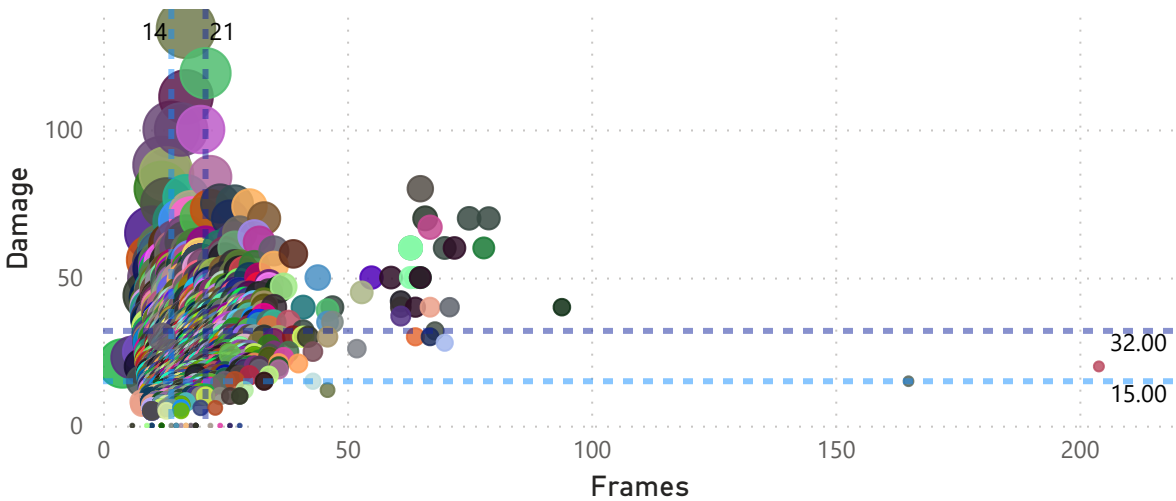


All Characters

Damage, Frame, Dmg/Frame by Move

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

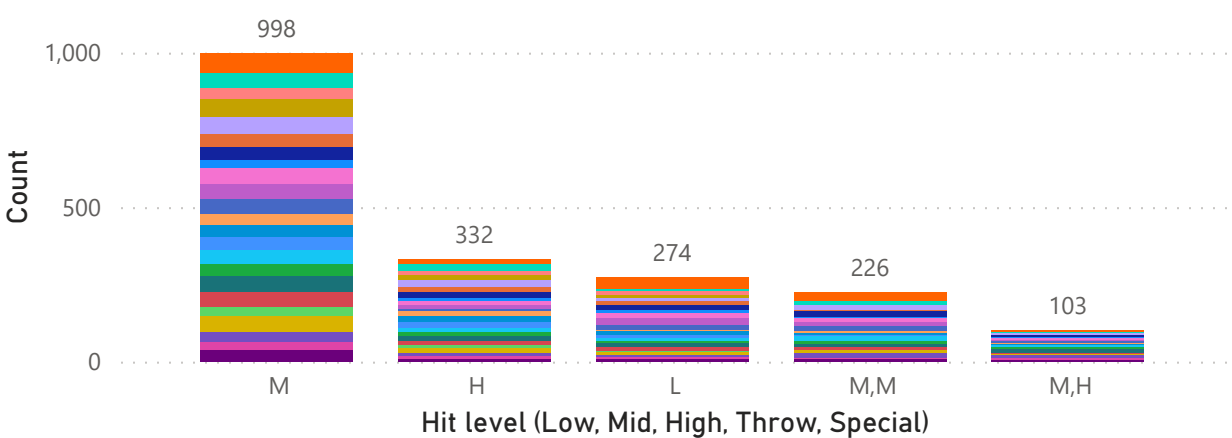
Moves "DF" 1,1,... "DF" 1+4 "DF" 3+4 "DF" DB... "DF" DB... "DF" FF+2 "DF" SS,2 ▶



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

Top 5 (Show all tied value)

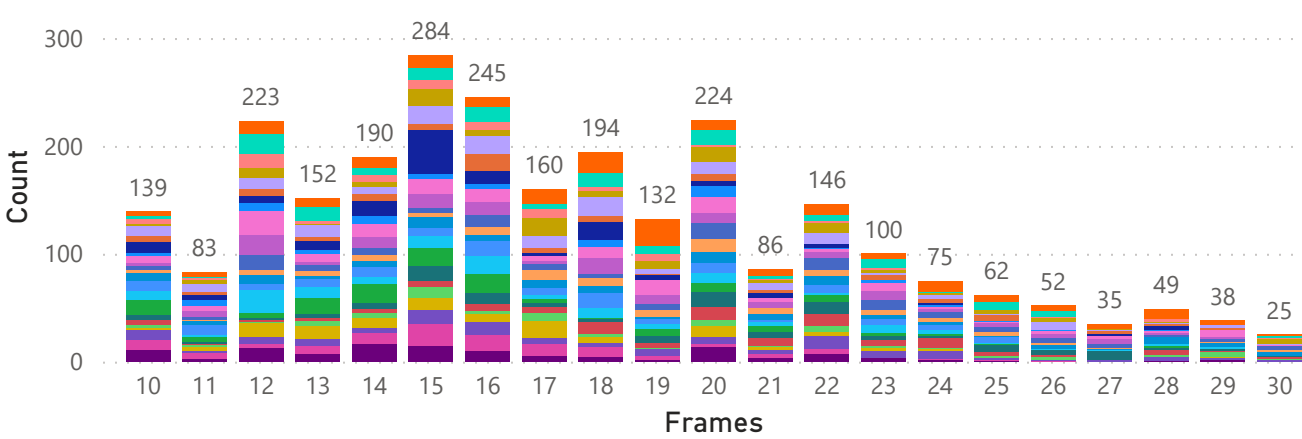
Characters asuka-kaza... azucena bryan-fury claudio-s... devil-jin feng-wei jack-8 ▶



Count of Moves' Frames

10 - 30 frames

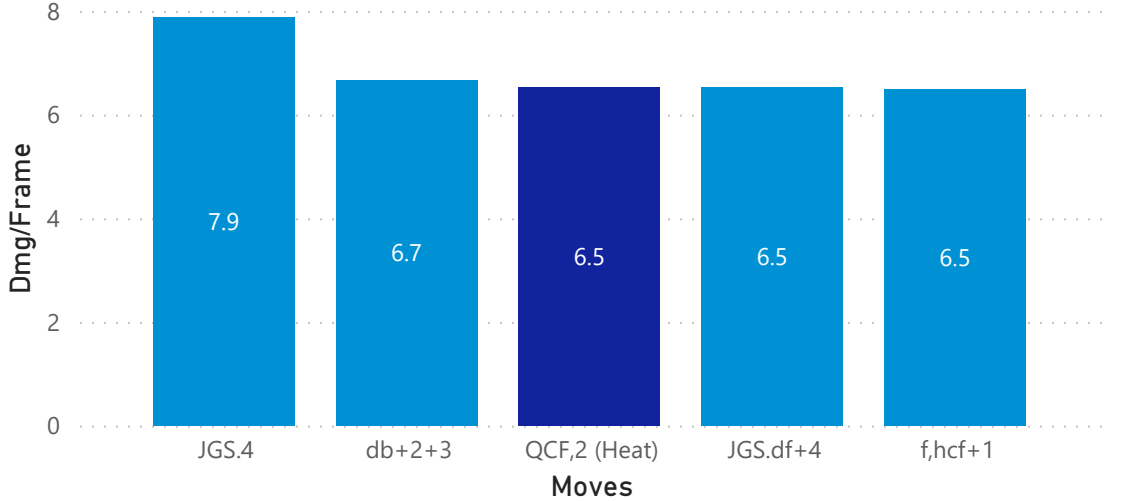
Characters asuka-k... azucena bryan-f... claudio-... devil-jin feng-wei jack-8 jin-kaza... ▶



Dmg/Frame by Moves

Top 5 (Show all tied value)

Characters king paul-phoenix

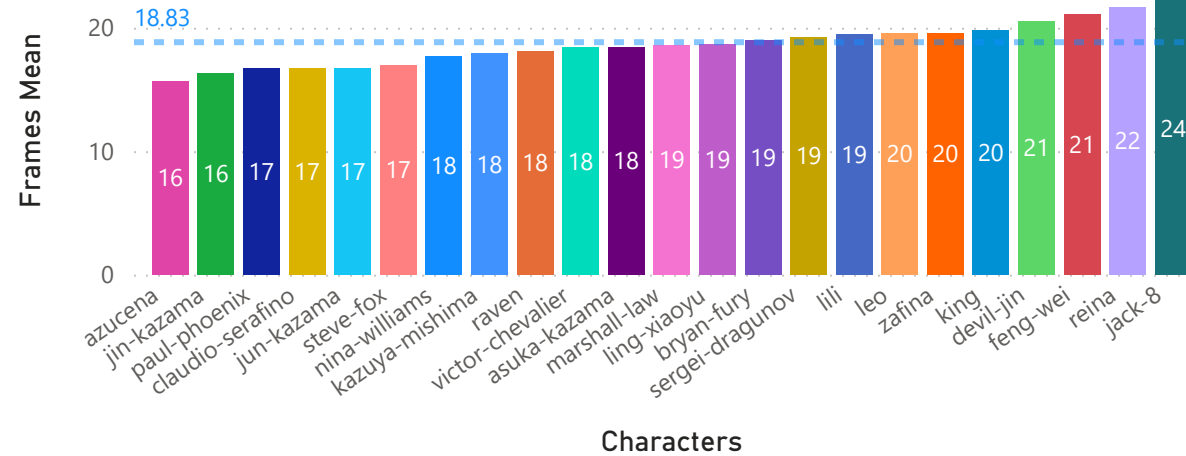


All Characters

Frames Mean by Characters

blue line = Mean by all characters

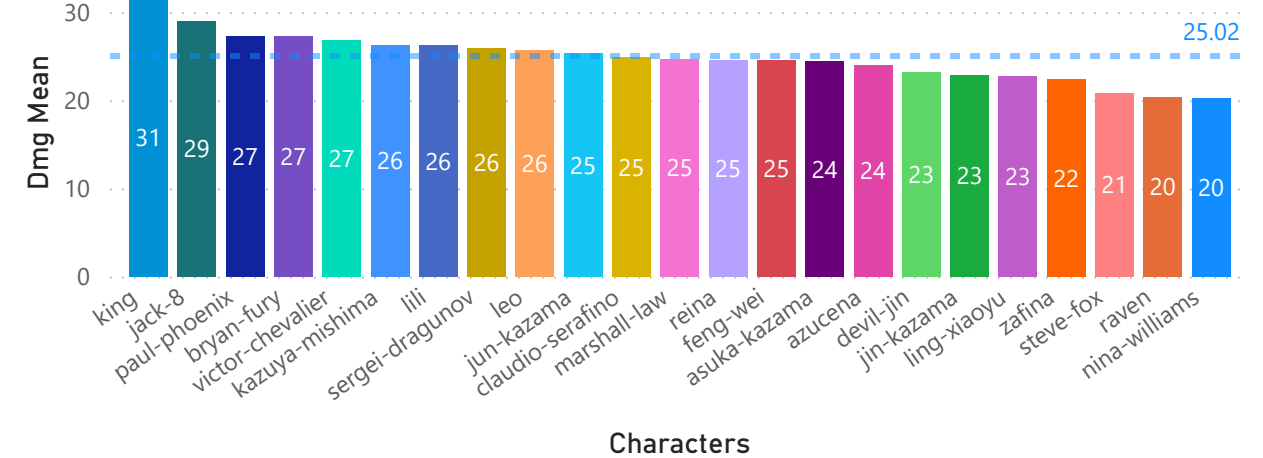
Characters azucena jin-kazama paul-phoenix claudio-serafino jun-kazama steve-fox ▶



Damage Mean by Characters

blue line = Mean by all characters

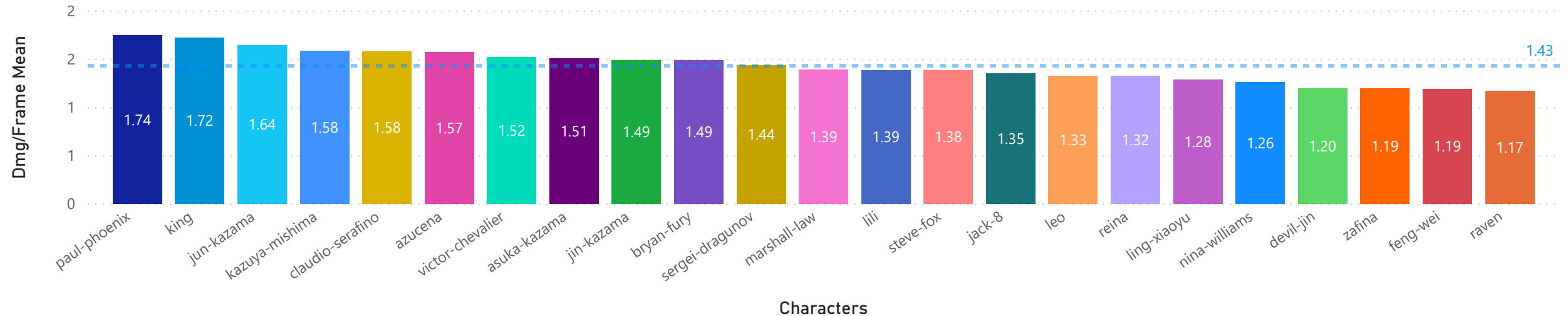
Characters king jack-8 paul-ph... bryan-f... victor-c... kazuya-... lili sergei-d... ▶



Dmg/Frame Mean by Characters

blue line = Mean by all characters

Characters paul-ph... king jun-kaza... kazuya-... claudio-... azucena victor-c... asuka-k... jin-kaza... bryan-f... sergei-d... marshall-... lili steve-fox jack-8 leo reina ▶

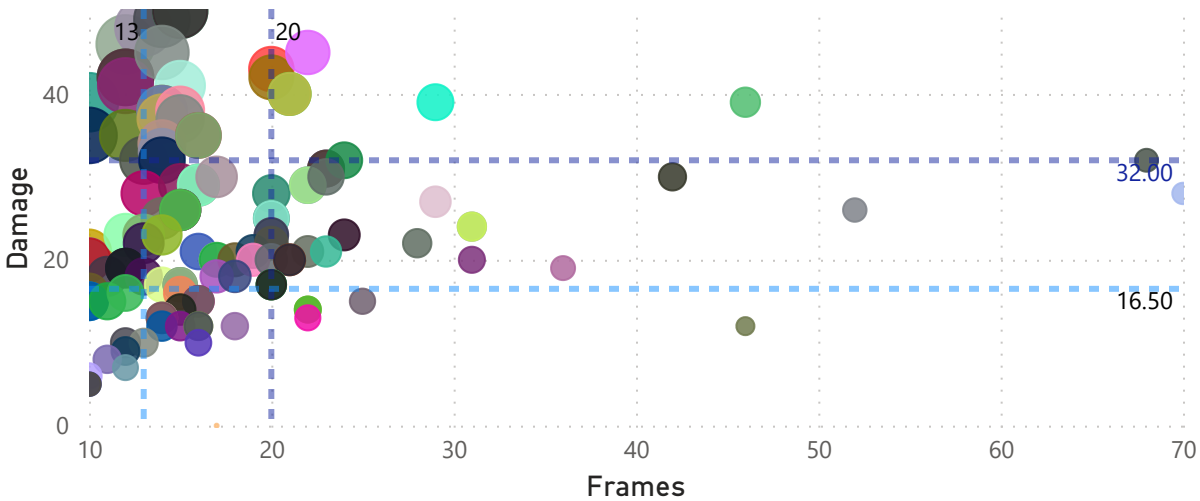


Asuka

Damage, Frame, Dmg/Frame by Move

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

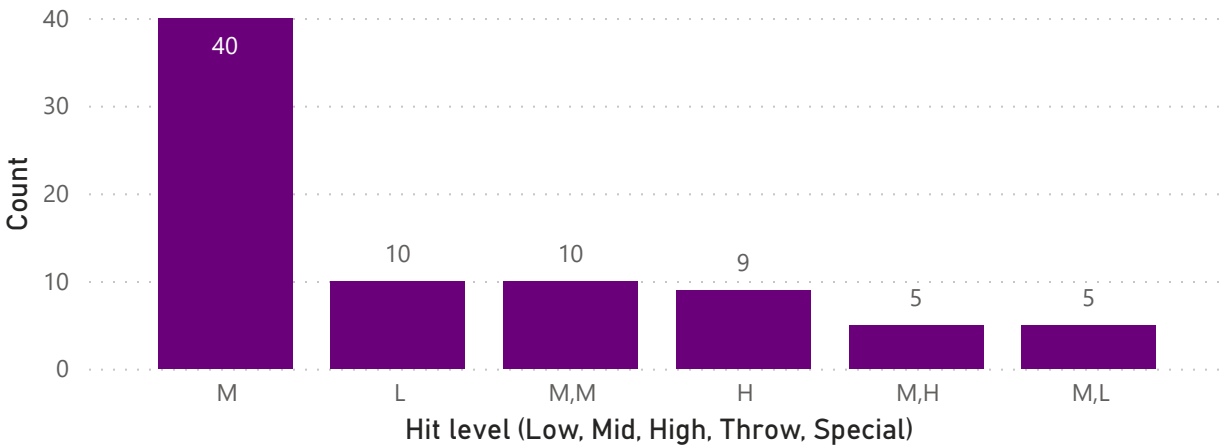
Moves 1 1,1 1,2 1,2,3 1,2,3+B 1,2,4 1,3 1,4 1,4+D 1+2 1+4 1+4,2 ▶



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

Top 5 (Show all tied value)

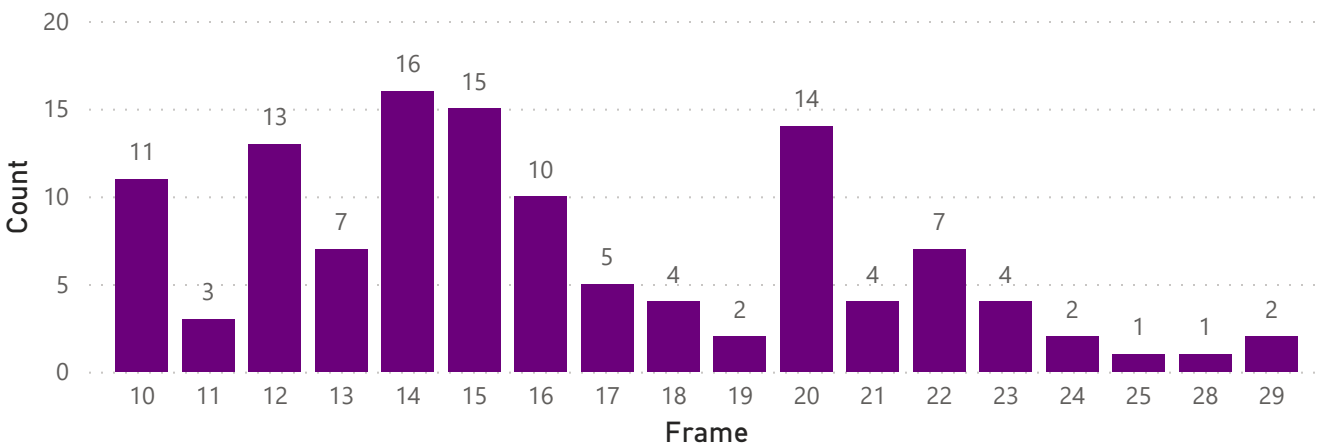
Characters asuka-kazama



Count of Moves' Frames

10 - 30 frames

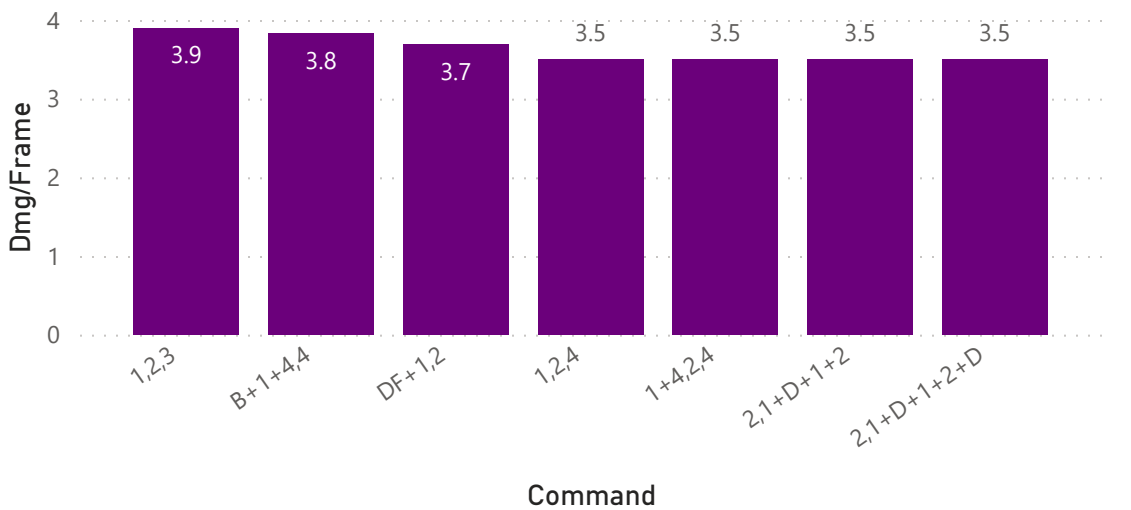
Characters asuka-kazama



Dmg/Frame by Moves

Top 5 (Show all tied value)

