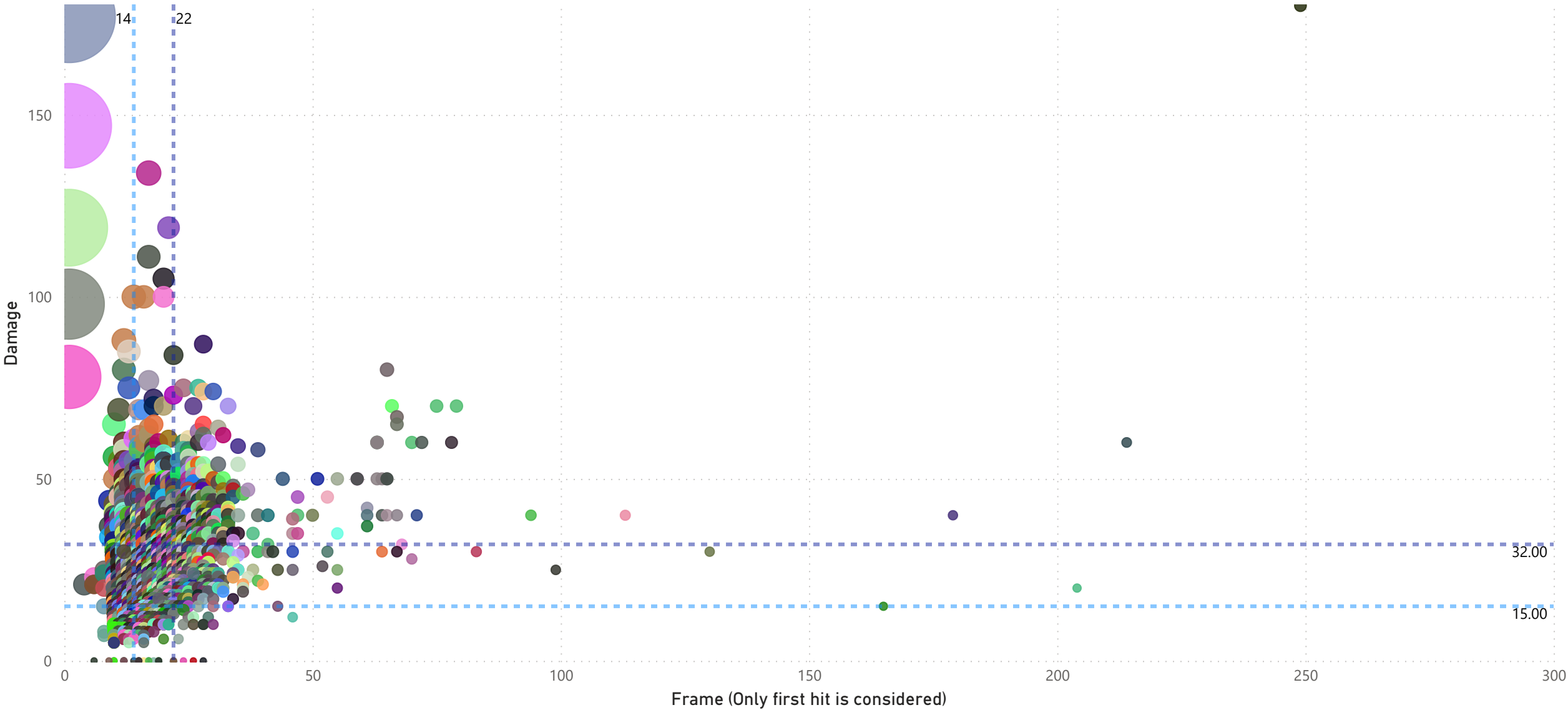


# All Characters

Some correction were done at 'Damage' column as some were incorrect.

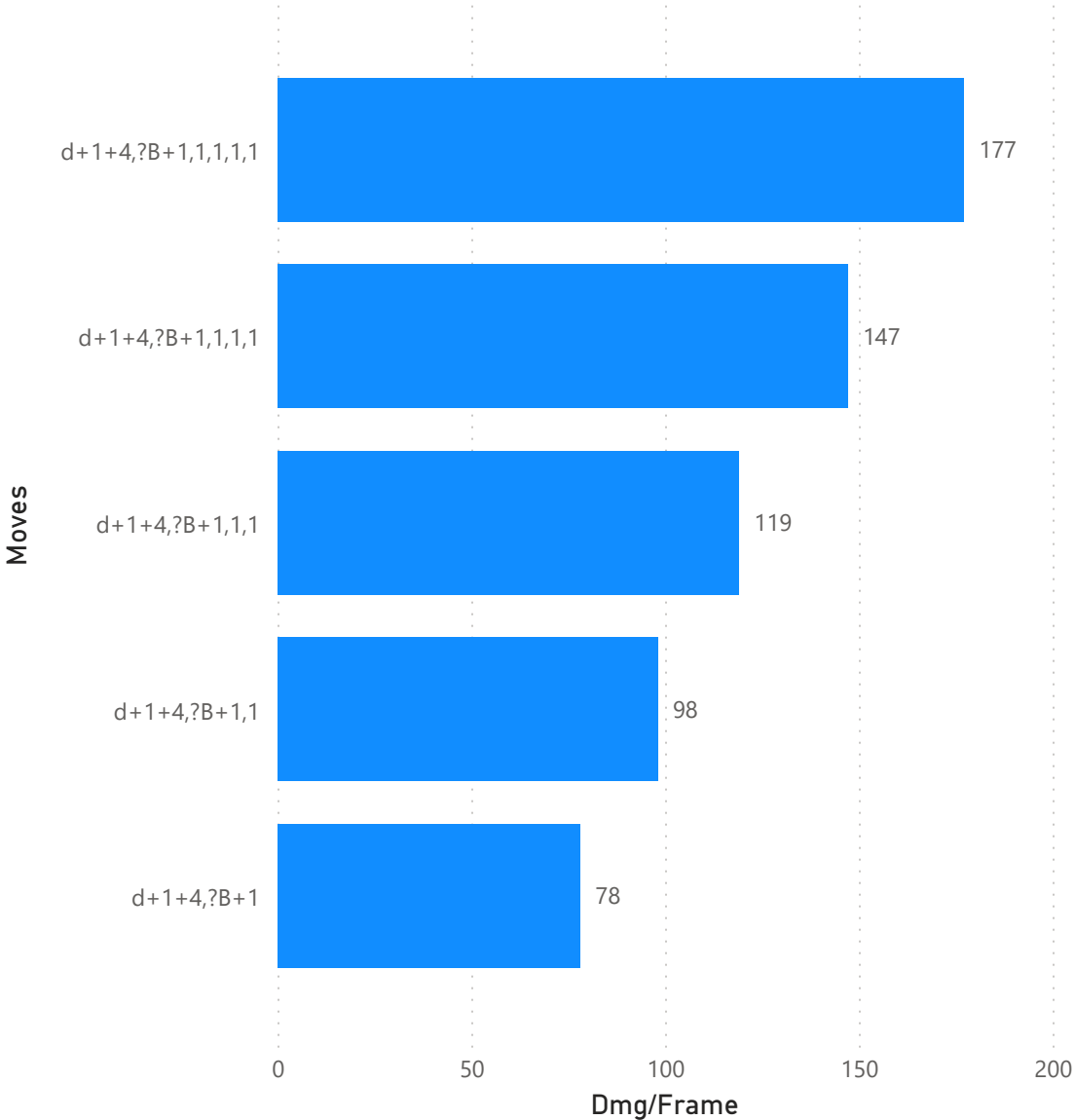
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



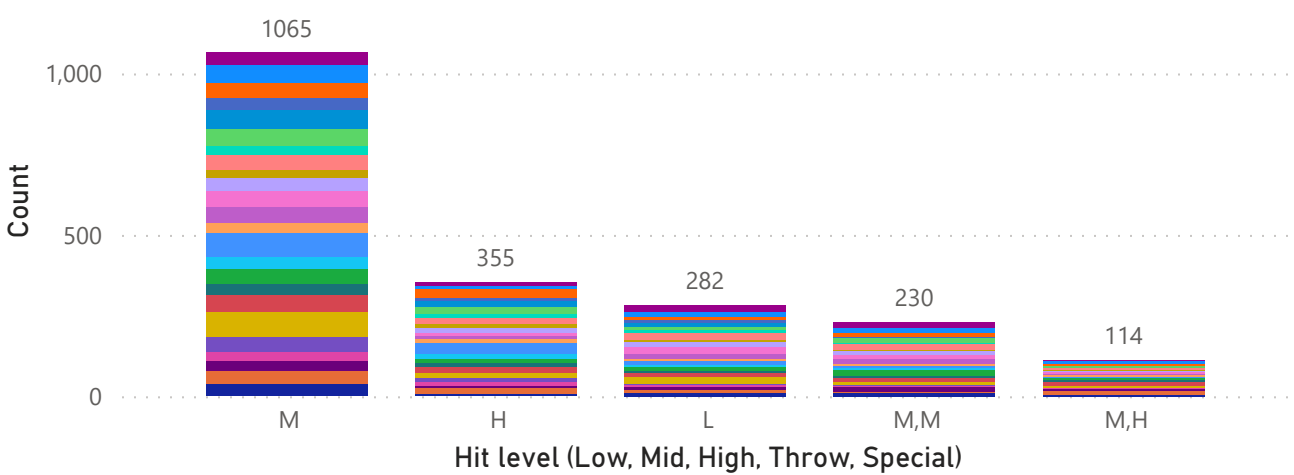
Top Dmg/Frame by Moves

Characters ●yoshimitsu



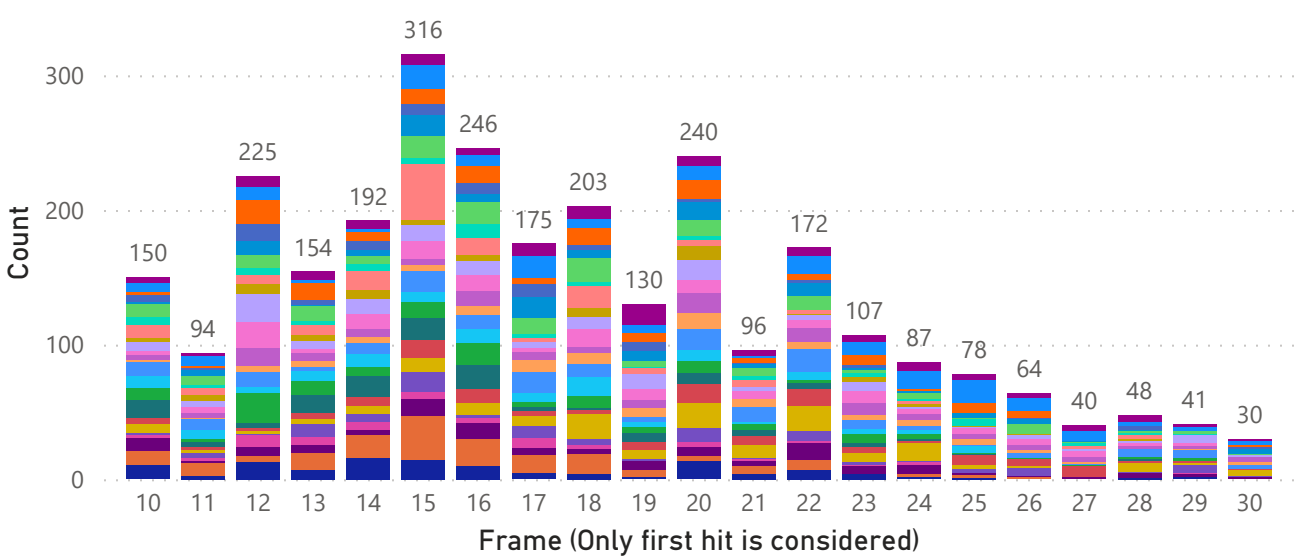
# All Characters

Top Count by Hit level (Low, Mid, High, Throw, Special)



Count of Moves' Frames

10 - 30 frames

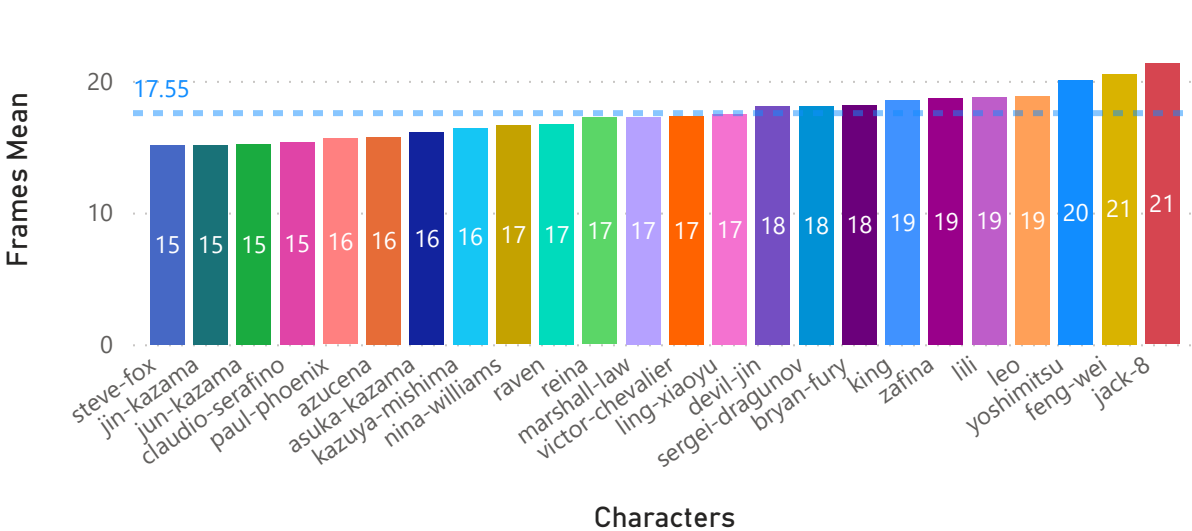


For multiple-hit-moves, only frame of the first hit was considered

# All Characters

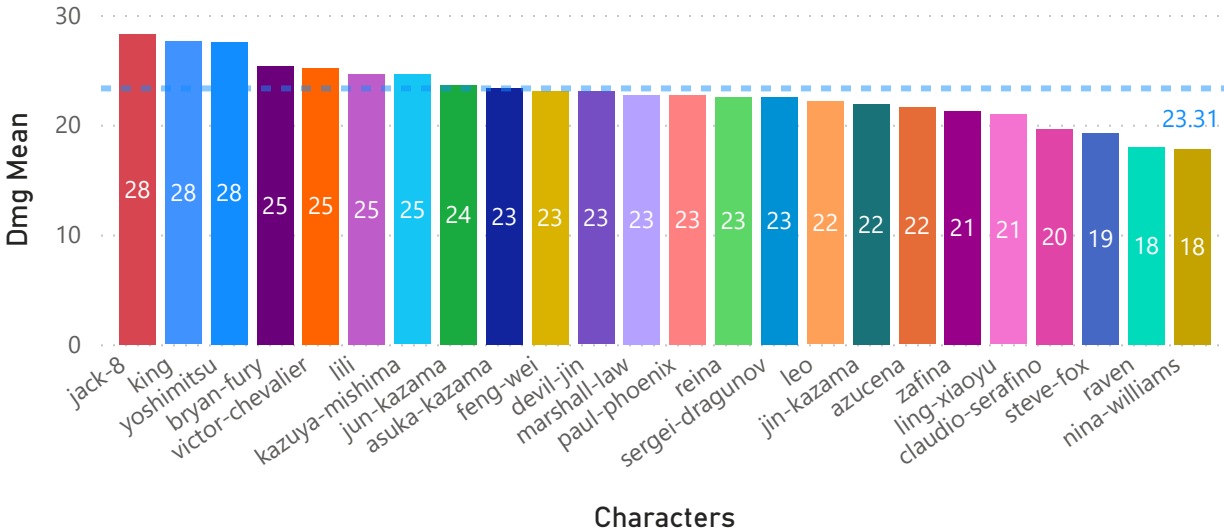
## Frames Mean by Characters

blue line = Mean by all characters, calculated using 25th - 75th percentile Frame



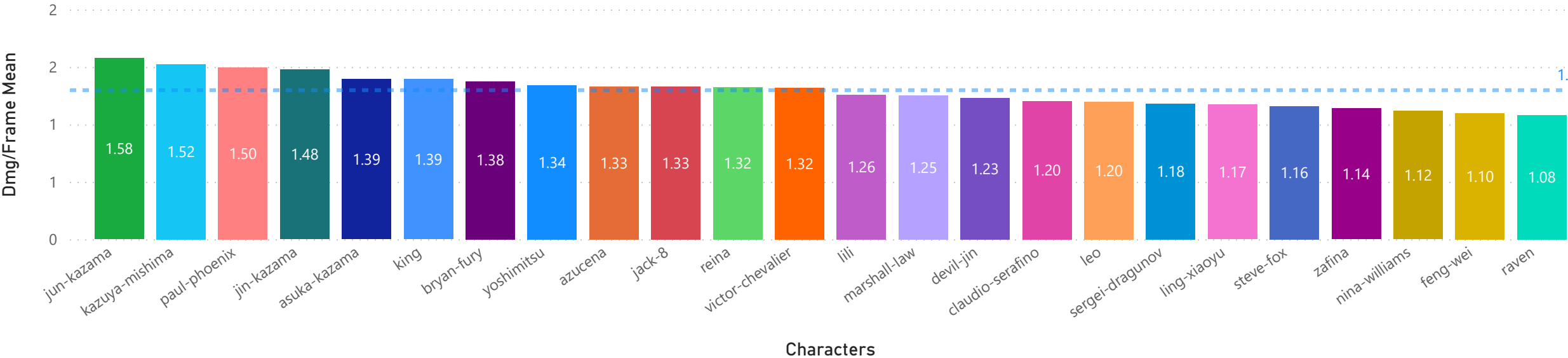
## Damage Mean by Characters

blue line = Mean by all characters, calculated using 25th - 75th percentile Dmg



## Dmg/Frame Mean by Characters

blue line = Mean by all characters, calculated using 25th - 75th percentile Dmg and Frame

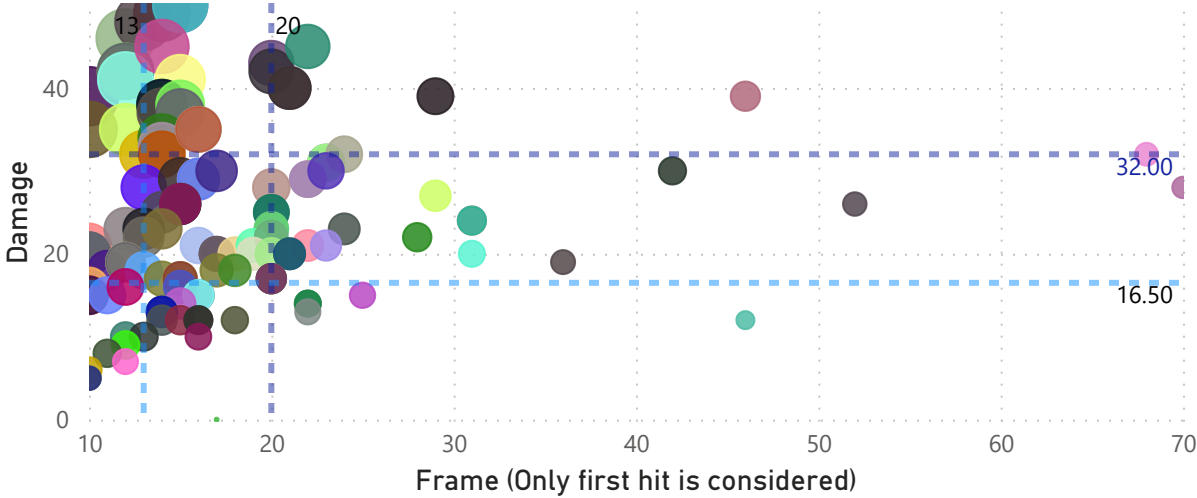


# Asuka

## Damage, Frame, Dmg/Frame by Move

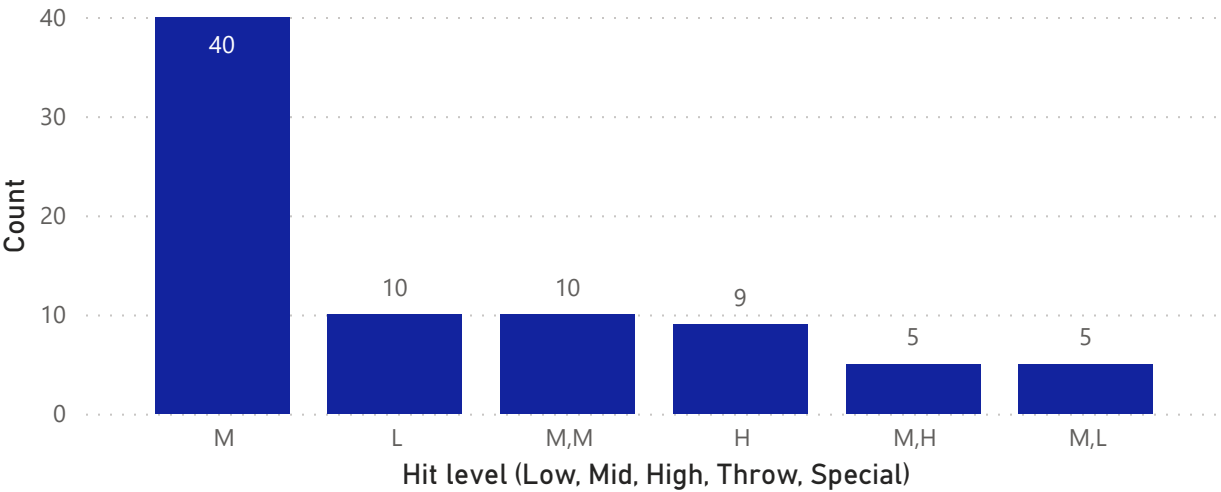
(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)

Moves 1 1,1 1,2 1,2,3 1,2,3+B 1,2,4 1,3 1,4 1,4+D 1+2 1+4 1+4,2 ▶



## Top Count of Hit level (Low, Mid, High, Throw, Special)

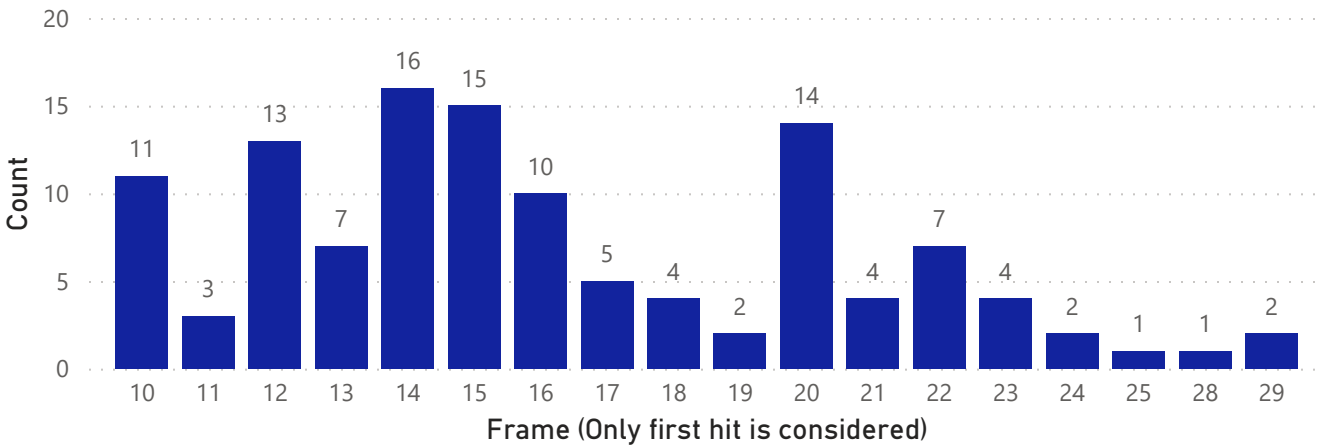
Characters asuka-kazama



## Count of Moves' Frames

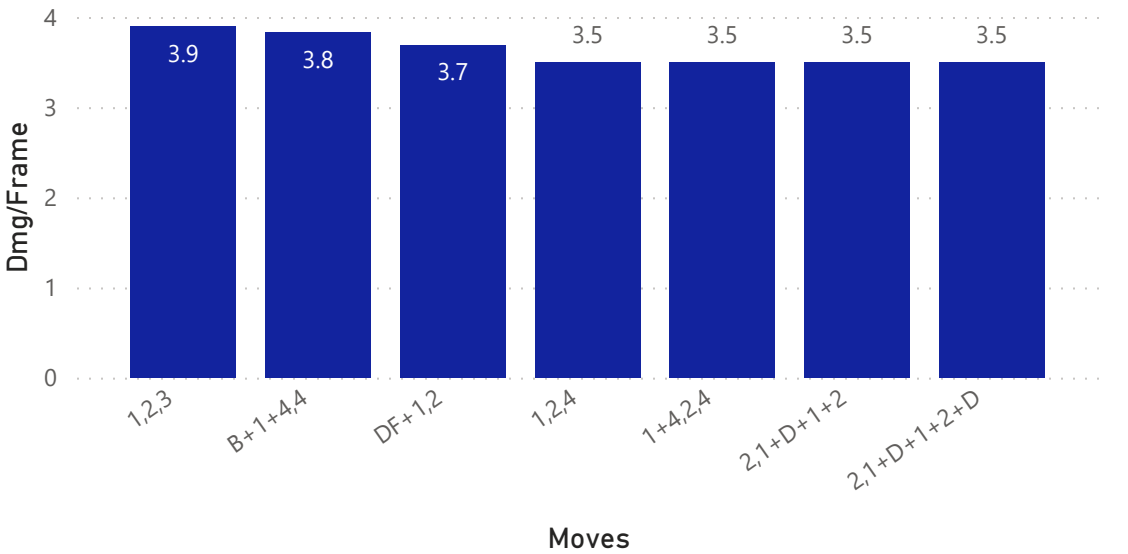
10 - 30 frames

Characters asuka-kazama



## Top Dmg/Frame by Moves

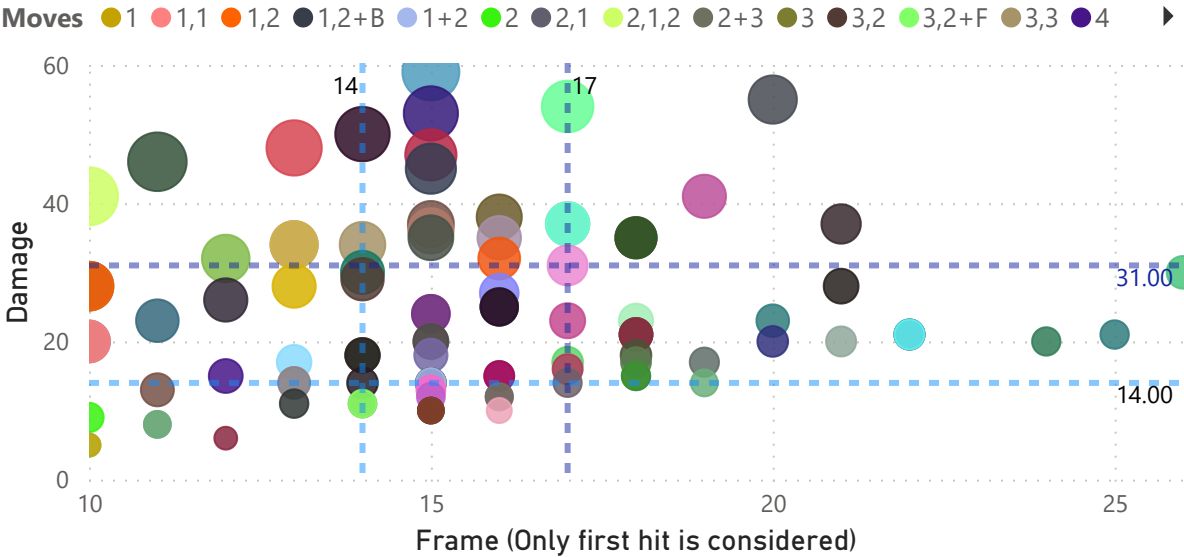
Characters asuka-kazama



# Azucena

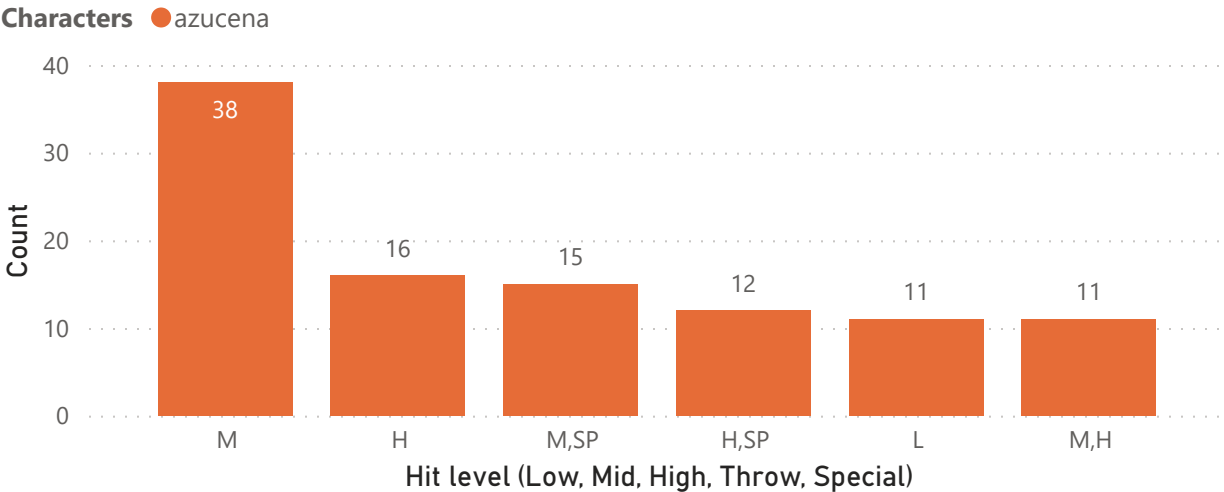
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



