Move Search

* Filters
  + Frame search (Start up, Block Frame, Hit Frame, Counter Hit Frames)
  + Property Search (Rage Art, Rage Drive, Tail Spin, Wall Bounce)
  + Special Property (Frames on Crouch Hit Change)
  + Unblockable
  + Requires Stance
  + Whether it KNDS or Launches
  + Search whether something is parry-able or not
* Allow Multiple Characters