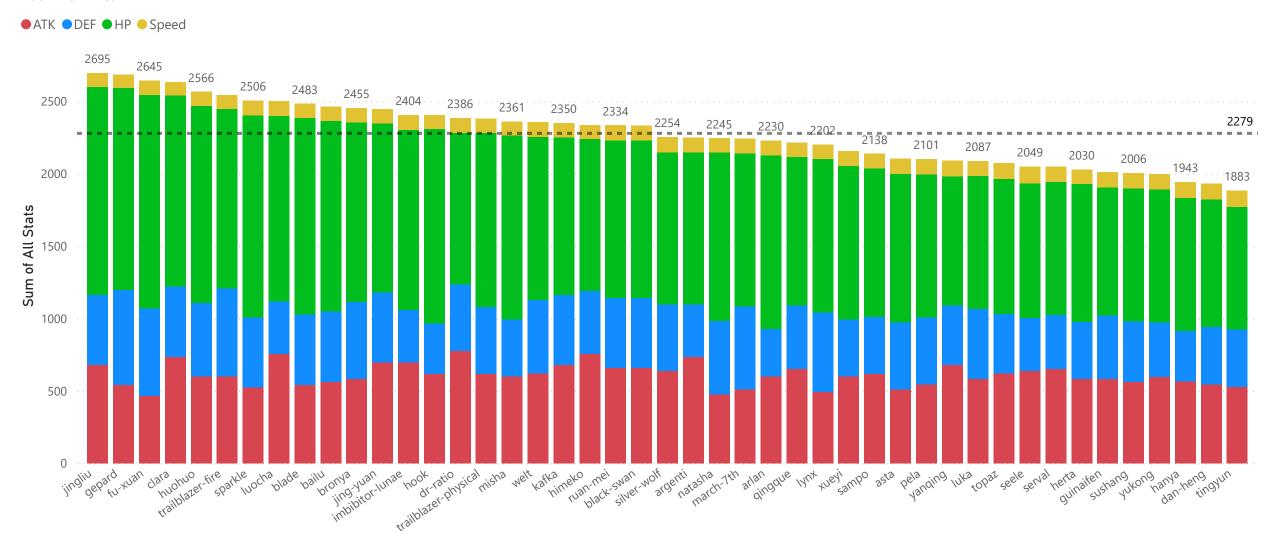
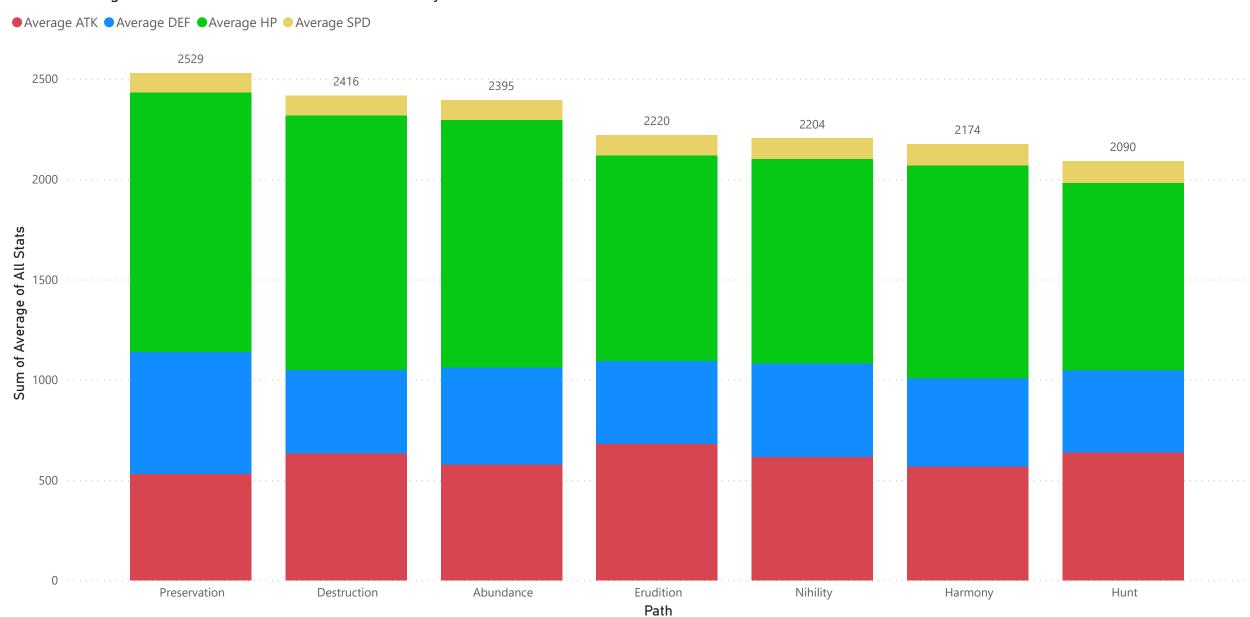
Sum of All Stats (Level 80) by Character