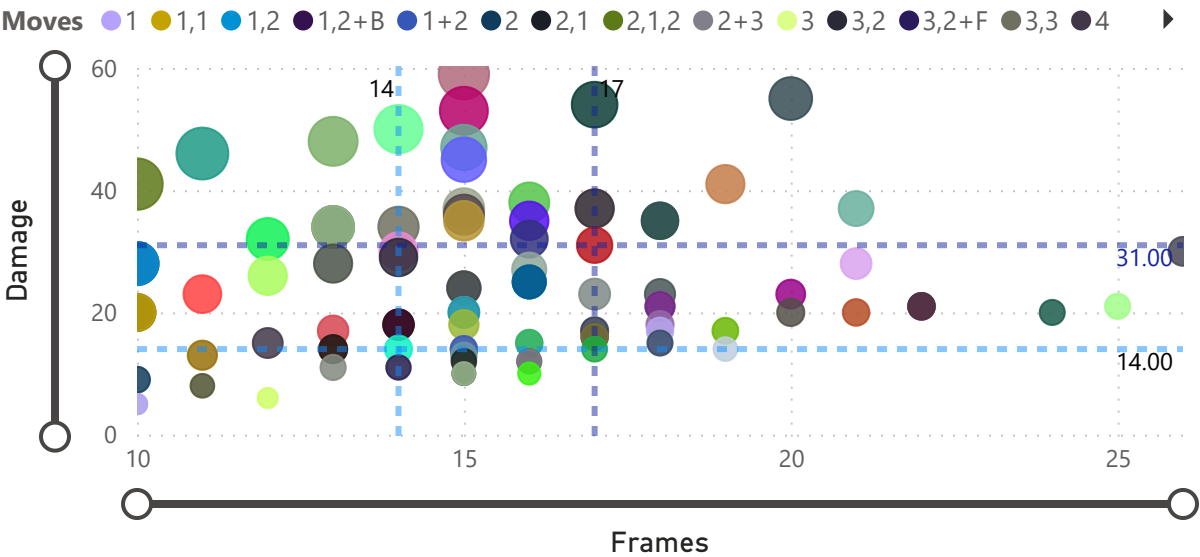
Characters asuka-kazama



Azucena

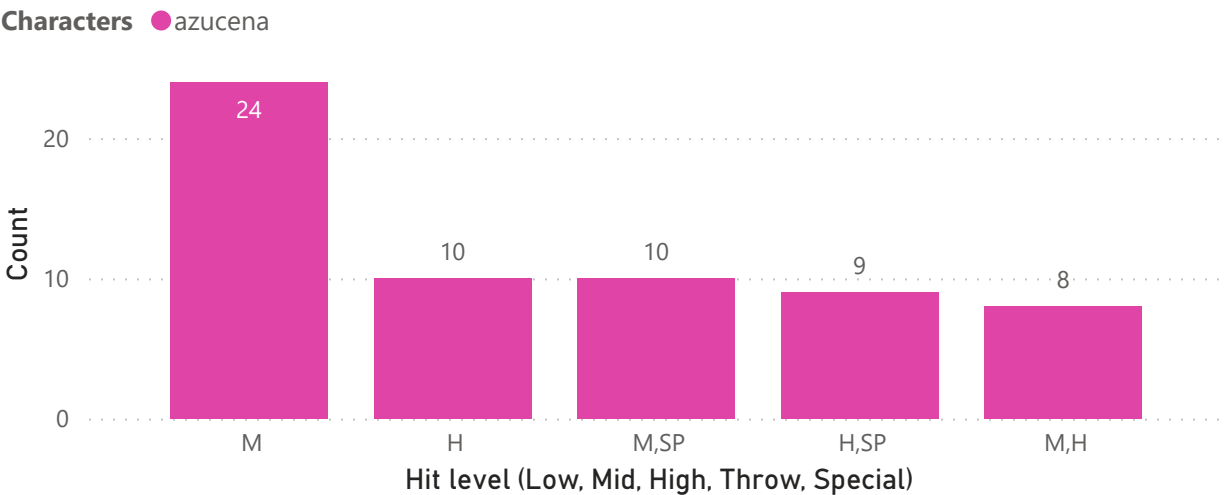
Damage, Frame, Dmg/Frame by Move

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



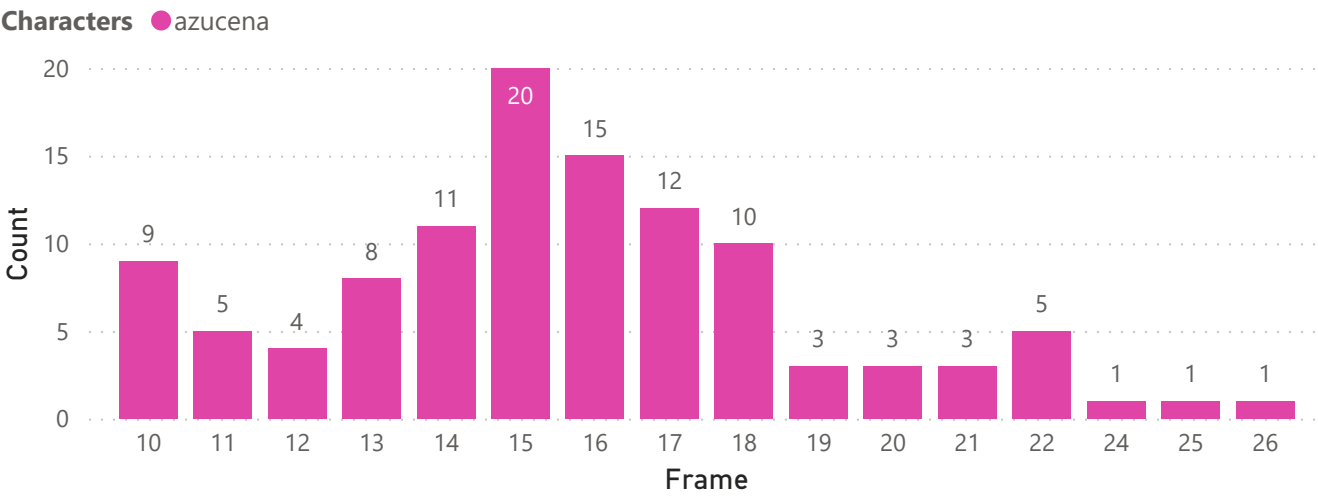
Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



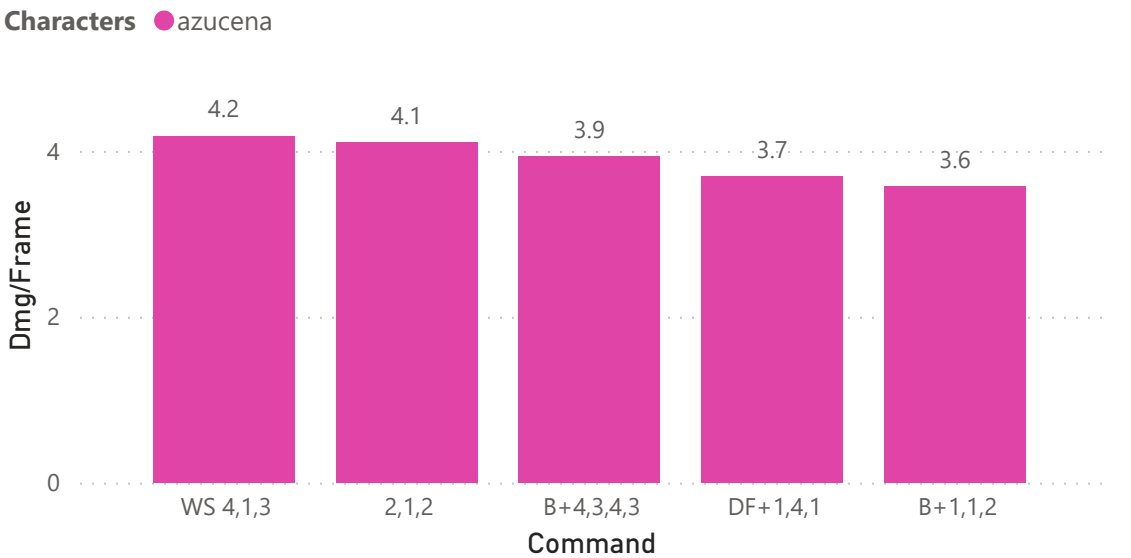
Count of Moves' Frames

10 - 30 frames



Dmg/Frame by Moves

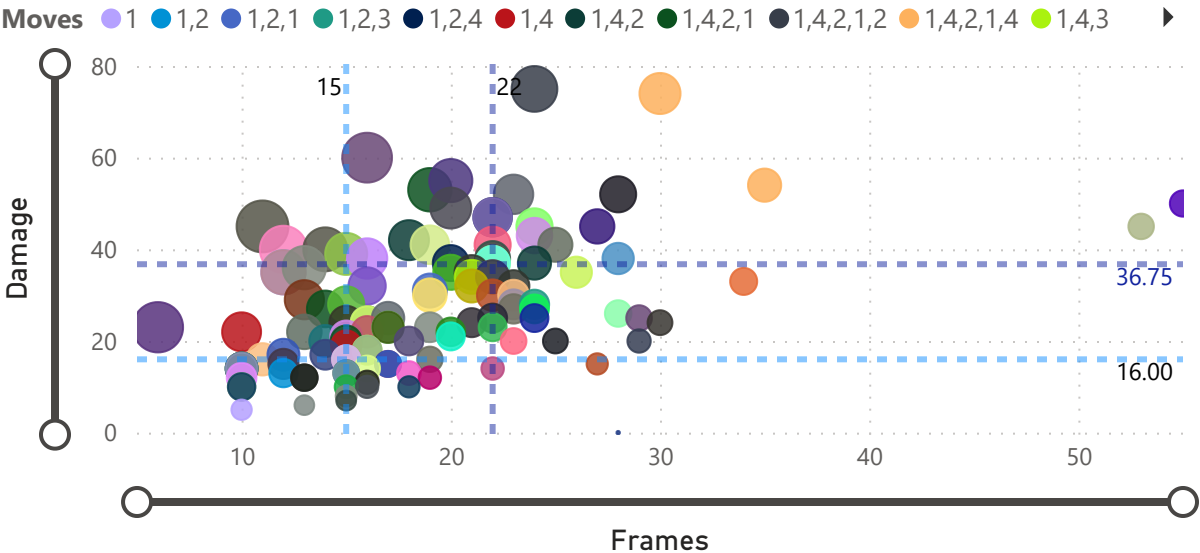
Top 5 (Show all tied value)



Bryan

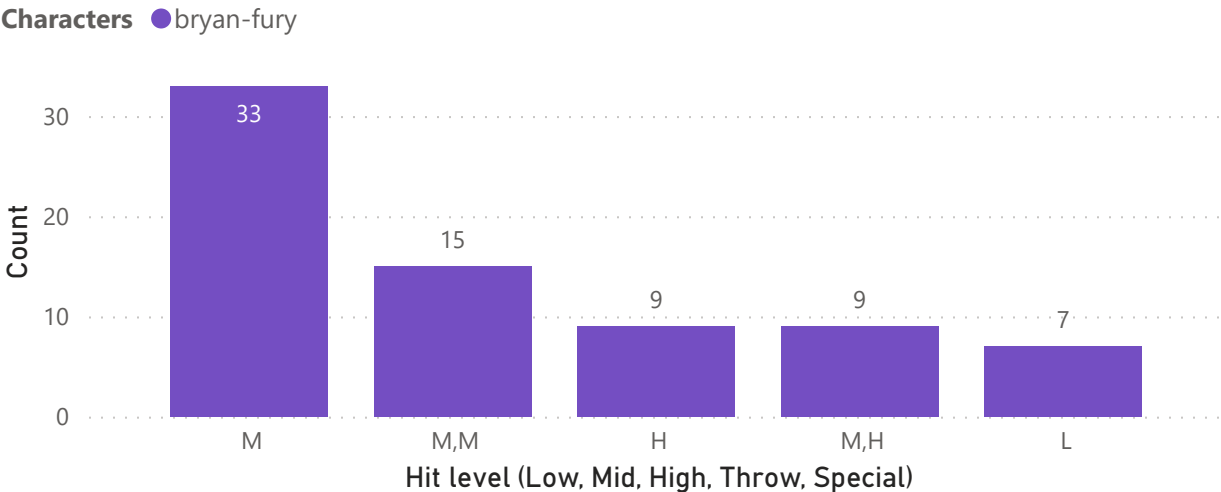
Damage, Frame, Dmg/Frame by Move

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



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

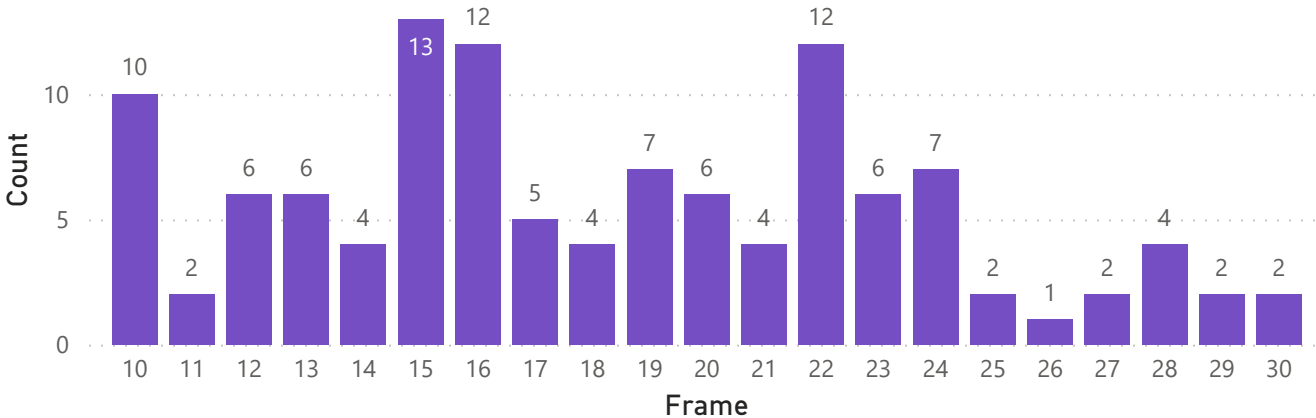
Top 5 (Show all tied value)



Count of Moves' Frames

10 - 30 frames

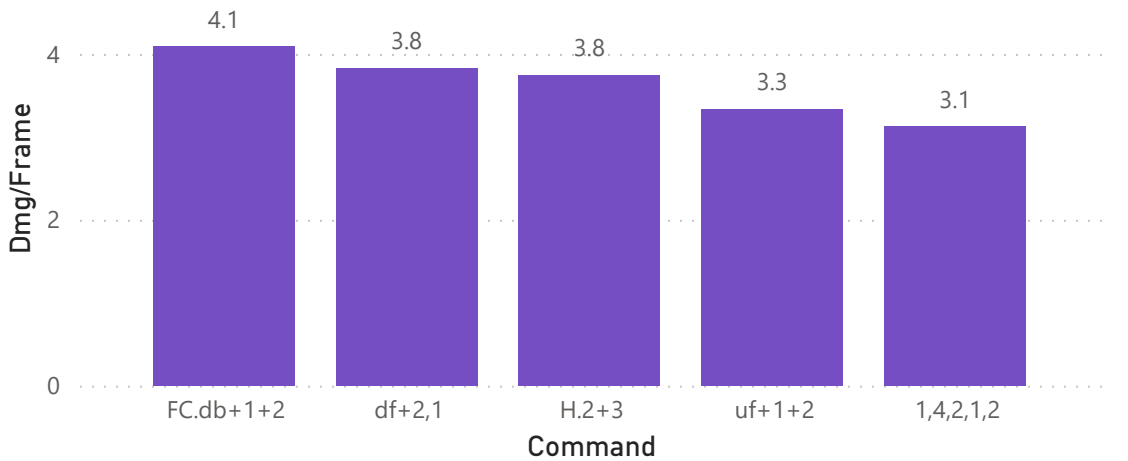
Characters bryan-fury



Dmg/Frame by Moves

Top 5 (Show all tied value)