## Count of Hit level (Low, Mid, High, Throw, Special)

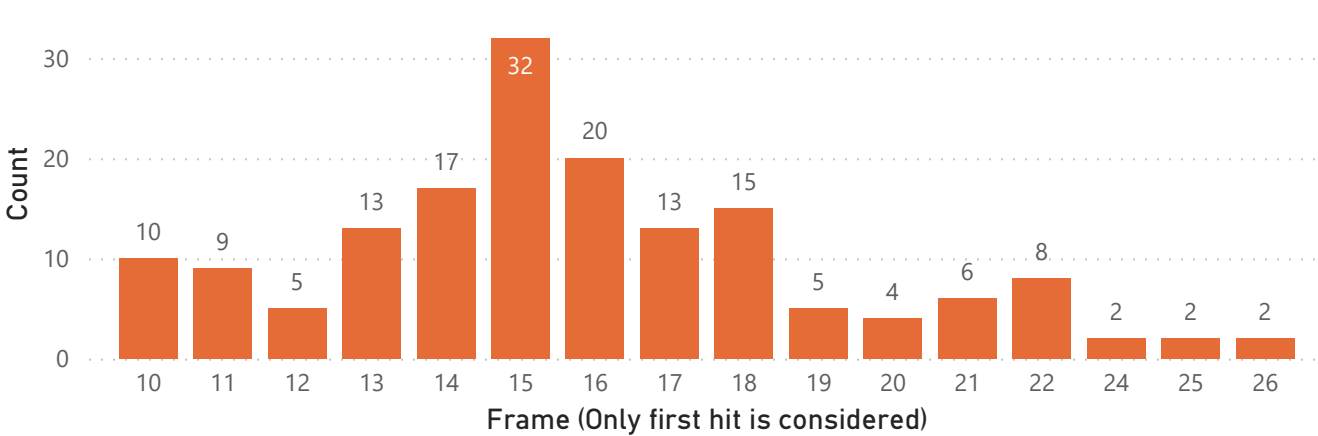
Top 5 (Show all tied value)



## Count of Moves' Frames

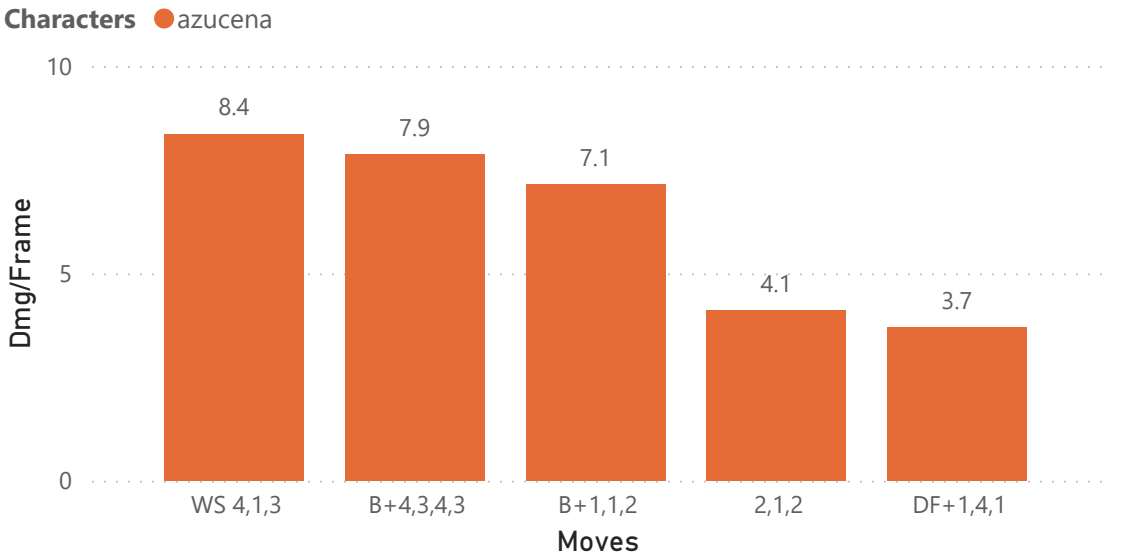
10 - 30 frames

**Characters** azucena



## Dmg/Frame by Moves

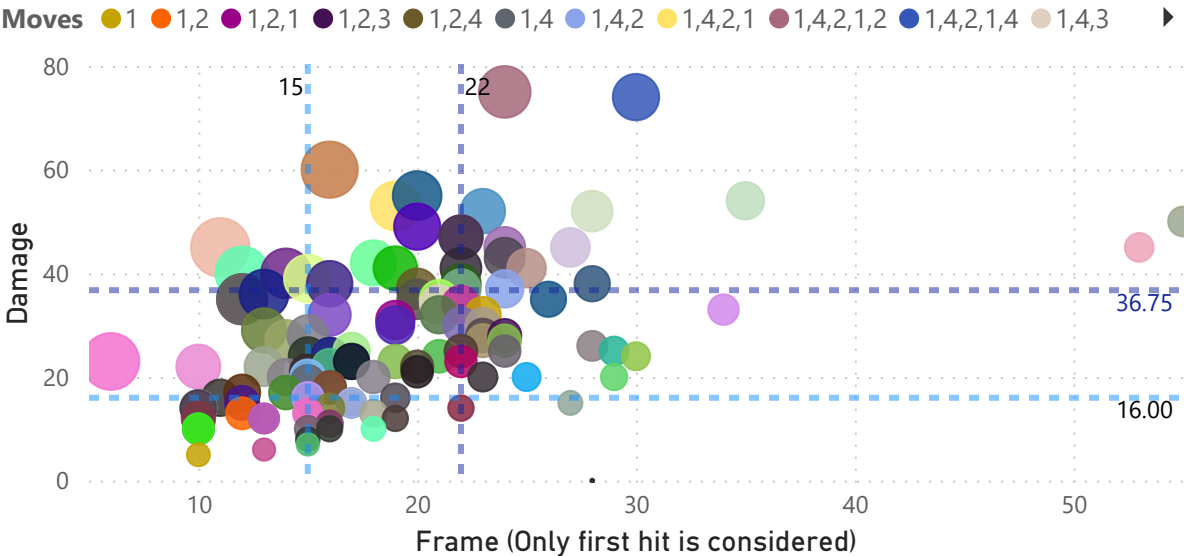
Top 5 (Show all tied value)



# Bryan

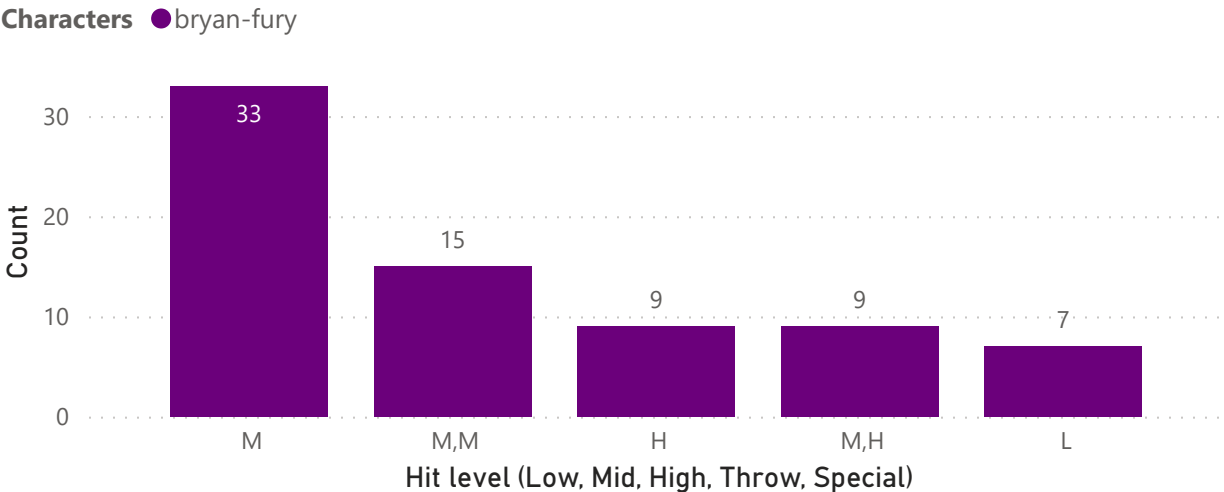
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



## Count of Hit level (Low, Mid, High, Throw, Special)

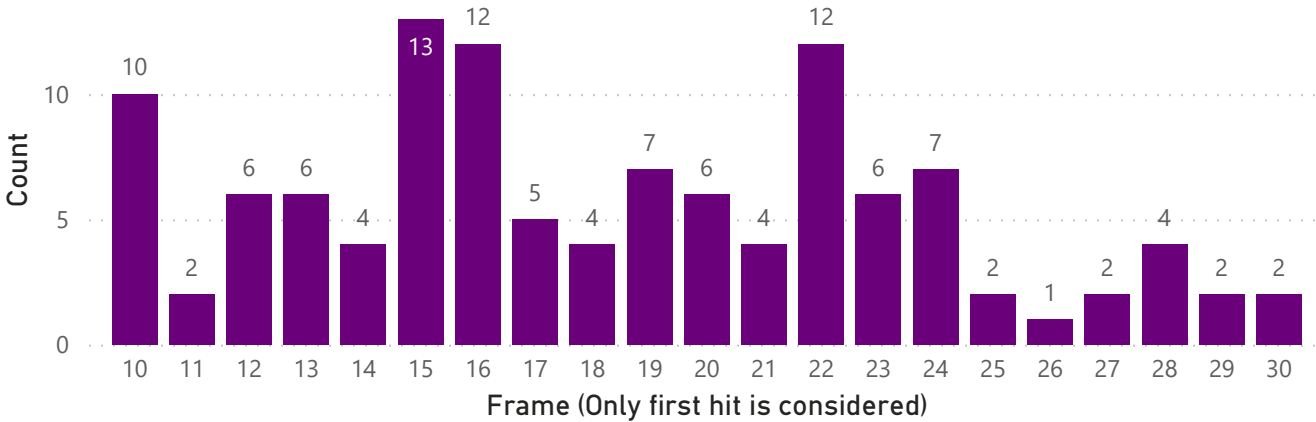
Top 5 (Show all tied value)



## Count of Moves' Frames

10 - 30 frames

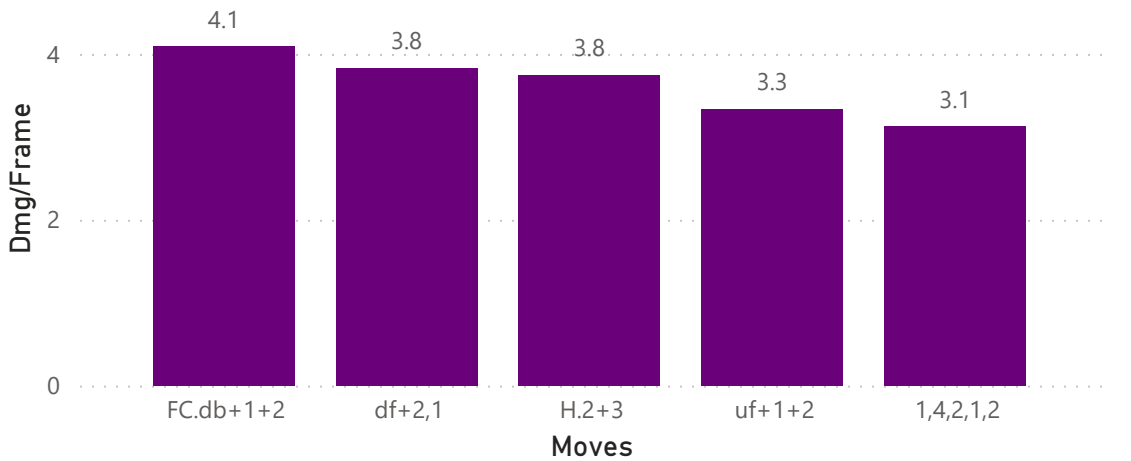
**Characters** bryan-fury



## Dmg/Frame by Moves

Top 5 (Show all tied value)

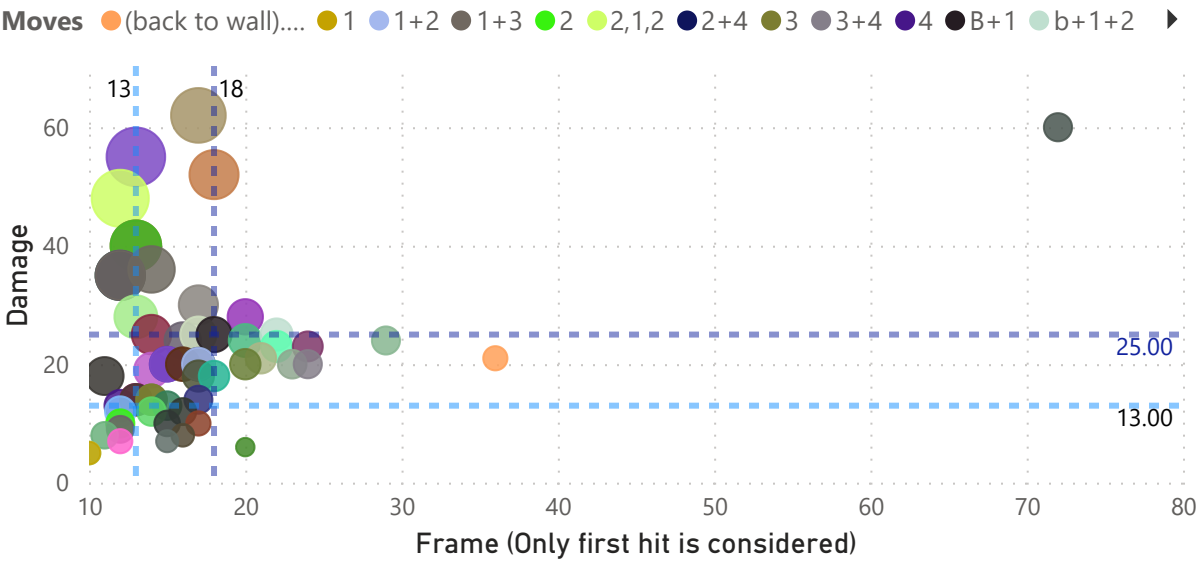
**Characters** bryan-fury



# Claudio

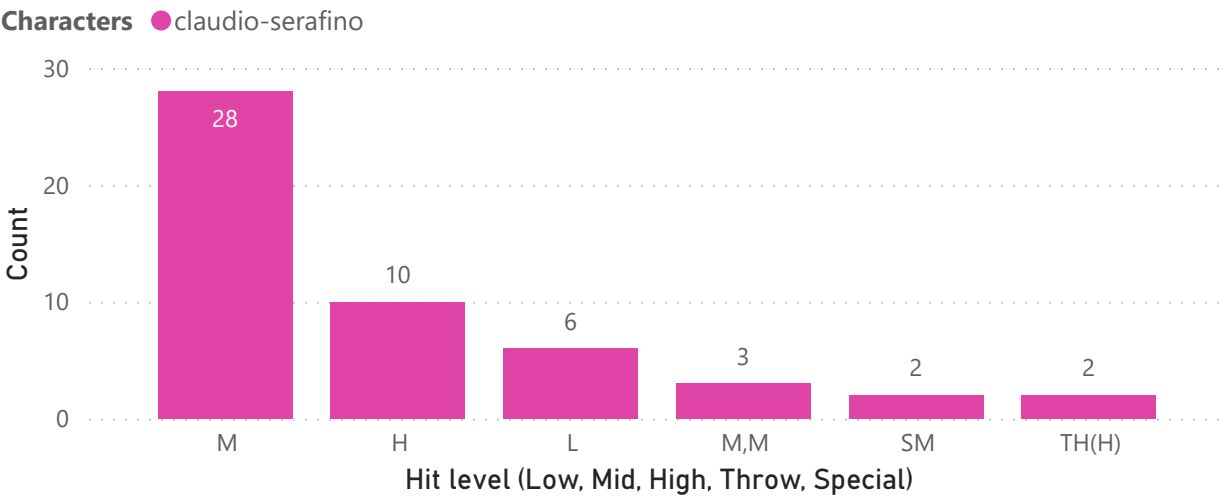
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



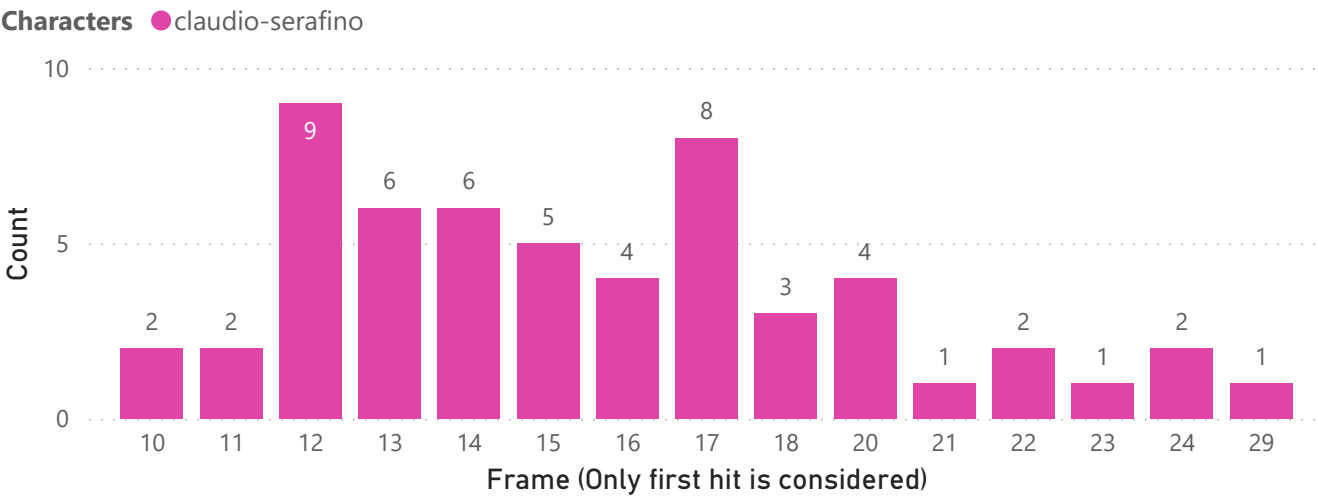
## Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



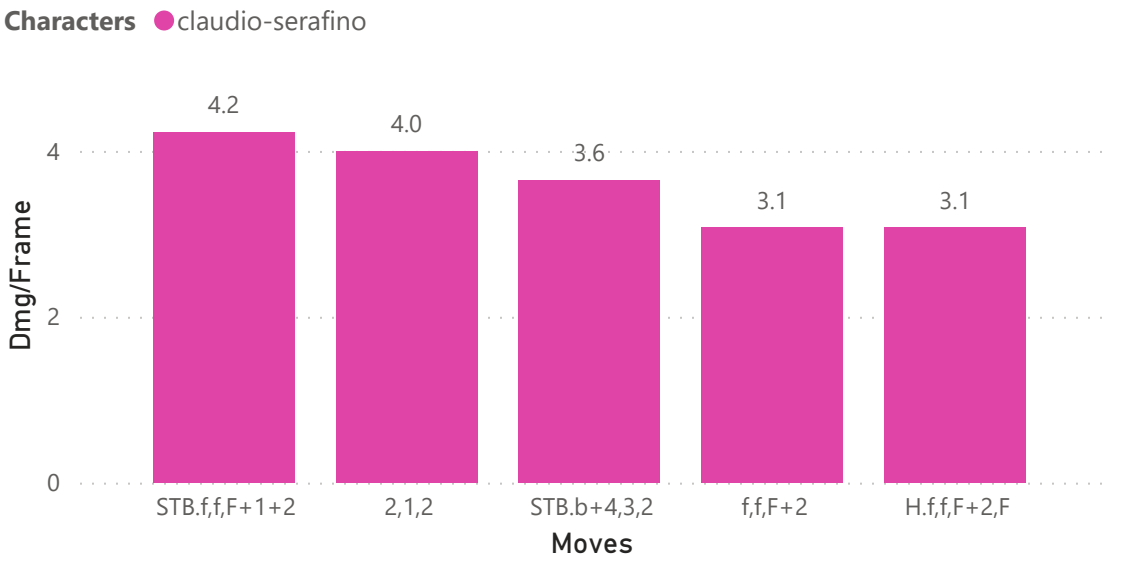
## Count of Moves' Frames

10 - 30 frames



## Dmg/Frame by Moves

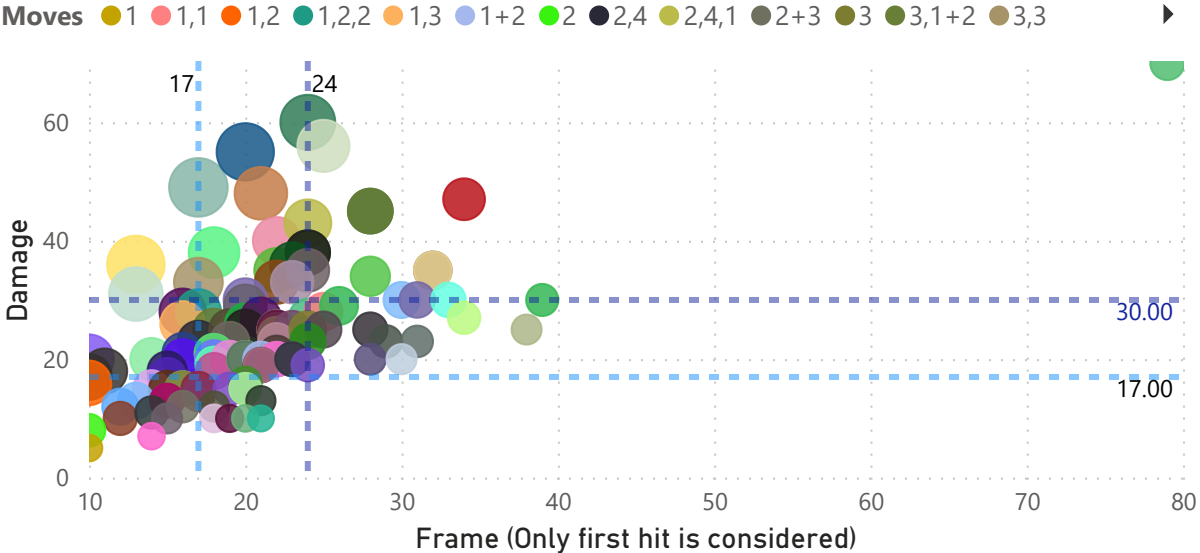
Top 5 (Show all tied value)