Black line = Mean

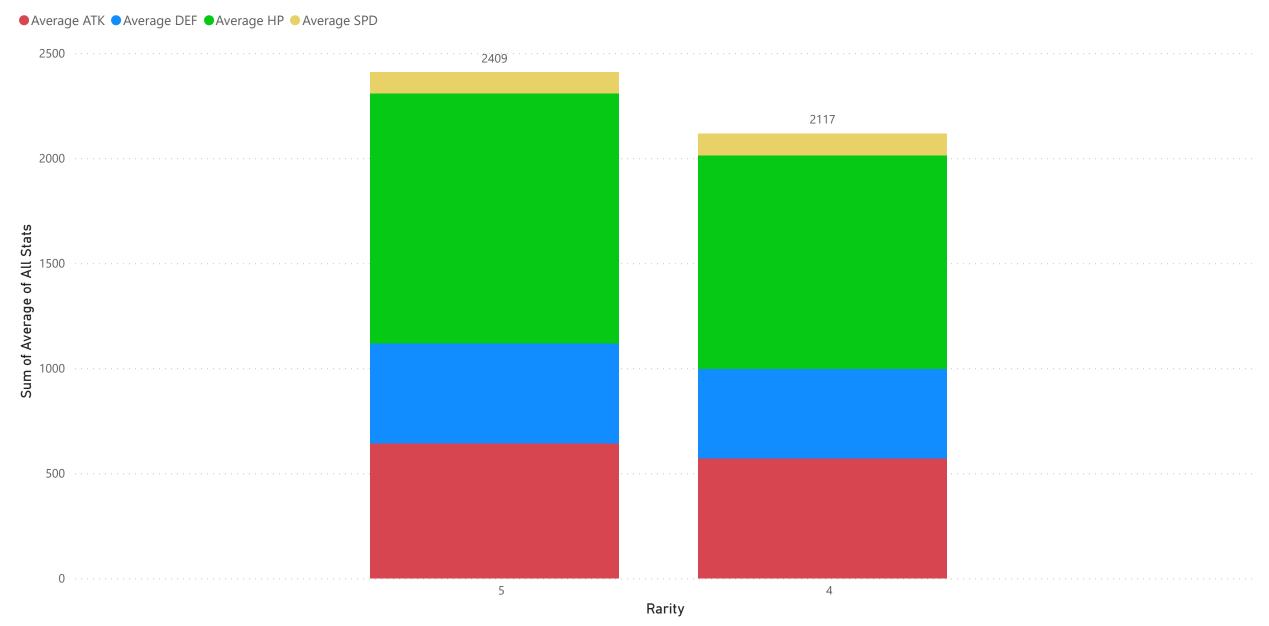


Character

Sum of Average of All Stats (Level 80) of all Characters by Path



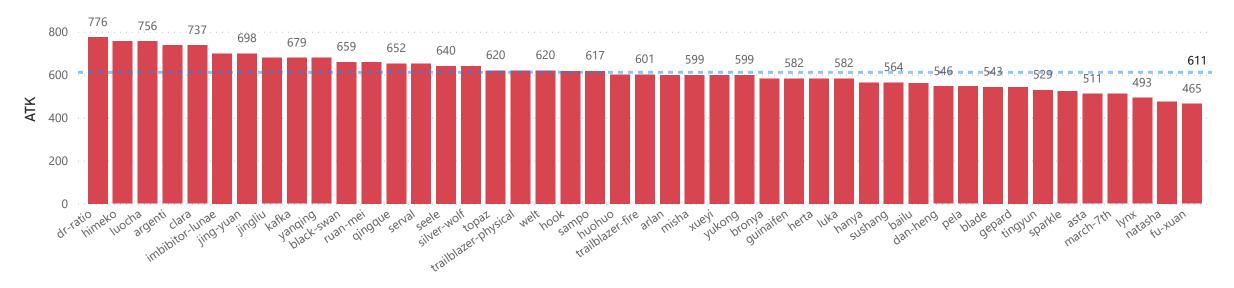
Sum of Average of All Stats (Level 80) of all Characters by Rarity