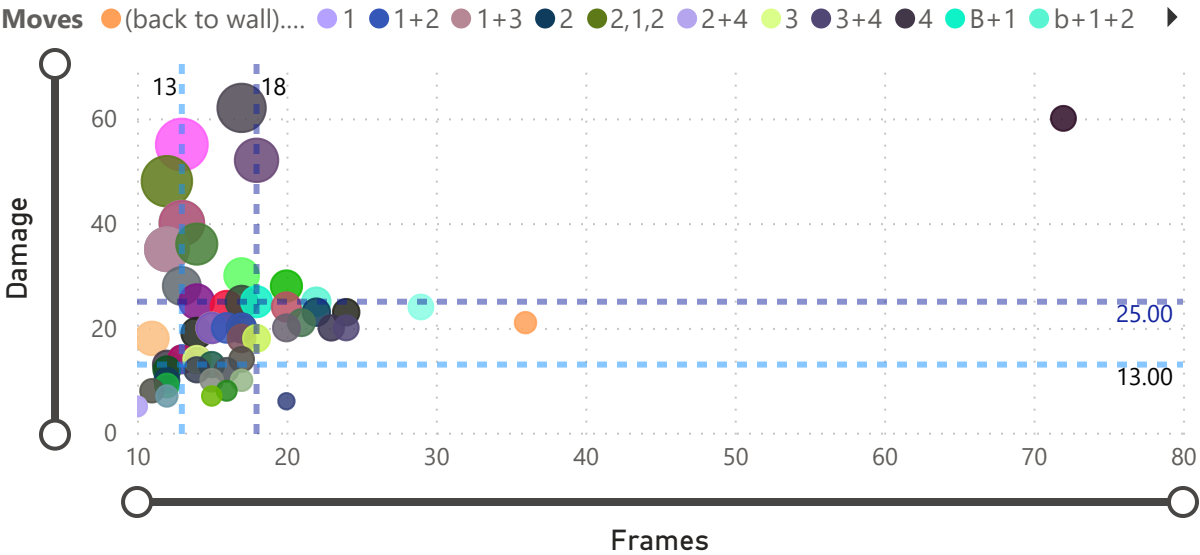
Characters bryan-fury



Claudio

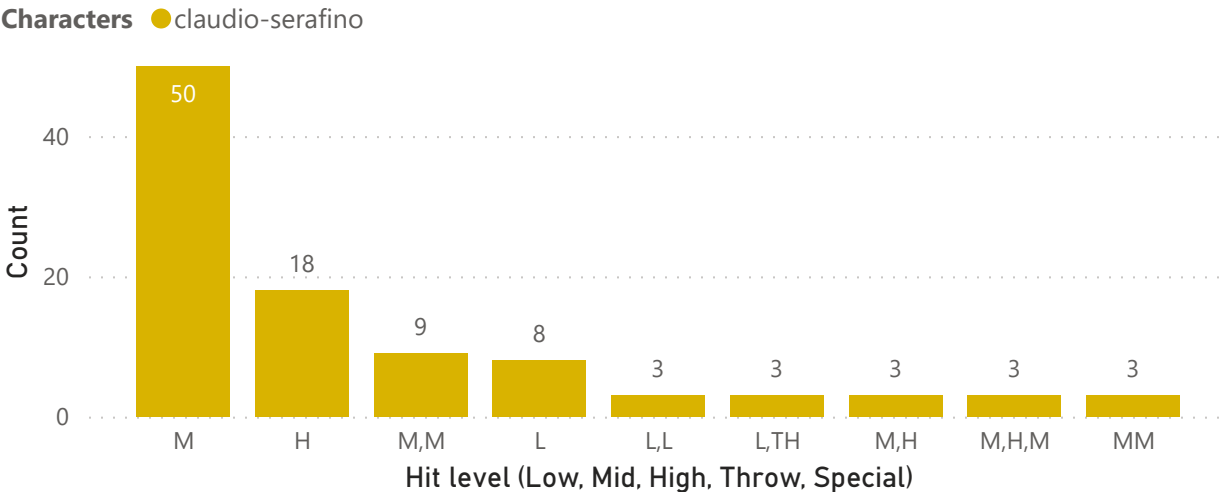
Damage, Frame, Dmg/Frame by Move

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



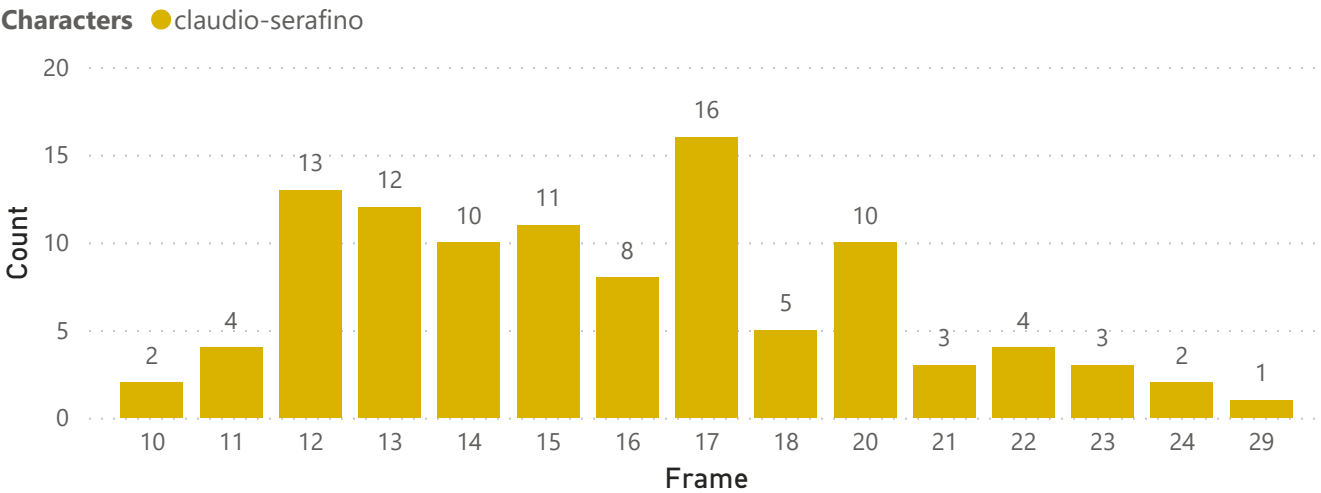
Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



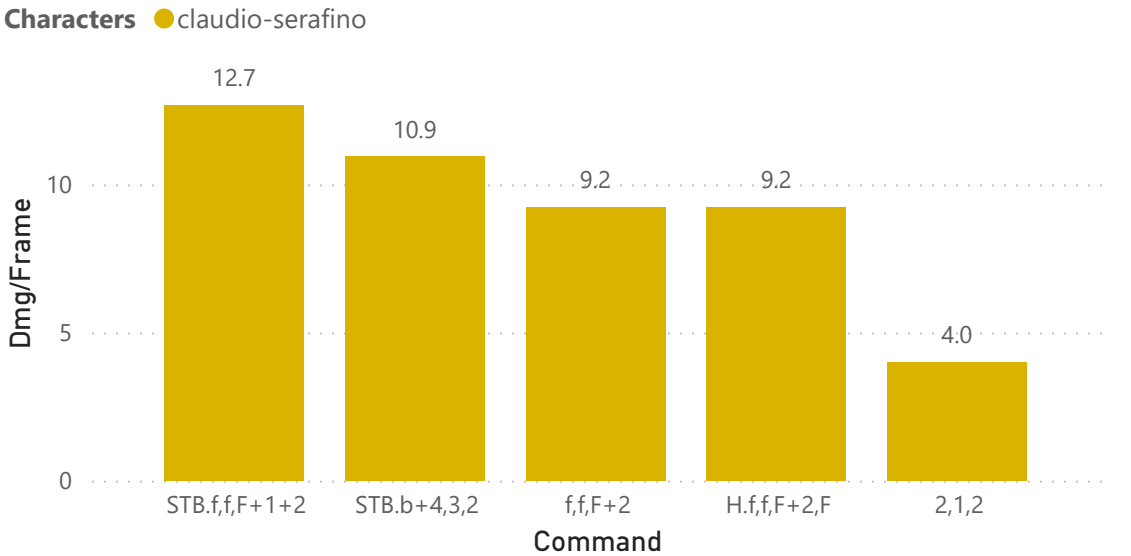
Count of Moves' Frames

10 - 30 frames



Dmg/Frame by Moves

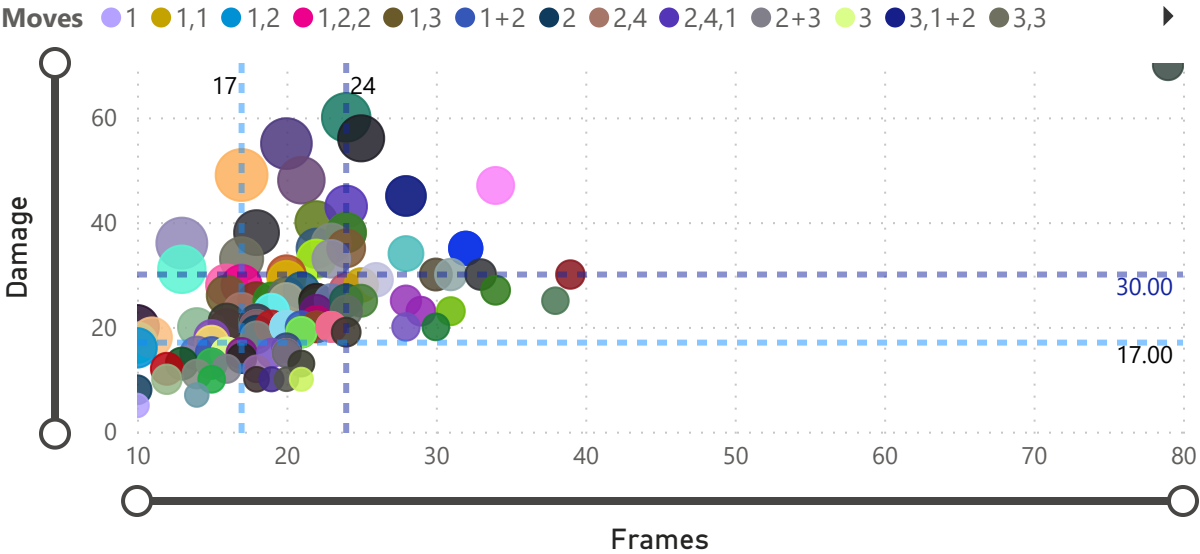
Top 5 (Show all tied value)



Feng

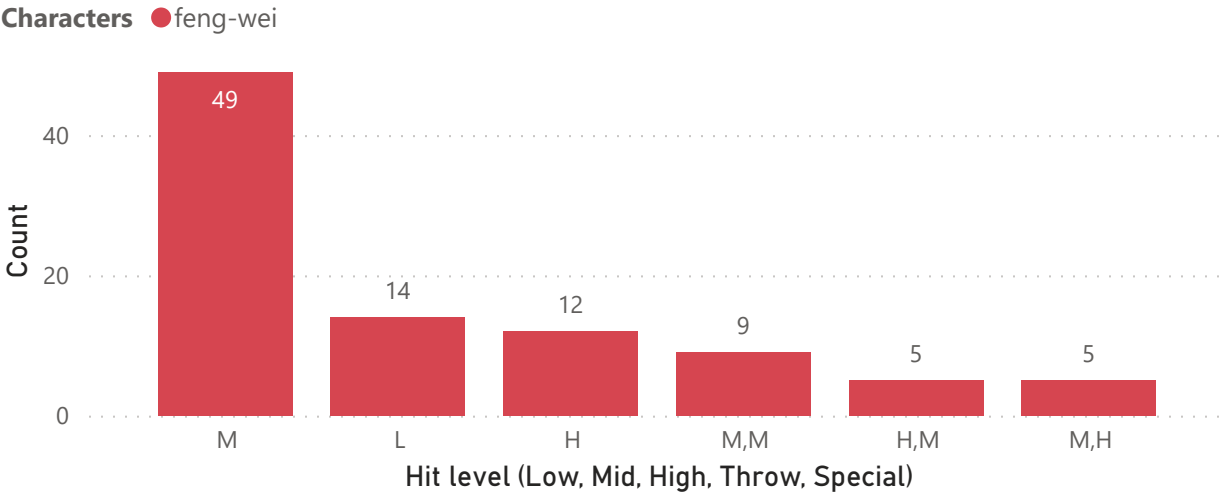
Damage, Frame, Dmg/Frame by Move

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



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

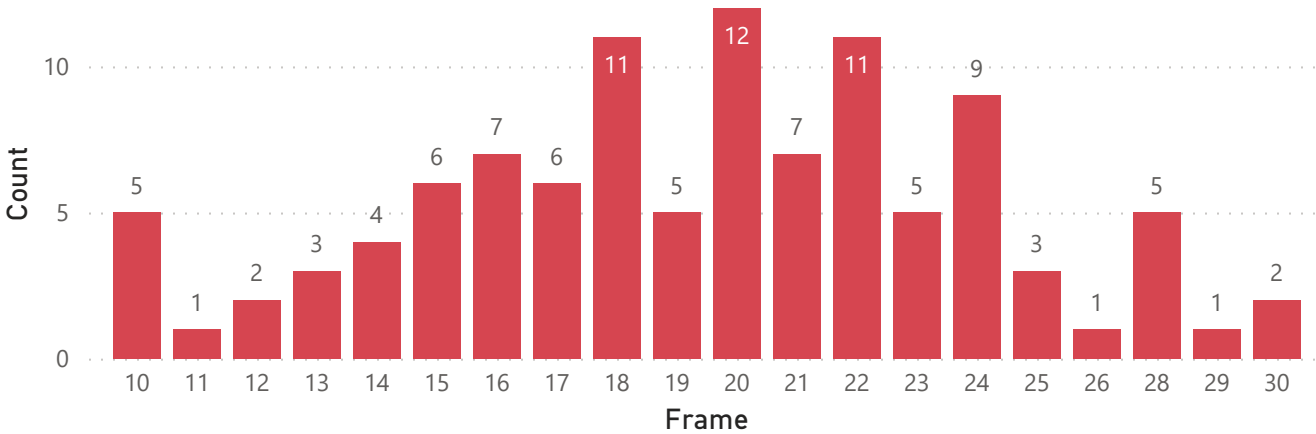
Top 5 (Show all tied value)



Count of Moves' Frames

10 - 30 frames

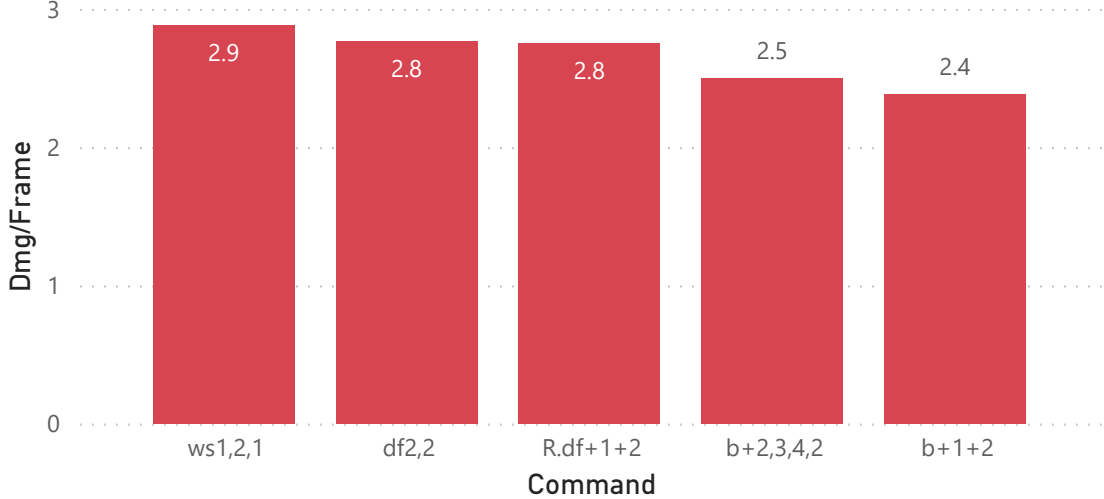
Characters feng-wei



Dmg/Frame by Moves

Top 5 (Show all tied value)

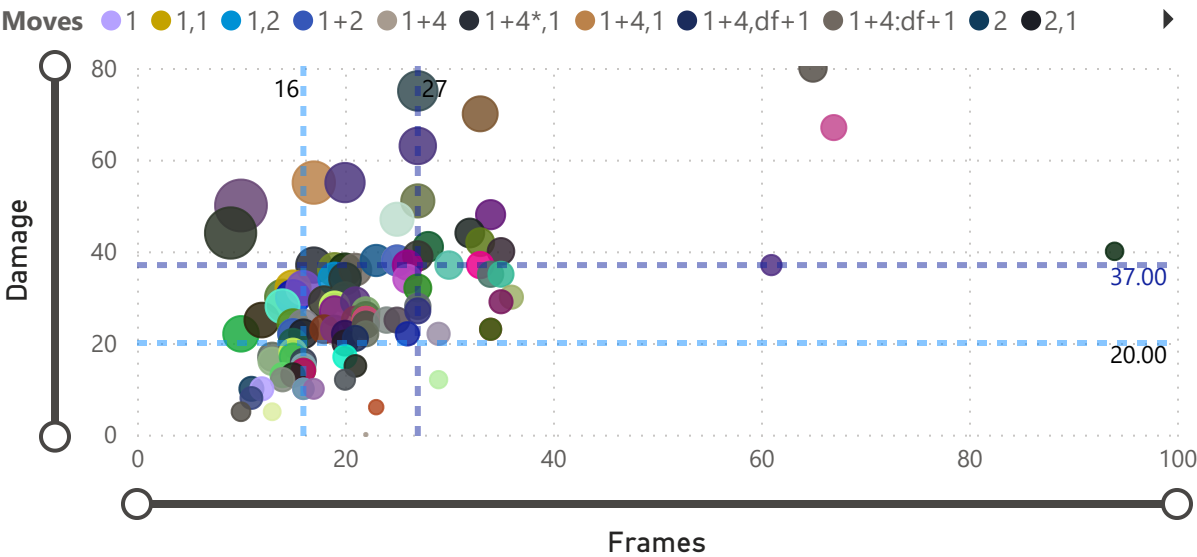
Characters feng-wei



Jack 8

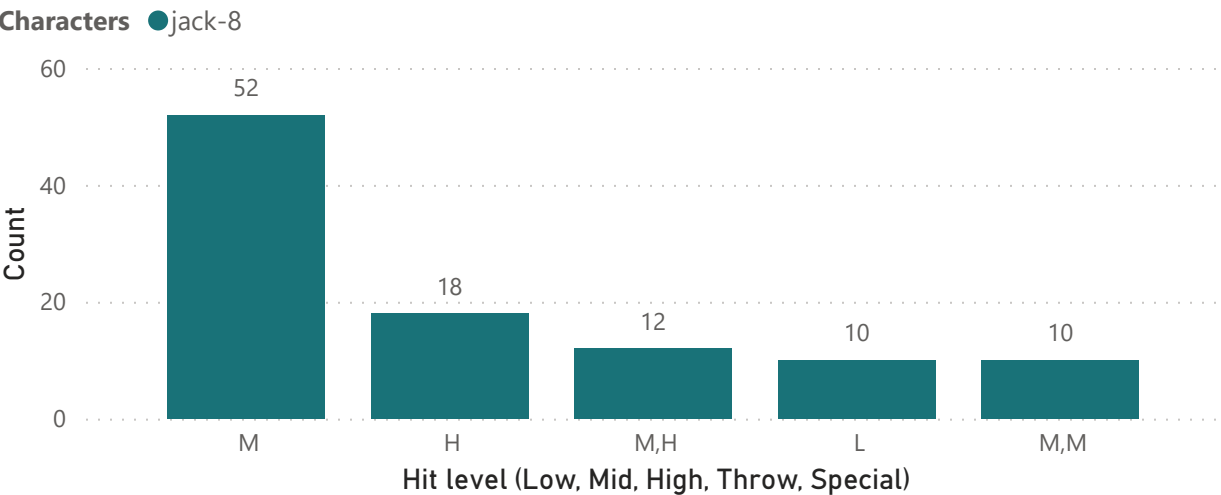
Damage, Frame, Dmg/Frame by Move

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



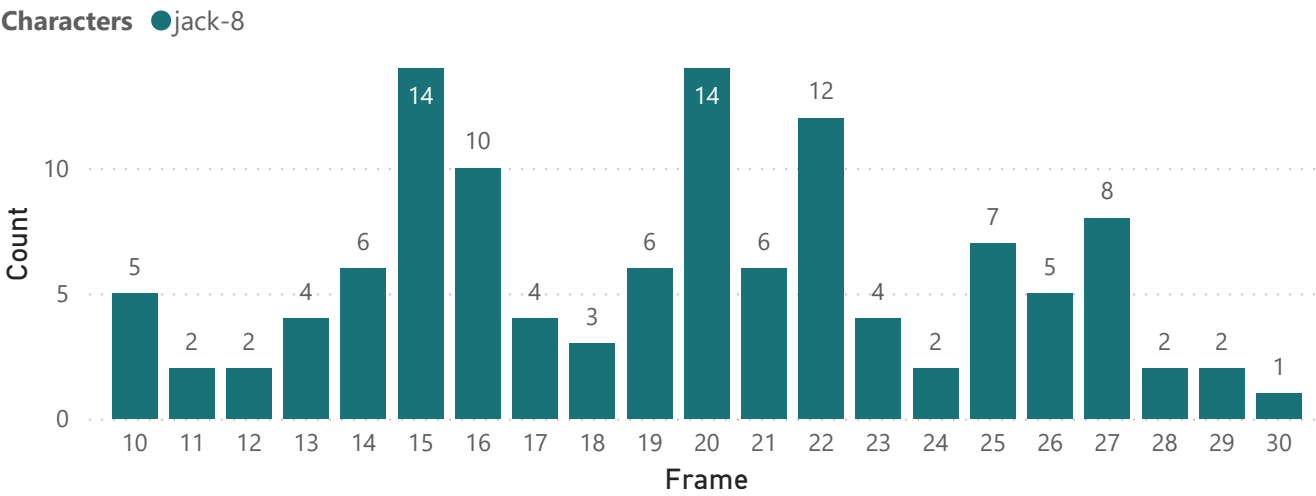
Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