# Feng

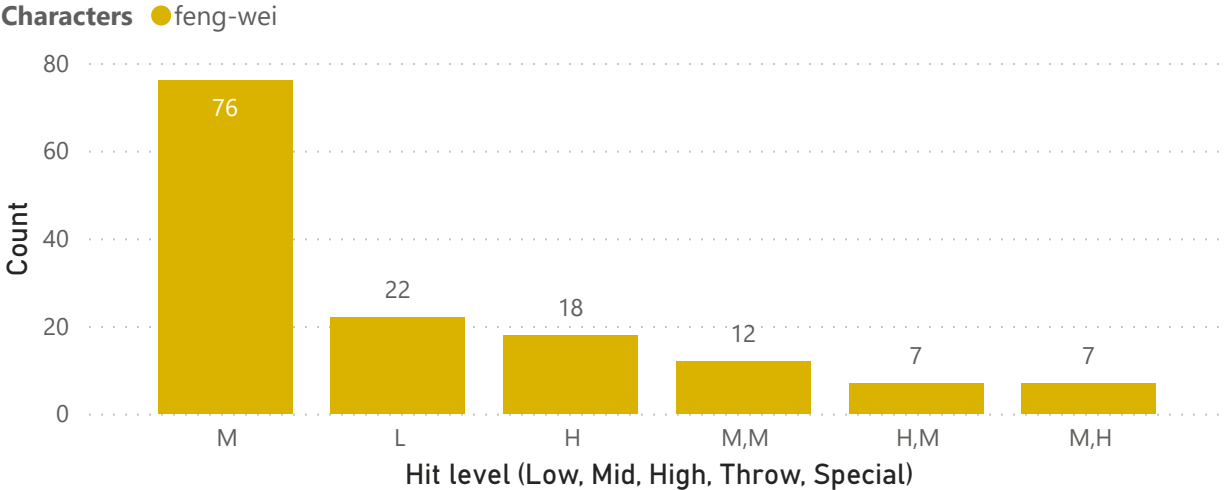
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



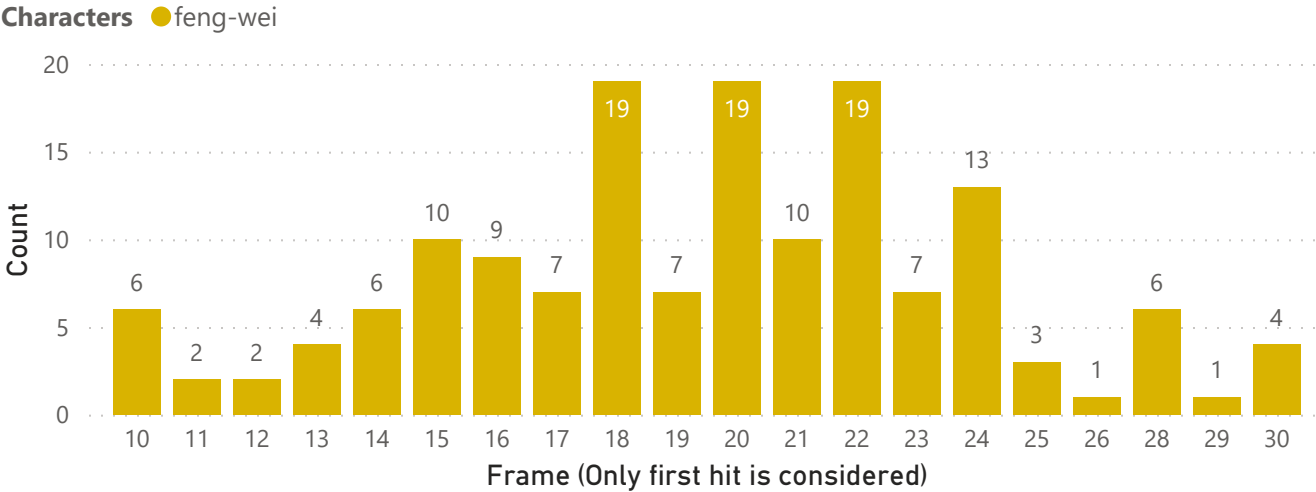
## Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



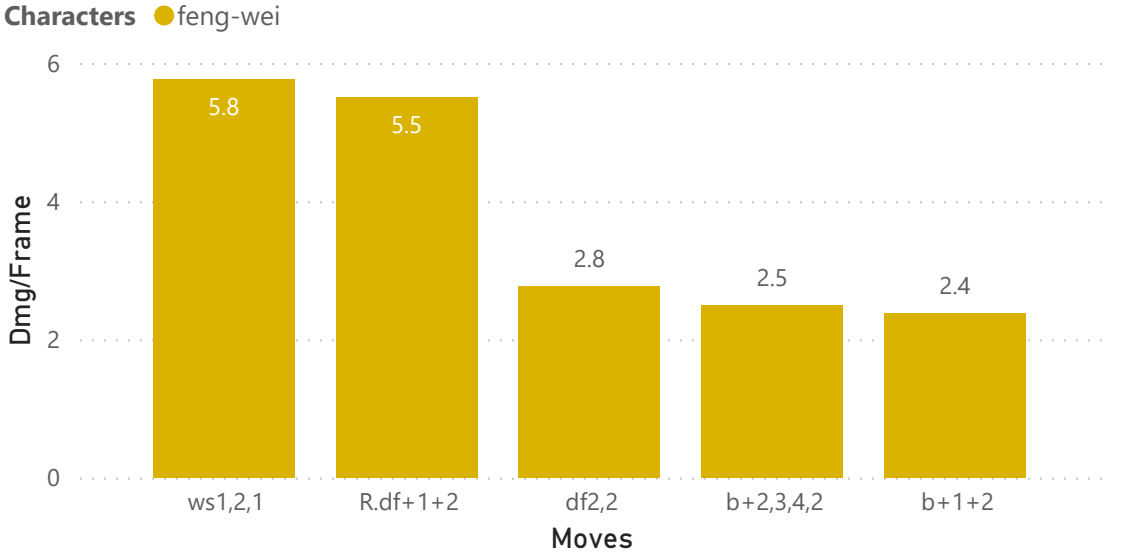
## Count of Moves' Frames

10 - 30 frames



## Dmg/Frame by Moves

Top 5 (Show all tied value)

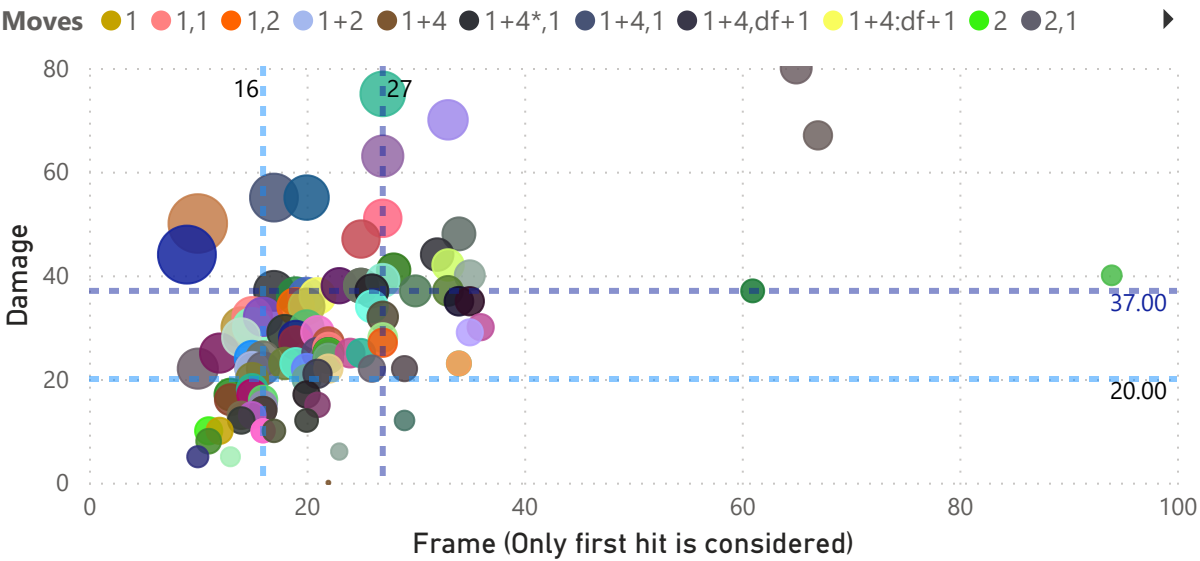




# Jack 8

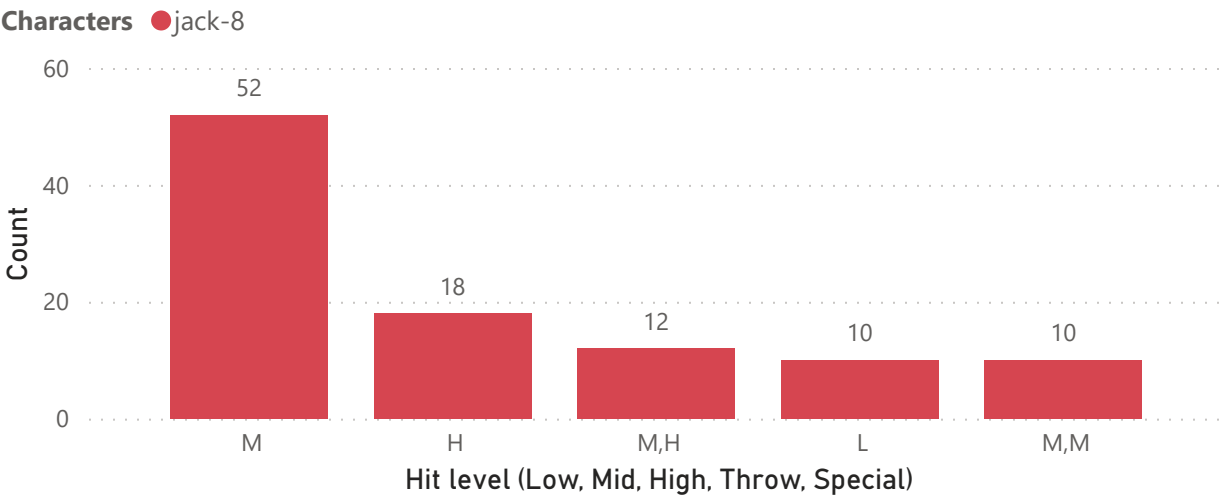
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



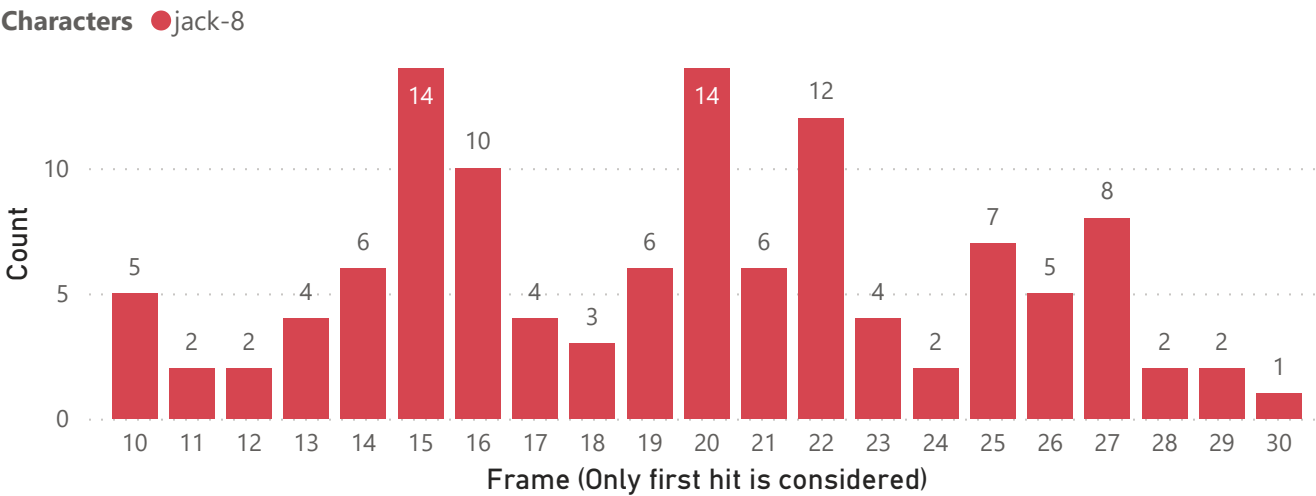
## Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



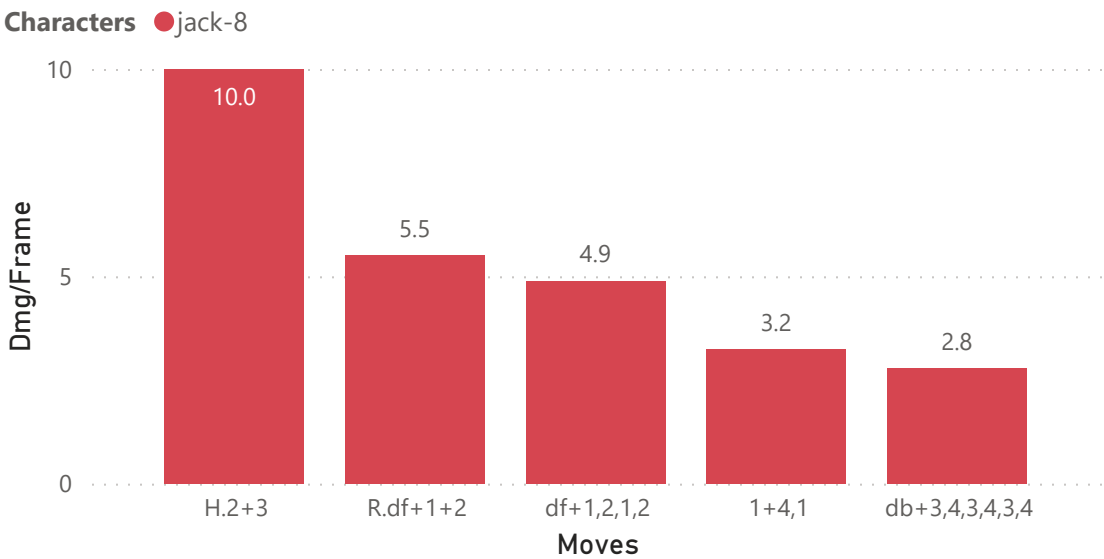
## Count of Moves' Frames

10 - 30 frames



## Dmg/Frame by Moves

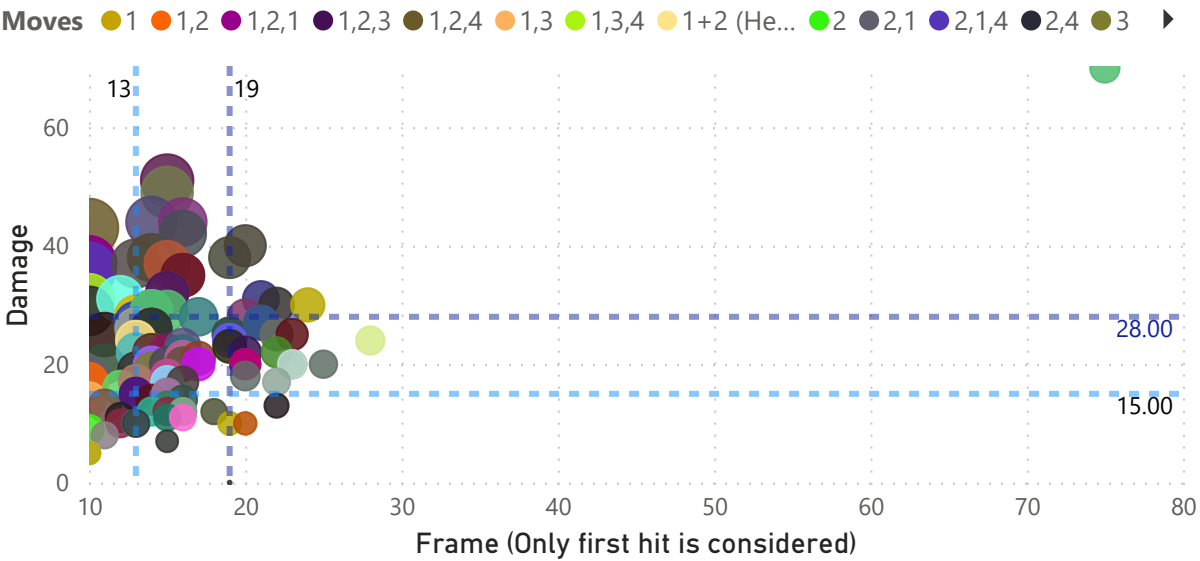
Top 5 (Show all tied value)



# Jin

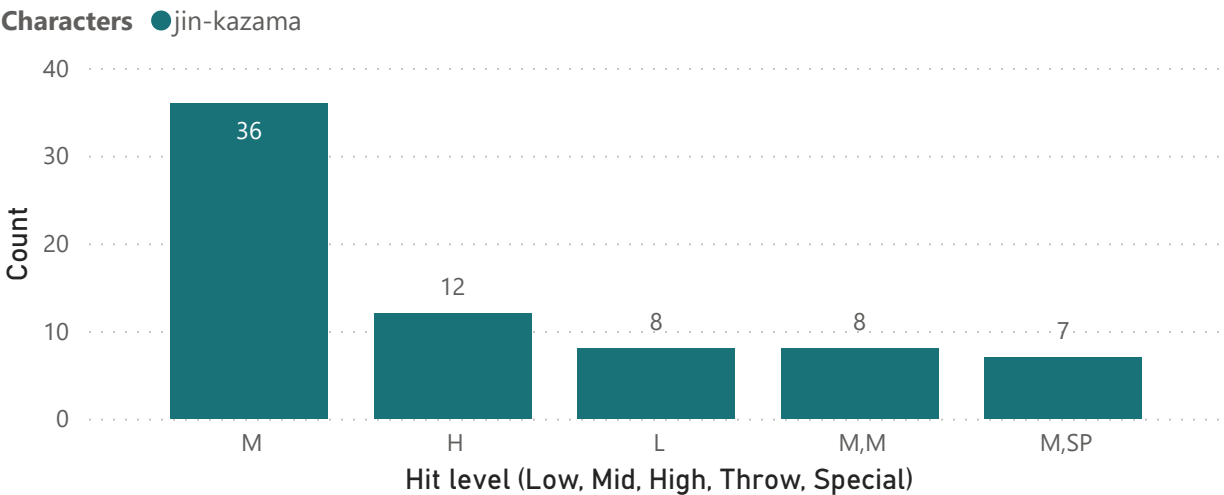
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



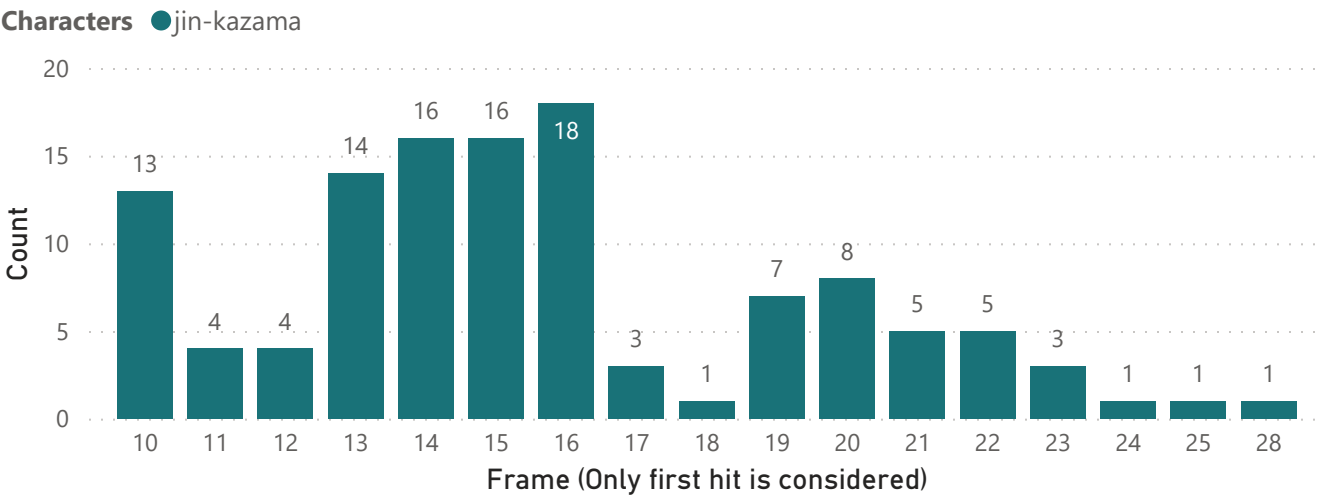
## Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



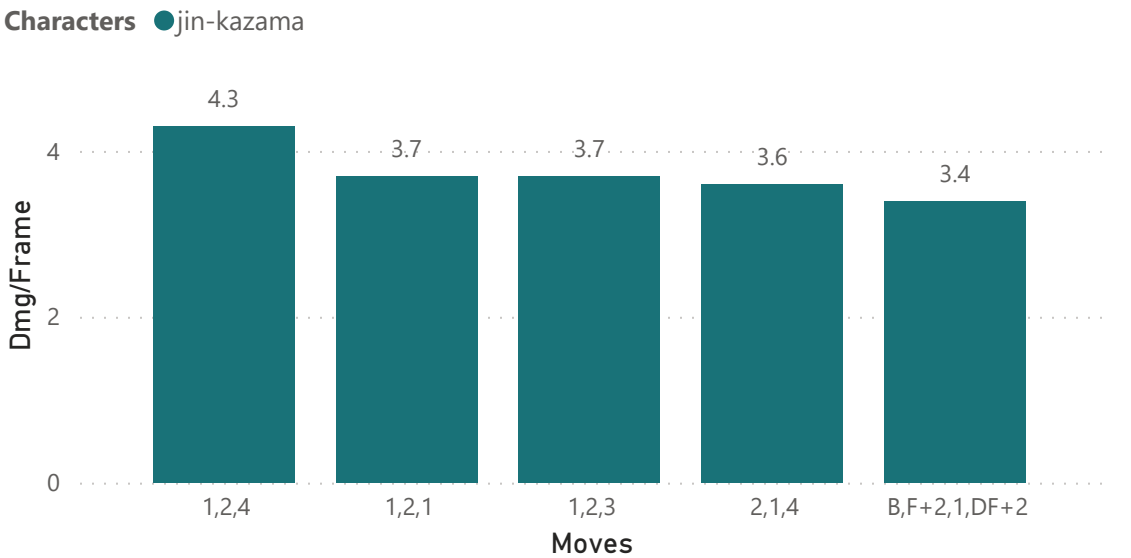
## Count of Moves' Frames

10 - 30 frames



## Dmg/Frame by Moves

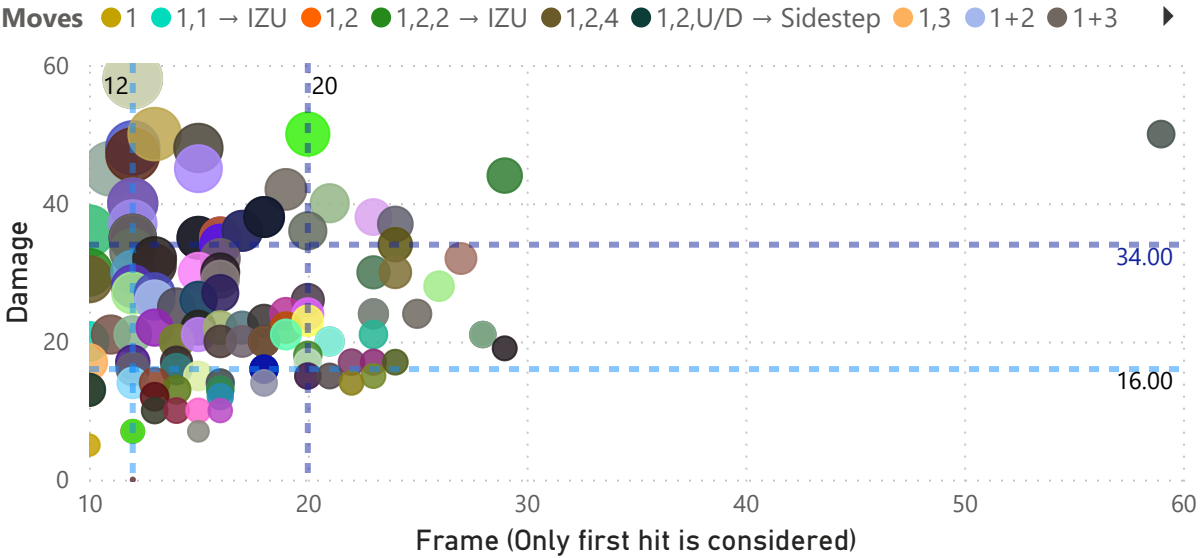
Top 5 (Show all tied value)



# Jun

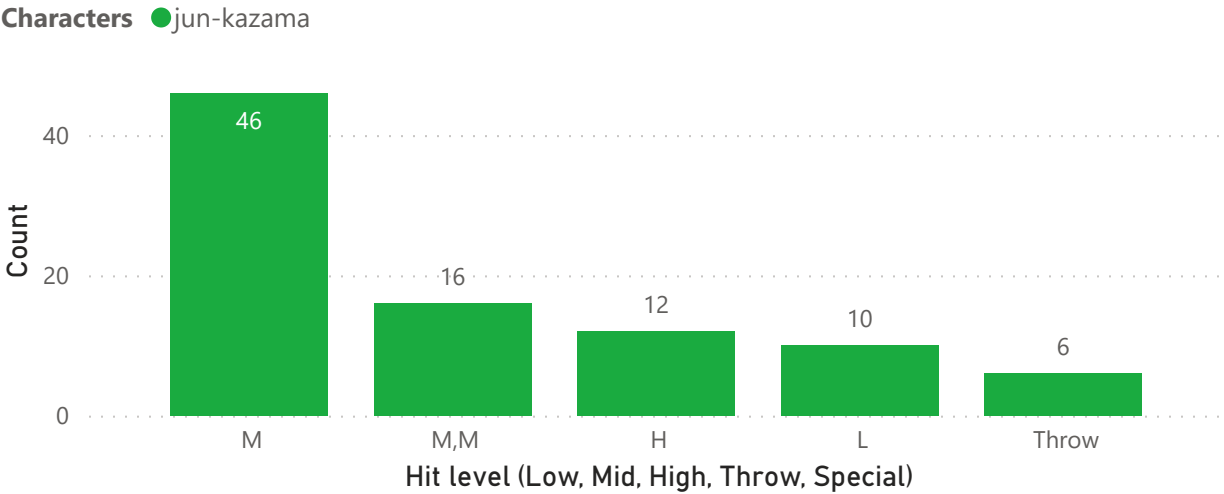
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