ATK (Level 80) by Character

Exclude Acheron, Aventurine, Gallagher

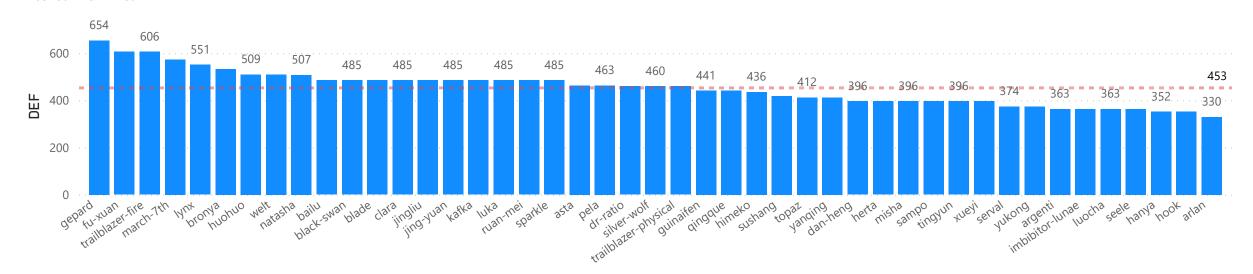
Dashed line = Mean



Character

DEF (Level 80) by Character

Dashed line = Mean

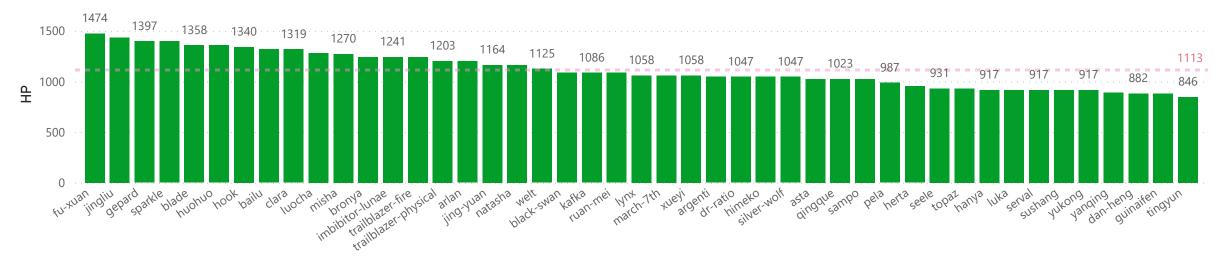


Character

HP (Level 80) by Character

Exclude Acheron, Aventurine, Gallagher

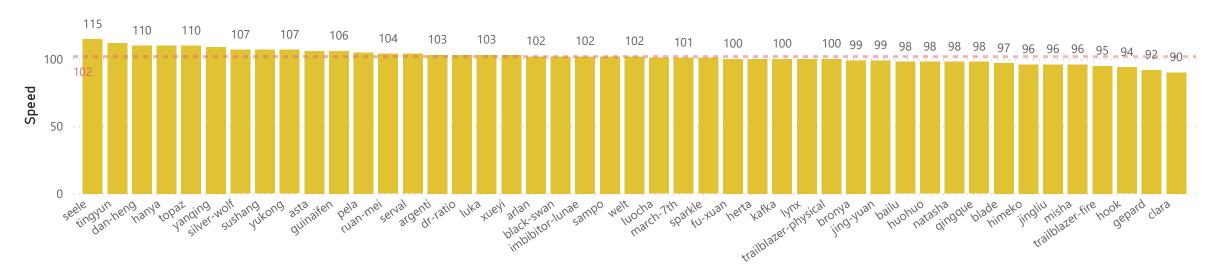
Dashed line = Mean



Character

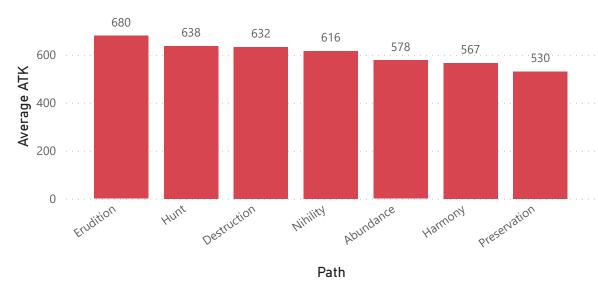
SPD (Level 80) by Character

Dashed line = Mean

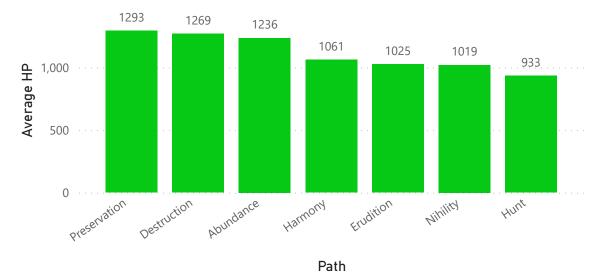


Character