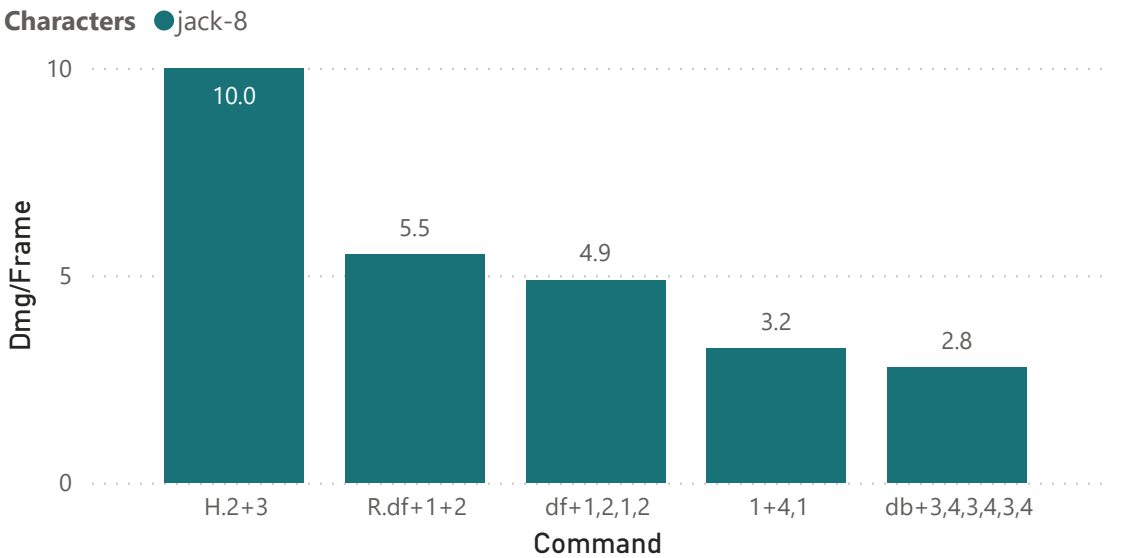
Count of Moves' Frames

10 - 30 frames



Dmg/Frame by Moves

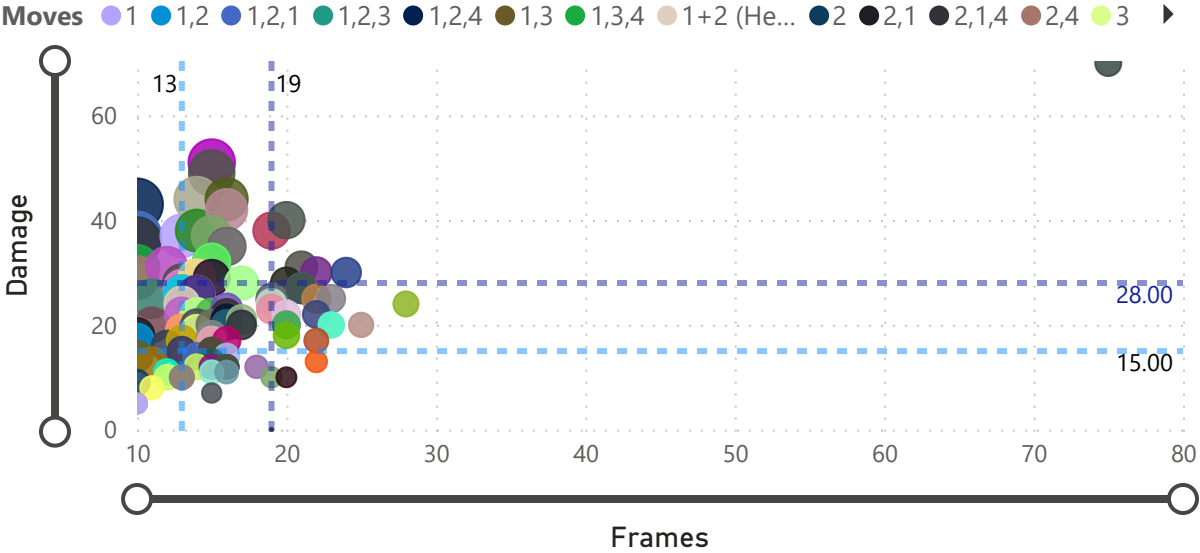
Top 5 (Show all tied value)



Jin

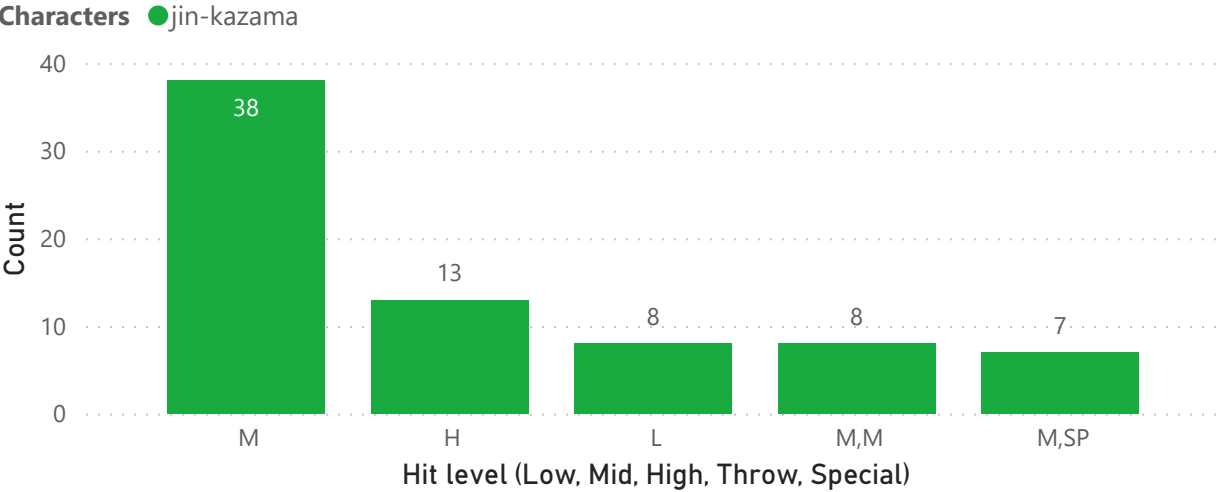
Damage, Frame, Dmg/Frame by Move

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



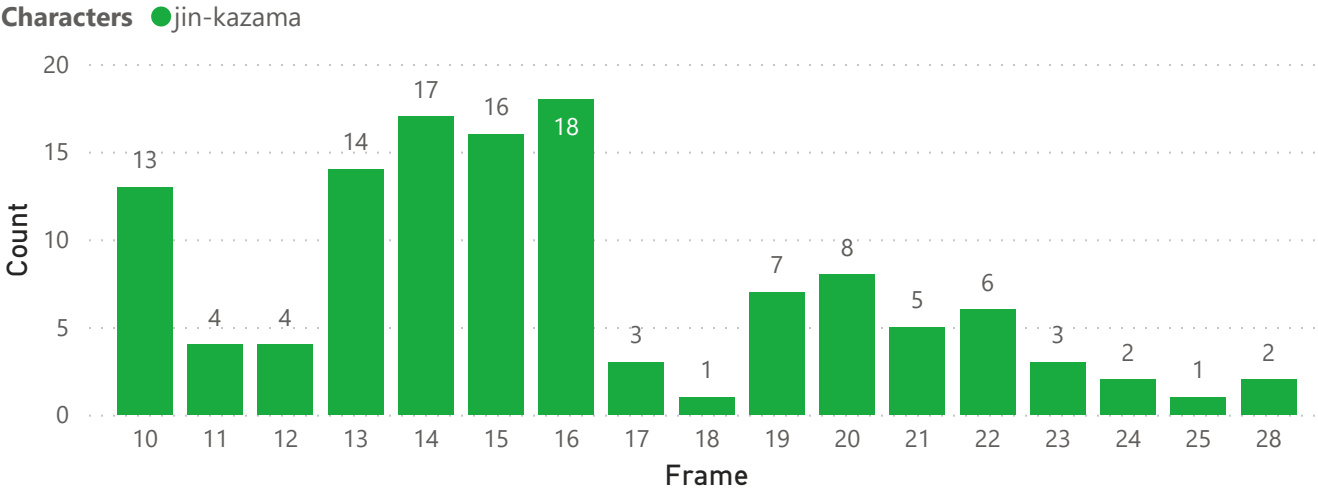
Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



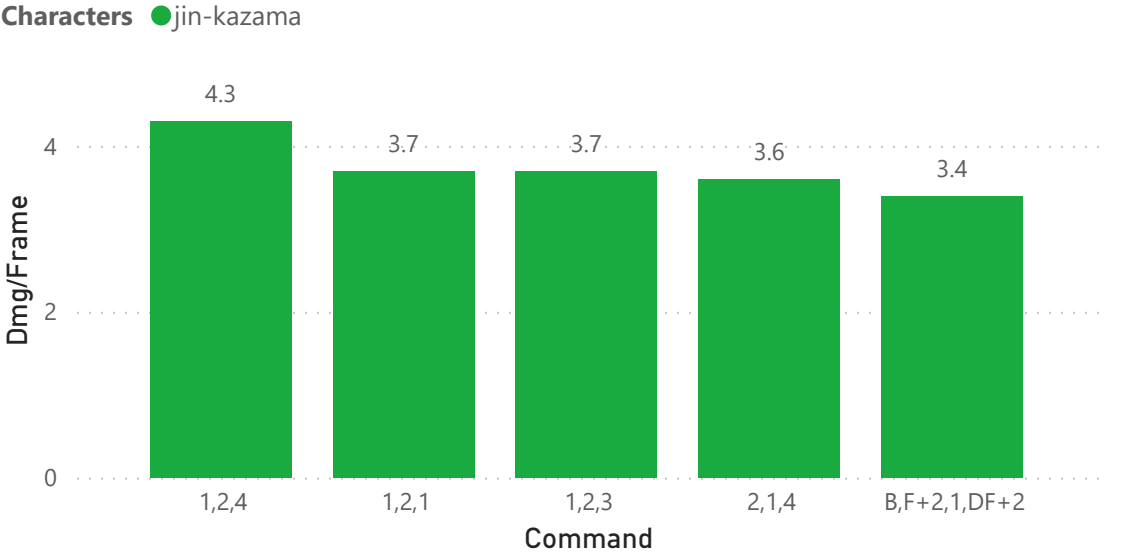
Count of Moves' Frames

10 - 30 frames



Dmg/Frame by Moves

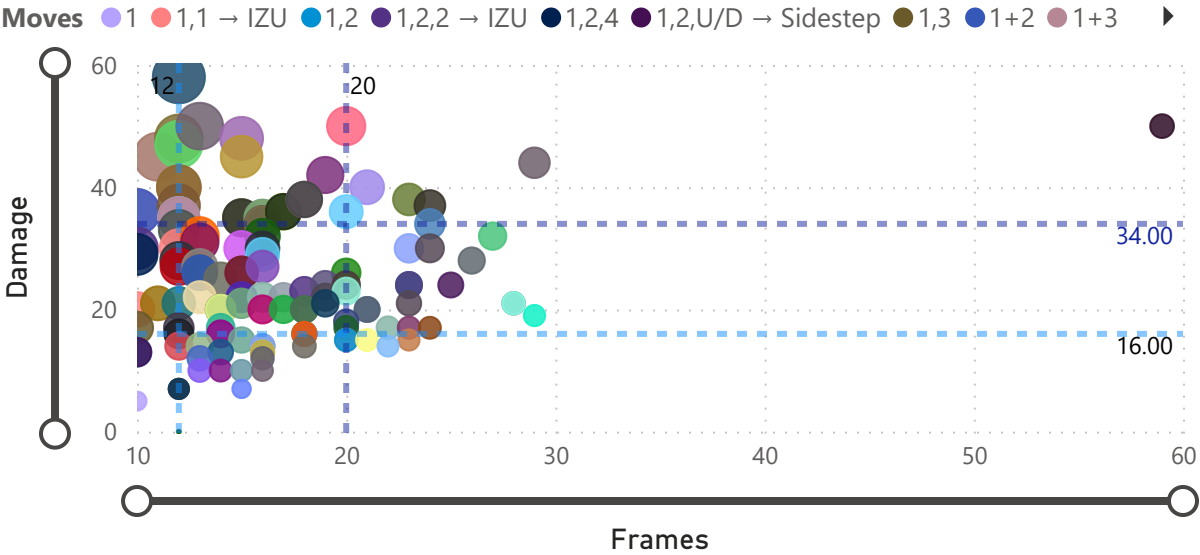
Top 5 (Show all tied value)



Jun

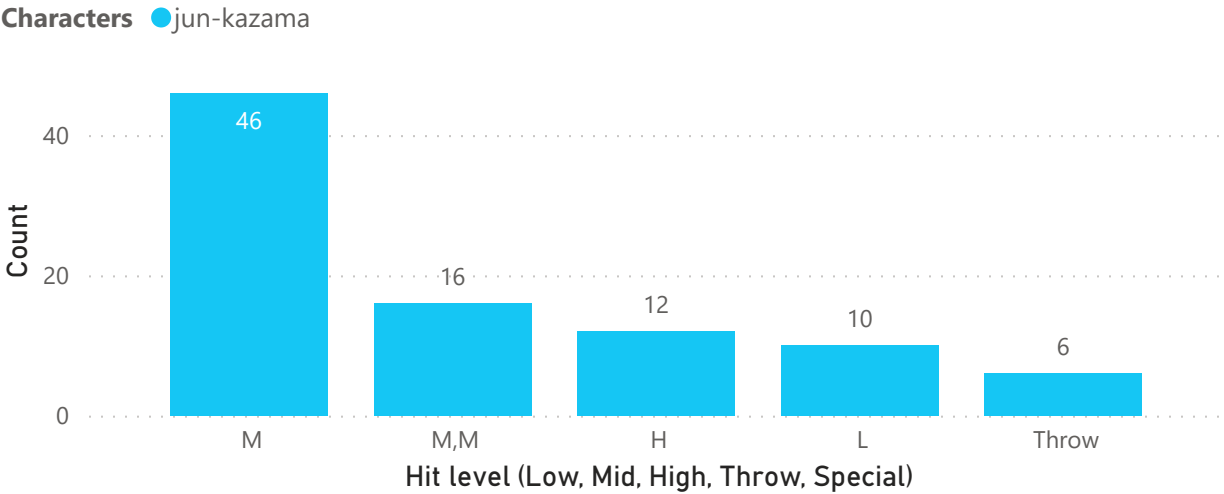
Damage, Frame, Dmg/Frame by Move

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



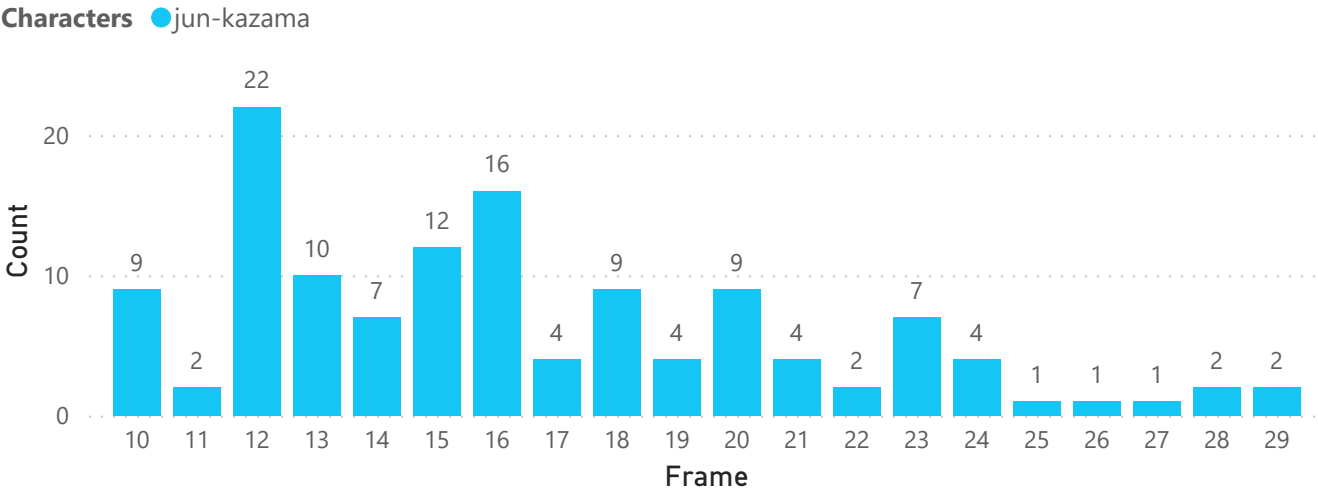
Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



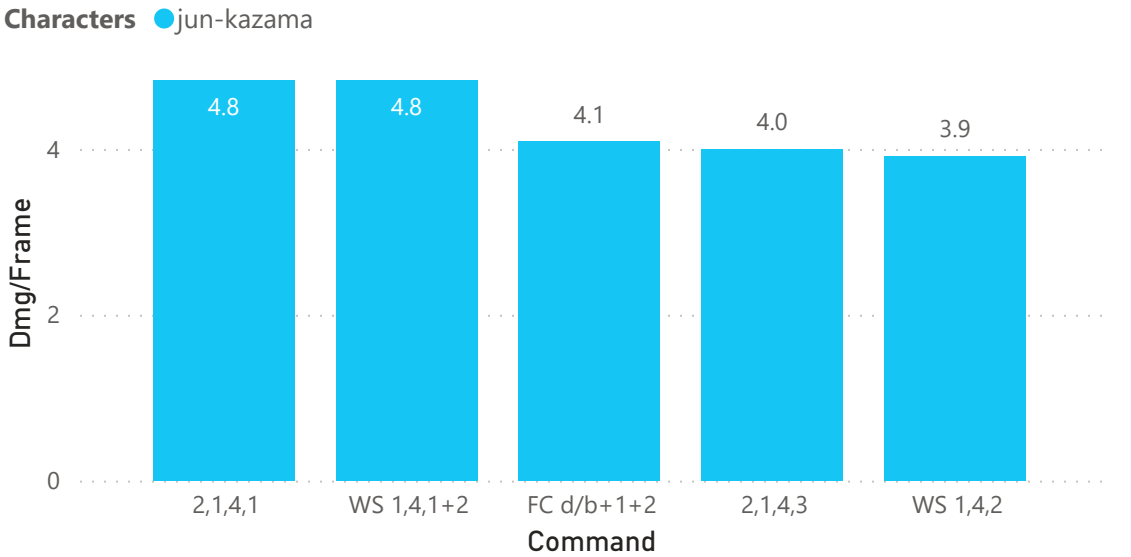
Count of Moves' Frames

10 - 30 frames



Dmg/Frame by Moves

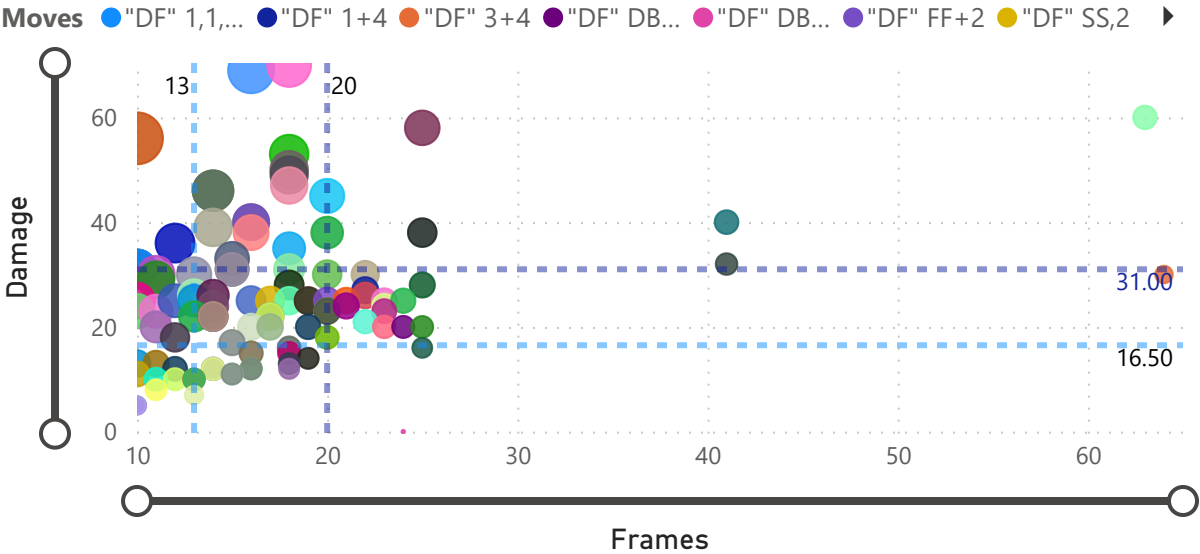
Top 5 (Show all tied value)