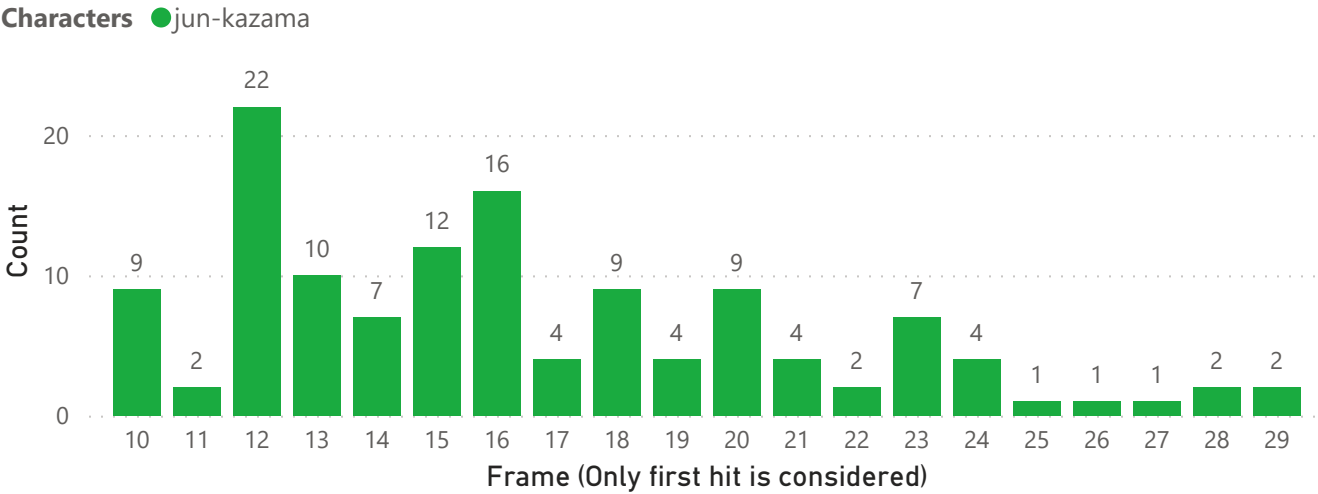
## Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



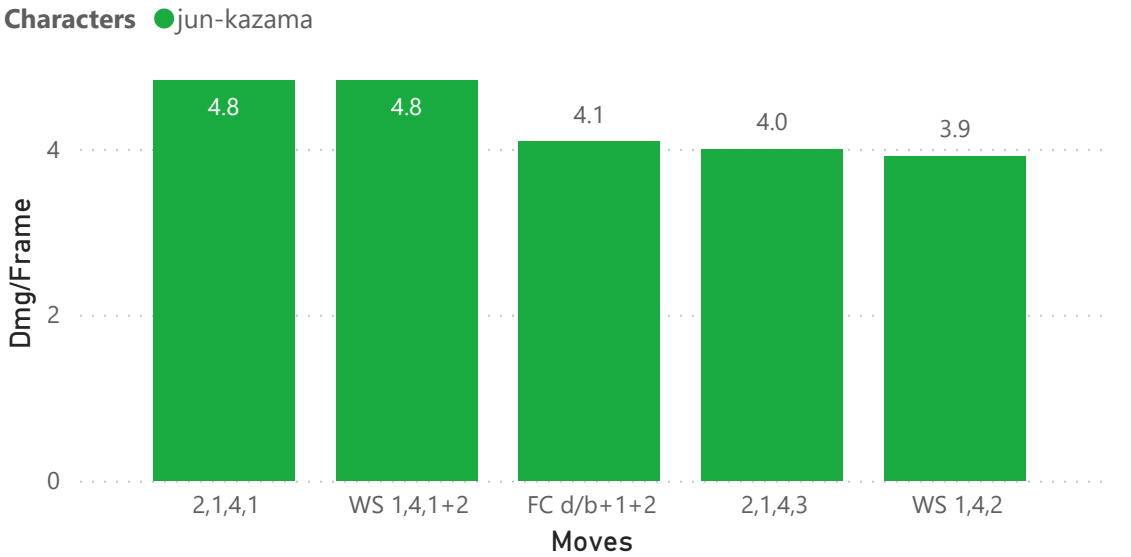
## Count of Moves' Frames

10 - 30 frames



## Dmg/Frame by Moves

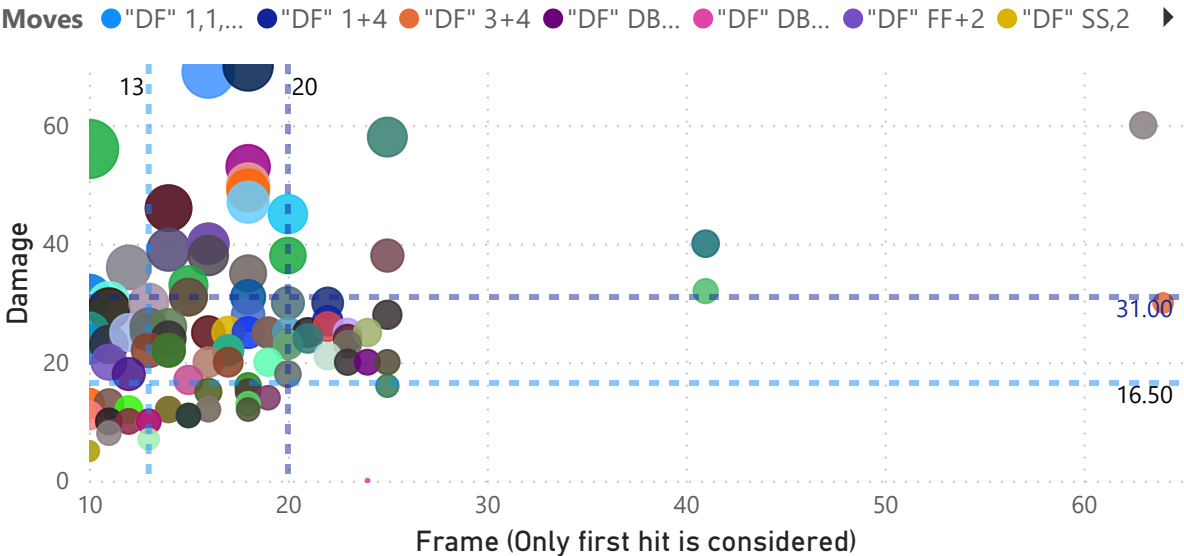
Top 5 (Show all tied value)



# Kazuya

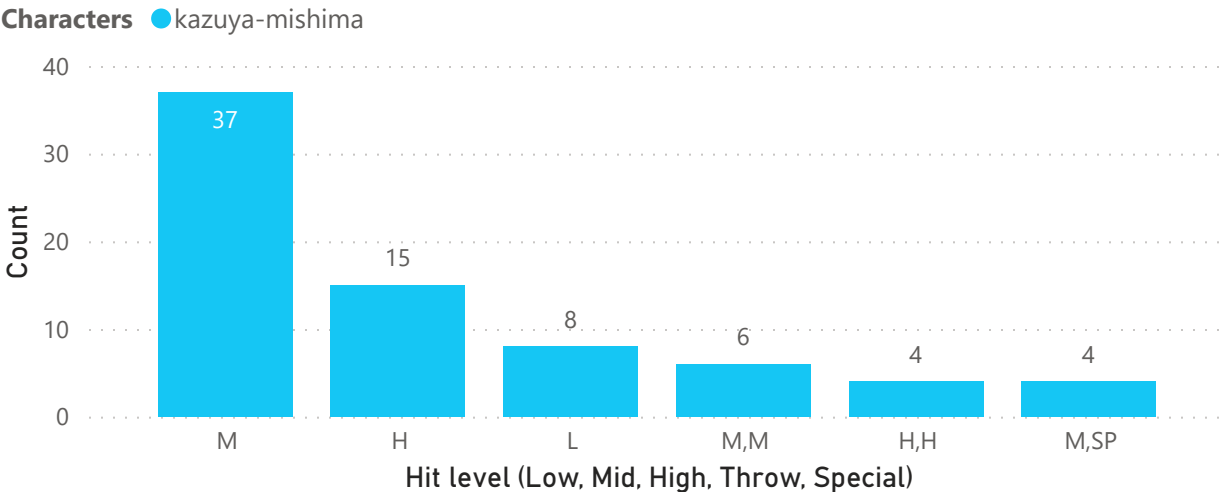
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



## Count of Hit level (Low, Mid, High, Throw, Special)

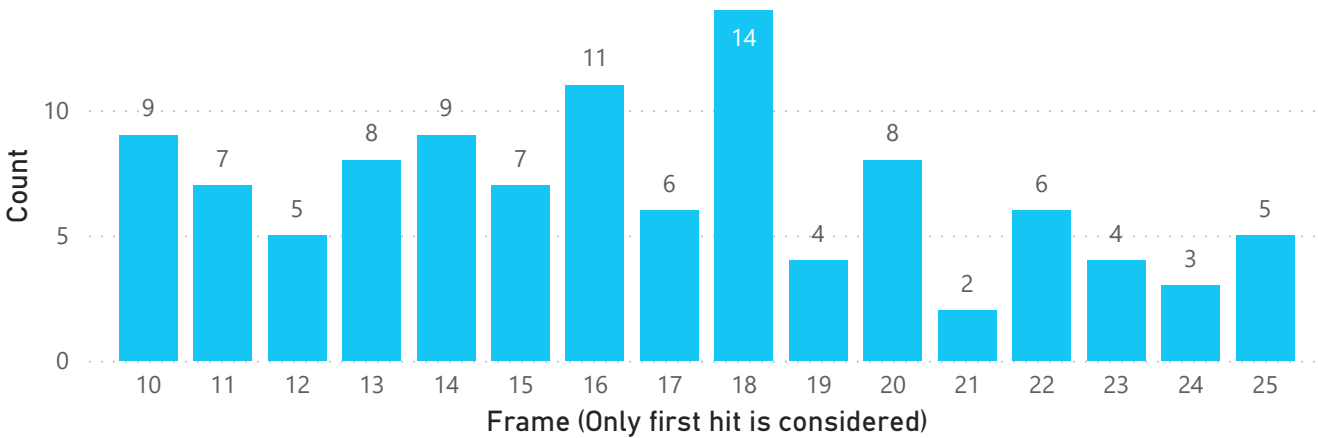
Top 5 (Show all tied value)



## Count of Moves' Frames

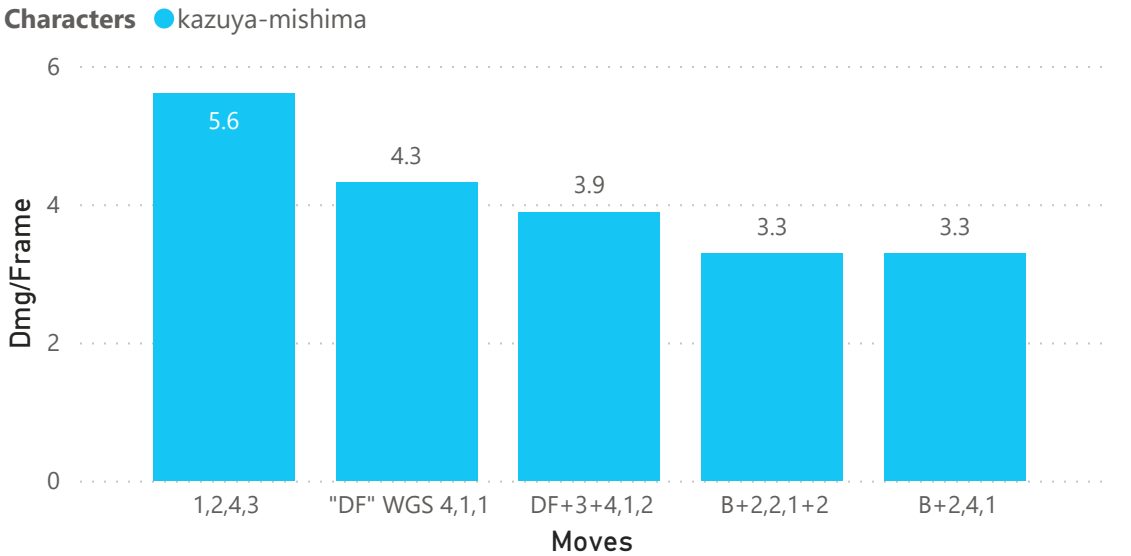
10 - 30 frames

**Characters** kazuya-mishima



## Dmg/Frame by Moves

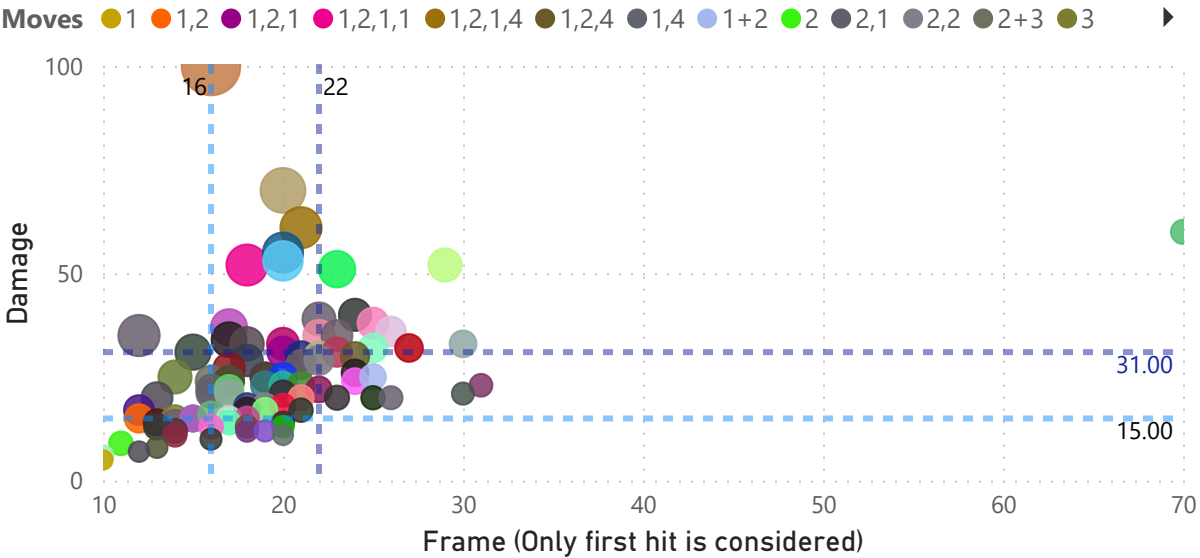
Top 5 (Show all tied value)



# Leo

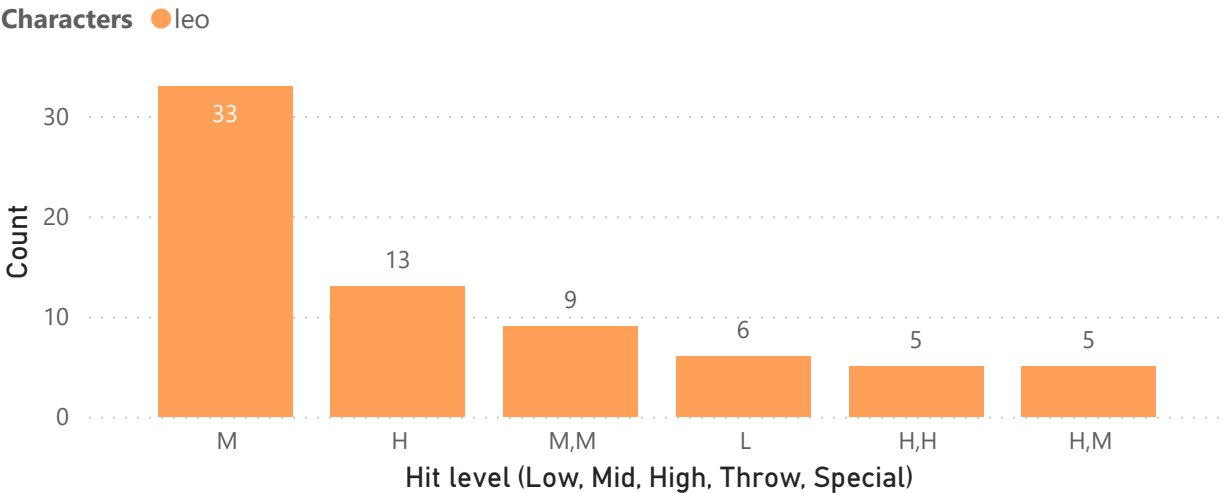
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



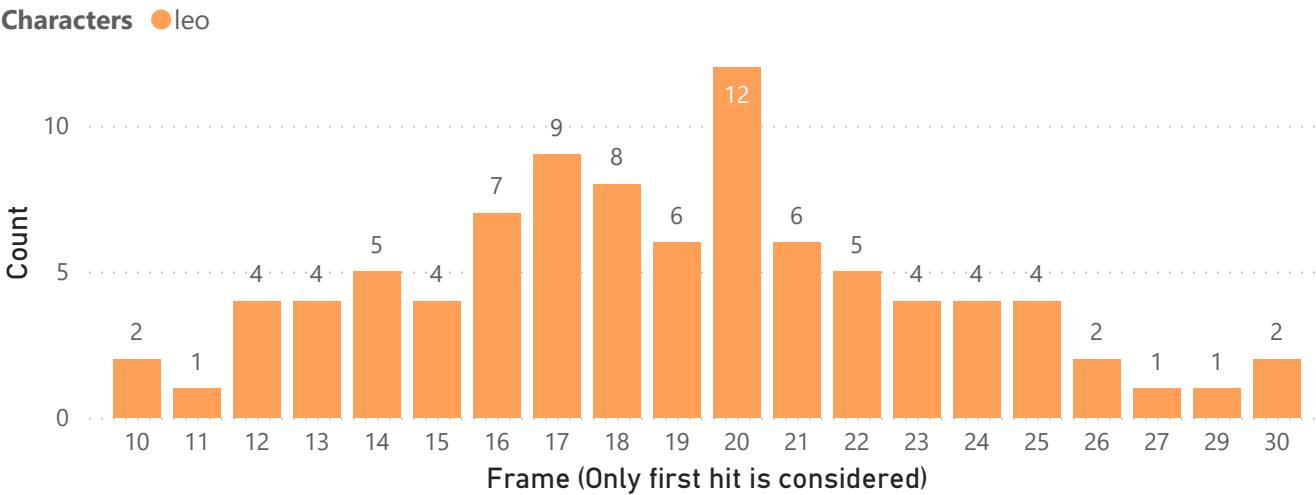
## Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



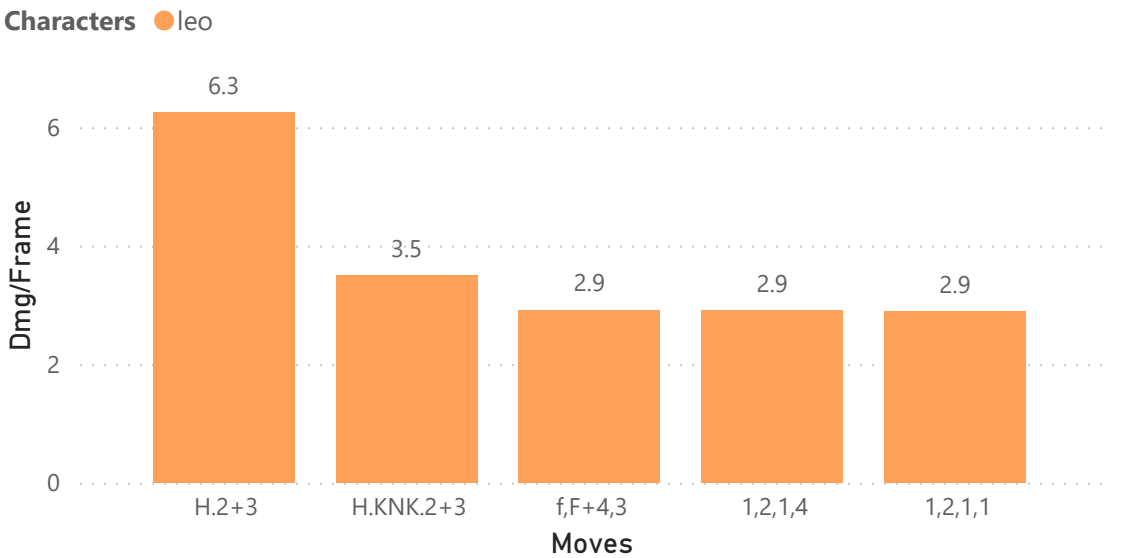
## Count of Moves' Frames

10 - 30 frames



## Dmg/Frame by Moves

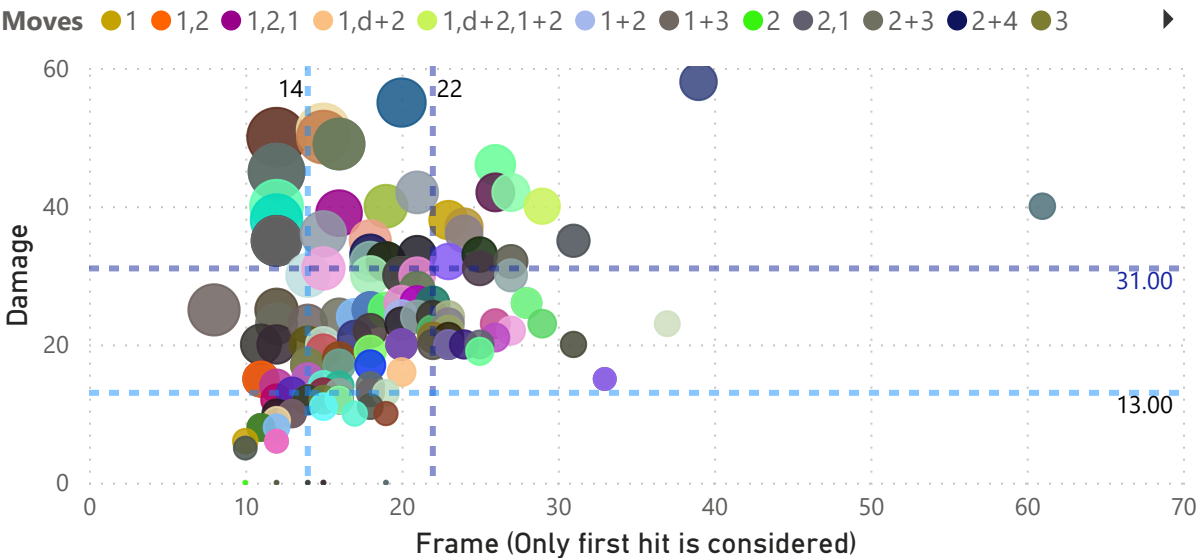
Top 5 (Show all tied value)



# Xiaoyu

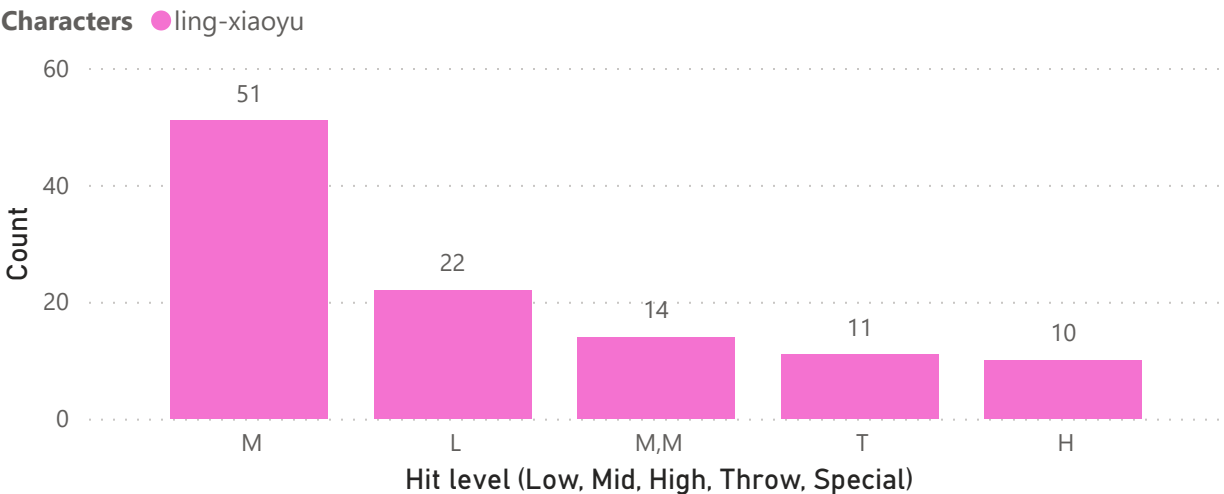
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



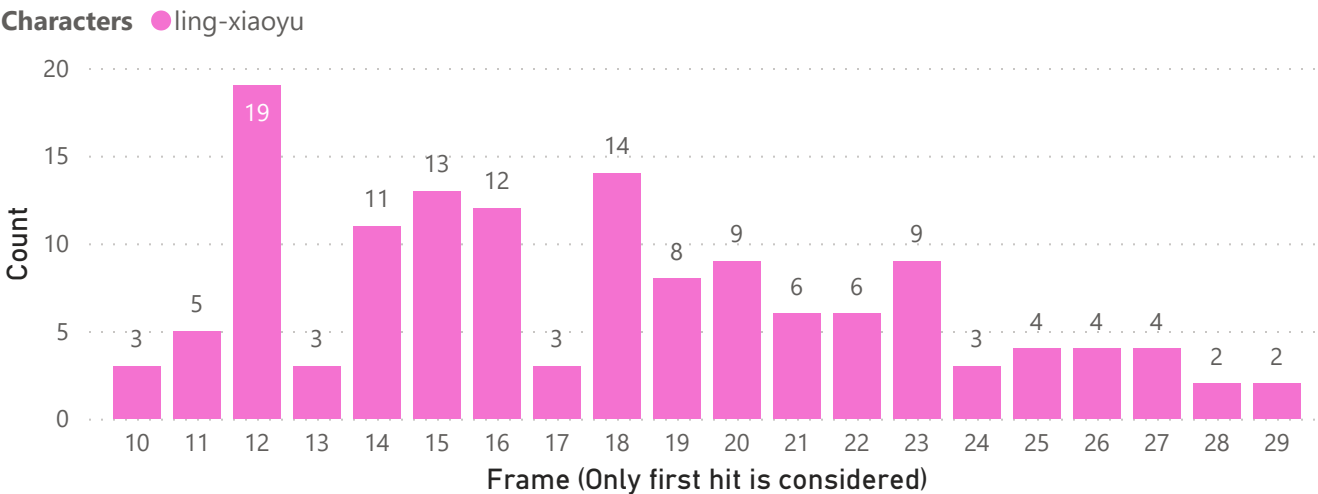
## Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



