

DRAGON BALL FIGHTERZ - Version 1.32 Battle Changes

Note: Battle version update required. Previous replays will NOT be viewable.

Note: Some characters received no nerfs/adjustments, so reasons/intentions are not listed.

Character	Move Name	Description
System	Z Assist (C Type)	- Reduced cooldown time needed before next usage.
↓ System	Ki Gauge	- Adjusted amount Ki Gauge is increased for some characters. The following characters are affected by this change. Hit, Zamasu (Fused), Janemba, Gogeta (Super Saiyan 4), Vegeto (SSGSS), Gogeta (SSGSS), Android 21 (Lab Coat)
Goku (Super Saiyan)	Dragon Flash Fist (Heavy)	- Added invincibility partway through the motion.
	Kamehameha	- Increased stun time (except for the follow-up version).
	Z Assist (A Type)	- Increased stun time.
Vegeta (Super Saiyan)	Super Dash Kick (Light)	- Bounce can now be changed with a → input on hit.
	Consecutive Energy Blast	- Special Moves and Super Dash can now be performed. - Vanish can now be performed if the attack misses. - Adjusted damage scaling.
	Interceptor Kick	- Added a medium version.
Piccolo	Standing Light Attack: Follow-up	- Increased distance moved during the attack.
	Standing Light Attack: Follow-up 2	- Increased distance moved during the attack.
	Jumping Heavy Attack	- Adjusted knockback on hit. - Increased stun time.
	Demon Shocker	- Reduced delay for the version that shoots to the side.
	Demon Slicer (Light, Medium)	- Increased distance moved to the side during the grounded version.

		Z Assist (B Type)	<ul style="list-style-type: none"> - Sped up the attack's start-up. - Adjusted where the character appears.
	Gohan (Teen)	Z Assist (A Type)	- Increased stun time.
		Z Assist (B Type)	<ul style="list-style-type: none"> - Increased the number of hits. - Adjusted knockback on hit.
	Frieza	Standing Light Attack: Follow-up 2	- Sped up the attack's start-up.
		Standing Medium Attack	- Increased distance moved during the attack.
		You won't survive this	<ul style="list-style-type: none"> - Blast speed can now be changed with a ← input. - The move is now canceled when Frieza takes damage.
		Z Assist (A Type)	- Start-up position can now be changed with a ↙ or ↘ input.
		Z Assist (B Type)	- Blast speed can now be changed with a ← input.
		Z Assist (C Type)	- Adjusted where the character appears.
	Trunks	Standing Heavy Attack	- Increased distance moved during the attack.
		Jumping Heavy Attack	- Sped up the attack's start-up.
		Masenko	- Increased stun time.
		Change the Future	- Holding the button allows a Special Move to be performed.
		Shining Slash (Light)	<ul style="list-style-type: none"> - Increased distance moved during the attack. - Sped up the mid-air version's start-up.
		Shining Slash (Heavy)	- Sped up the mid-air version's start-up.
		Z Assist (A Type)	<ul style="list-style-type: none"> - Sped up the attack's start-up. - Adjusted distance moved during the attack.
		Z Assist (B Type)	- Increased stun time.
	Android 18	Barrier	- Special Moves can now be performed during the attack.
		Support Attack (Medium)	- Increased distance Android 17 moves during the attack (grounded version).
		Support Attack (Heavy)	- Reduced delay.
		Support Attack (Unique)	<ul style="list-style-type: none"> - Holding the button now changes the behavior of the attack. - A standing Unique Attack can now be performed during stun.

	Gotenks	Standing Light Attack: Follow-up 2	- Adjusted stored input window, making it harder to accidentally perform the attack.
		DIE DIE Missile Barrage	- Special Moves and Super Dash can now be performed. - Vanish can now be performed if the attack misses.
		Vengeful Shout	- Increased stun time.
	Krillin	Solar Flare	- Added invincibility to jumping attacks at the start of the motion.
		Kamehameha	- Increased stun time. - Sped up timing at which Super Dash can be performed (grounded version).
		Afterimage (Heavy)	- Holding the button changes the behavior of the attack. - Inputting → during the grounded version changes the behavior of the attack.
		Z Assist (B Type)	- Increased stun time.
	Cell	Standing Medium Attack	- Increased distance moved during the attack.
		Rolling Crush (Light/Medium)	- Cell now faces the opponent during the final hit of the mid-air version.
		Kamehameha	- Increased stun time (except for the grounded follow-up version). - Adjusted knockback.
		Z Assist (A Type)	- Increased stun time.
		Z Assist (B Type)	- Increased stun time.
	Captain Ginyu	Standing Medium Attack	- Reduced delay.
		Crouching Medium Attack	- Sped up the attack's start-up.
		Standing Heavy Attack	- Increased distance moved during the attack. - The Ginyu Force can now be called during the spin.
		Unique Attack (Recoome)	- Increased distance moved during the attack.
		Strong Jersey	- Increased distance moved during the grounded version of the attack.
		Powerful Energy Wave	- Adjusted knockback. - Special Moves and Super Dash can now be performed with one level of charge. - Adjusted damage during one level of charge.

