Lately, changes are being made, and a lot of them, however most would consider   
this rework of the most played character to be one of the biggest   
(except of course for the not so new addition of Doomfist). In the last update (27th of July) d.va has new voice  
lines indicating that she has consumed an enemy's ultimate and there is a nerf for her defense matrix on the ptr version,   
where she lost half the time on it, but gained missiles which do a little under 200 damage if all hit their target.   
McCree’s flashbang now slows enemies heavily, making it easier to take down Genji or Tracer.   
Reaper now makes less sound when shadow stepping, so he might actually get some flanks in   
Zarya's graviton surge now disables mobility on all affected targets.   
Roadhog in ptr can now heal whilst moving, which might increase his pick rate.   
And Mercy, the best for last. Her old ultimate has now been made into a normal ability. It's only able to rez 1 person, has a cooldown of 30 seconds and has been reduced to 5 meters.  
Her new ability, Valkyrie allows her to fly for 20 seconds, grants her the ability to heal and boost multiple people, resets resurrect and reduces it to 10 seconds. Gives infinite ammo to gun, increases fire rate and damage.   
This is still however only in ptr.