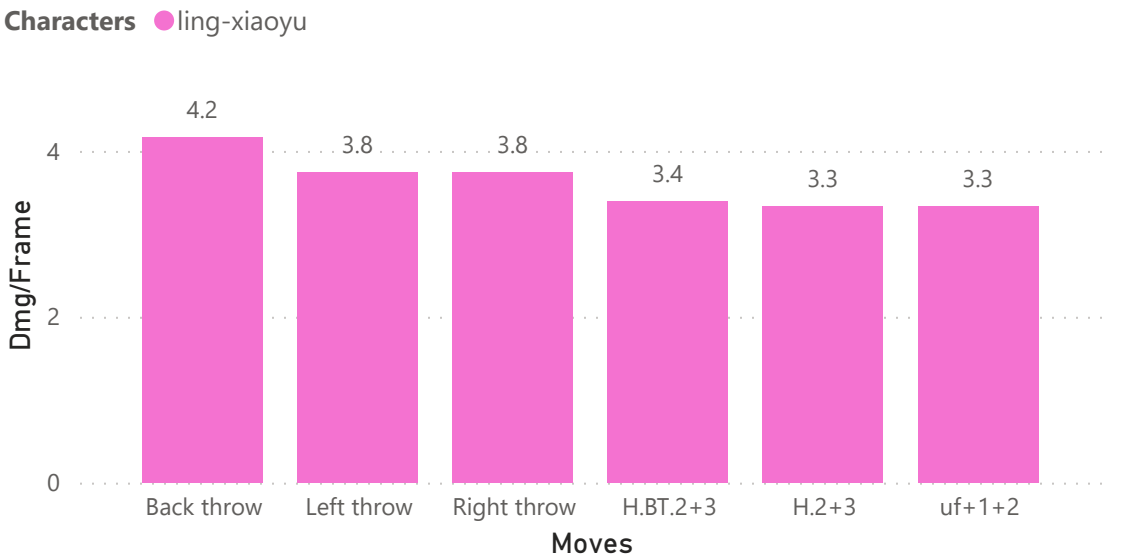
## Count of Moves' Frames

10 - 30 frames



## Dmg/Frame by Moves

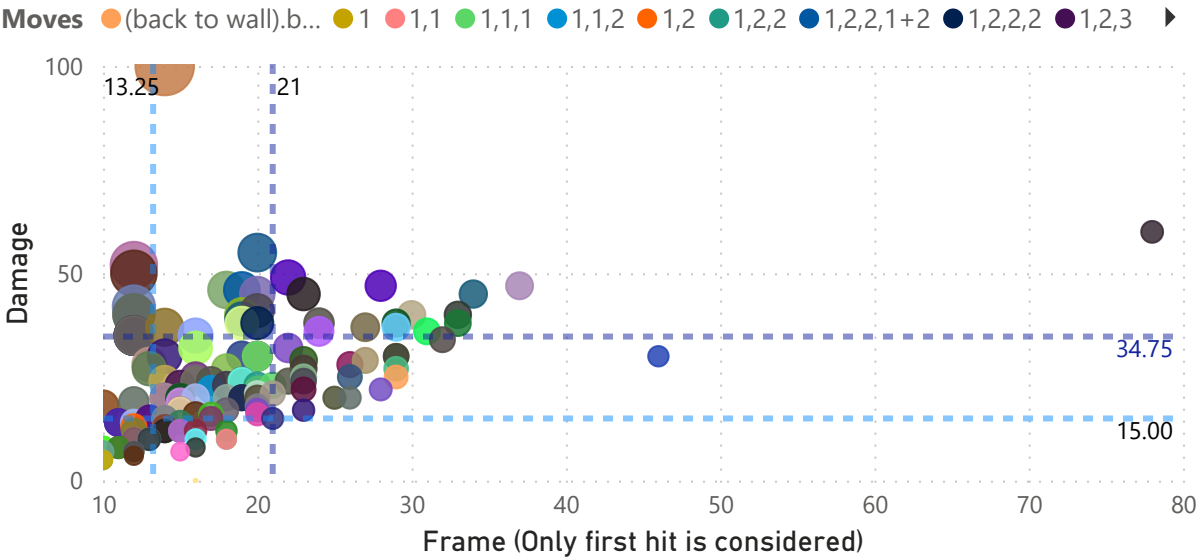
Top 5 (Show all tied value)



# Law

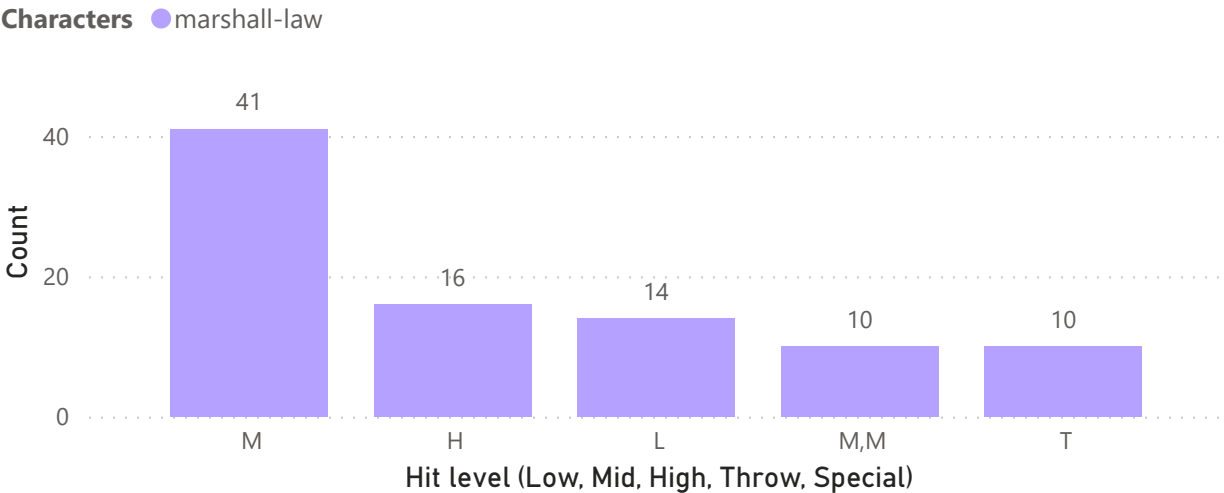
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



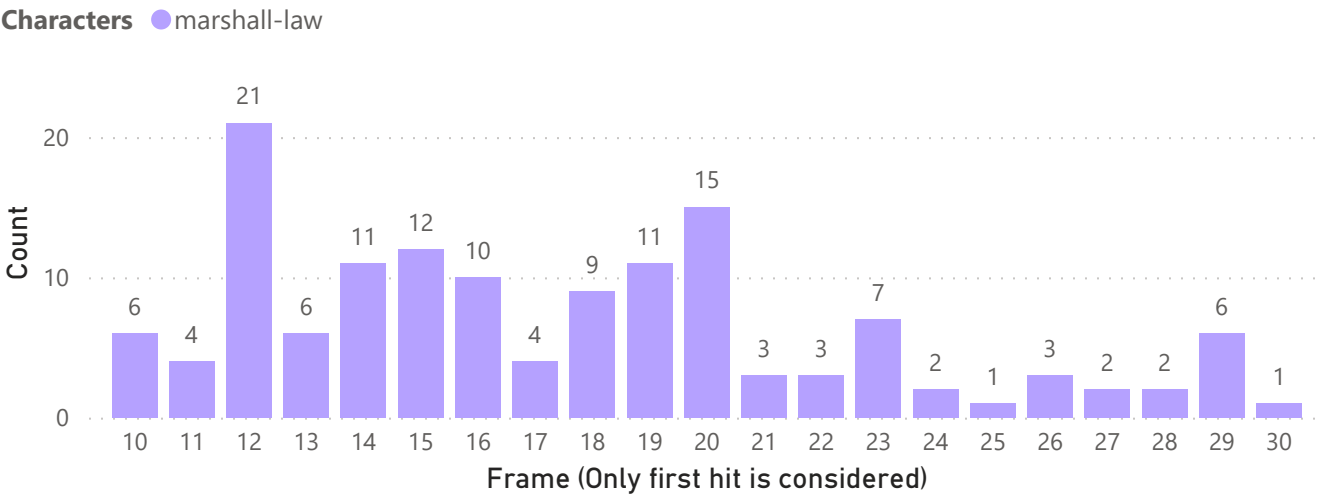
## Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



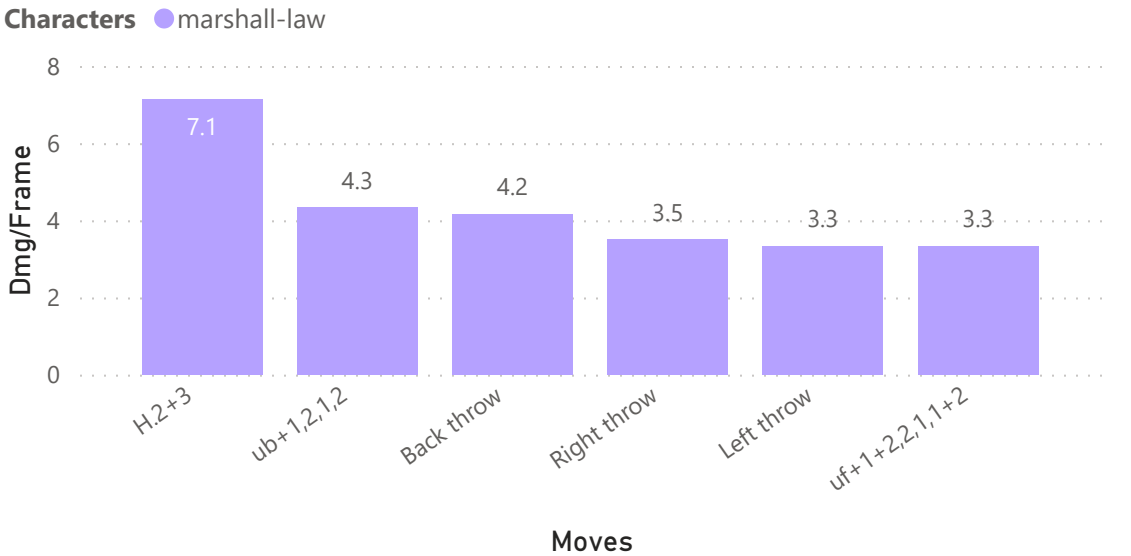
## Count of Moves' Frames

10 - 30 frames



## Dmg/Frame by Moves

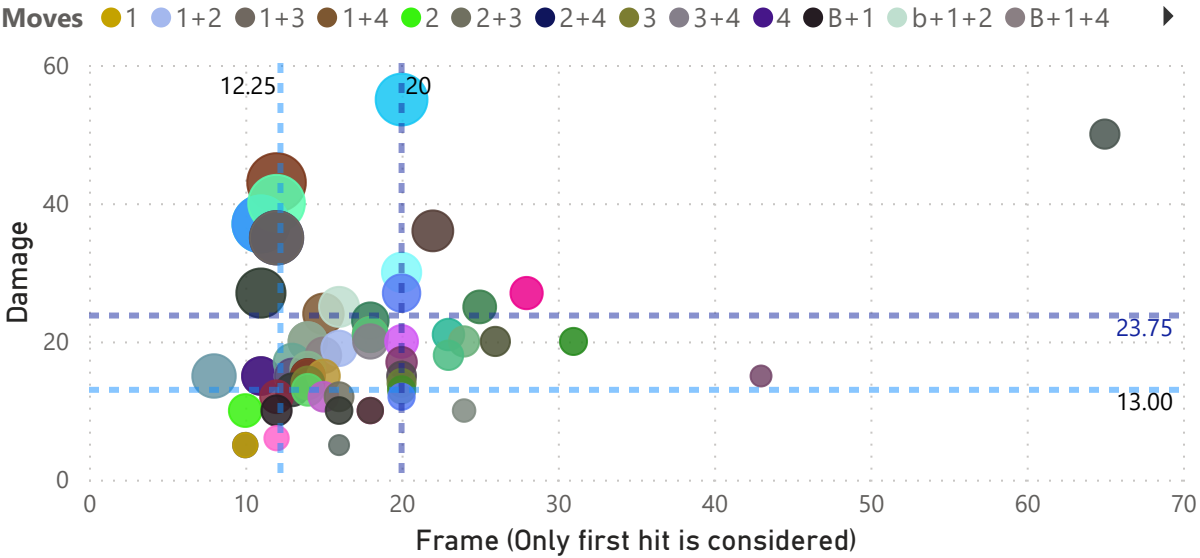
Top 5 (Show all tied value)



# Nina

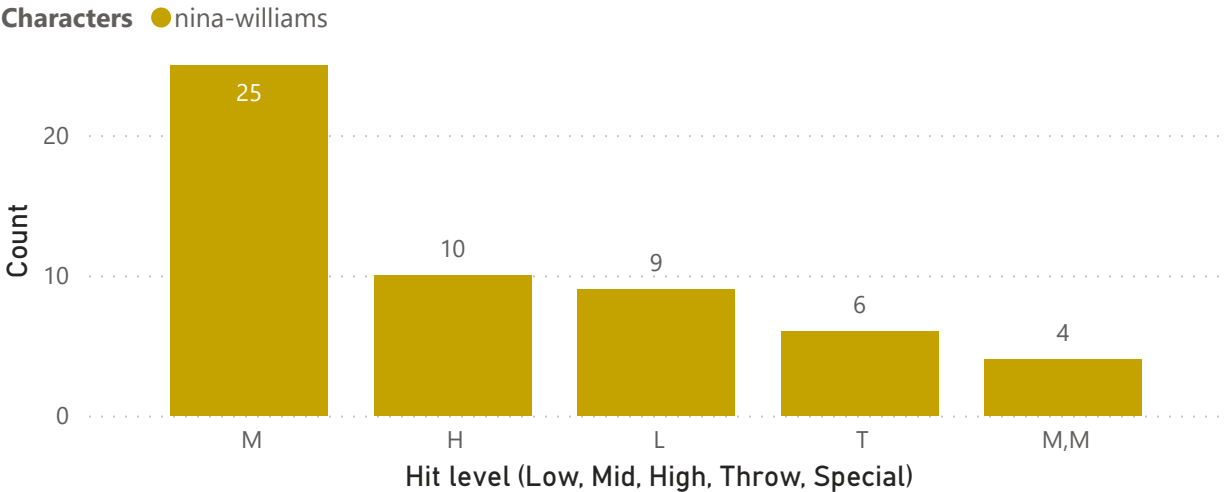
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



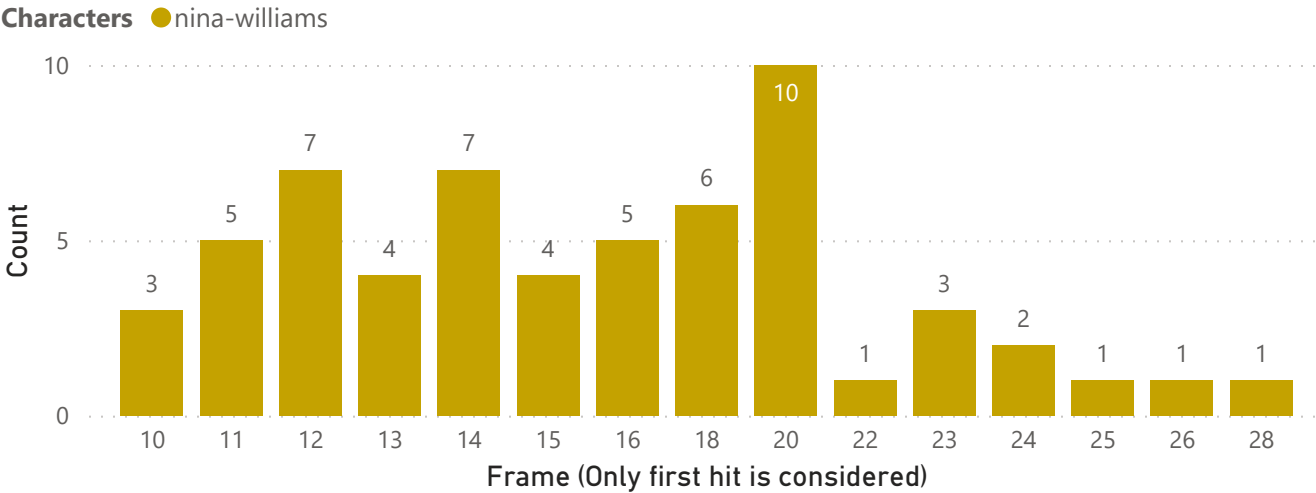
## Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



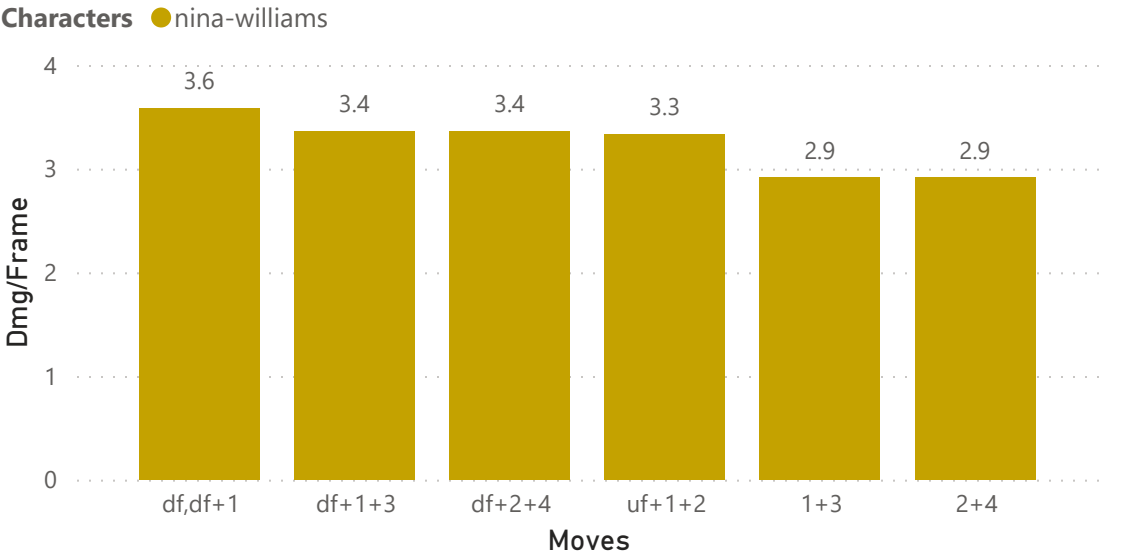
## Count of Moves' Frames

10 - 30 frames



## Dmg/Frame by Moves

Top 5 (Show all tied value)

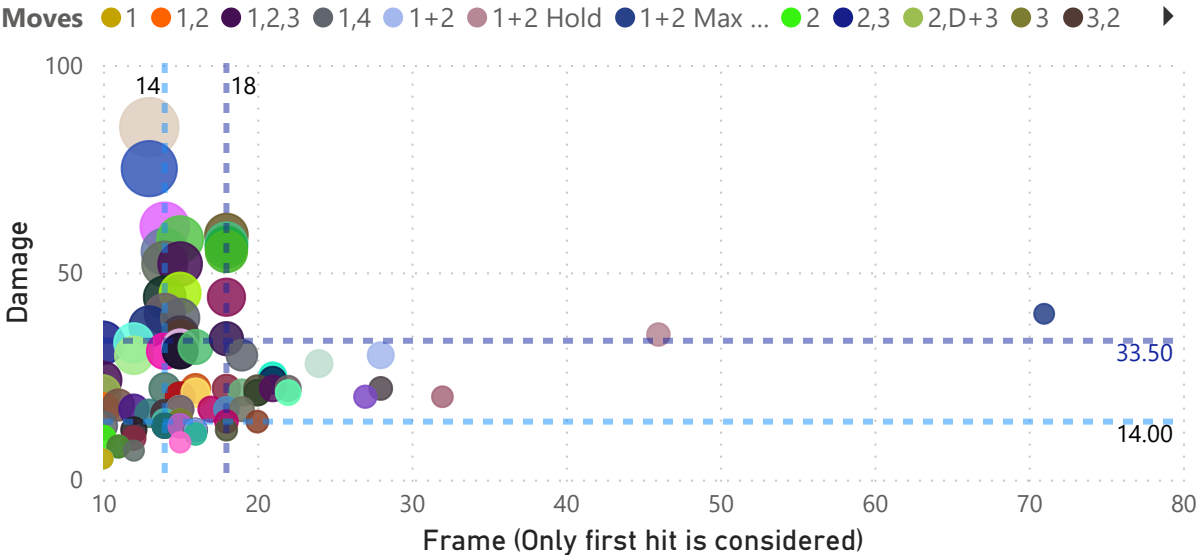




# Paul

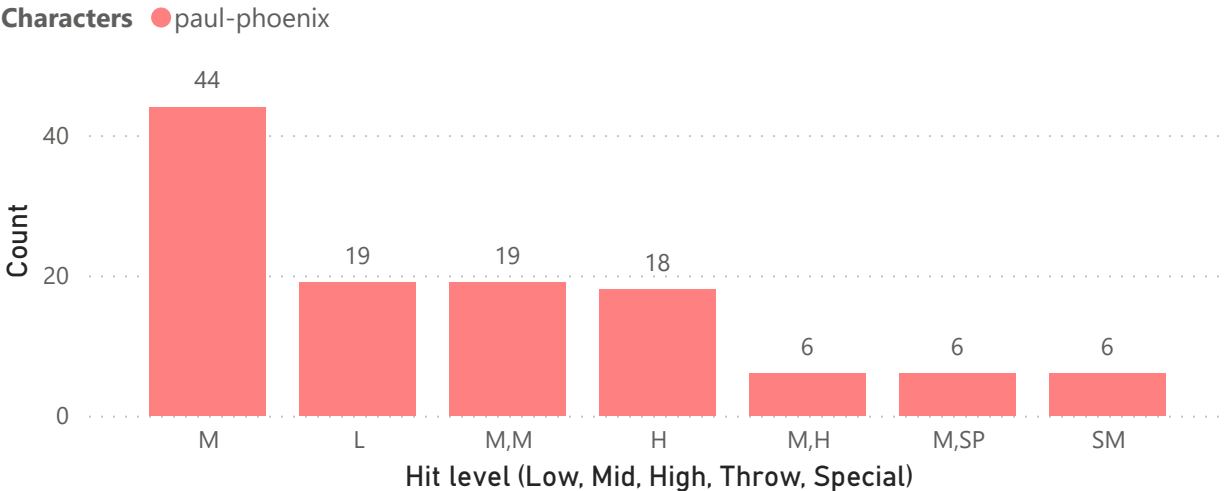
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



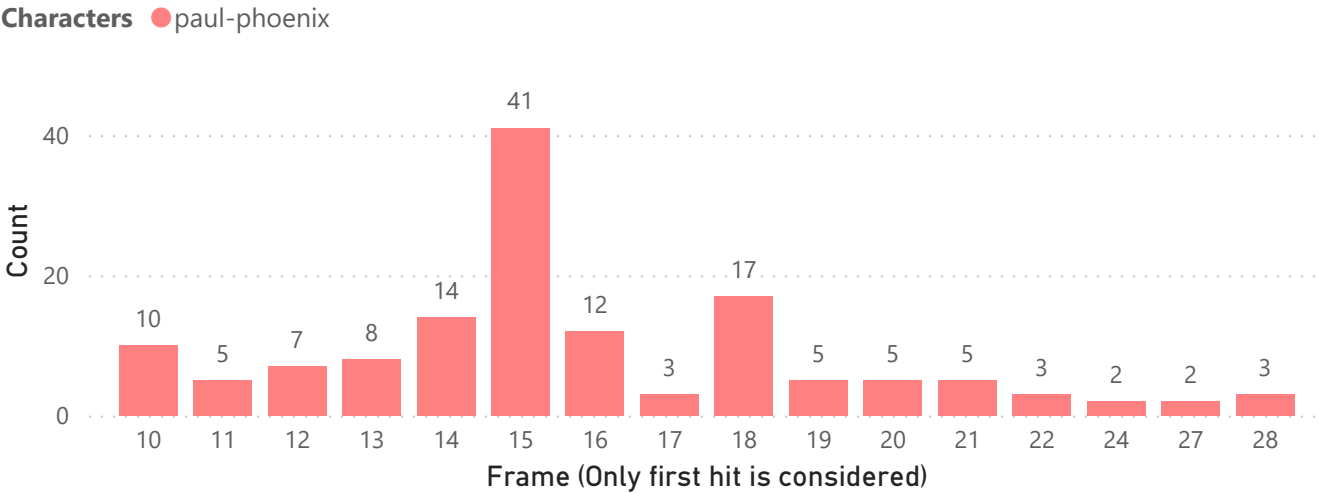
## Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



