

Please find below the Dragon Ball FighterZ Patch 1.26 Battle Adjustments. Characters and specific changes are detailed below.

Character	Changes
Vegeta	Energy Cutter no longer hits the same opponent multiple times under certain conditions.
Gotenks	Fixed an issue in which damage scaling would not apply to any attack canceled into after Miracle Super Punch or Great Special Rolling Kick.
Cell	Fixed an issue in which it was difficult to perform a Super Attack after standing light attack: follow-up 2.
Piccolo	Fixed an issue in which it was difficult to land a standing unique attack against some characters while they are in the air.
Master Roshi	Fixed an issue in which the opponent would lock up when Master Roshi canceled their attack with Lullaby Fist.
Master Roshi	Fixed an issue in which the K.O. animation for Evil Containment Wave would not play correctly under certain conditions.
Master Roshi	Made it easier to perform an Ultimate Z Change from Turtle Hermit Extraordinaire.
Master Roshi	Reduced invincibility time for Martial Spirit and Z Assist (B Type).
Master Roshi	Lengthened start-up of the 2nd hit of Z Assist (B Type) when the attack does not hit the opponent's main character.
Master Roshi	Start-up for Z Assist (B Type) no longer speeds up when Master Roshi is hit by the opponent's attack before start-up.
Hit	Fixed an issue in which Direct Hit would not land against some characters who are in a wall bounce.
Goku (Ultra Instinct)	Fixed an issue in which some characters would freeze under certain conditions during an Ultimate Z Change involving Unpolished Instinct.
Captain Ginyu	Fixed an issue in which the Ki gauge would increase from Z Assist (B Type).
Android 21	Fixed an issue in which heavy Hors d'Oeuvre Stab could not be performed with half a Ki gauge bar when it links from some absorbed Special Moves.
Bardock	Fixed an issue in which the timing at which an Ultimate Z Change is no longer possible during the mid-air version of Saiyan Spirit differed from the grounded version.
Goku (SSGSS)	Fixed an issue in which the Ki gauge would increase from Super God Shock Flash (Heavy).