style="list-style-type: none"> - Reduced delay on hit.
	Eraser Blow	<ul style="list-style-type: none"> - Adjusted knockback on close-range hit. - Increased stun time on close-range hit when there is no camera effect. - Adjusted the move's damage on close-range hit when there is no camera effect.
	Eraser Cannon (Light + Medium)	<ul style="list-style-type: none"> - Sped up the attack's start-up. - Increased stun time. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Eraser Cannon (Heavy + Unique)	<ul style="list-style-type: none"> - Meteor Attacks can now be performed while Limit-Breaking Power is active.
Vegito (SSGSS)	Crouching Light Attack	<ul style="list-style-type: none"> - Can no longer be blocked while standing.
	Jumping Heavy Attack	<ul style="list-style-type: none"> - Can now be jump canceled.

	Barrier	- Holding the button now performs an attack.
	Spirit Excalibur	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Omega Finishing Blow	- Adjusted knockback on hit. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Z Assist (A Type)	- Reduced the move's stun time.
Zamasu (Fused)	Standing Light Attack	- Increased distance moved.
	Standing Light Attack: Follow-up 1	- Increased distance moved during the attack.
	Standing Light Attack: Follow-up 2	- Increased distance moved during the attack.
	Crouching Light Attack	- Increased distance moved.
	Wall of Light (Heavy)	- Reduced delay.
	Divine Wrath	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
Goku	Standing Light Attack: Follow-up 1	- Sped up the attack's start-up. - Increased distance moved during the attack.
	Crouching Unique Attack: Follow-up 2	- Adjusted knockback on hit.
	Spirit Bomb	- Time now freezes before attack start-up when the opponent is in hitstun. - Increased hitstop. - Now hits opponents in a sliding knockdown.
	Kaioken	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	x20 Kaioken	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Super Spirit Bomb	- Increased projectile speed. - Sped up the start-up of the attack when the opponent is in hitstun.
Vegeta	Jumping Unique Attack	- Jumping ↓ + unique attack can now be performed when the attack misses. - Can now be performed 2 times in one Z Combo.
	Jumping ↓ + Unique Attack	- Jumping unique attack can now be performed when the attack misses. - Diagonal input is no longer counted toward Z Combo limit.
	Super Dash Kick (Medium)	- Reduced delay for the grounded version.
	Galick Gun	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Galaxy Breaker	- Holding the button will now consume some of the Ki gauge to perform a follow-up attack.

Cooler	Standing Light Attack: Follow-up 2	- Increased blockstun. - Increased opponent's hitstop when the attack is guarded. - Increased delay.
	Jumping Heavy Attack	- Now causes a ground bounce on hit when there is a camera effect.
	Jumping ↓ + Heavy Attack	- Can now be jump canceled.
	Death Chaser	- Increased the amount of sliding knockdown on hit.
	Death Shaker	- Sped up the start-up of the attack when the opponent is in hitstun.
	Death Crasher	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Death Drop	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
Android 17	Standing Light Attack	- Reduced delay.
	Standing Light Attack: Follow-up 2	- Increased distance moved during the attack.
	Crouching Light Attack	- Reduced delay.
	Crouching Medium Attack	- Sped up the attack's start-up.
	Reverse Gear (Heavy): Follow-up	- Follow-up attack can now be performed on block. - Increased stun when guarded.
	Endgame	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Barrier Explosion	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Z Assist (B Type)	- Can now store up to three Power Blitz charges.
Jiren	Standing Medium Attack	- Can now perform a crouching light attack in a Z Combo.
	Infinity Rush	- Sped up the attack's start-up.
	Shock Tornado (Medium)	- Adjusted knockback on successful hit.
	Colossal Slash	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Colossal Uppercut	- Increased stun time. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
Videl	Deflect Ki Blast	- Follow-up now possible even if an attack is not avoided. - Reduced delay.
	Standing Light Attack	- The opponent now stands when the grounded version hits.
	Standing Light Attack: Follow-up 1	- Will no longer hit a crouching opponent.
	Crouching Unique Attack	- Now fills more of the Ki gauge on hit.
	Videl Rush	- Reduced delay for the grounded version.