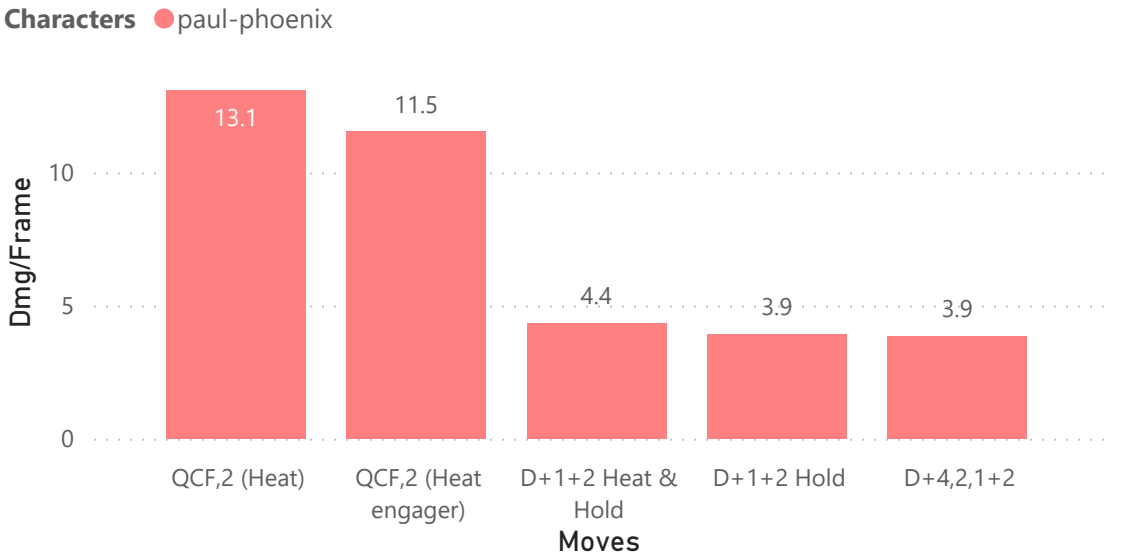
## Count of Moves' Frames

10 - 30 frames



## Dmg/Frame by Moves

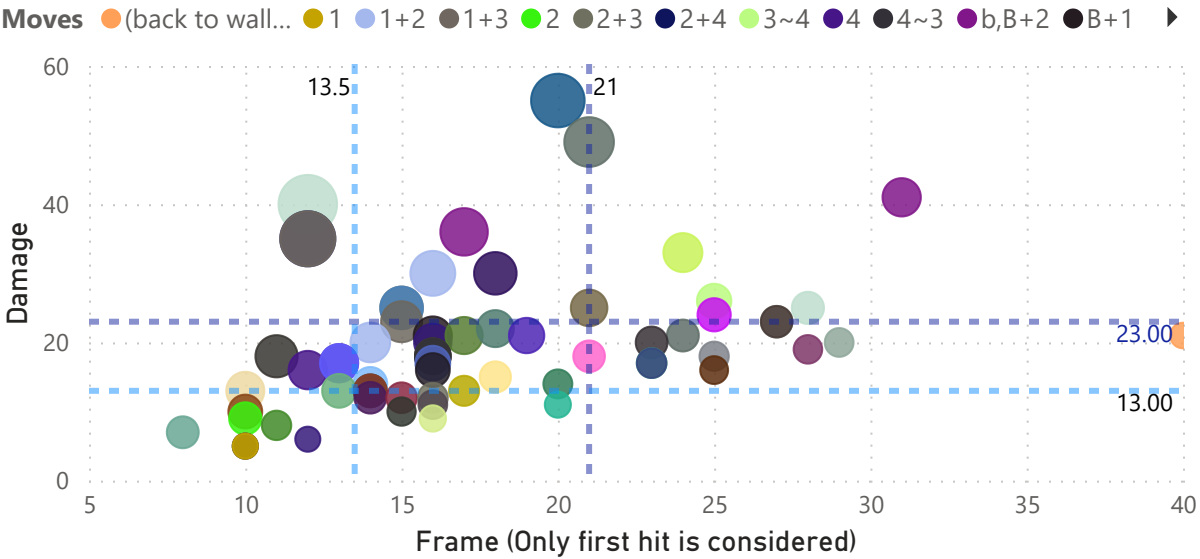
Top 5 (Show all tied value)



# Raven

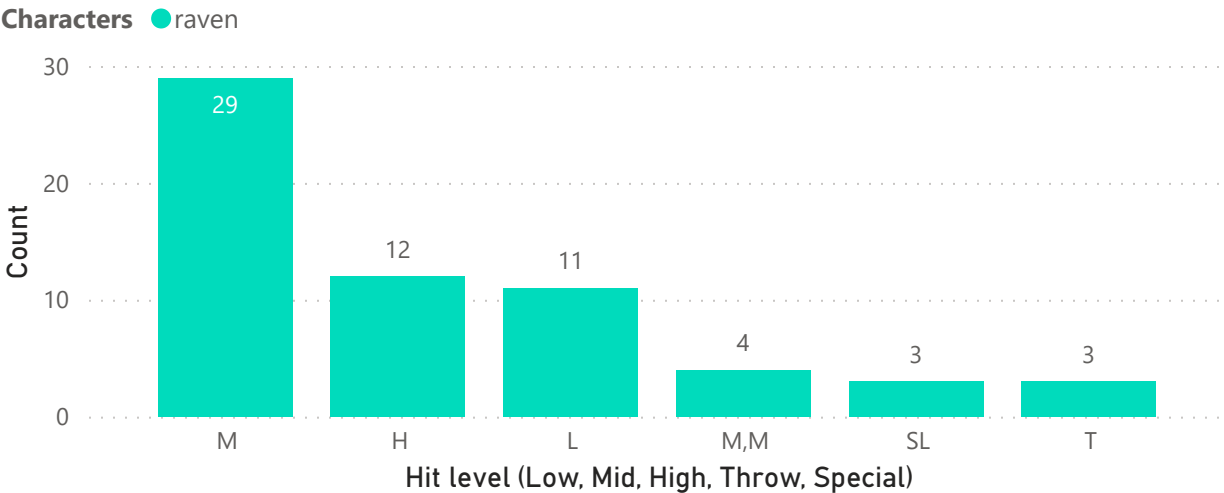
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



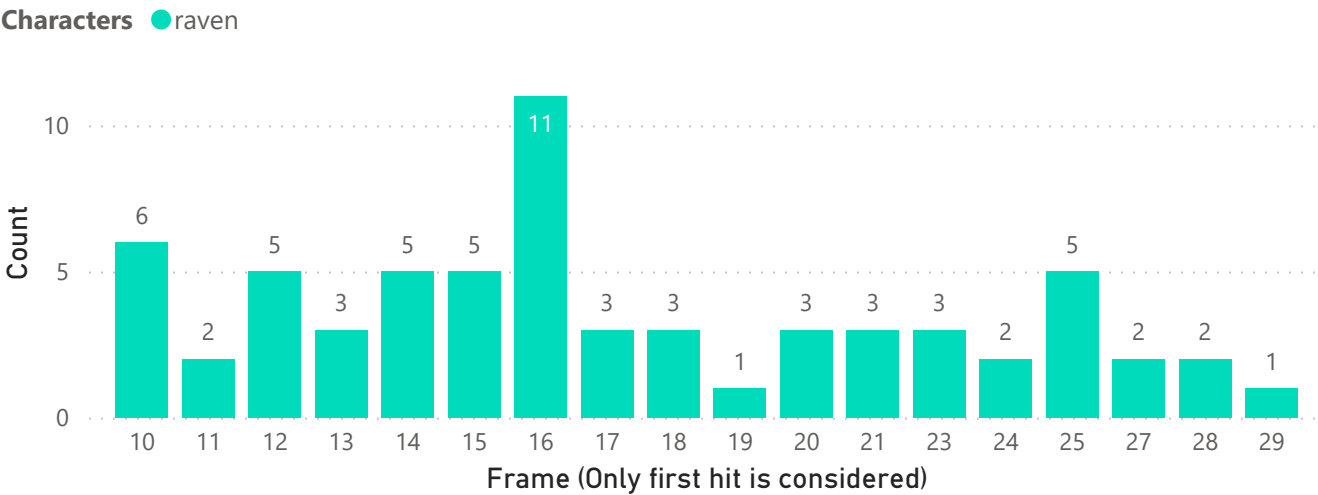
## Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



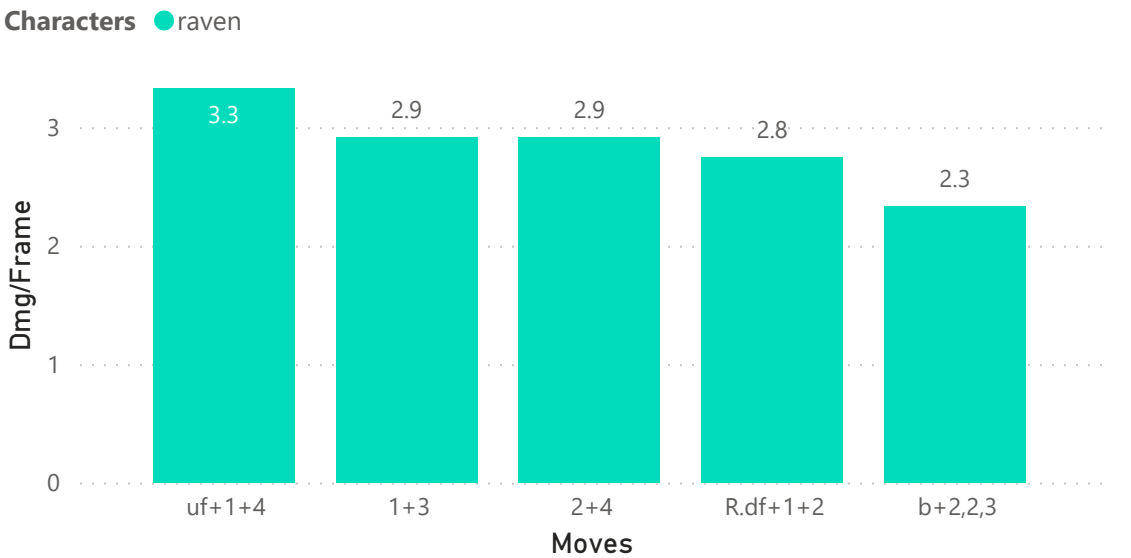
## Count of Moves' Frames

10 - 30 frames



## Dmg/Frame by Moves

Top 5 (Show all tied value)

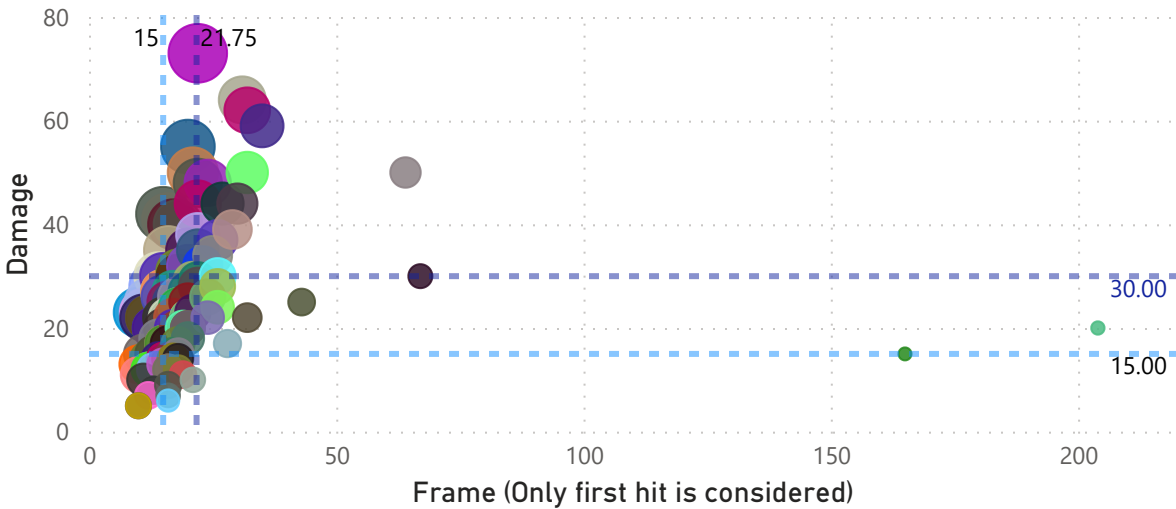


# Reina

## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)

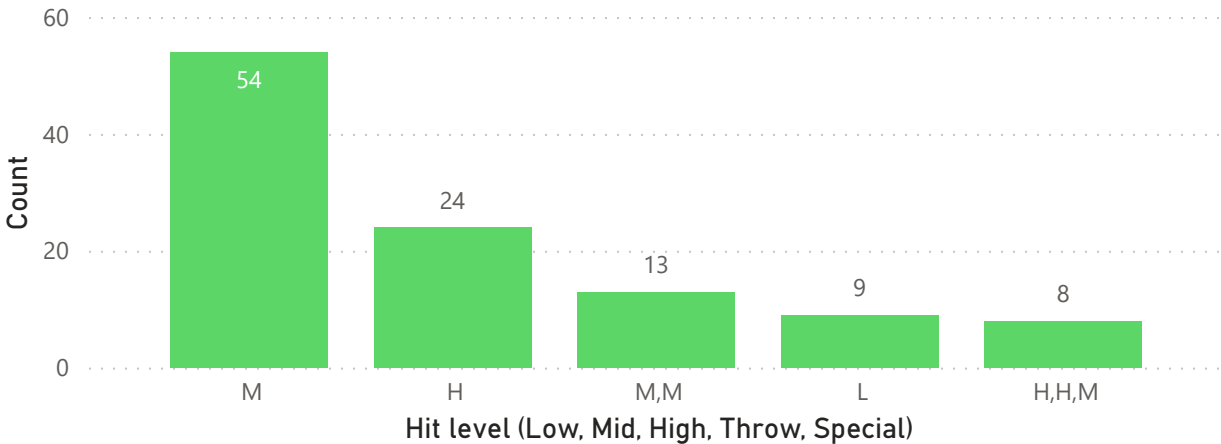
Moves 1 1,1 1,1,2 1,2 1,2,2 1,2,3 1,2,3,4 1+2 2 2,2 2,2,1 2,2,2 ▶



## Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)

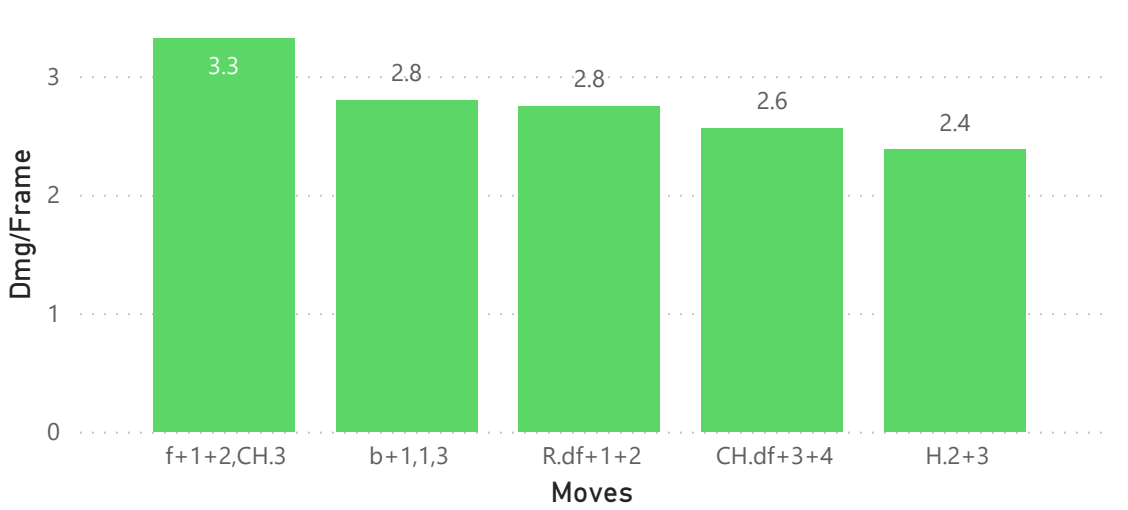
Characters reina



## Dmg/Frame by Moves

Top 5 (Show all tied value)

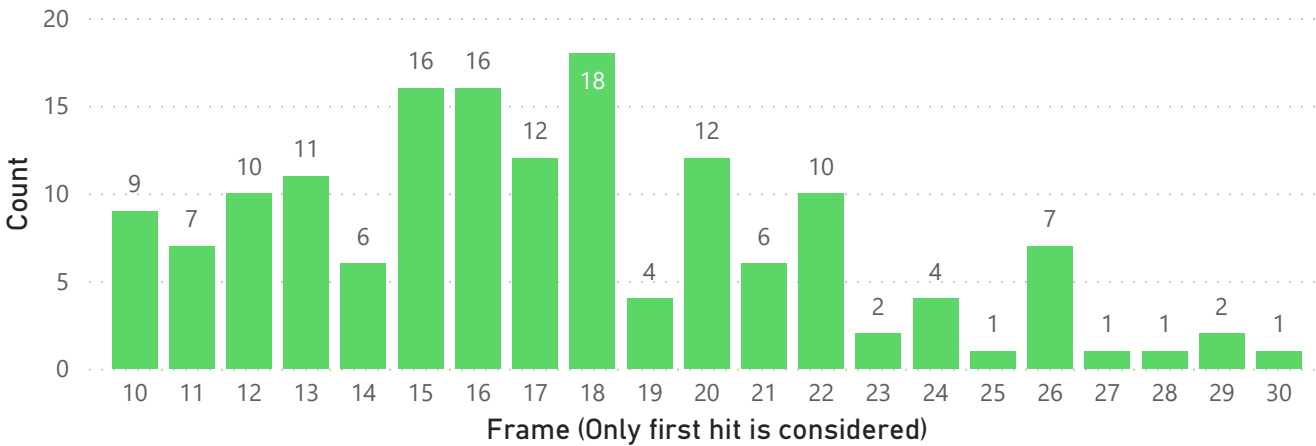
Characters reina



## Count of Moves' Frames

10 - 30 frames

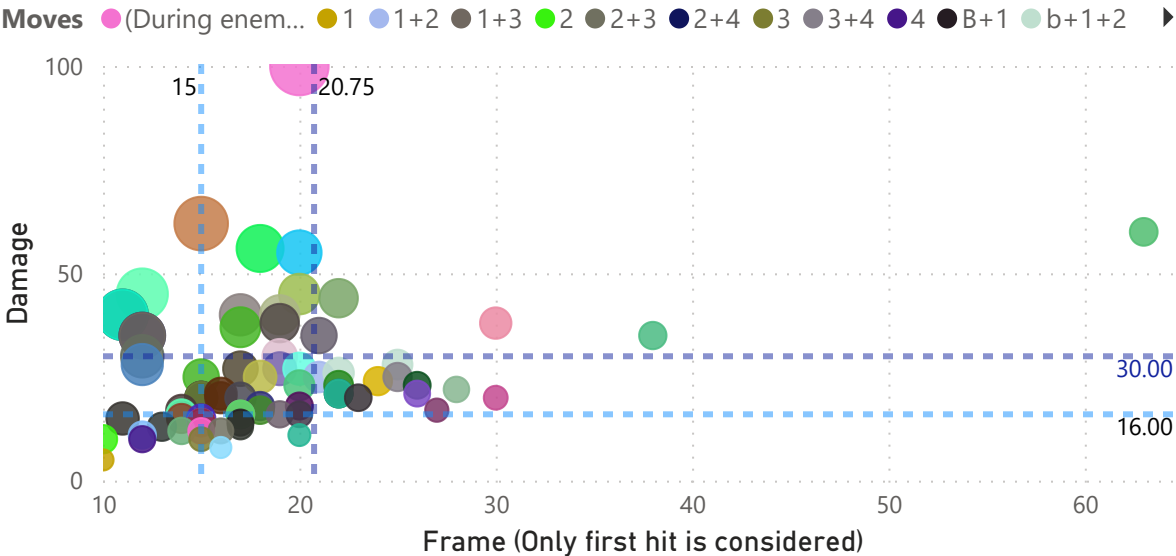
Characters reina



# Dragunov

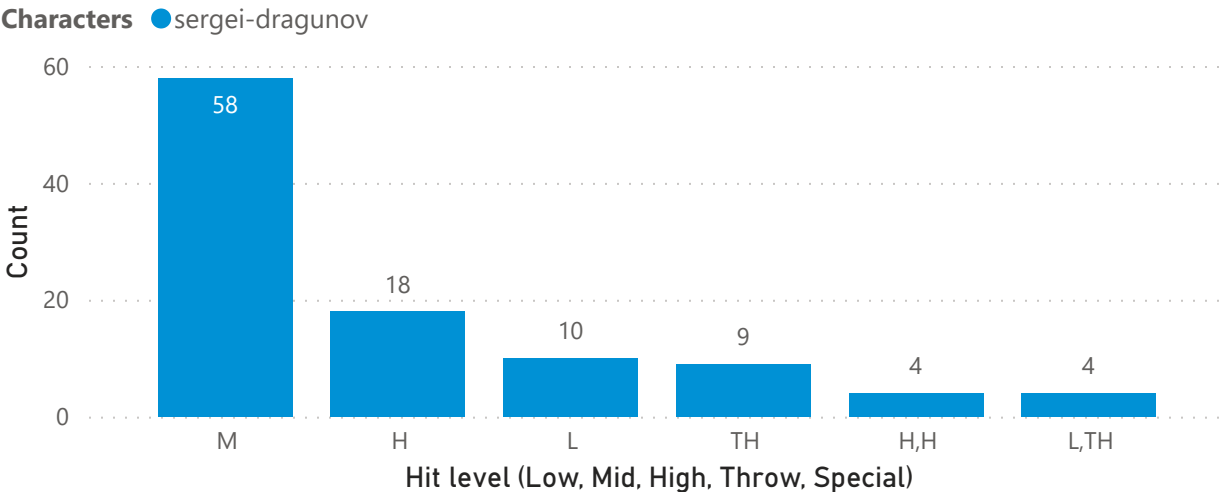
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



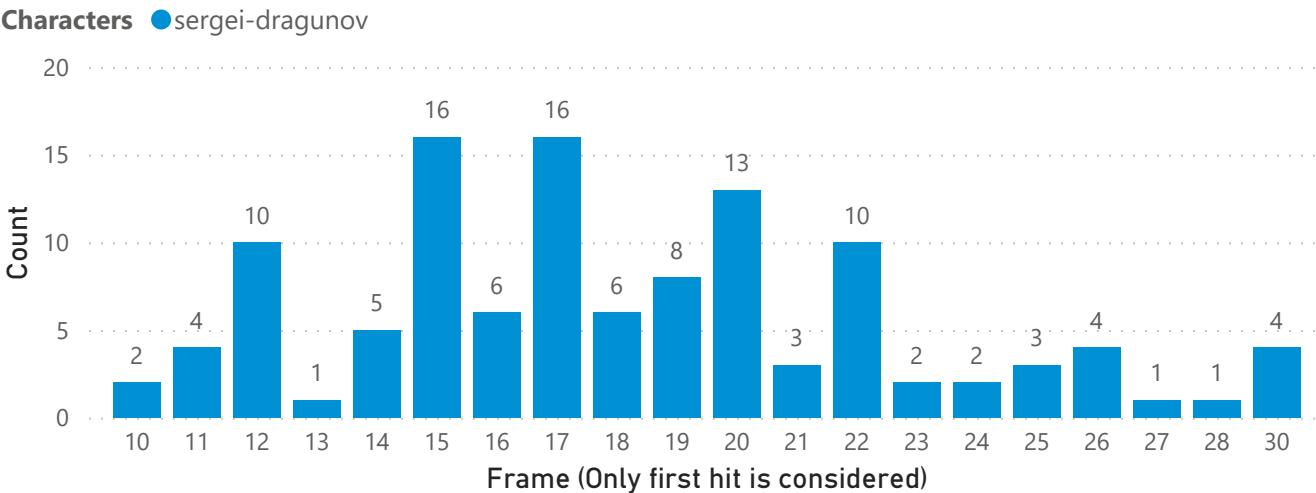
## Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



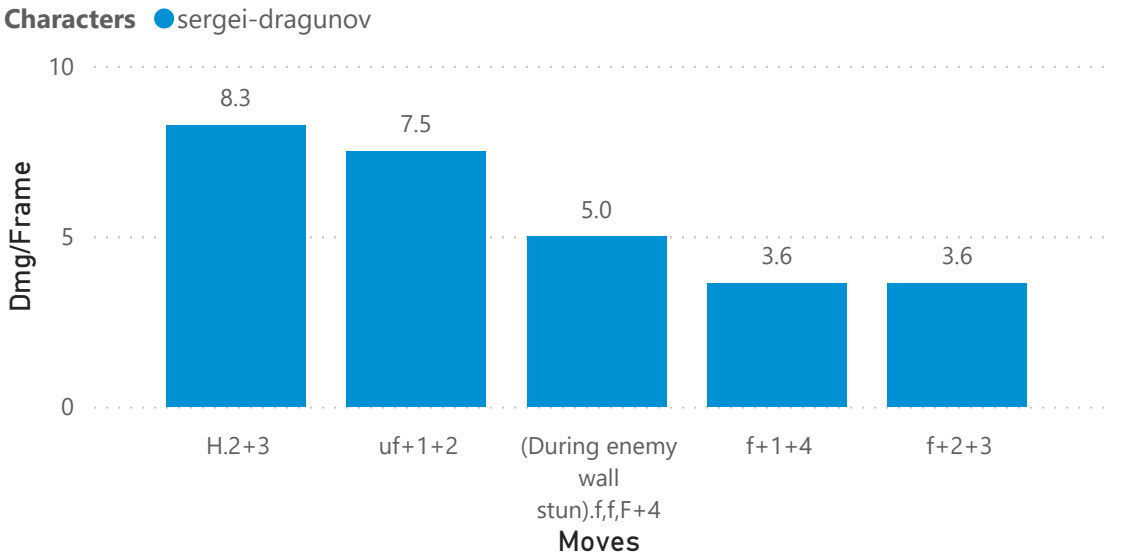
## Count of Moves' Frames

10 - 30 frames



## Dmg/Frame by Moves

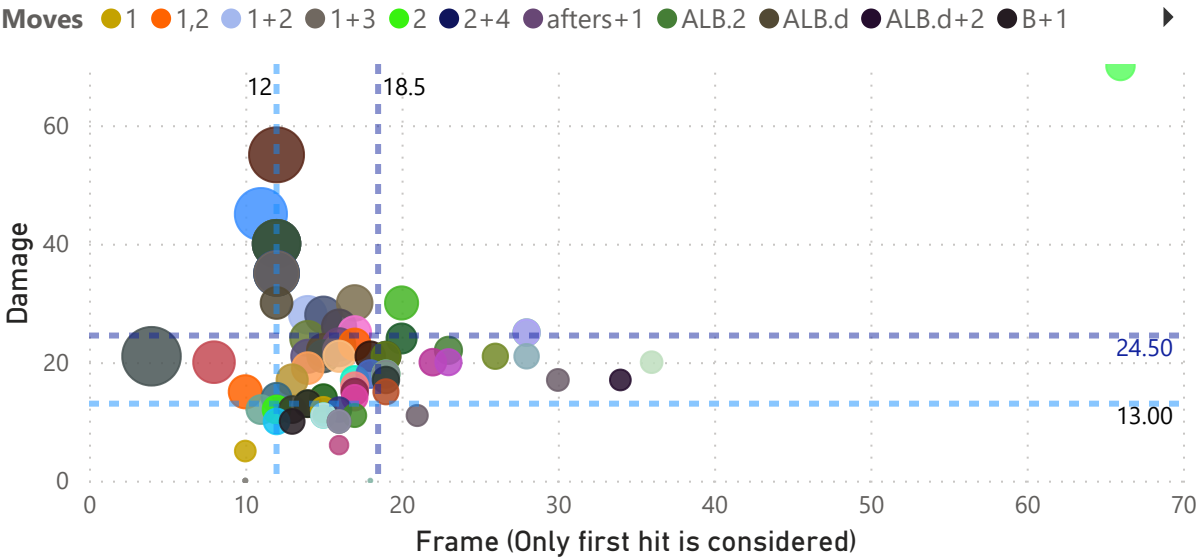
Top 5 (Show all tied value)