		Z Assist (A Type)	- Increased stun time. - Adjusted knockback.
		Z Assist (B Type)	- Two members of the Ginyu Force are now called.
	Kid Buu	Kamehameha	- Increased stun time.
		Pearl Flash	- Increased the base damage of the attack.
		Planet Burst	- Increased the base damage of the attack.
	Majin Buu	Sweeping Breath	- Reduced delay.
		Now Buu really... hate you!	- Added invincibility partway through the motion.
		Turn into candy!	- Made it harder for an issue to occur in which Majin Buu would exhibit odd behavior when KOing an opponent under certain conditions.
	Nappa	Blazing Storm	- Increased stun time.
		Z Assist (A Type)	- Increased stun time.
	Android 16	Dynamite Driver (Light)	- Sped up the attack's start-up.
		Dynamite Driver (Heavy)	- Increased distance moved during the attack.
		Gliding Powerbomb (Heavy)	- Increased distance moved during the attack.
	Yamcha	Standing Medium Attack	- Added invincibility (except for low attacks) partway through the motion.
		Standing Heavy Attack	- Added invincibility partway through the motion.
		Kamehameha	- Increased stun time.
		Z Assist (A Type)	- Increased hitstop.
		Z Assist (B Type)	- Increased stun time.
	Gohan (Adult)	Masenko	- Increased stun time.
	Tien		
	Hit		
	Goku (SSGSS)		
	Vegeta (SSGSS)	Standing Light Attack: Follow-up	- Increased distance moved during the attack.

		Big Bang Attack	<ul style="list-style-type: none"> - Increased the attack's damage. - Special Moves and Super Dash can now be performed. - Adjusted damage scaling.
		Z Assist (A Type)	<ul style="list-style-type: none"> - Increased the attack's damage. - Increased stun time.
		Z Assist (B Type)	<ul style="list-style-type: none"> - Adjusted knockback.
	Beerus	Crouching Medium Attack	<ul style="list-style-type: none"> - Added invincibility to projectiles (except low-hitting projectiles) partway through the motion.
		God of Destruction's Judgment	<ul style="list-style-type: none"> - Increased the attack's damage. - Reduced delay when it misses.
	Goku Black	Black Kamehameha	<ul style="list-style-type: none"> - Increased stun time.
		Binding Black Kamehameha	<ul style="list-style-type: none"> - Increased stun time.
		Z Assist (A Type)	<ul style="list-style-type: none"> - Increased stun time.
	Android 21	Total Detonation Ball (Light/Heavy)	<ul style="list-style-type: none"> - Sped up timing at which Super Dash can be performed. - Adjusted hitstop when the attack is guarded. - Reduced delay.
		Kamehameha	<ul style="list-style-type: none"> - Super Dash and other Special Moves can now be performed. (Inputting ↓ prevents a follow-up from being performed.) - Increased stun time.
		Consecutive Energy Blast	<ul style="list-style-type: none"> - Super Dash and other Special Moves can now be performed. - A mid-air forward dash can now be performed.
		Explosive Energy Blast	<ul style="list-style-type: none"> - Increased stun time for the explosion. - The attack can now hit opponents in a sliding knockdown.
		Homing Energy Blast	<ul style="list-style-type: none"> - Reduced delay.
		Solar Flare	<ul style="list-style-type: none"> - Added invincibility to jumping attacks at the start of the motion.
	Broly	Standing Light Attack: Follow-up 2	<ul style="list-style-type: none"> - Increased distance moved during the attack.
		Jumping Heavy Attack	<ul style="list-style-type: none"> - Increased stun time during camera effect.