Kazuya

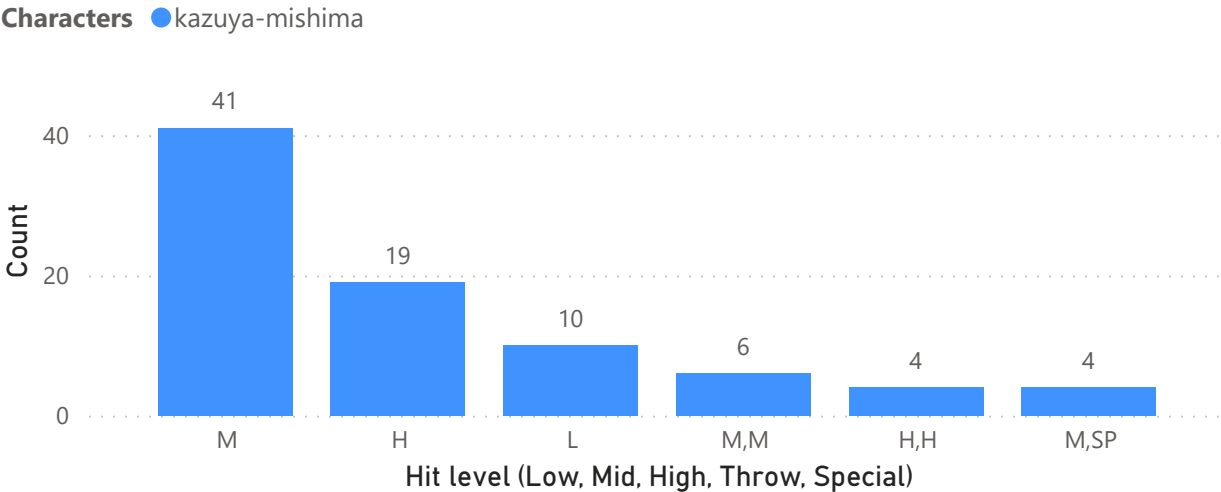
Damage, Frame, Dmg/Frame by Move

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



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

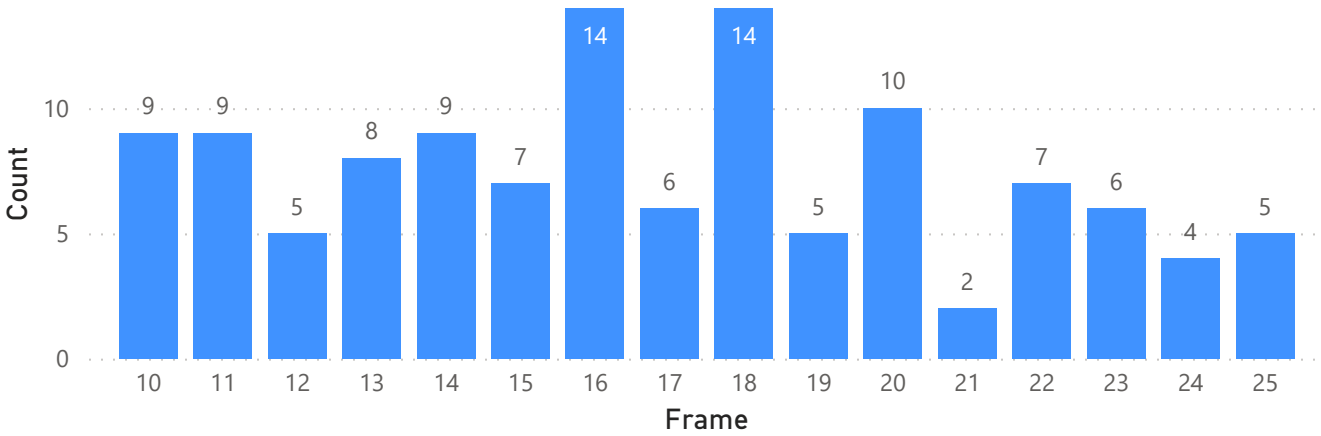
Top 5 (Show all tied value)



Count of Moves' Frames

10 - 30 frames

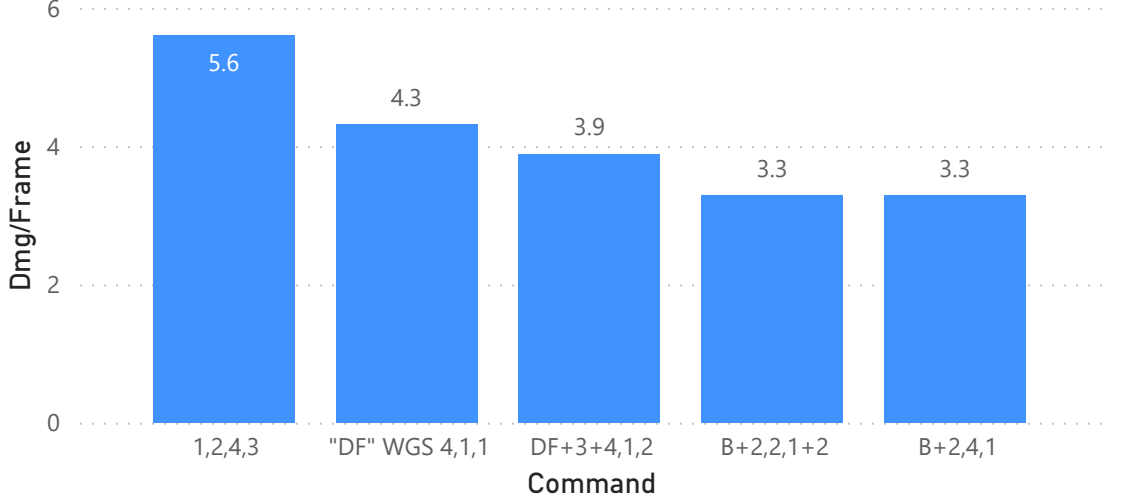
Characters kazuya-mishima



Dmg/Frame by Moves

Top 5 (Show all tied value)

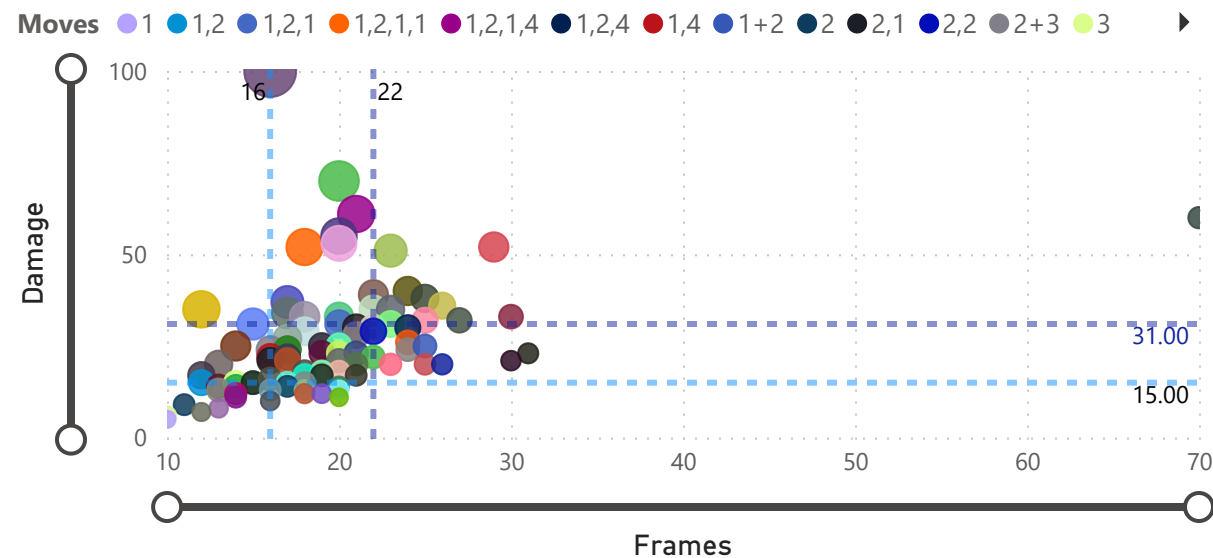
Characters kazuya-mishima



Leo

Damage, Frame, Dmg/Frame by Move

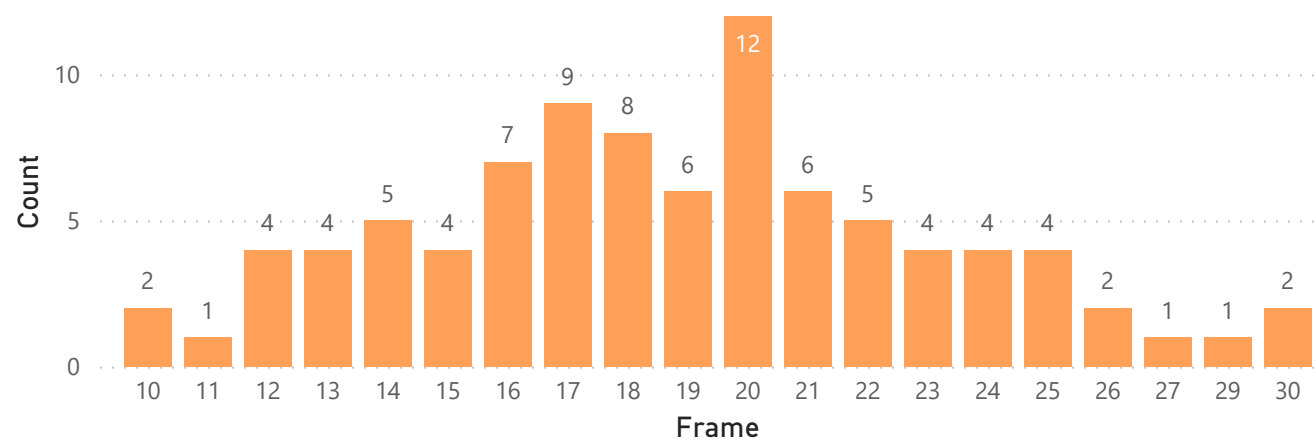
(Size = Dmg/Frame), (light blue line = 25th percentile), (dark blue line = 75th percentile)



Count of Moves' Frames

10 - 30 frames

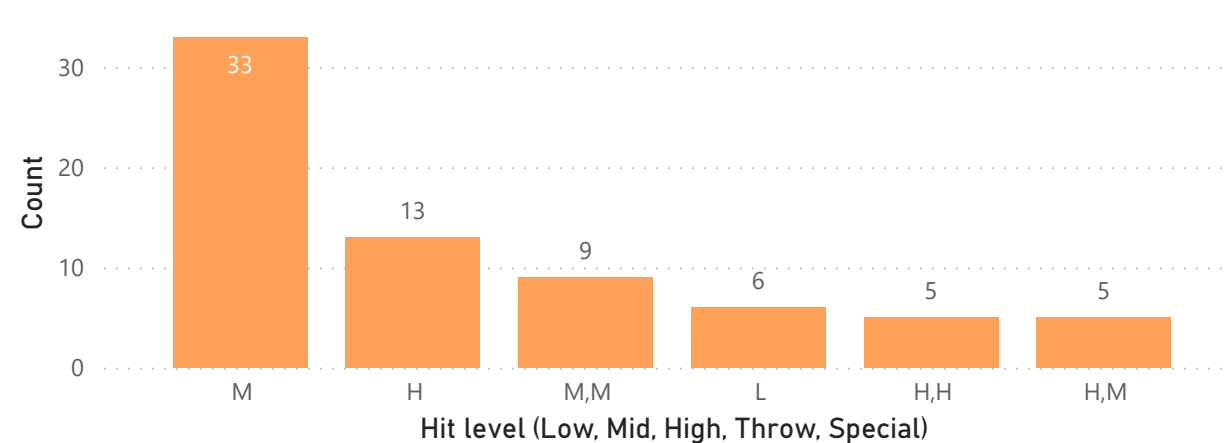
Characters ●leo



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

Top 5 (Show all tied value)

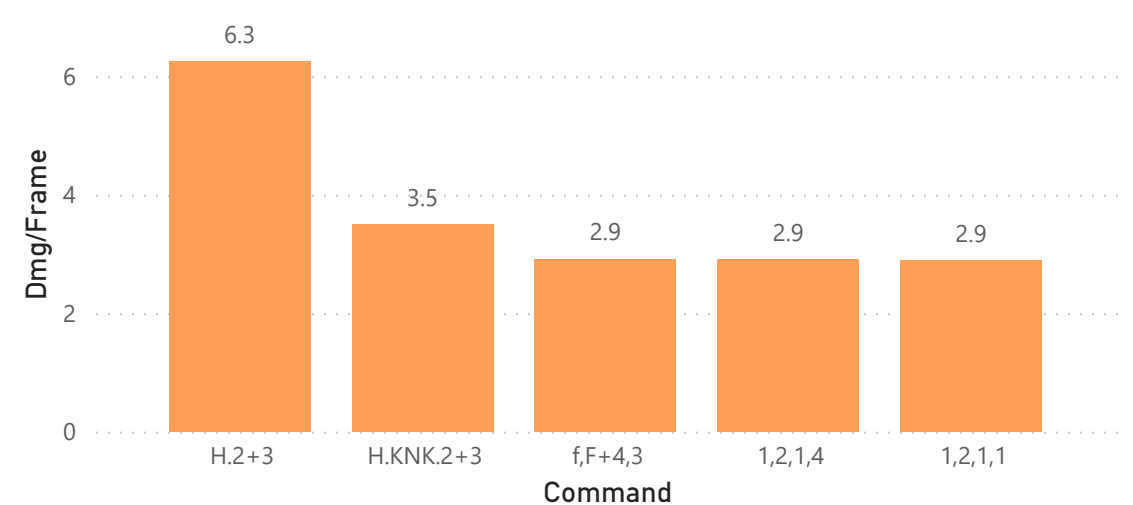
Characters leo



Dmg/Frame by Moves

Top 5 (Show all tied value)

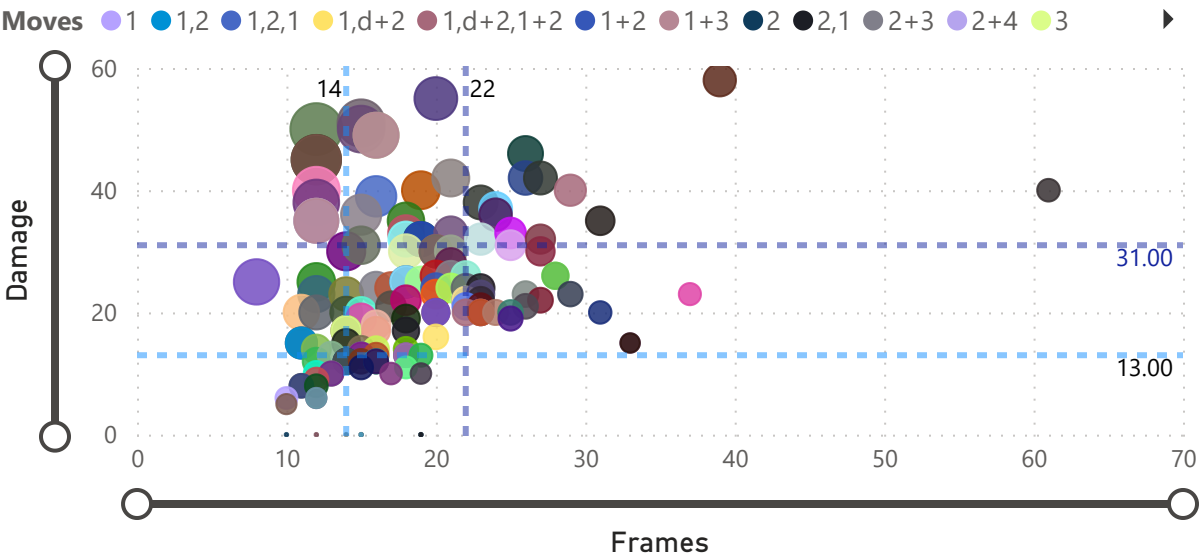
Characters



Xiaoyu

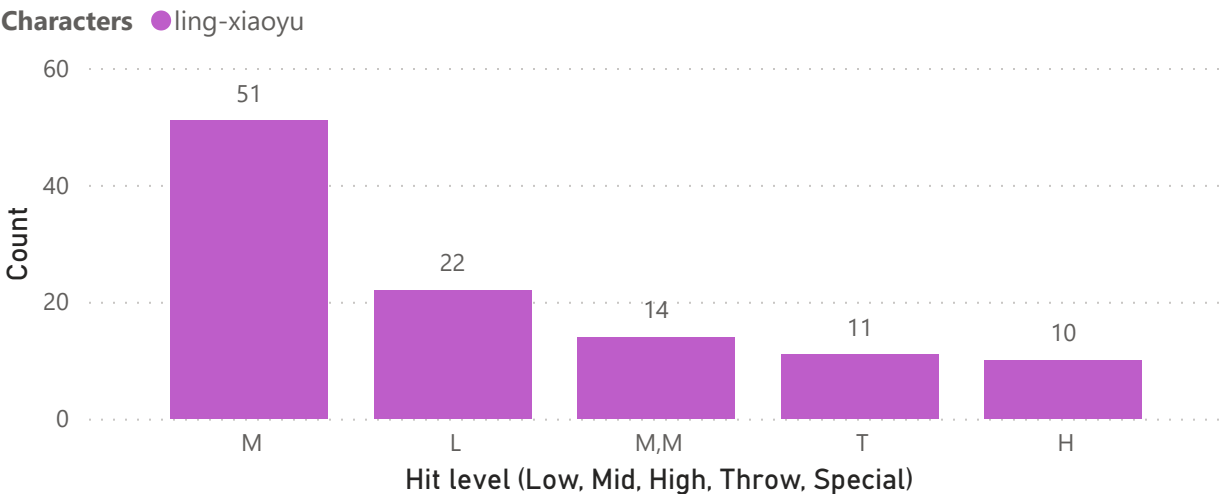
Damage, Frame, Dmg/Frame by Move

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



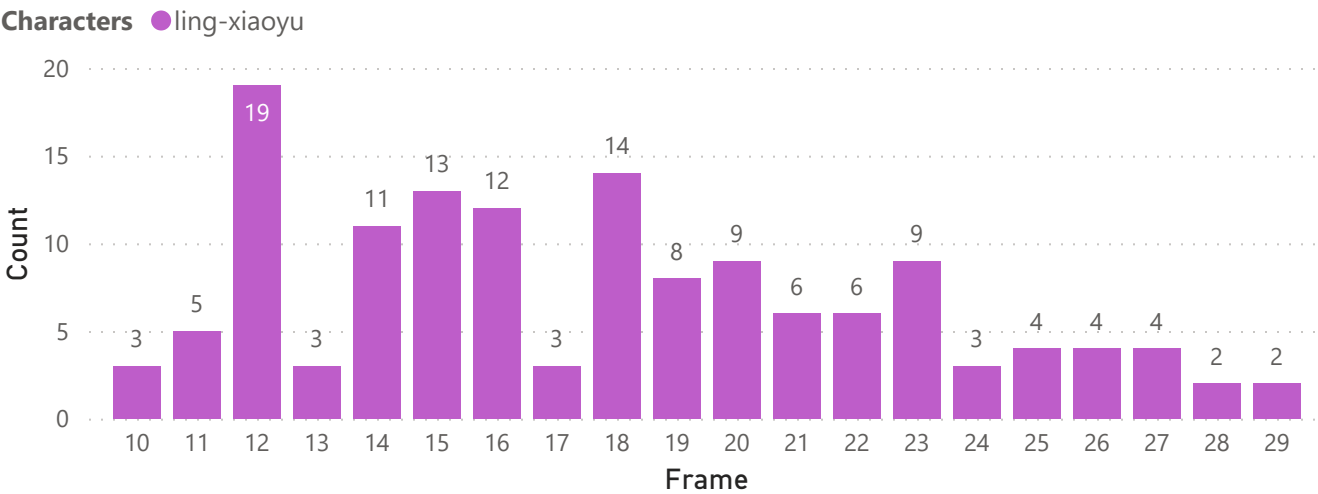
Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