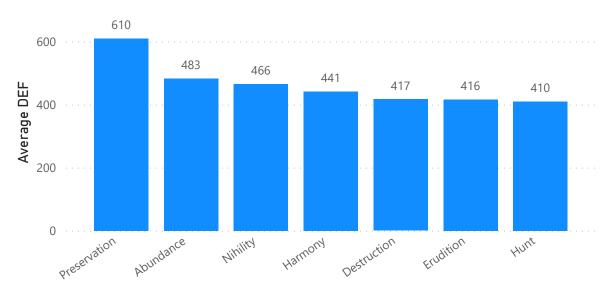
Average ATK at Lvl 80 of all Characters by Path



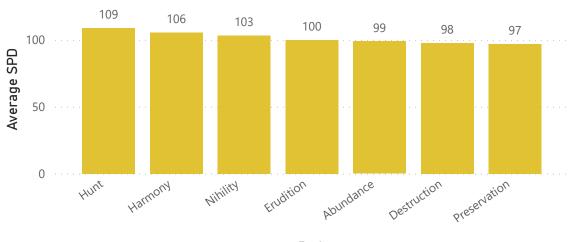
Average HP at Lvl 80 of all Characters by Path



Average DEF at Lvl 80 of all Characters by Path



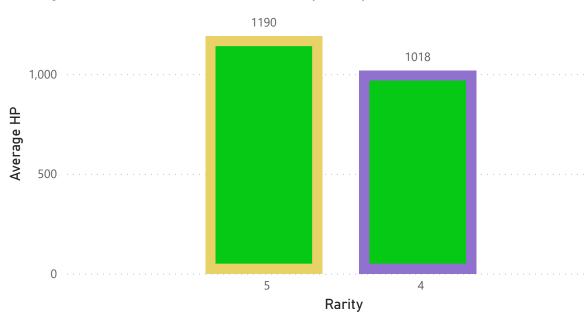
Path
Average SPD at Lvl 80 of all Characters by Path



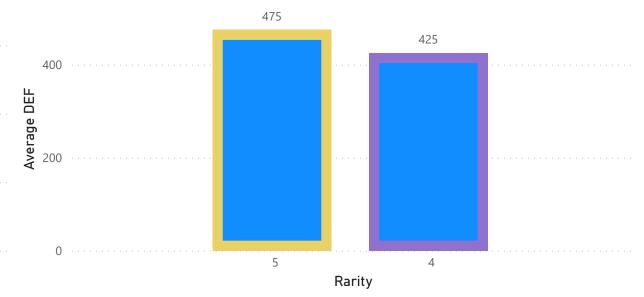
Path

Average ATK (Level 80) of all Characters by Rarity

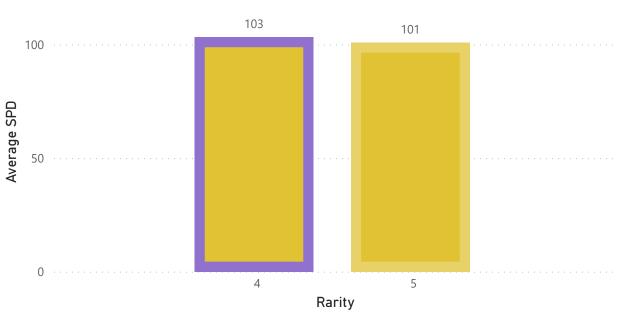
Average HP (Level 80) of all Characters by Rarity