		Jumping ↓ + Heavy Attack	- Attack behavior can now be changed with a → input before the attack.
	Bardock	Rebellion Spear (Light)	- Sped up the attack's start-up.
		Rebellion Spear (Heavy)	- Increased distance moved during the attack. - Reduced hitstop when the attack is guarded.
		Tyrant Lancer	- Sped up the attack's start-up.
		Riot Javelin	- Sped up the attack's start-up.
		Z Assist (A Type)	- Adjusted knockback.
	Goku	Kamehameha	- Increased stun time (except for the follow-up version). - Adjusted knockback (except for the follow-up version). - Adjusted hitstop when the attack lands at a distance (except for the follow-up version).
		Kaioken (Additional Input: Light)	- Reduced delay. - Adjusted hitstop and blockstun when the attack is guarded.
		Kaioken (Additional Input: ↓ + Light)	- Sped up the attack's start-up. - Increased hitstop on hit.
		Kaioken (Additional Input: Heavy)	- Sped up the attack's start-up.
	Vegeta		
	Zamasu (Fused)		
	Vegito (SSGSS)		
	Android 17		
	Cooler	Standing Heavy Attack	- Increased stun time during camera effect. - Increased blockstun. - Increased opponent's hitstop when the attack is guarded.
		Death Chaser (Medium)	- Adjusted distance moved during the grounded version of the attack. - Sped up the start-up of the grounded version of the attack.
		Death Shaker	- Sped up the attack's start-up.
		Death Crasher	- Increased stun time when the attack lands at a distance.

		Death Crasher	- Sped up the attack's start-up.
	Jiren	Crouching Light Attack	- Sped up the attack's start-up.
		Standing Medium Attack	- Sped up the attack's start-up.
		Crouching Medium Attack	- Sped up the attack's start-up.
		Colossal Uppercut	- Increased the attack's damage.
	Videl	Crouching Medium Attack	- Sped up the attack's start-up.
		Crouching Unique Attack	- Reduced delay.
		Moonsault Kick (Heavy)	- Adjusted distance moved during the attack.
		Justice Revenge	- Sped up the attack's start-up.
	Goku (GT)	Standing Unique Attack	- Now deflects Ki Blasts partway through the motion of the attack.
		Jumping Heavy Attack	- Can now be jump-canceled.
		Kamehameha	- Increased blockstun for the grounded version. - Increased stun time. - Adjusted knockback for the mid-air version.
		Z Assist (A Type)	- Increased blockstun. - Increased stun time.
		Super Ultra Spirit Bomb	- Adjusted maximum height when the opponent is at a high position.
Janemba			
↓	Gogeta (SSGSS)	Crouching Heavy Attack	- Added landing delay.
	Broly (DBS)	Crouching Unique Attack	- Increased stun time.
		Jumping Unique Attack	- Reduced delay. - Blast speed can be altered with a ↑ or ↓ input.
		Z Assist (B Type)	- Adjusted knockback.
	Kefla	Standing Medium Attack	- Reduced delay.
		Jumping Heavy Attack	- Sped up the attack's start-up.
		Double Hammer	- Sped up the attack's start-up.
		Super Cannonball	- Let's test this power out can now be performed partway through the motion.
		Super Cannonball (Light)	- Sped up timing at which Super Dash can be performed.

	Goku (Ultra Instinct)	Kamehameha	- Super Dash can now be performed on hit. - Increased stun time.
		Z Assist (B Type)	- Increased stun time.
	Master Roshi	Afterimage	- Sped up the attack's start-up.
		Thunder Shock Surprise	- Reduced delay on hit.
		Kamehameha	- Other Special Moves can now be performed on hit.
		Z Assist (A Type)	- Increased stun time.
	Super Baby 2	Crouching Light Attack	- Sped up the attack's start-up. - Adjusted distance moved during the attack.
		Standing Medium Attack	- Sped up the attack's start-up.
		Revenge Final Flash	- Increased stun time.
Gogeta (Super Saiyan 4)			
↓	Android 21 (Lab Coat)	Savory Slicer	- Added Ki Blast properties.
↓		Vertical Savory Slicer	- Added Ki Blast properties.
↓		Appetizing Rush	- Reduced damage.
		Excellent Full Course	- Made it difficult for an issue to occur in which the opponent's assist characters would exhibit odd behavior under certain conditions.
↓		Z Assist (A Type)	- Added Ki Blast properties.