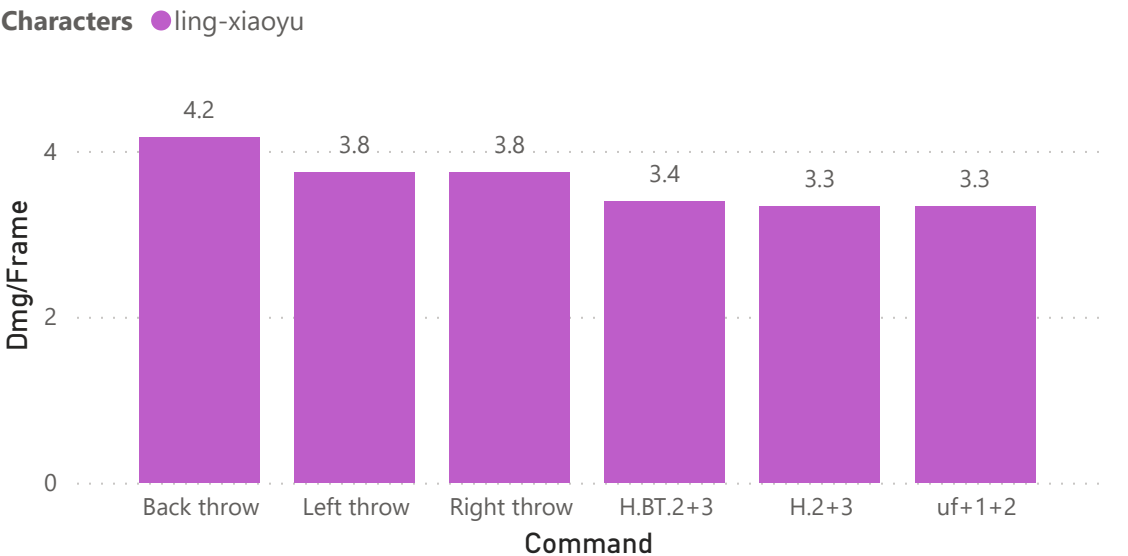
Count of Moves' Frames

10 - 30 frames



Dmg/Frame by Moves

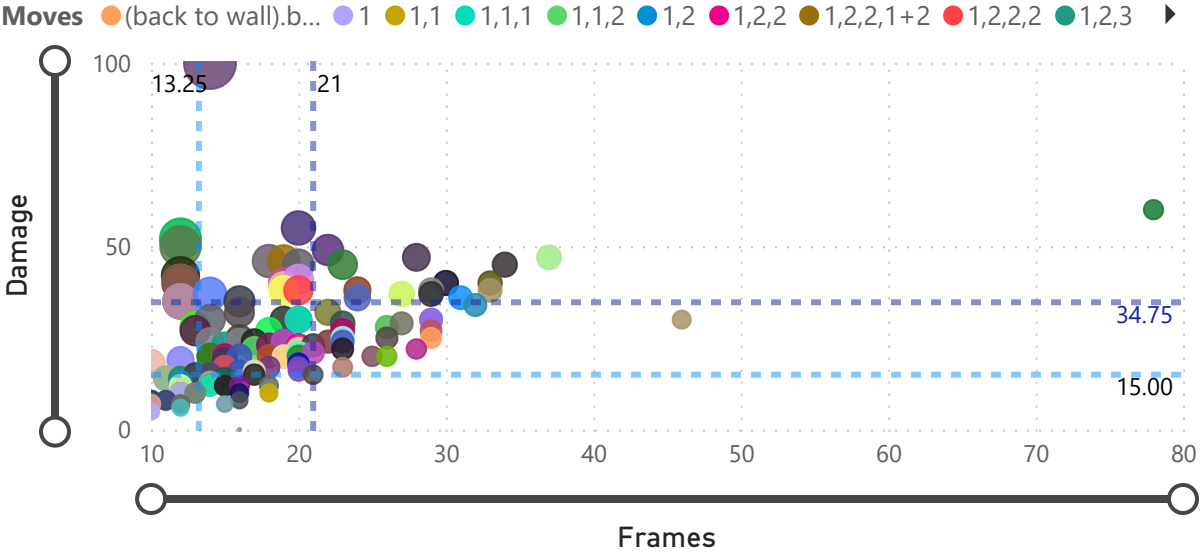
Top 5 (Show all tied value)



Law

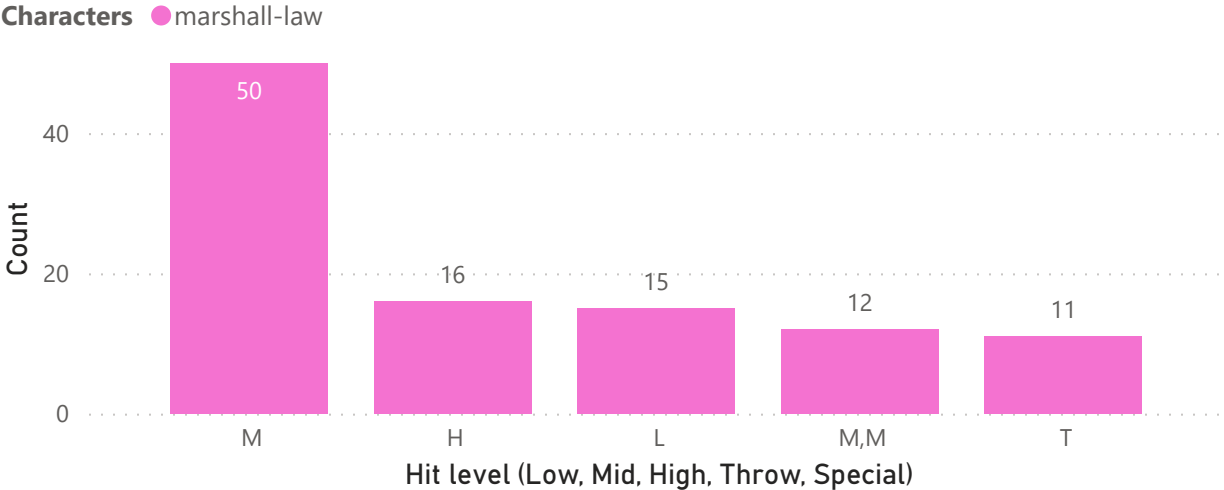
Damage, Frame, Dmg/Frame by Move

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



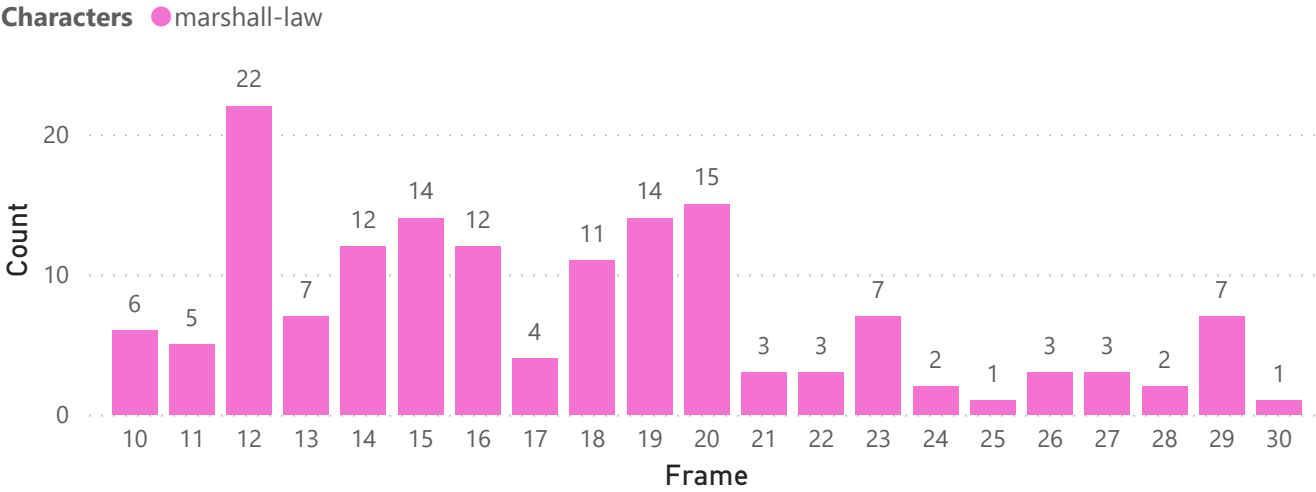
Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



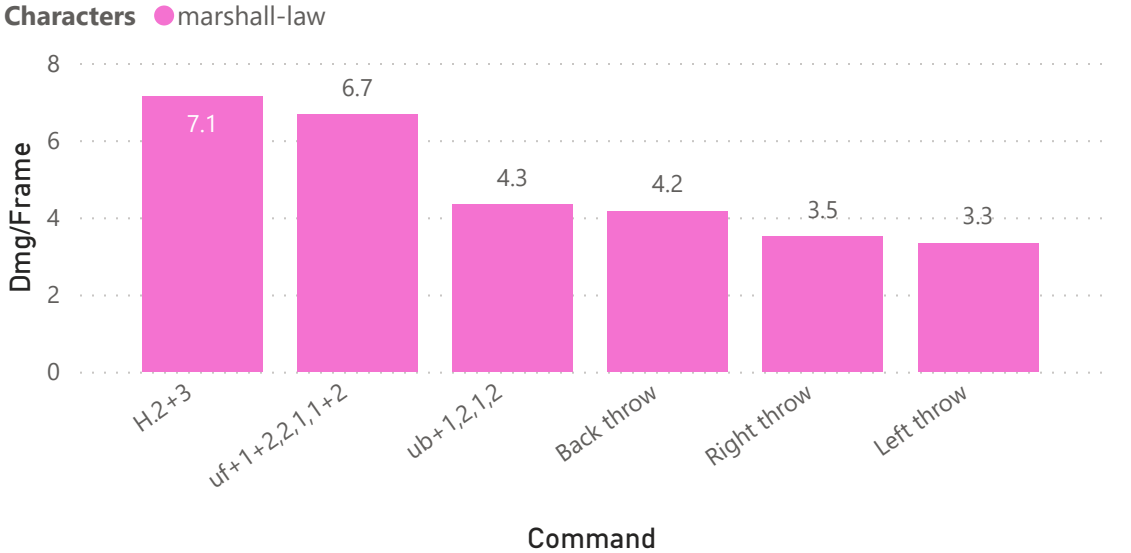
Count of Moves' Frames

10 - 30 frames



Dmg/Frame by Moves

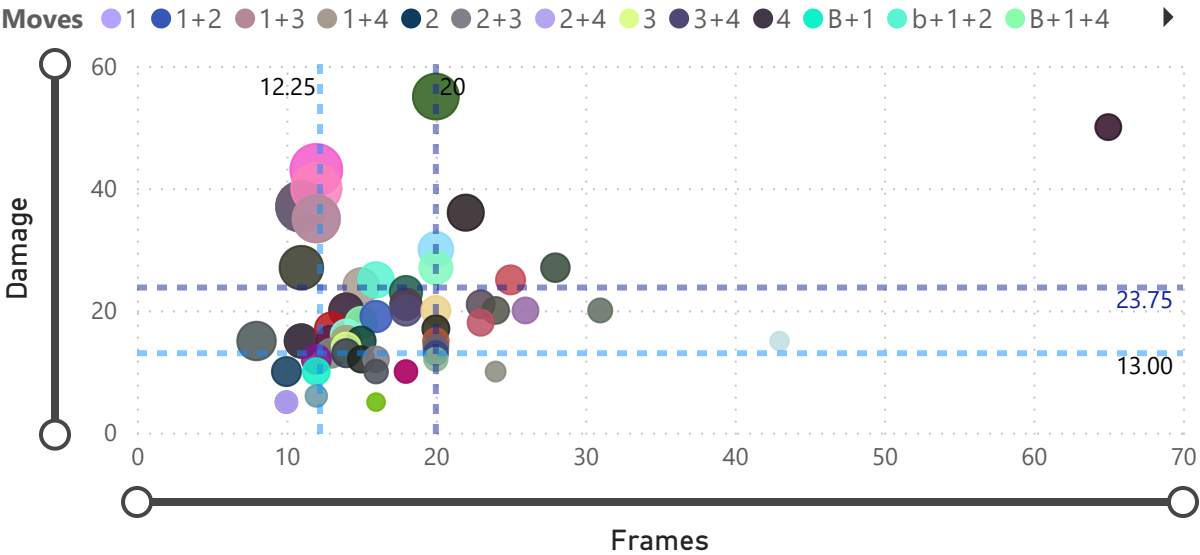
Top 5 (Show all tied value)



Nina

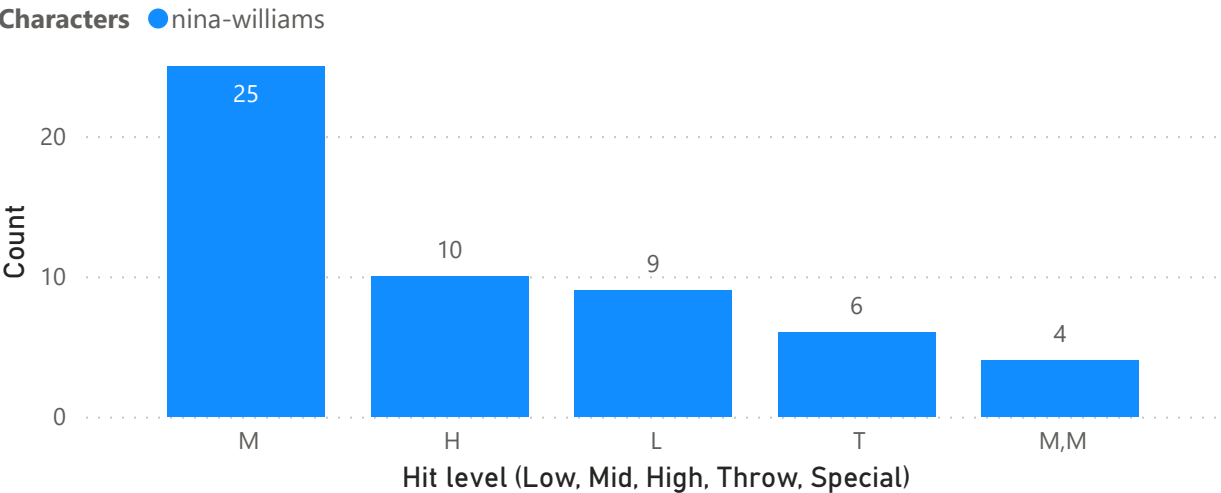
Damage, Frame, Dmg/Frame by Move

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



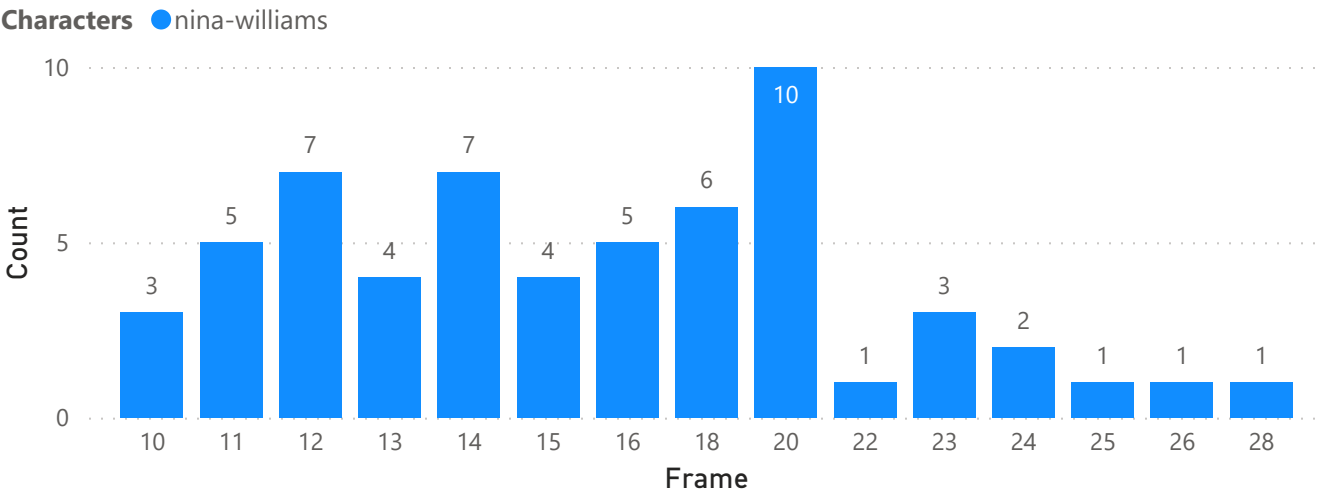
Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