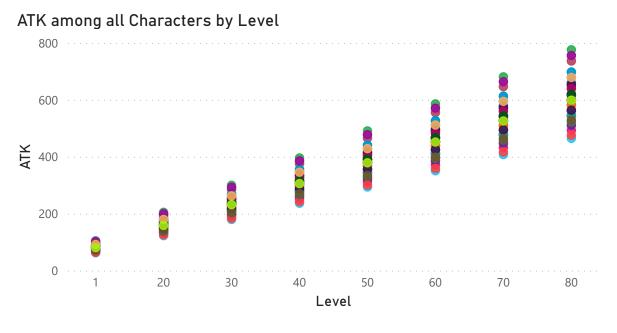
Average DEF (Level 80) of all Characters by Rarity

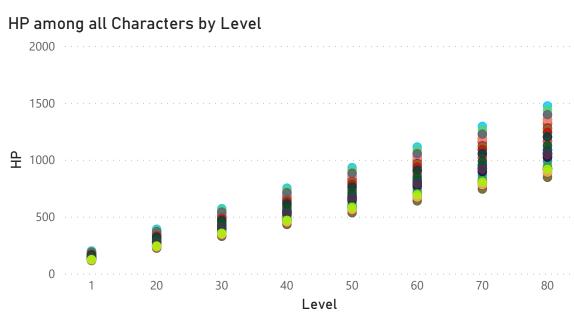


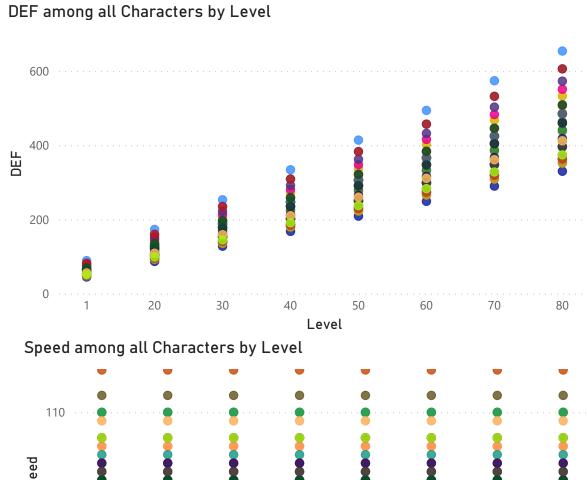
Average SPD (Level 80) of all Characters by Rarity