# Steve

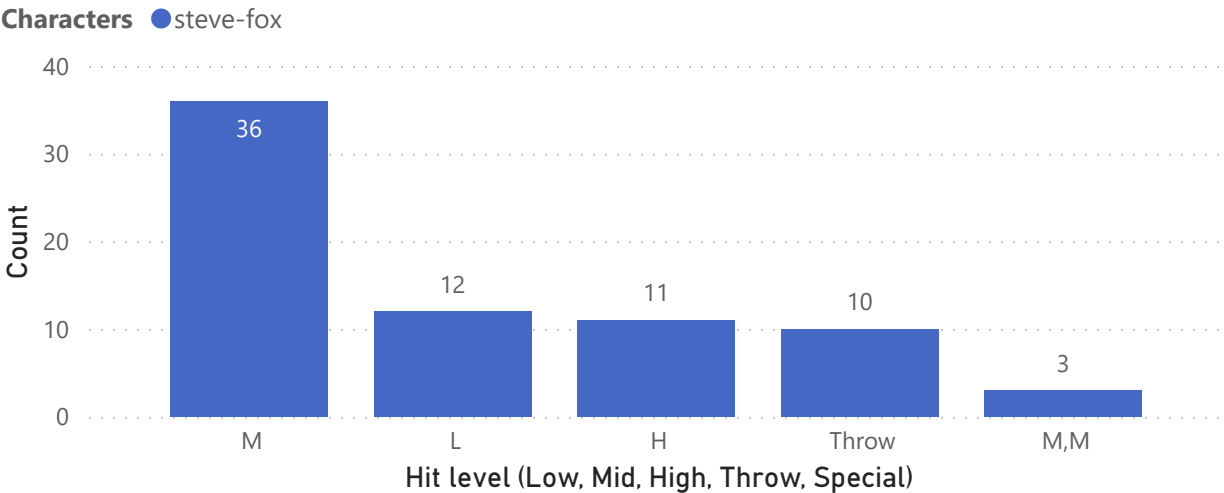
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



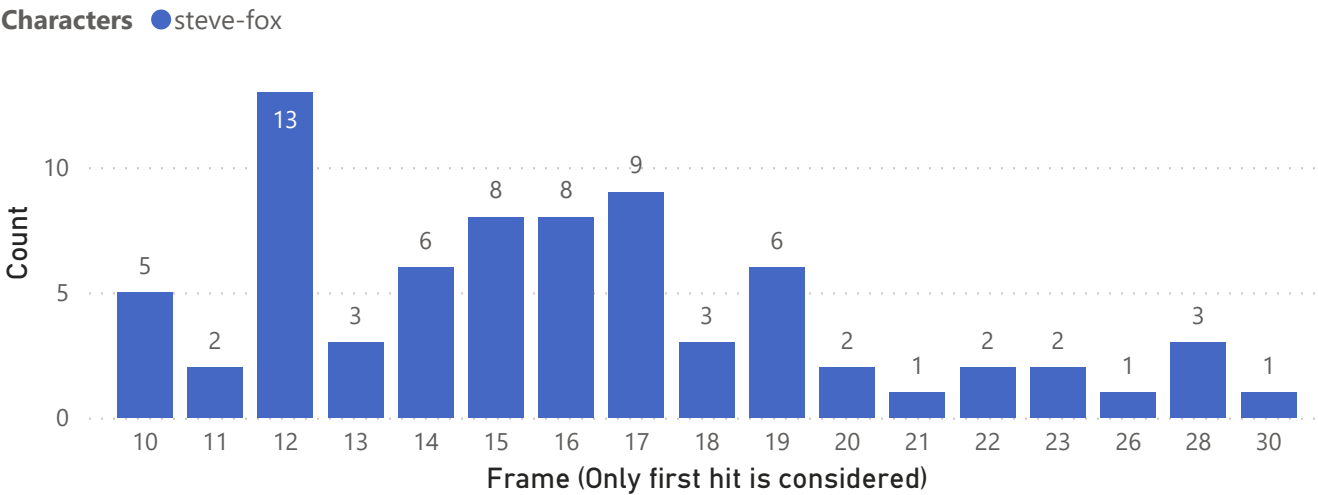
## Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



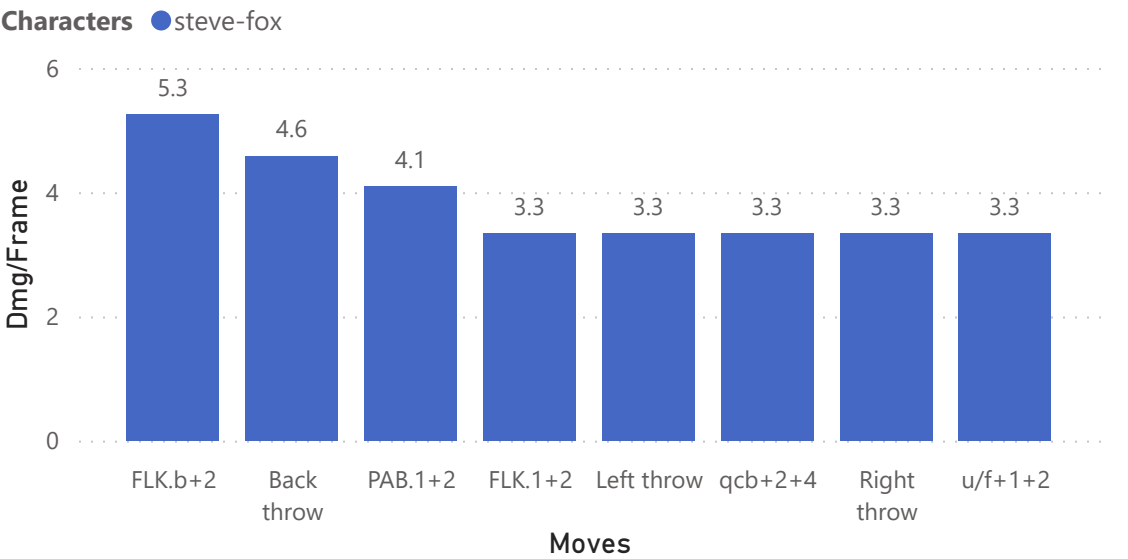
## Count of Moves' Frames

10 - 30 frames



## Dmg/Frame by Moves

Top 5 (Show all tied value)

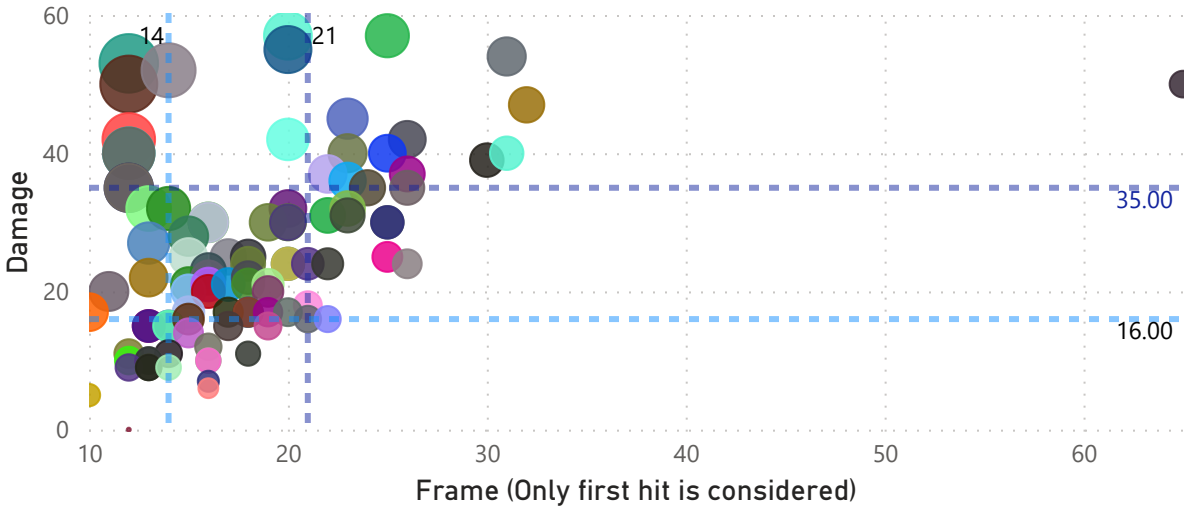


# Victor

## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)

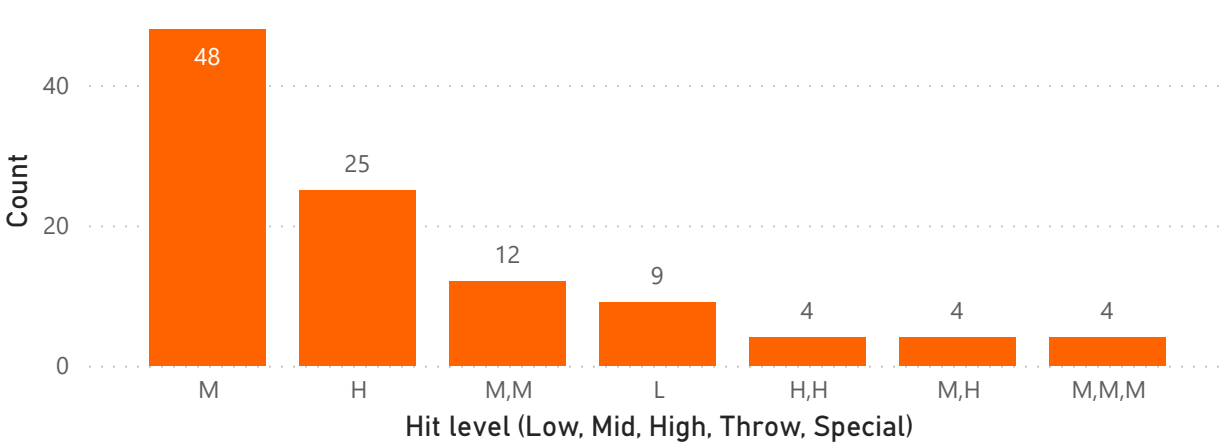
Moves 1 1,1 1,1,2 1,2 1,2,1 1,4 1+2 1+3 2 2,1 2,2 2,2,1 2+3



## Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)

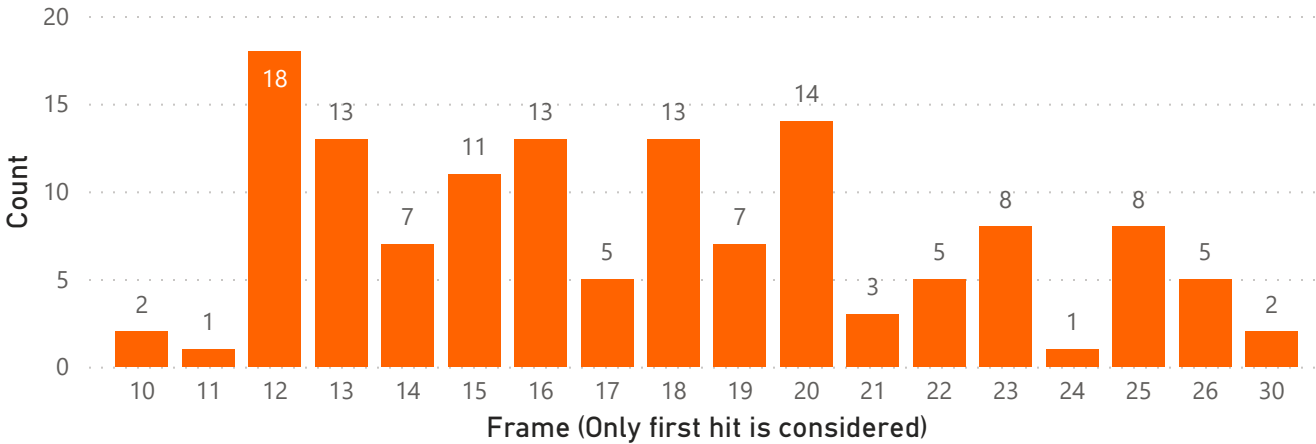
Characters victor-chevalier



## Count of Moves' Frames

10 - 30 frames

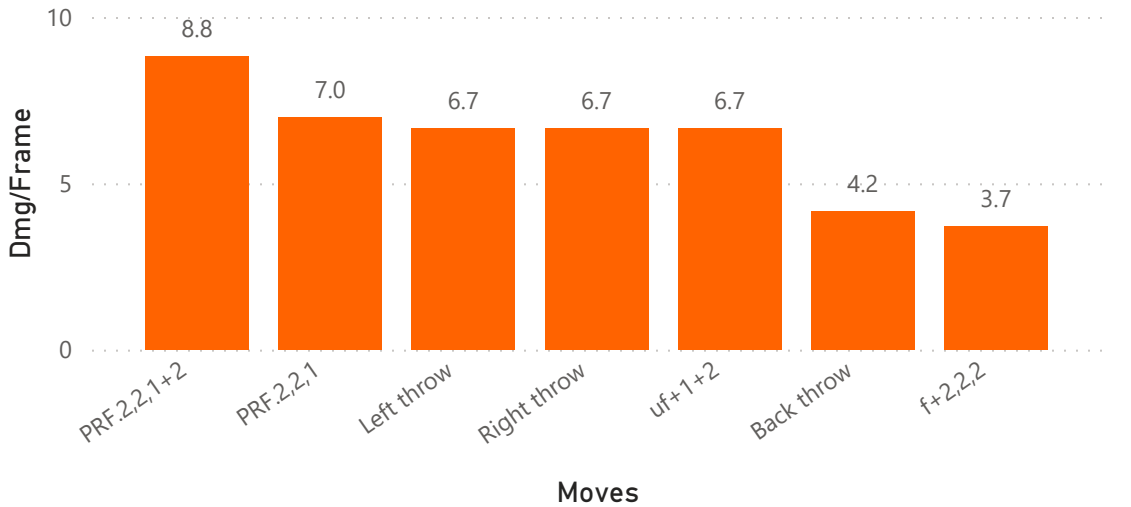
Characters victor-chevalier



## Dmg/Frame by Moves

Top 5 (Show all tied value)

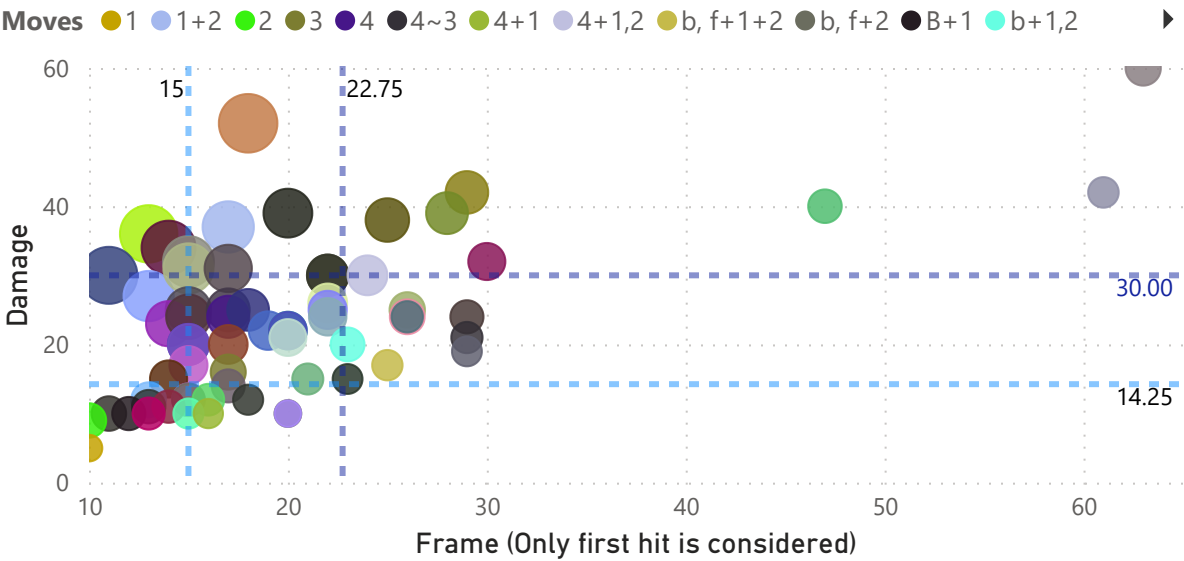
Characters victor-chevalier



# Devil Jin

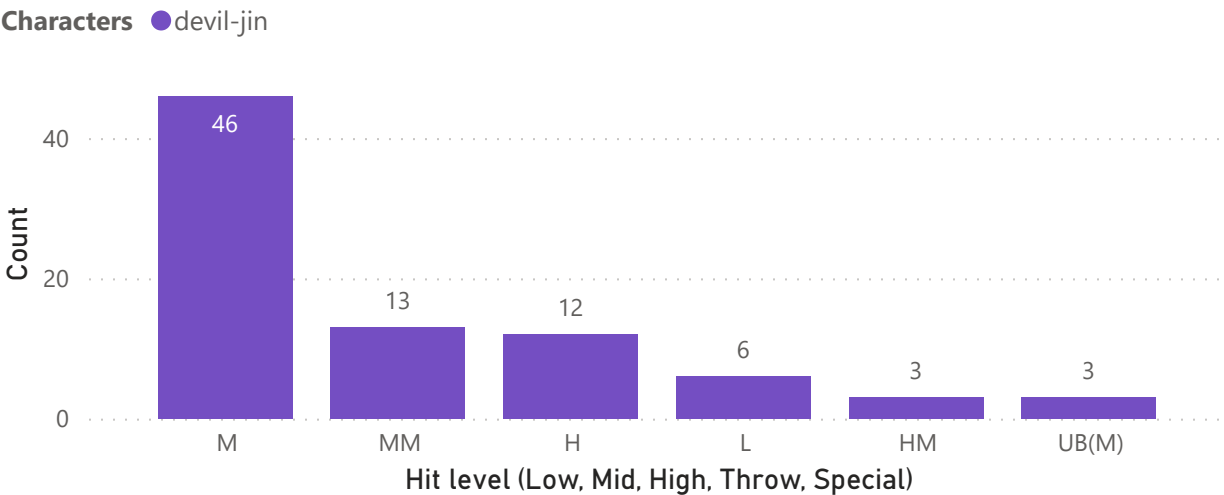
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



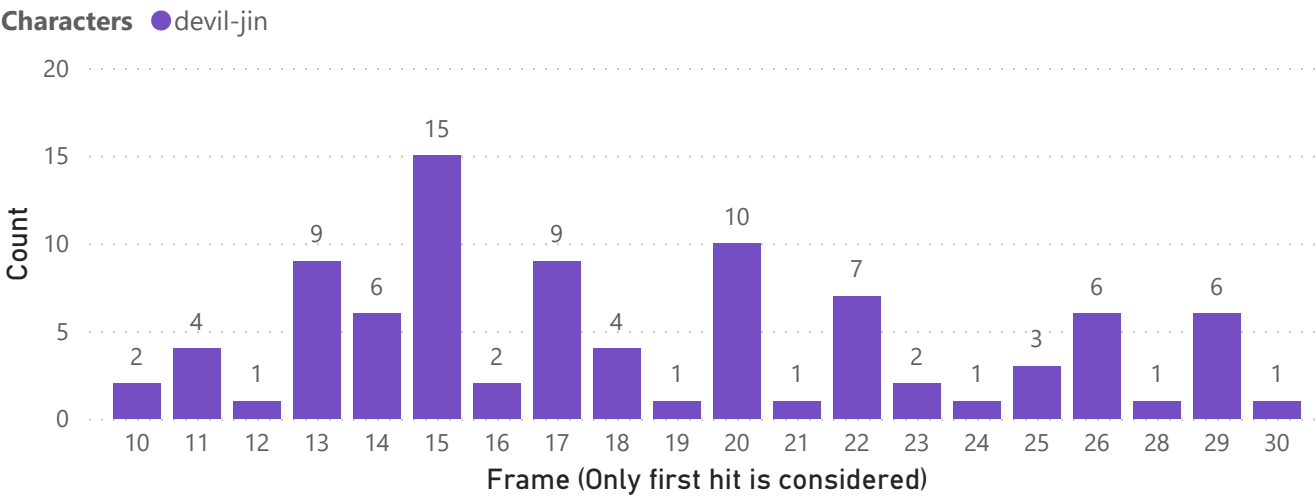
## Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



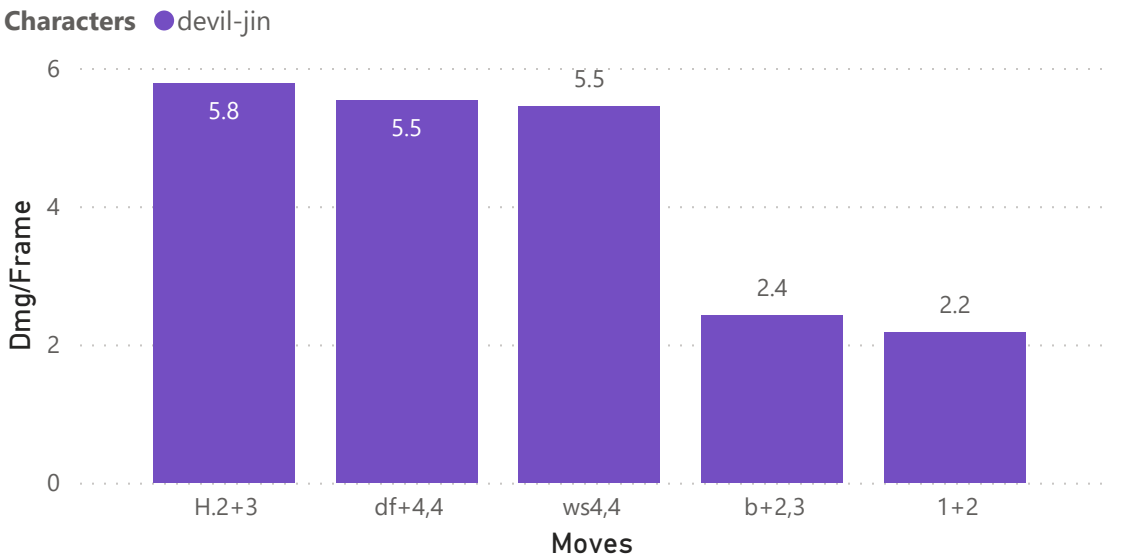
## Count of Moves' Frames

10 - 30 frames



## Dmg/Frame by Moves

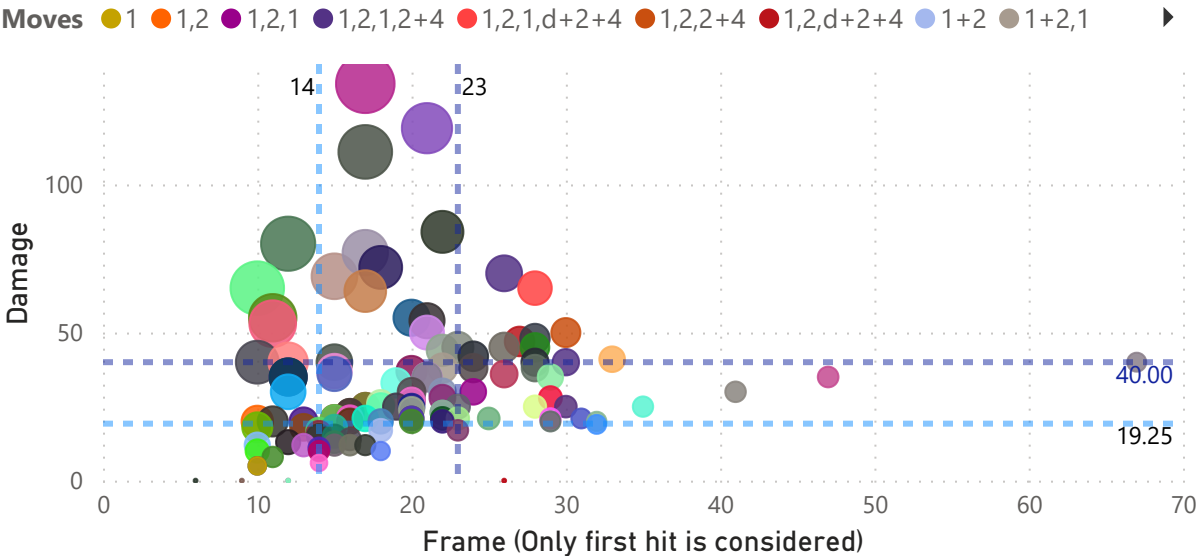
Top 5 (Show all tied value)



# King

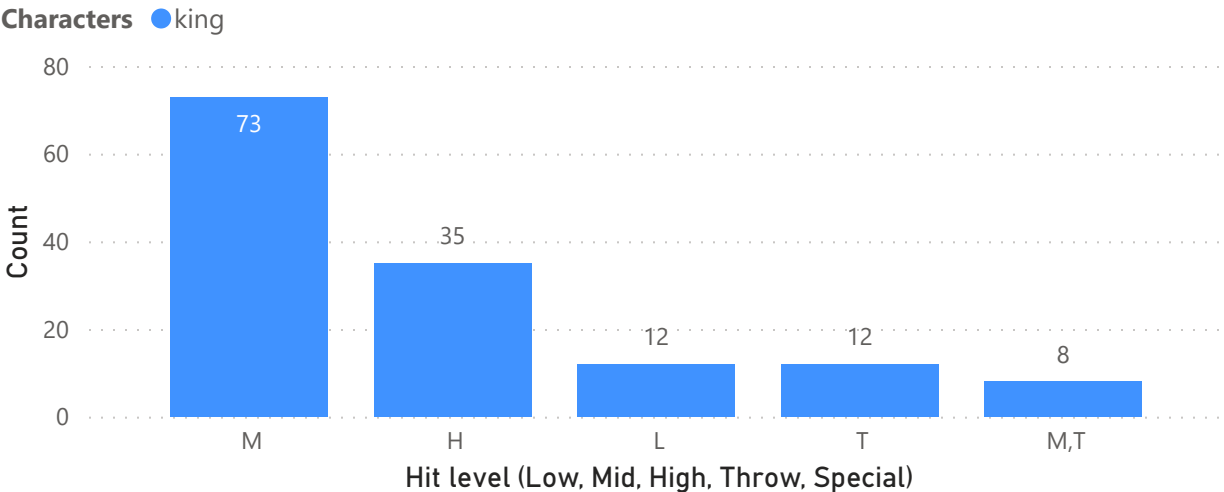
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