	Rainbow Storm	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Defender of Love & Justice, Great Saiyaman!	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
Goku (GT)	Standing Light Attack: Follow-up 1	- Increased distance moved during the attack.
	Standing Unique Attack	- Increased blockstun.
	Jumping Unique Attack	- Increased blockstun.
	Kamehameha	- Added projectile invincibility partway through the motion of the grounded version.
	Reverse Kamehameha	- Added armor invincibility partway through the motion.
	Super Kamehameha	- Adjusted knockback on powered-up hit. - Increased stun time when powered up. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
Janemba	Standing Light Attack: Follow-up 1	- Can no longer be blocked while standing.
	Standing Light Attack: Follow-up 2	- Increased distance moved during the attack. - Added invincibility partway through the motion.
	Crouching Heavy Attack	- Sped up the attack's start-up.
	Jumping Heavy Attack	- Now causes sliding knockdown on hit.
	Rakshasa's Claw	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Savage Skewer	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
Gogeta (SSGSS)	Standing Light Attack: Follow-up 2	- Sped up the attack's start-up.
	Standing Unique Attack	- Increased stun time. - Increased hitstop on hit.
	Jumping Unique Attack	- Increased stun time. - Increased hitstop on hit.
	Punisher Drive	- Adjusted knockback on mid-air hit. - Increased stun time on mid-air hit. - Adjusted damage scaling.
	Multiplex Afterimage	- Increased blockstun for additional attack.
	God Punisher	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Stardust Breaker	- Holding heavy + unique attack buttons will not perform the attack. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Stardust Fall	- Meteor Attacks can now be performed while Limit-Breaking Power is active.

	Big Bang Kamehameha	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Meteor Explosion	- Can now be performed in the air.
Broly (DBS)	Standing Heavy Attack	- Increased distance moved when the button is held.
	Headbutt	- Sped up the attack's start-up.
	Gigantic Fury (Medium)	- Increased distance moved during the attack.
	Gigantic Heave	- Increased distance moved during the attack.
	Gigantic Charge	- Increased the opponent's hitstop on hit. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Gigantic Impact	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Omega Blaster	- Adjusted knockback on hit. - Inputting heavy + unique attack buttons will not perform the attack. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Meteor Shower	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Gigantic Roar	- Increased the attack's damage when powered up.
Kefla	Standing Light Attack	- Increased distance moved during the attack.
	Super Cannonball	- Sped up timing at which a Super Dash and Time to test this power out! can be performed.
	Gigantic Breaker	- Super Dash and Time to test this power out! can now be performed.
	Ultra Cannonball	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Gigantic Ray	- Reduced delay.
	Gigantic Chaser	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
Goku (Ultra Instinct)	Shining Soul	- Sped up the attack's start-up. - Adjusted cancel level. - Adjusted knockback on hit. - Increased stun time for back projectile.
	Unencumbered Mind	- Character now jumps backward with a backward input. - Distance moved now increases when jumps increase.
	Transcendence	- Increased distance moved after landing from the grounded version of the attack.
	Accelerating Battle Spirit	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Unpolished Instinct	- Meteor Attacks can now be performed while Limit-Breaking Power is active.

	Guiding Impulse	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Silver Dragon Flash	- The mid-air version now matches the opponent's height before the attack.
Master Roshi	Crouching Unique Attack	- Sped up timing at which mid-air movement is possible.
	Jumping ↓ + Unique Attack	- Can now jump forward with a forward input. - Increased distance moved during the attack.
	Turtle Drop	- Added a light version. - Reduced landing delay.
	Evil Containment Wave	- Sped up the attack's start-up. - Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Turtle Hermit Extraordinaire	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Full-Power Kamehameha	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
Super Baby 2	Standing Unique Attack	- Sped up the attack's start-up.
	Jumping Unique Attack	- Sped up the attack's start-up. - Reduced delay. - Reduced spacing when the second attack hits the opponent in hitstun.
	Reverse Shot	- Added projectile invincibility partway through the motion.
	Full-Power Energy Wave	- Revenge Death Ball can now be performed while Limit-Breaking Power is active.
	Great Ape Assault	- Can now be canceled into from normal attacks and Special Moves.
Gogeta (SS4)	Standing Light Attack	- Removed limit in Z Combos.
	Crouching Light Attack	- Removed limit in Z Combos.
	Jumping Light Attack	- Can now be performed 3 times in one Z Combo.
	Meteor Strike (Light/Medium)	- Sped up the start-up of the grounded version of the attack.
	Bluff Kamehameha	- Super Dash can now be performed on successful hit.
	Ultimate Impact	- Ultra Big Bang Kamehameha can now be performed while Limit-Breaking Power is active.
	Z Assist (Type A)	- Ki gauge increase now varies based on attack level.
Android 21 (Lab Coat)	Granita Edge	- Reduced delay.
	Mignardise Heel	- Super Dash and Special Moves can now be performed when there is a camera effect.
	Photon Swipe	- Increased stun time. - Super Dash can now be performed after the attack. - Increased delay for the grounded version.

	Total Detonation Ball	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Photon Pulse	- Meteor Attacks can now be performed while Limit-Breaking Power is active.
	Total Evasion	- Meteor Attacks can now be performed while Limit-Breaking Power is active.