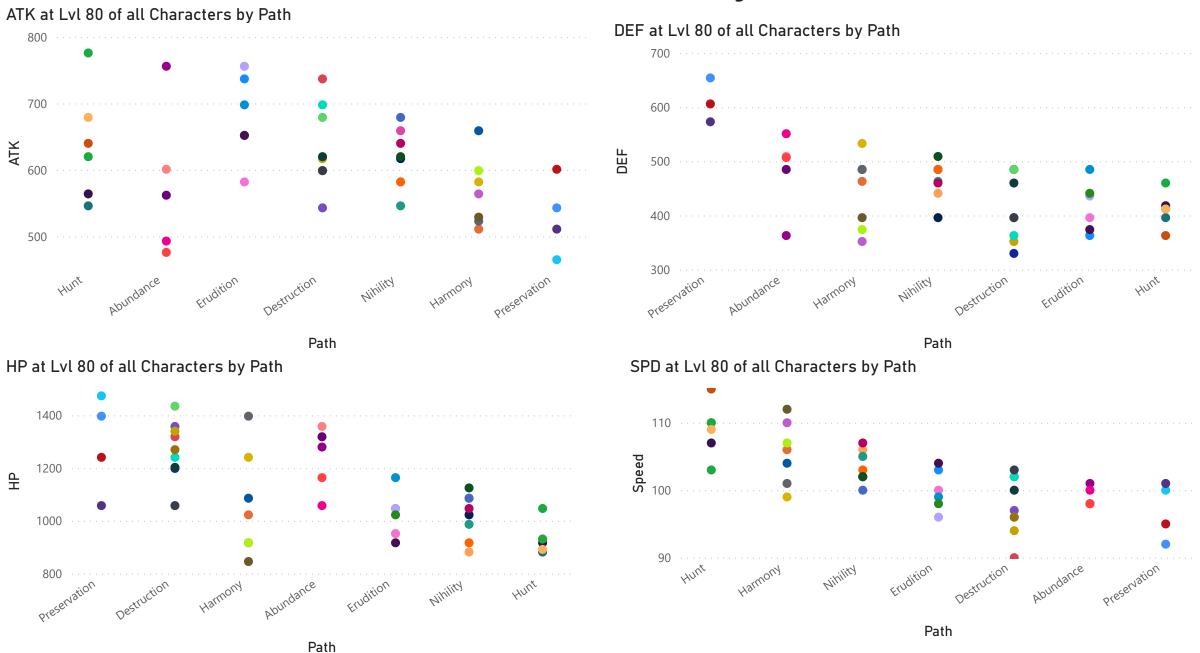


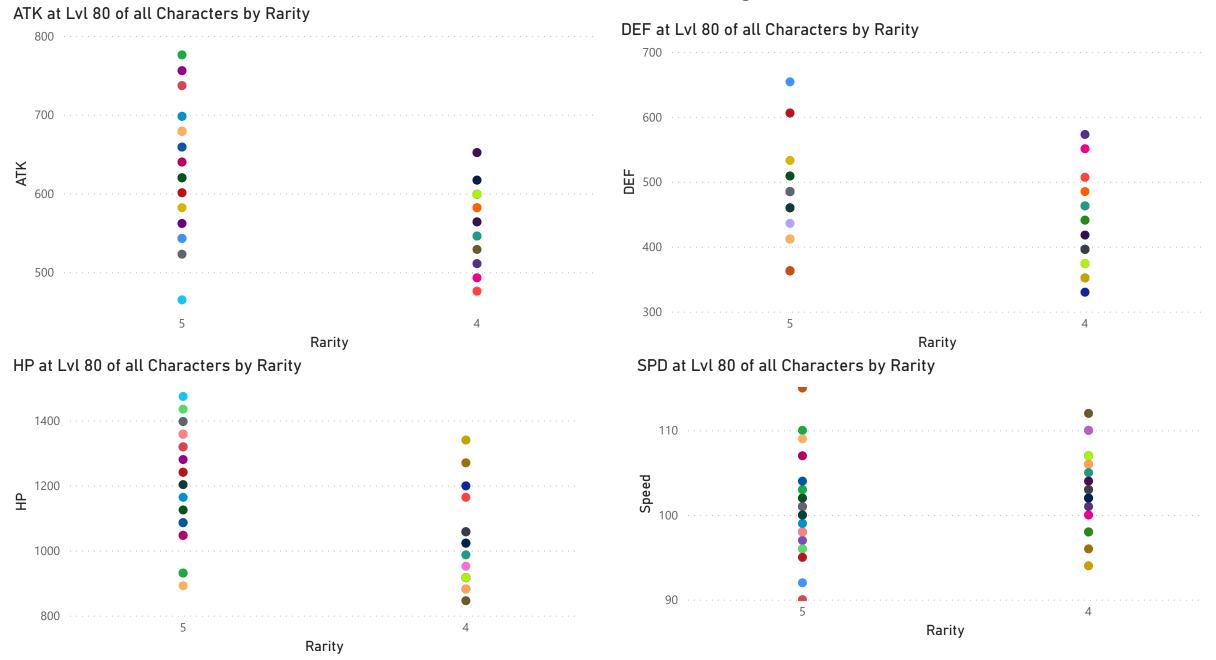
Level

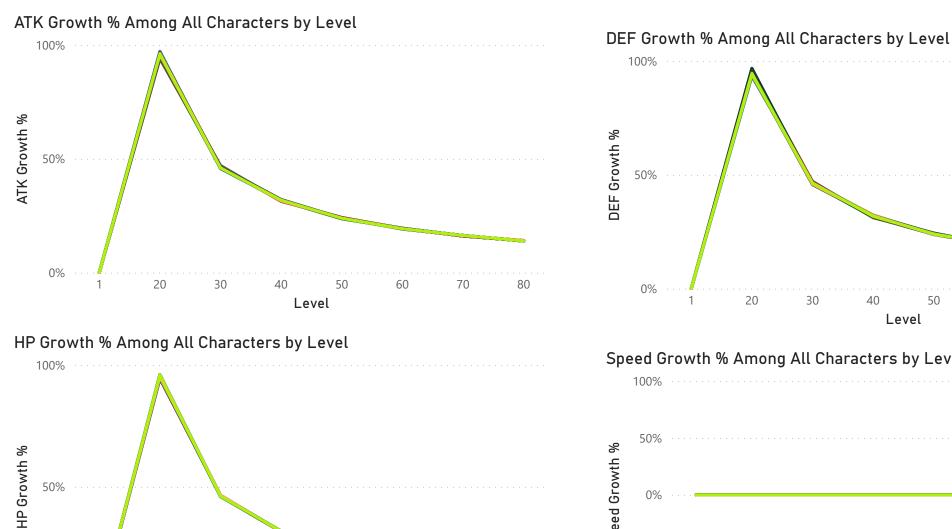








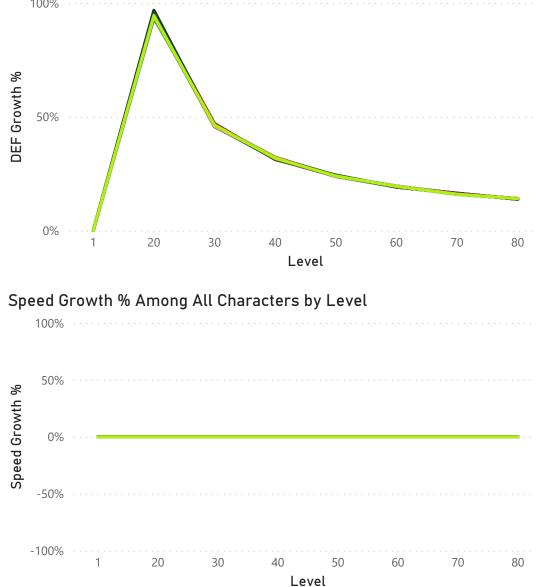


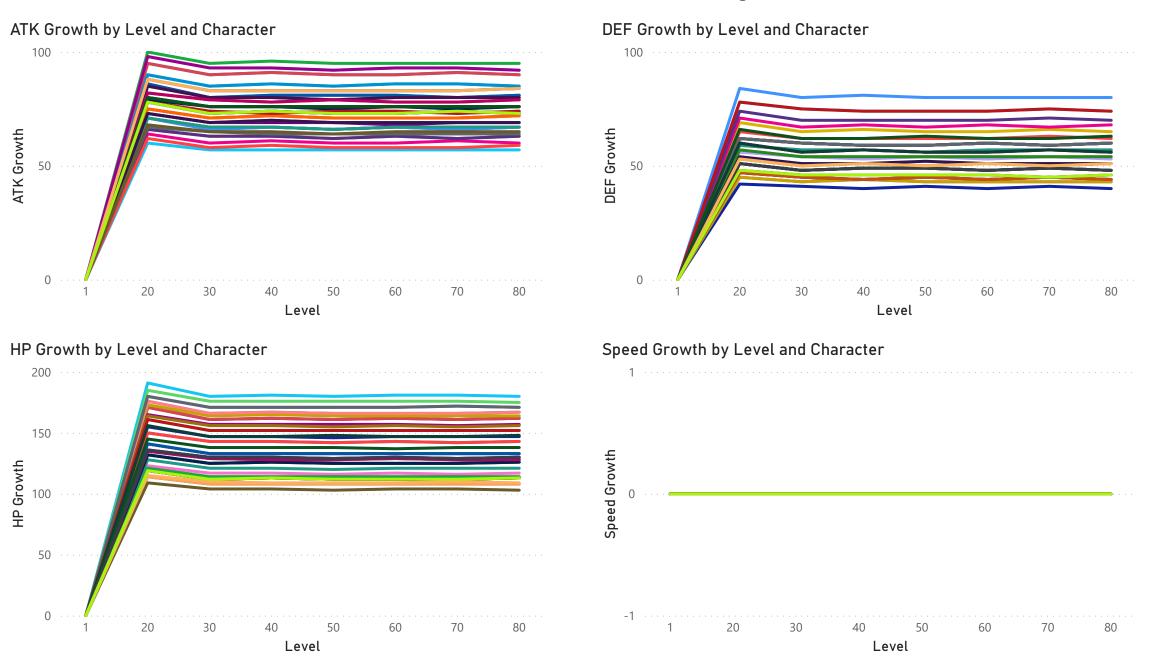


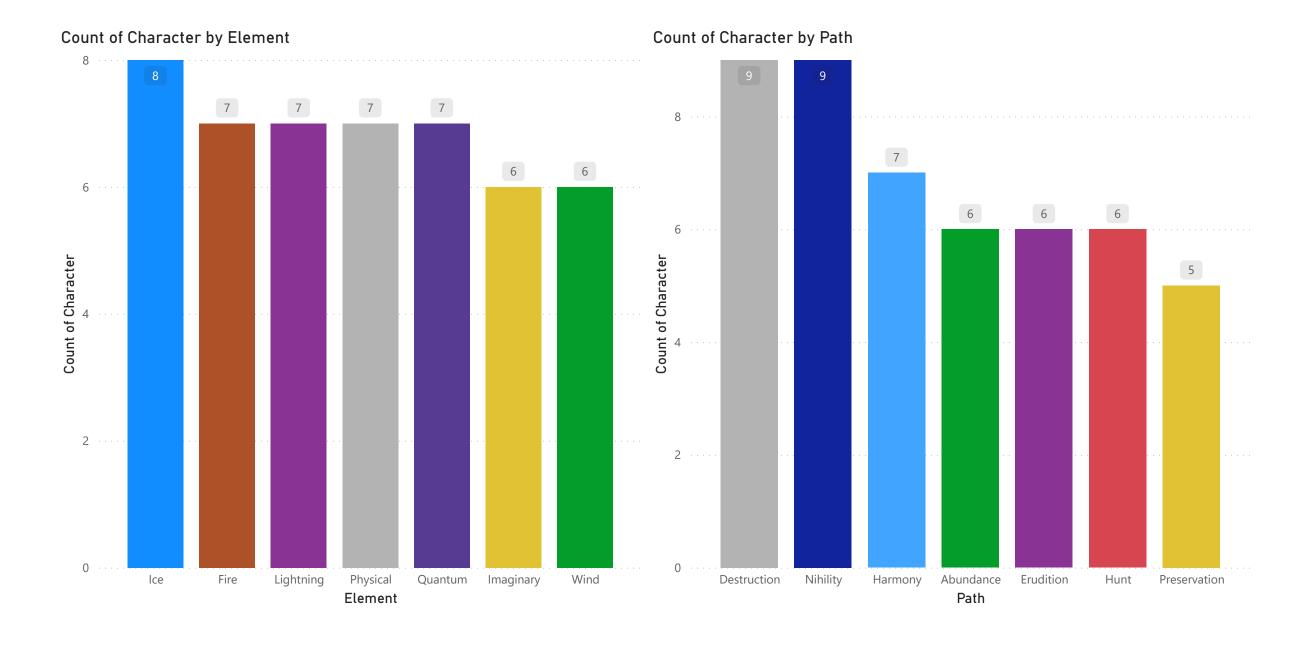