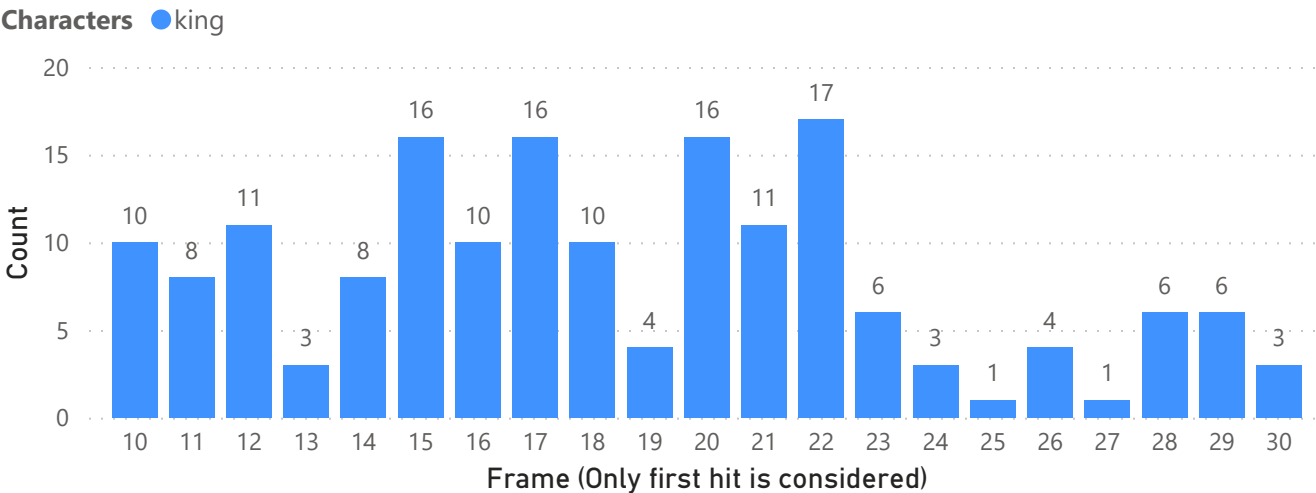
## Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



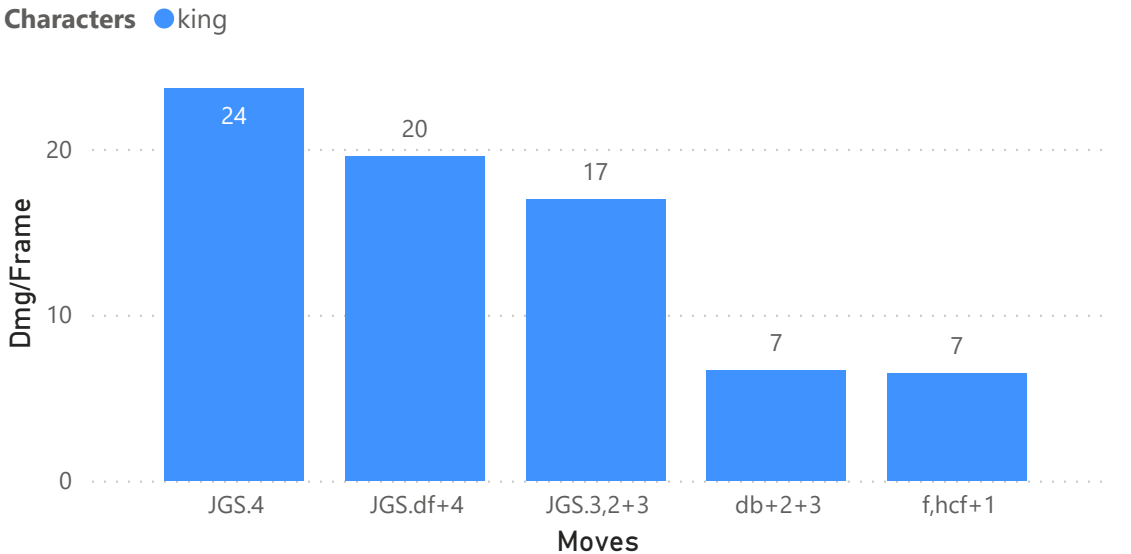
## Count of Moves' Frames

10 - 30 frames



## Dmg/Frame by Moves

Top 5 (Show all tied value)

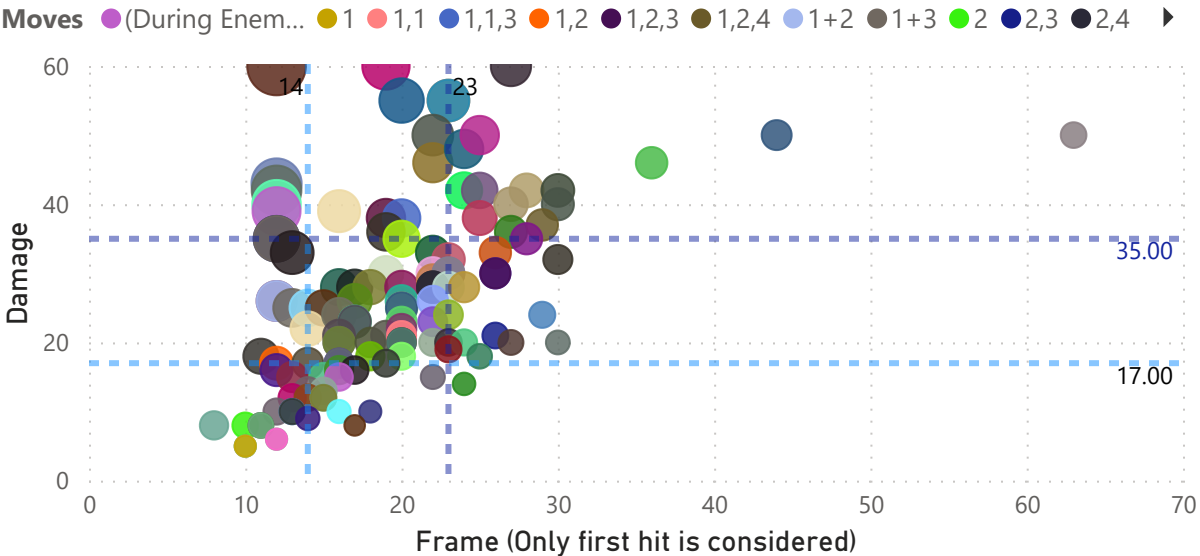




# Lili

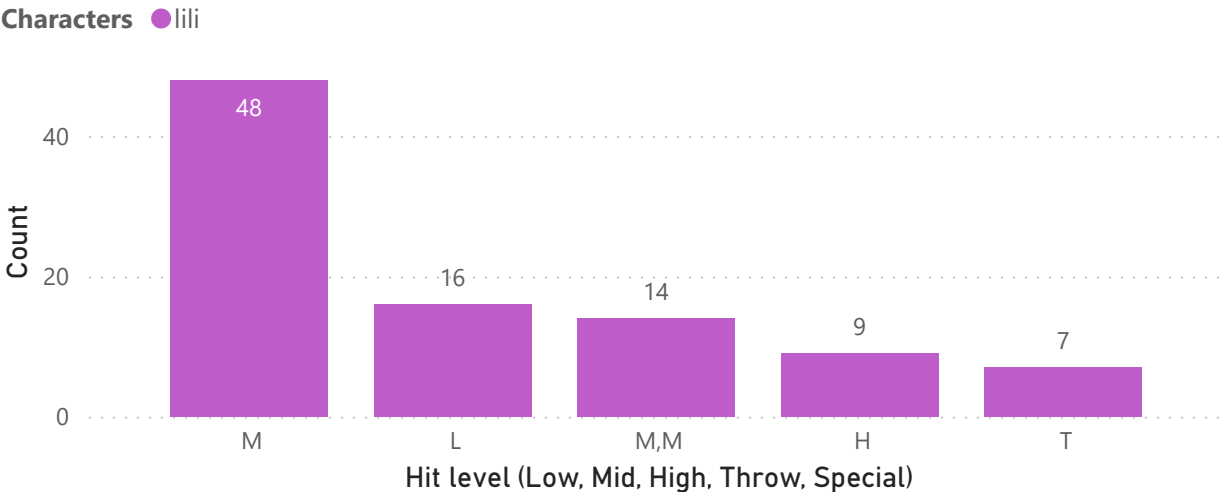
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



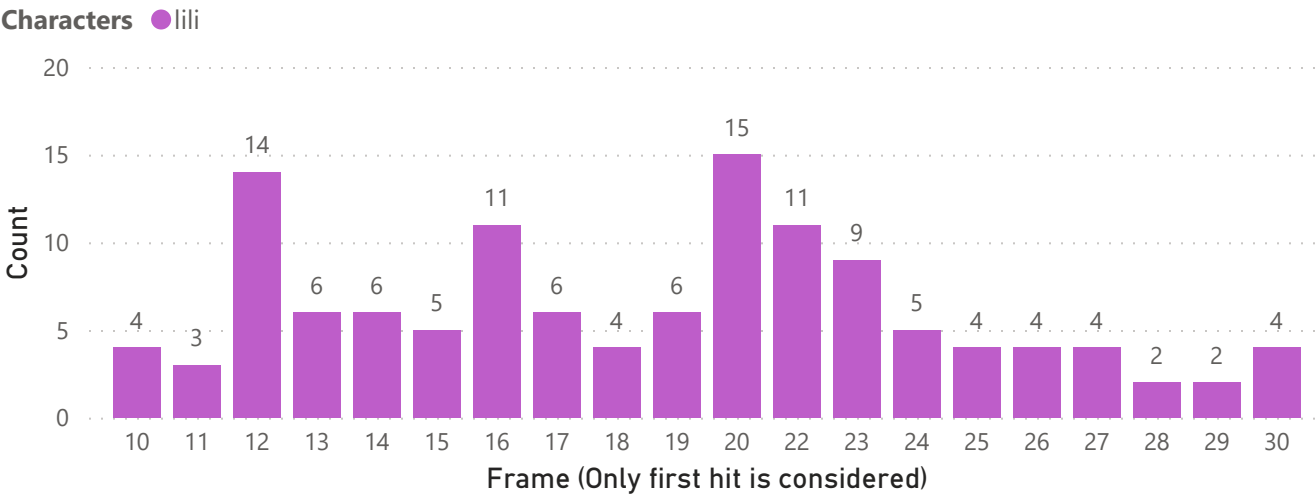
## Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



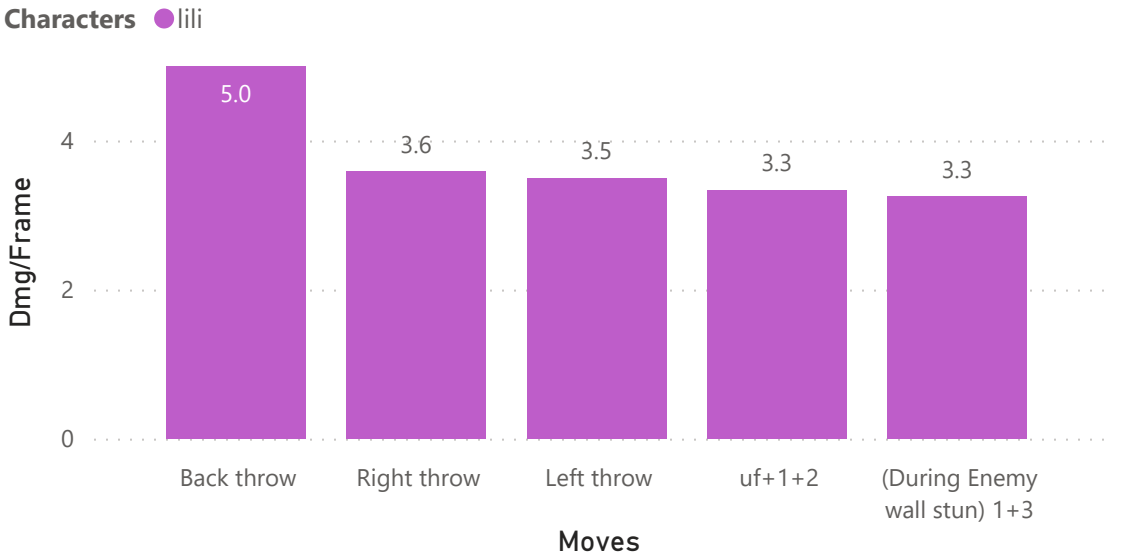
## Count of Moves' Frames

10 - 30 frames



## Dmg/Frame by Moves

Top 5 (Show all tied value)

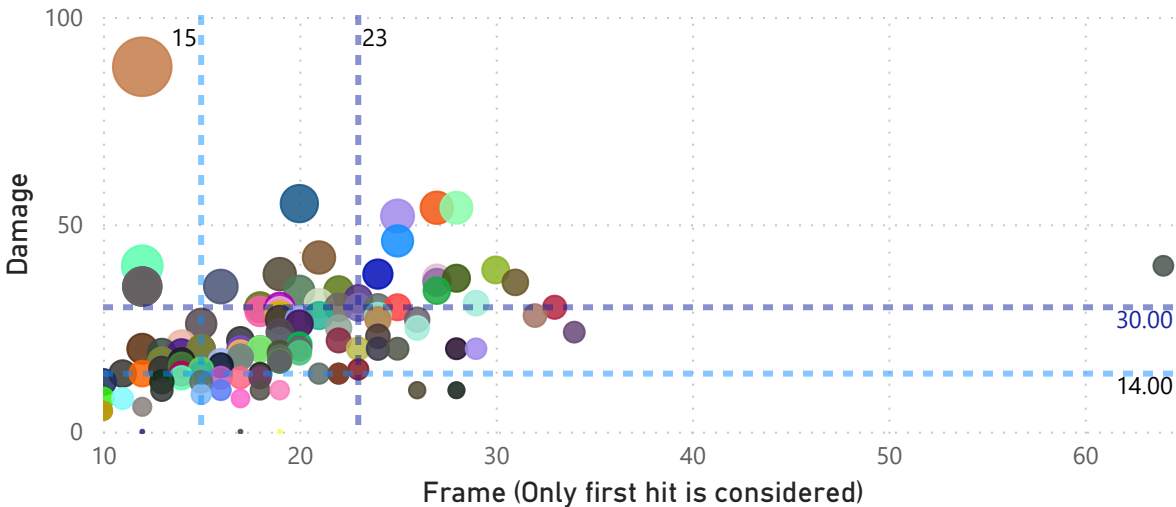


# Zafina

## Damage, Frame, Dmg/Frame by Move

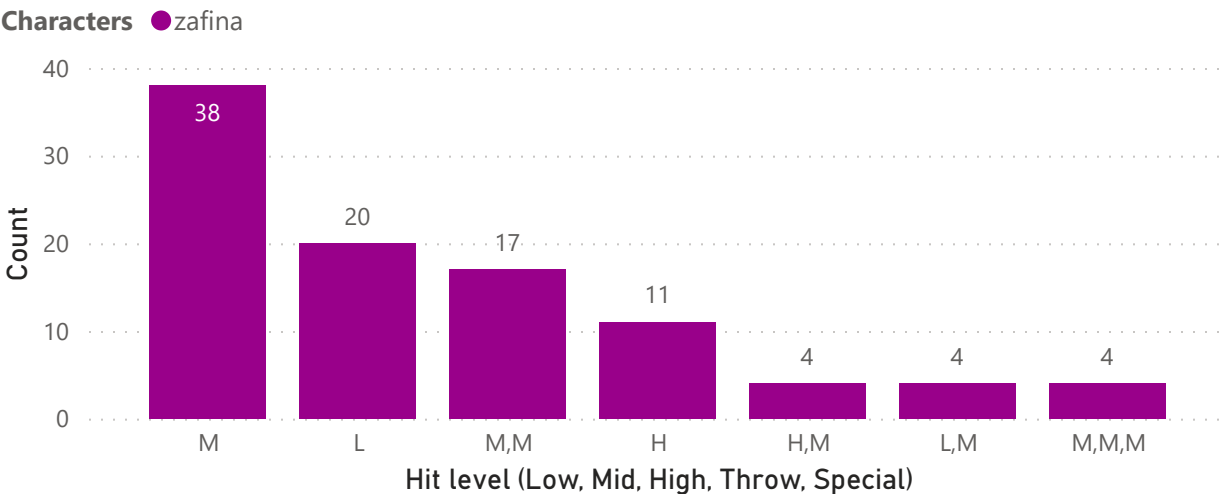
(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)

Moves 1 1,2 1,2,3 1,3 1,4 1+2 1+2,4 1+2,4,4 1+3 2 2,1 2,1,1+2



## Count of Hit level (Low, Mid, High, Throw, Special)

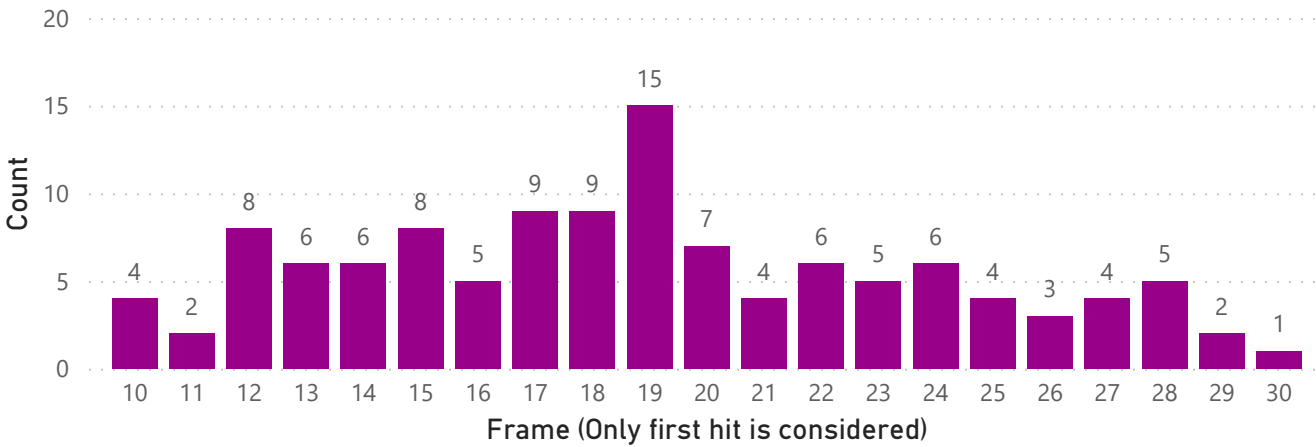
Top 5 (Show all tied value)



## Count of Moves' Frames

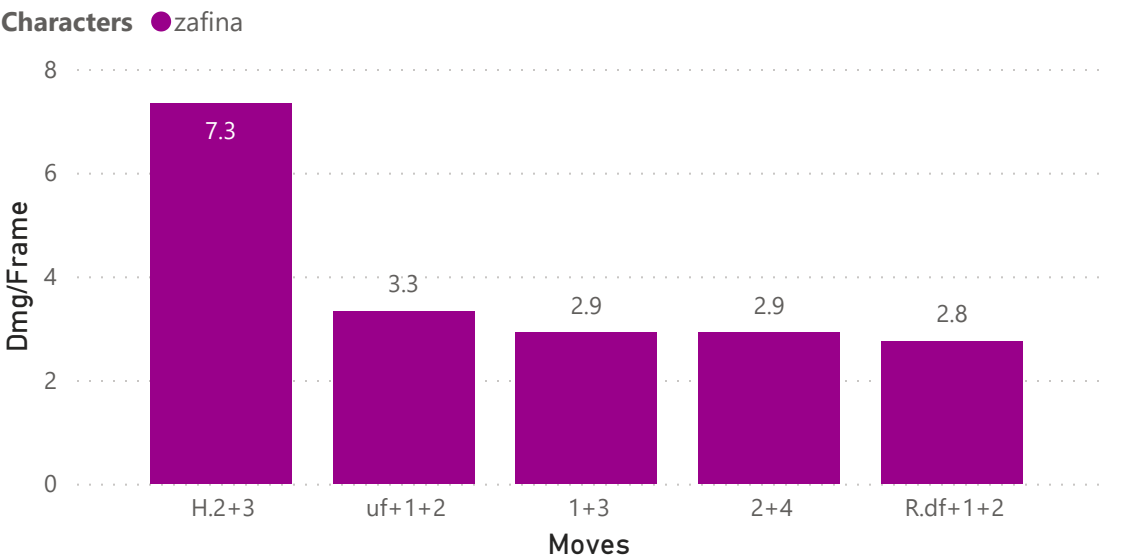
10 - 30 frames

Characters zafina



## Dmg/Frame by Moves

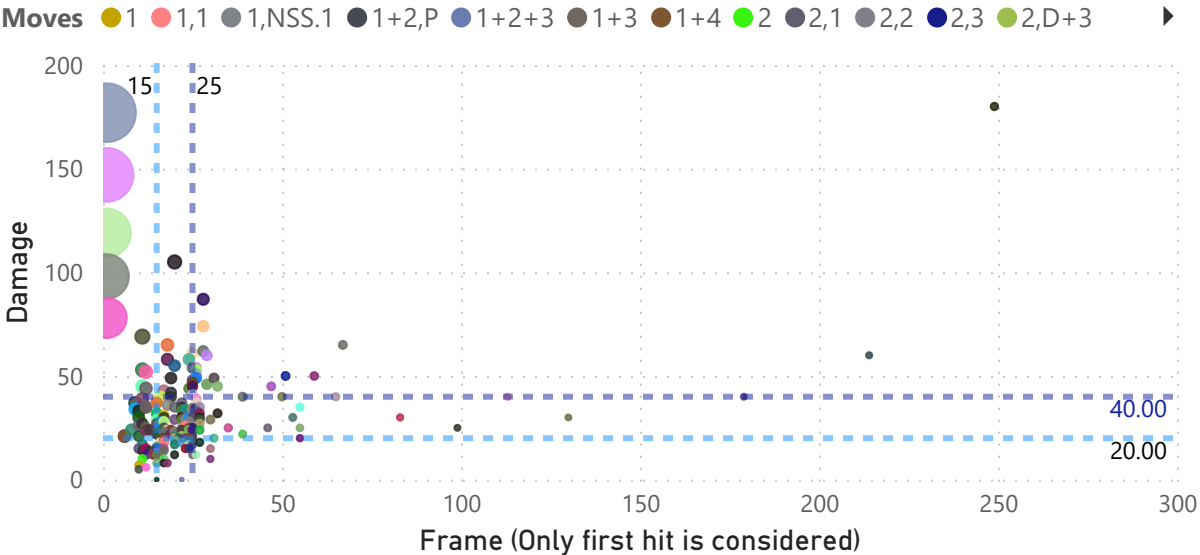
Top 5 (Show all tied value)



# Yoshimitsu

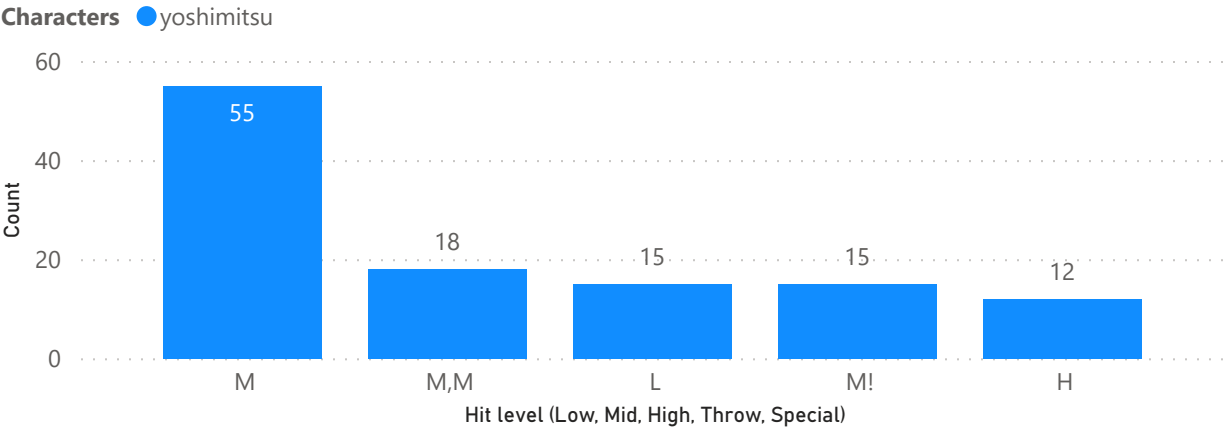
## Damage, Frame, Dmg/Frame by Move

(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



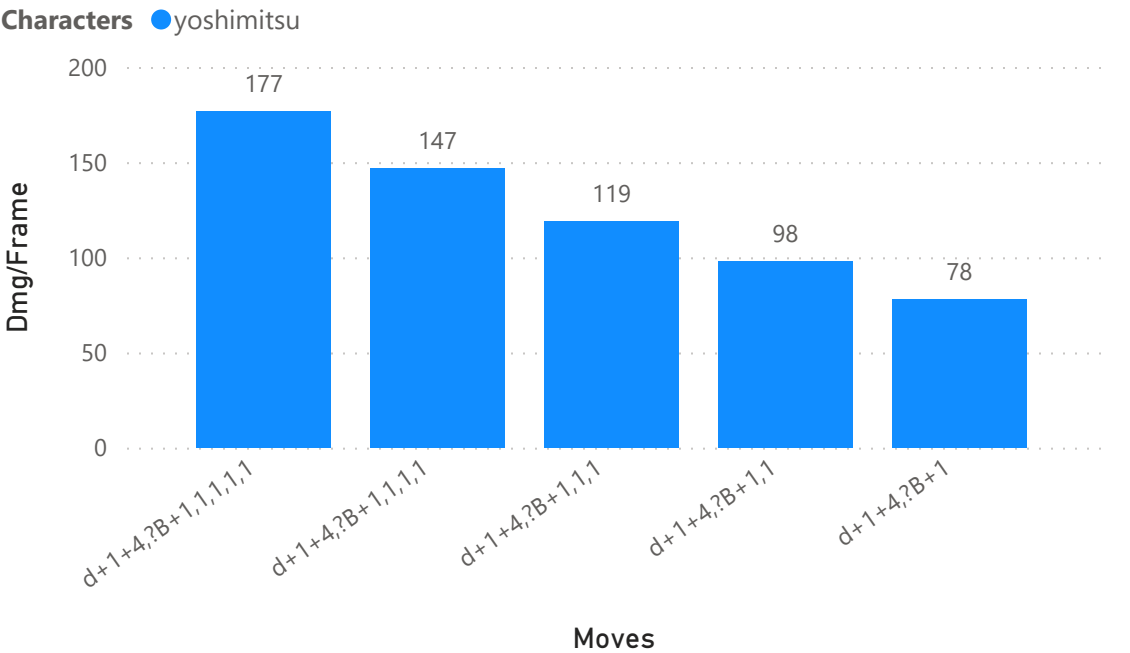
## Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



## Dmg/Frame by Moves

Top 5 (Show all tied value)



## Count of Moves' Frames

10 - 30 frames