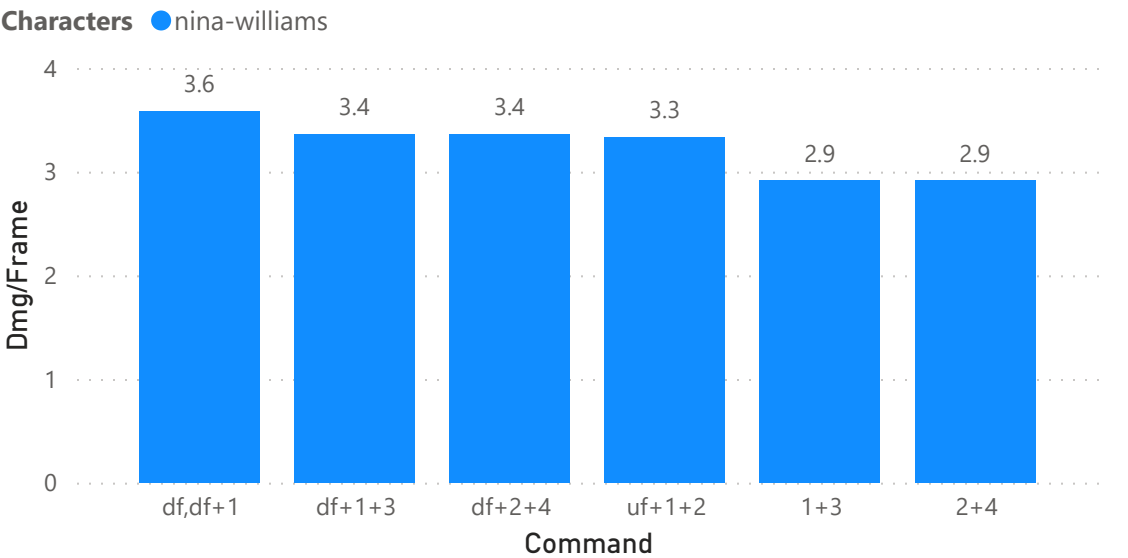
Count of Moves' Frames

10 - 30 frames



Dmg/Frame by Moves

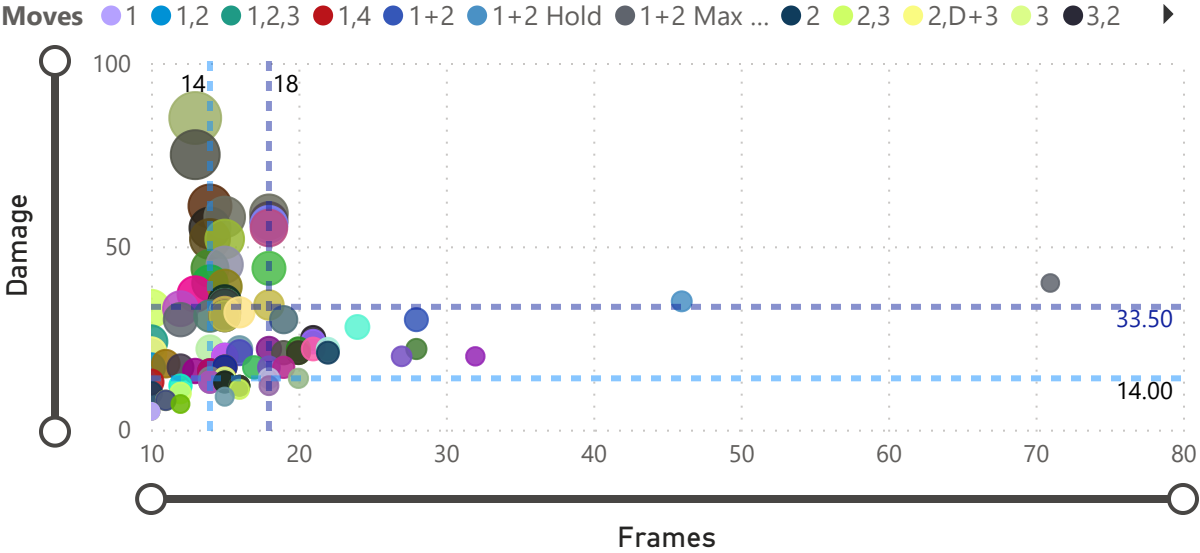
Top 5 (Show all tied value)



Paul

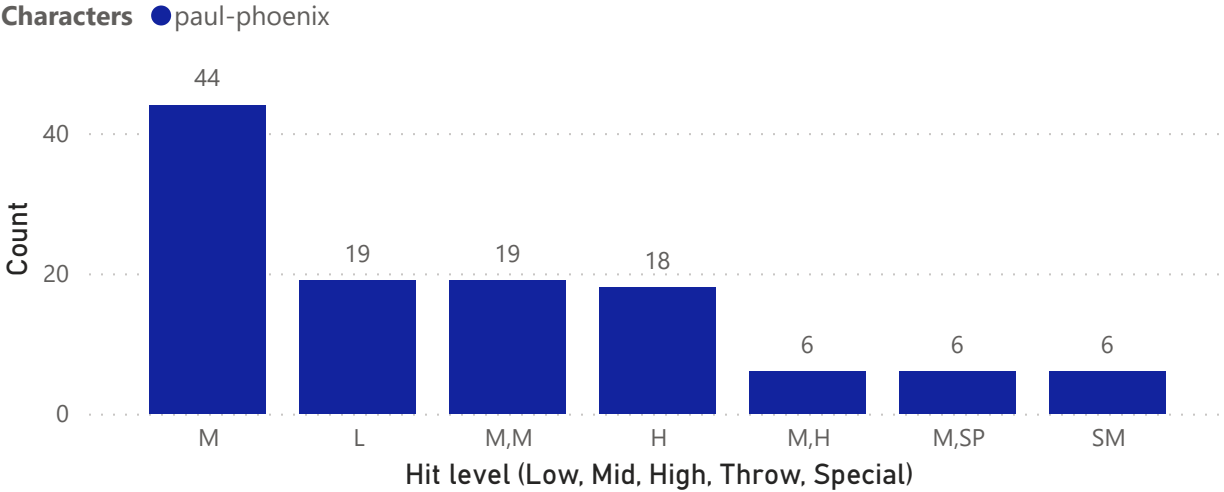
Damage, Frame, Dmg/Frame by Move

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



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

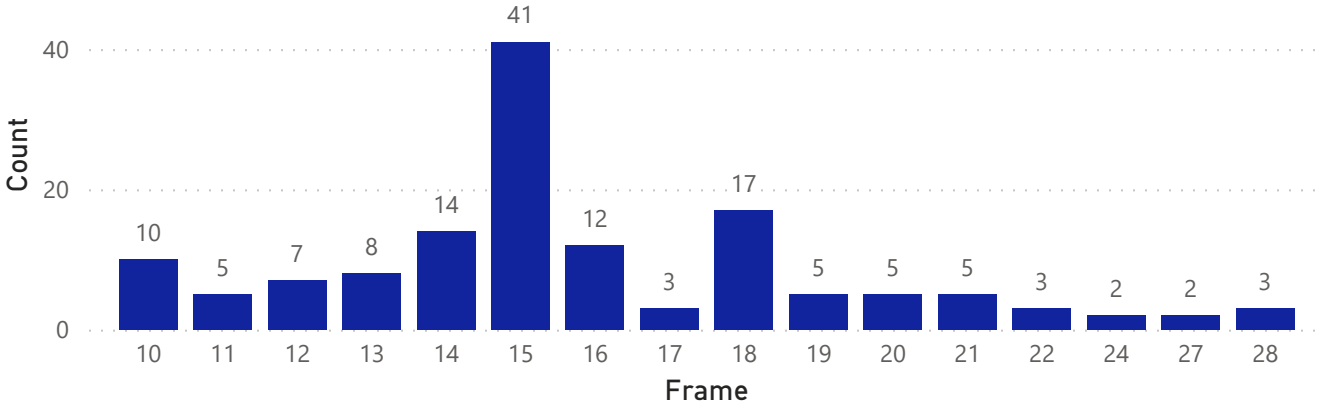
Top 5 (Show all tied value)



Count of Moves' Frames

10 - 30 frames

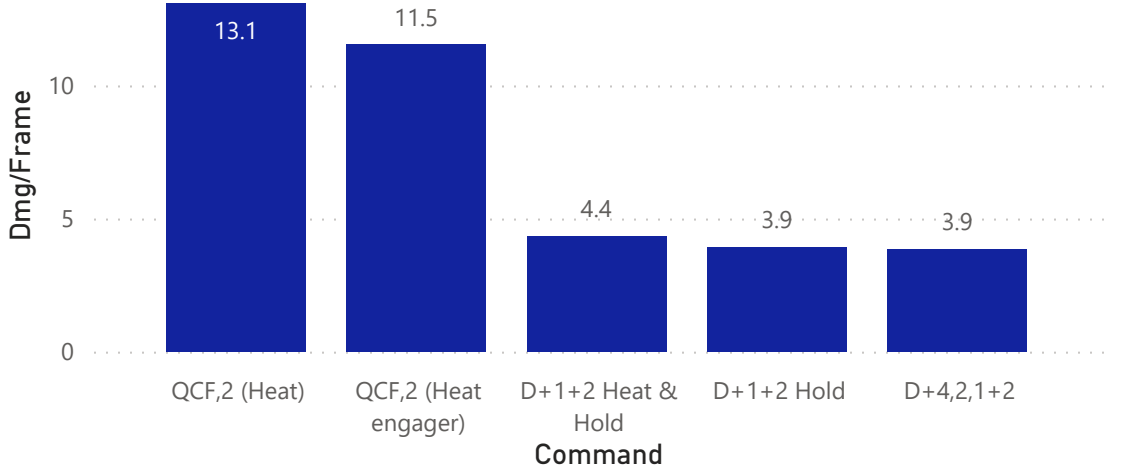
Characters paul-phoenix



Dmg/Frame by Moves

Top 5 (Show all tied value)

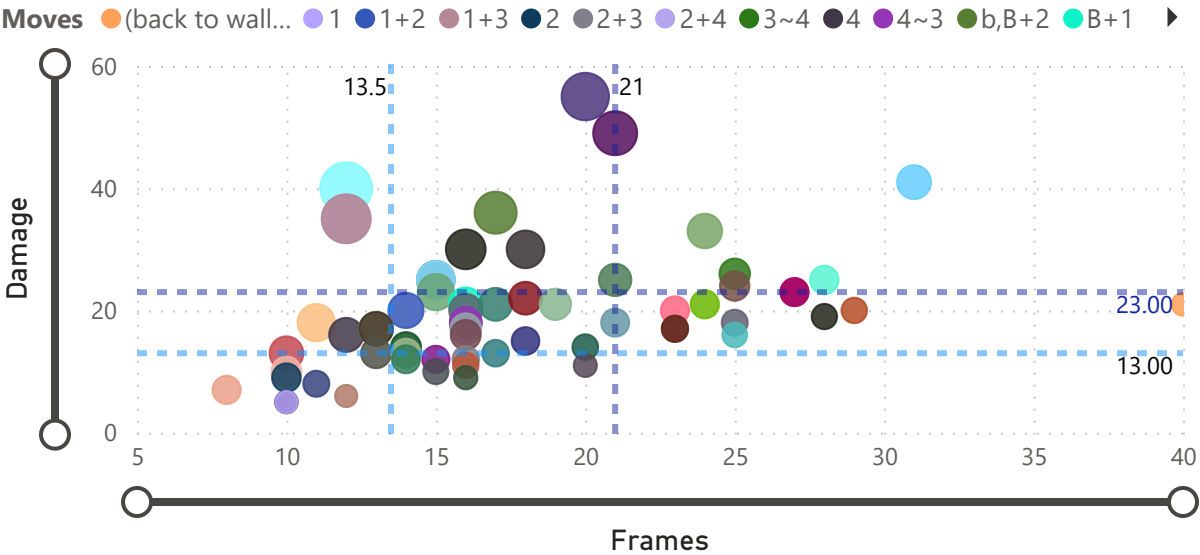
Characters paul-phoenix



Raven

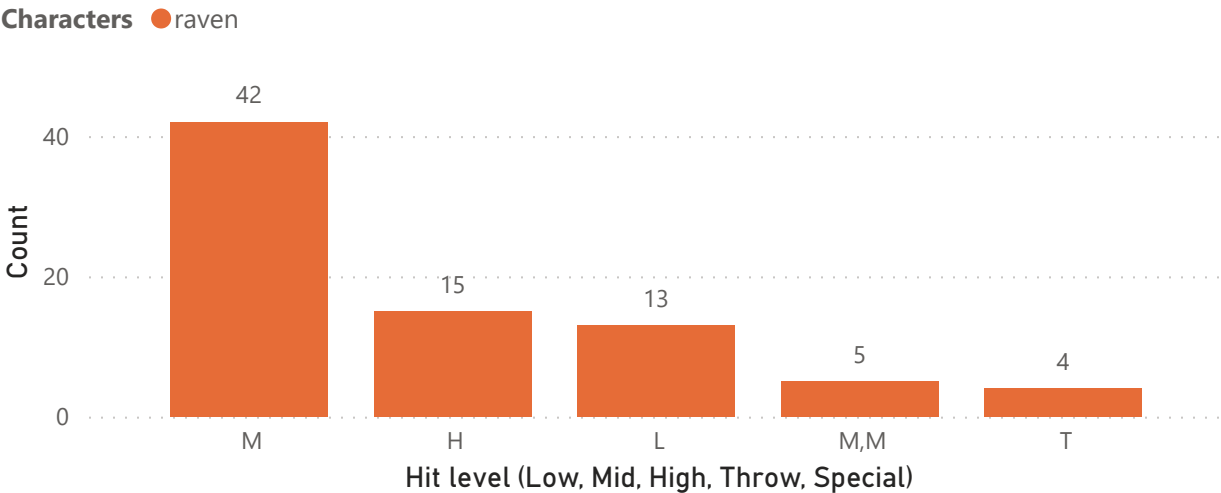
Damage, Frame, Dmg/Frame by Move

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



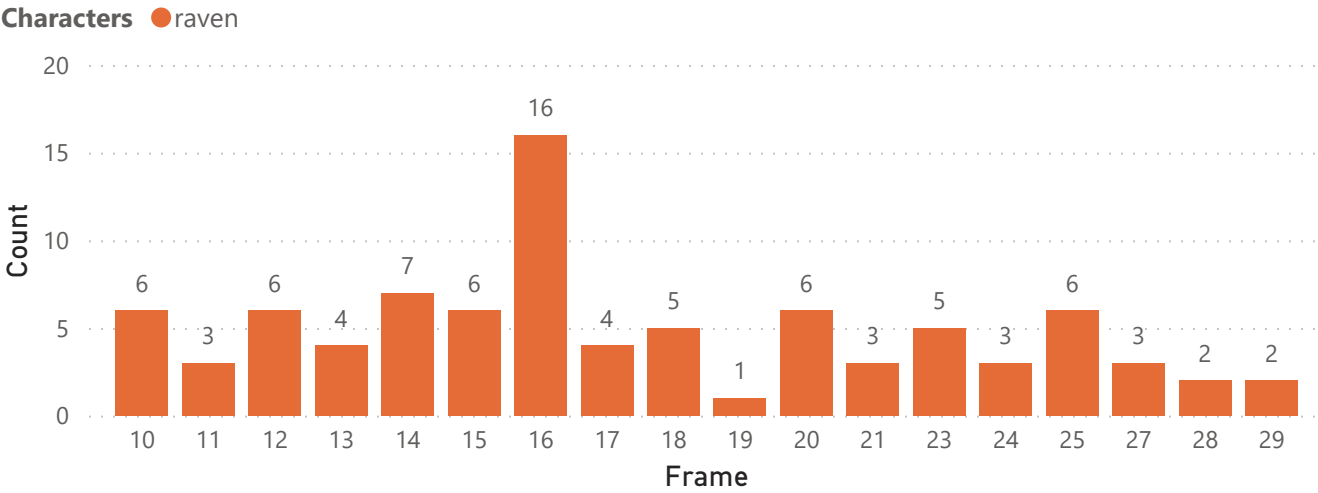
Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



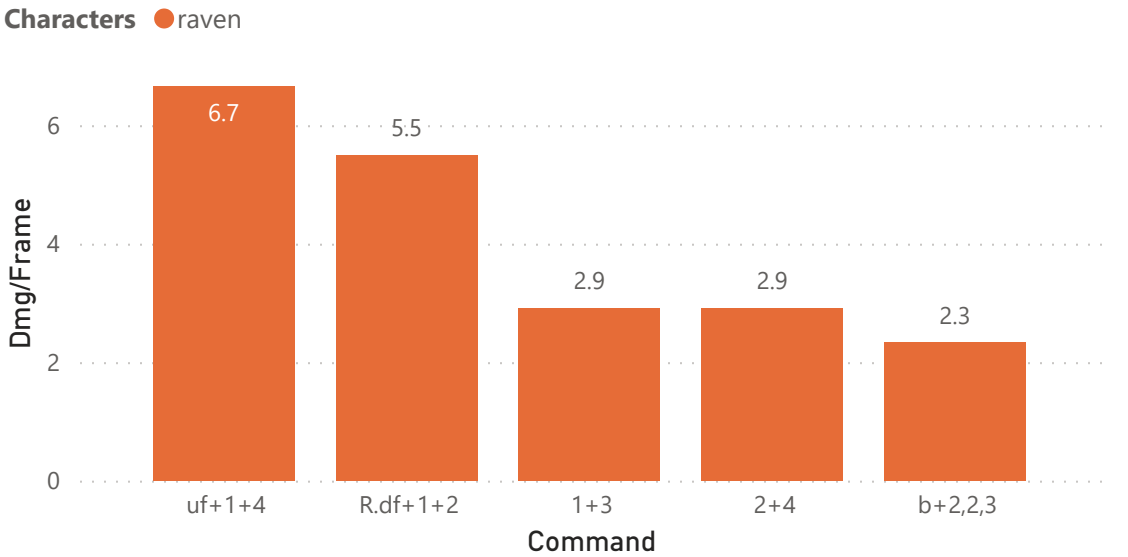
Count of Moves' Frames

10 - 30 frames



Dmg/Frame by Moves

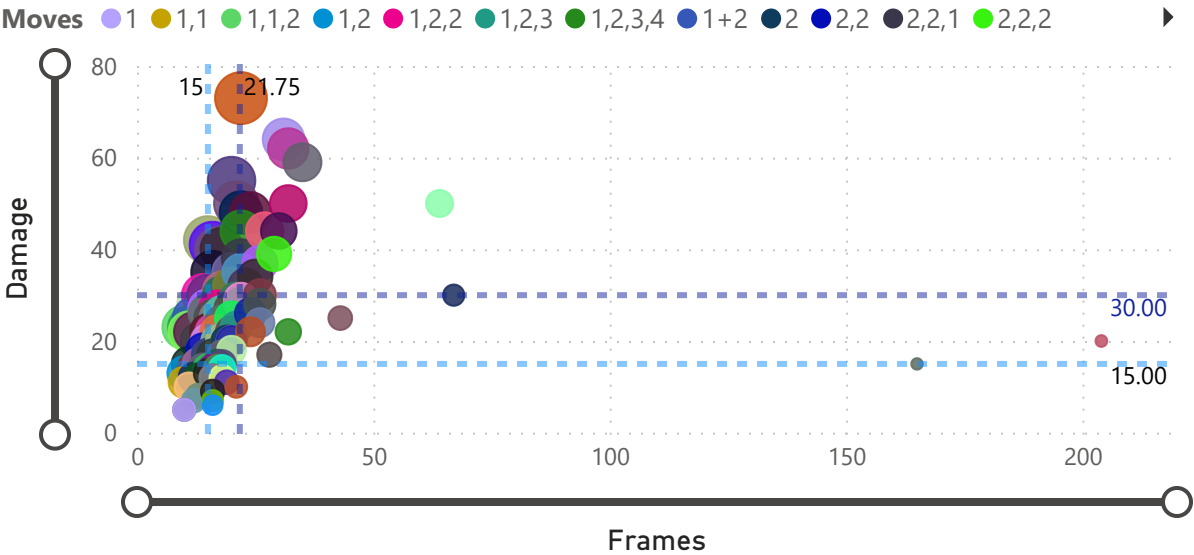
Top 5 (Show all tied value)