Level

0%

20



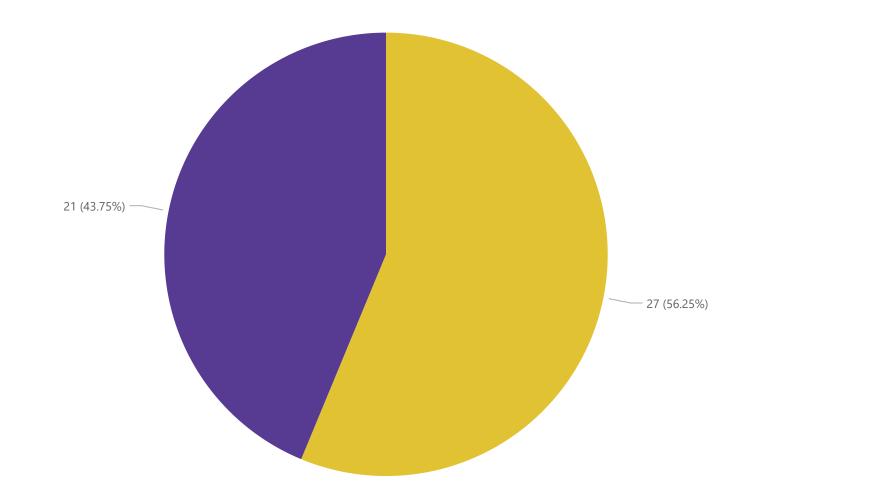




Count of Character in Each Element by Path

Path ■ Destruction ■ Nihility ■ Harmony ■ Abundance ■ Erudition ■ Hunt ■ Preservation Erudition Hunt Fire 1 Ice 1 Lightning 2 Fire 1 Physical 1 Imaginary 1 Ice 1 Nihility Imaginary 1 Abundance Quantum 1 Fire 1 Quantum 1 Wind 1 Physical 1 Lightning 2 Fire 1 Ice 1 Imaginary 1 Imaginary 1 Physical 1 Quantum 1 Wind 2 Wind 1 Physical 1 Quantum 1 Lightning 1

Count of Character by Rarity



Rarity 5