Reina

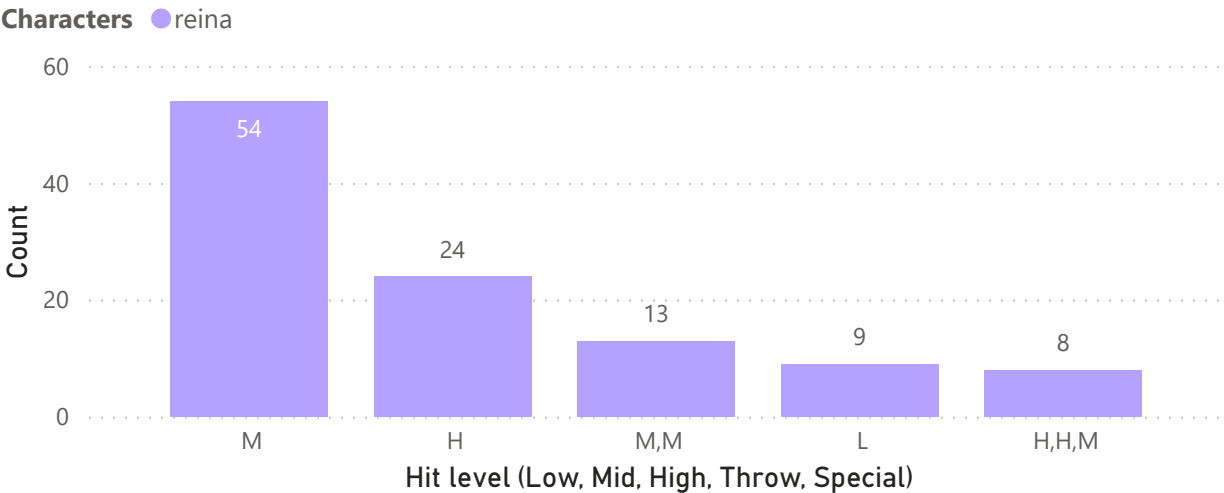
Damage, Frame, Dmg/Frame by Move

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



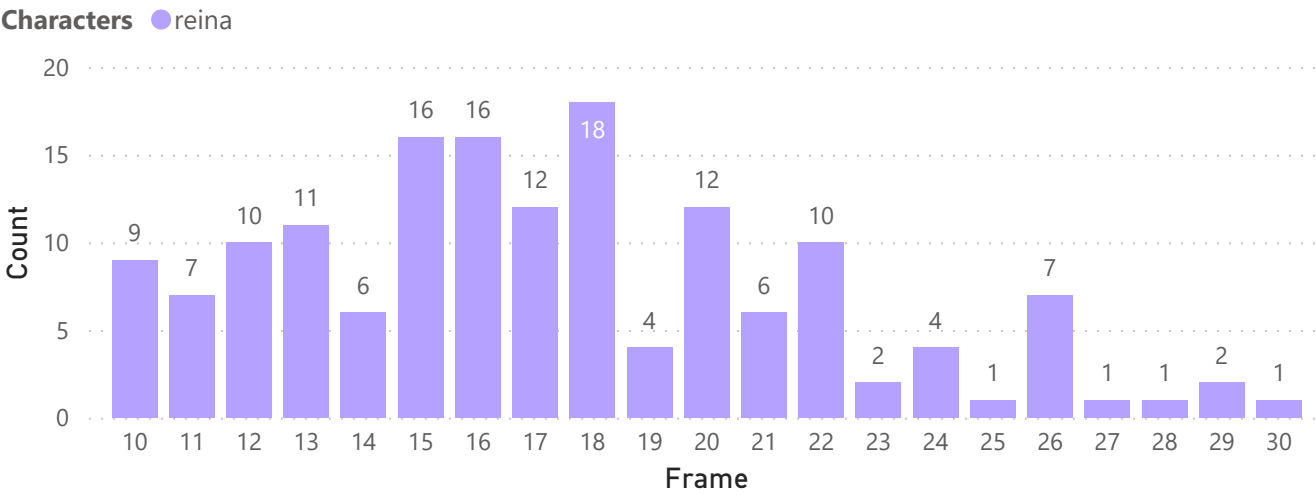
Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



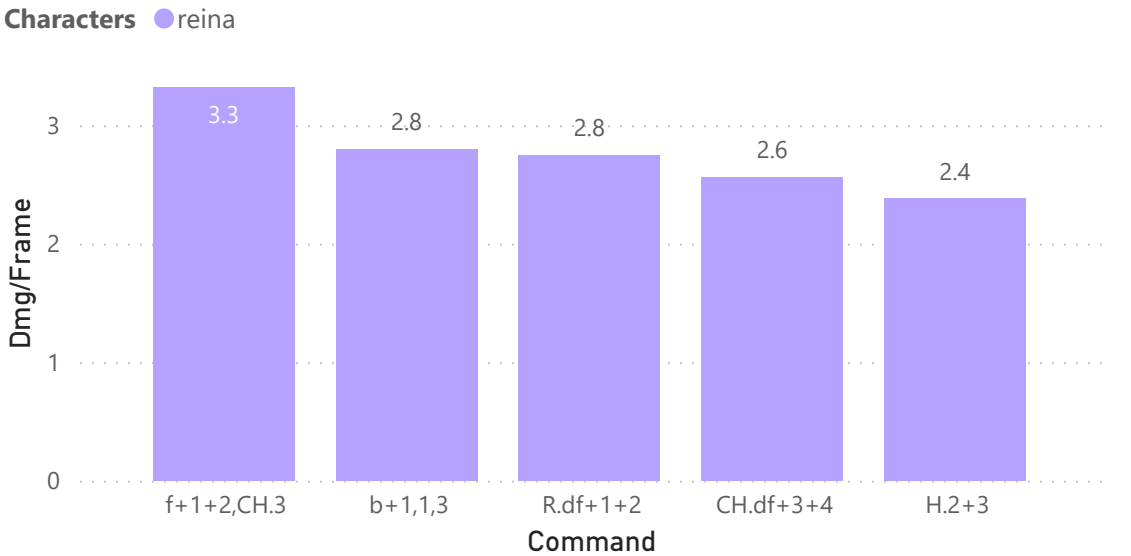
Count of Moves' Frames

10 - 30 frames



Dmg/Frame by Moves

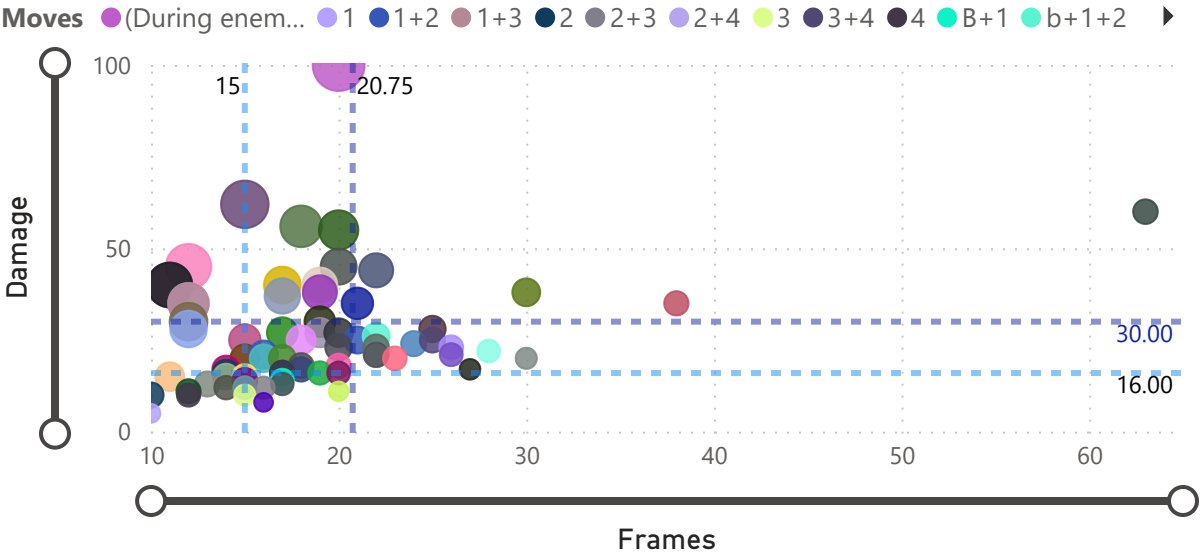
Top 5 (Show all tied value)



Dragunov

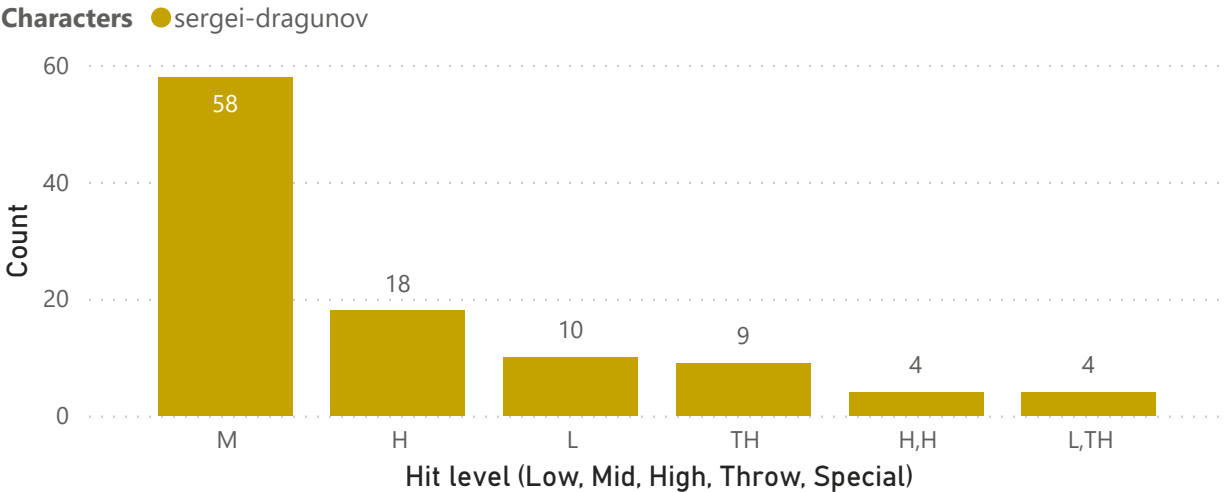
Damage, Frame, Dmg/Frame by Move

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



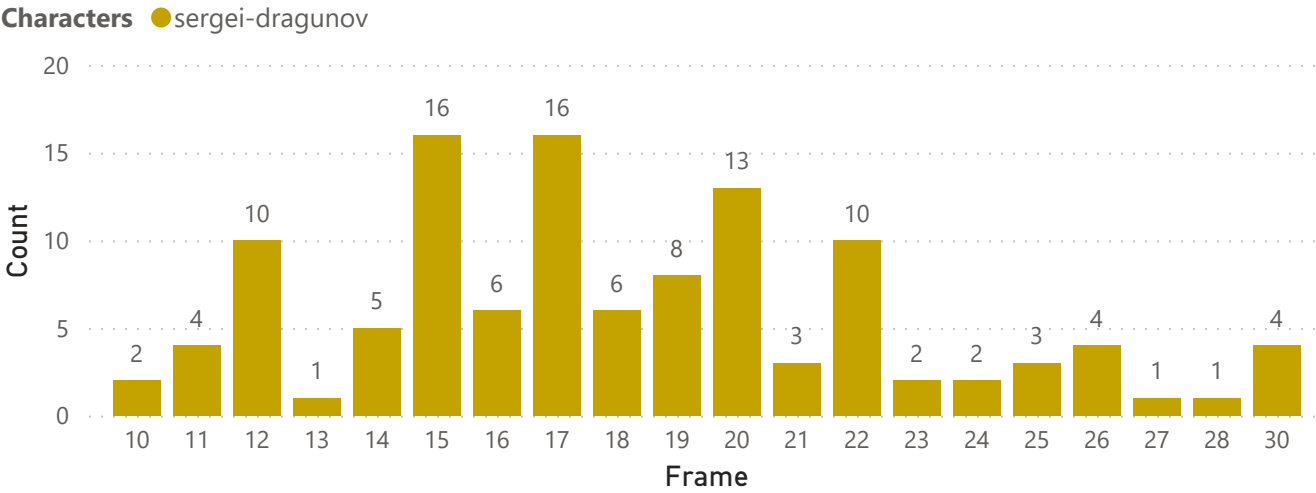
Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



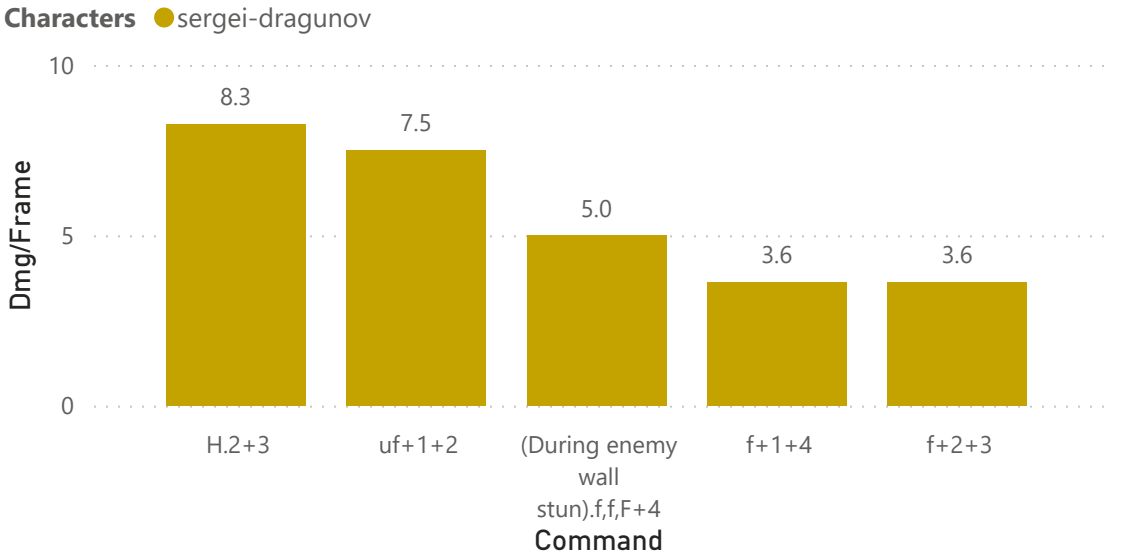
Count of Moves' Frames

10 - 30 frames



Dmg/Frame by Moves

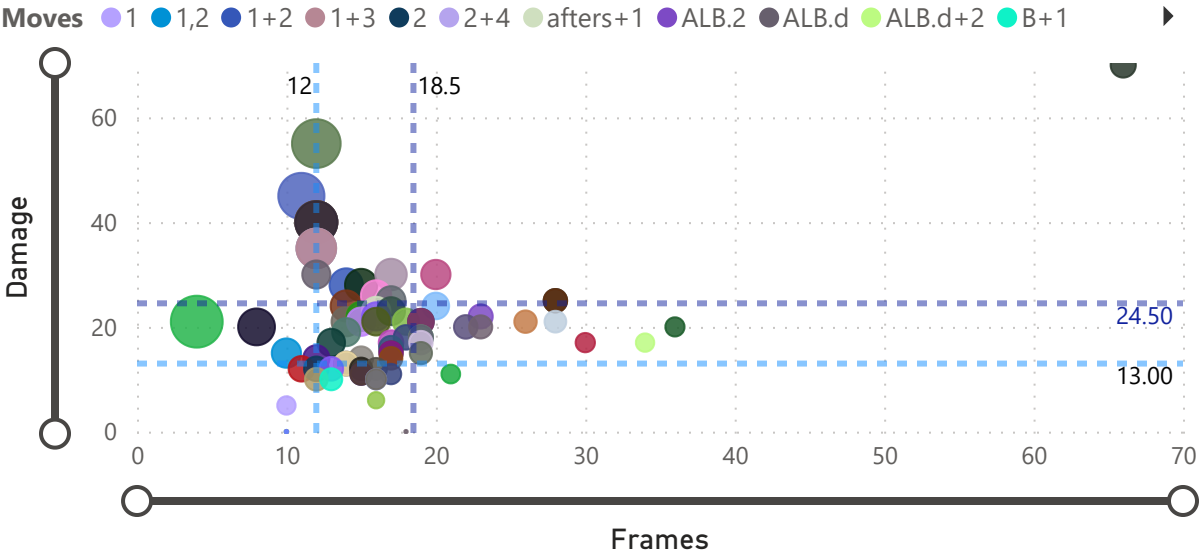
Top 5 (Show all tied value)



Steve

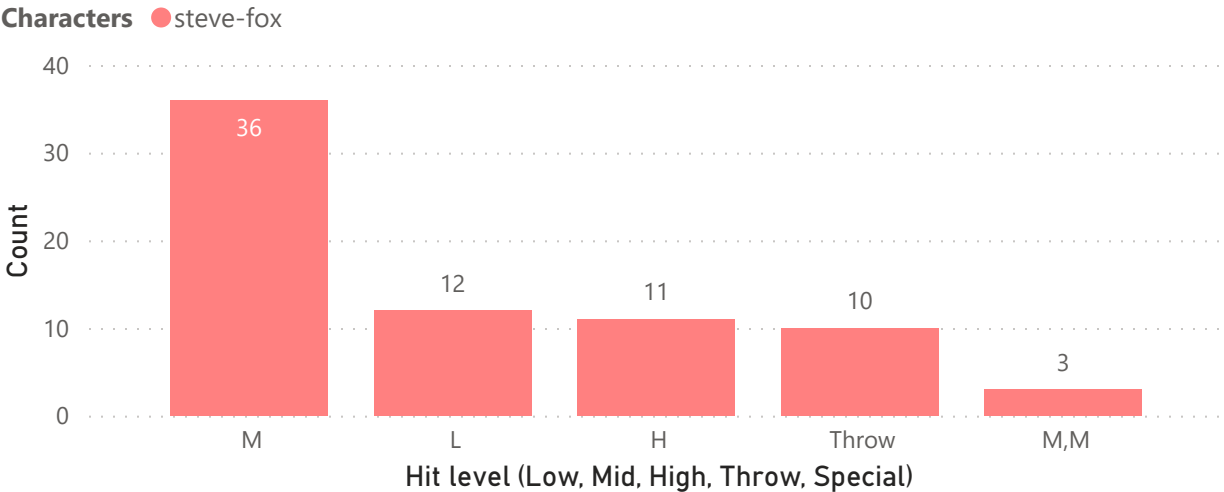
Damage, Frame, Dmg/Frame by Move

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



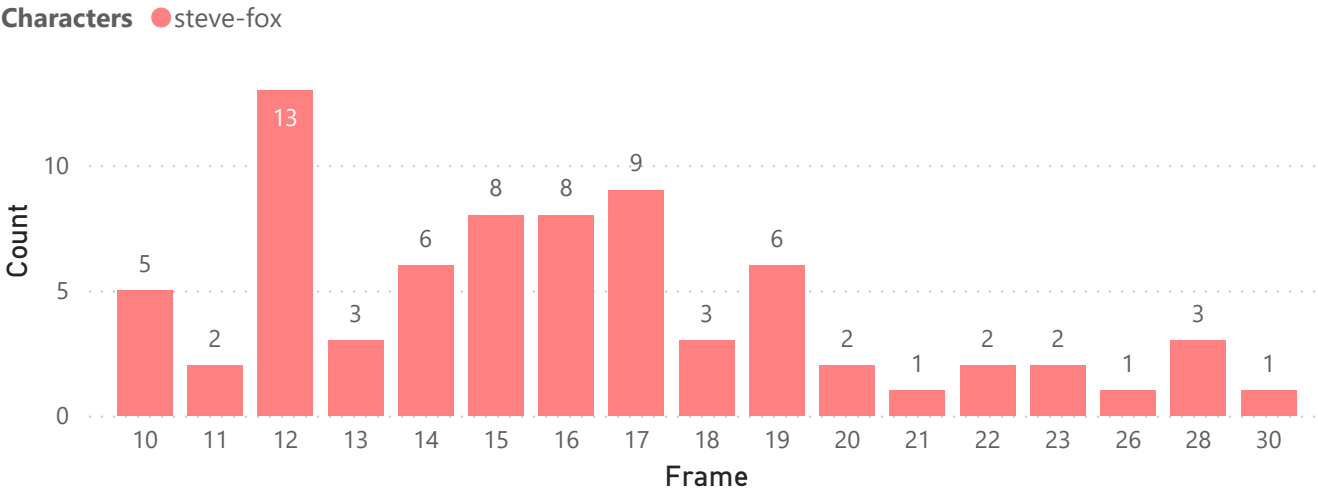
Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



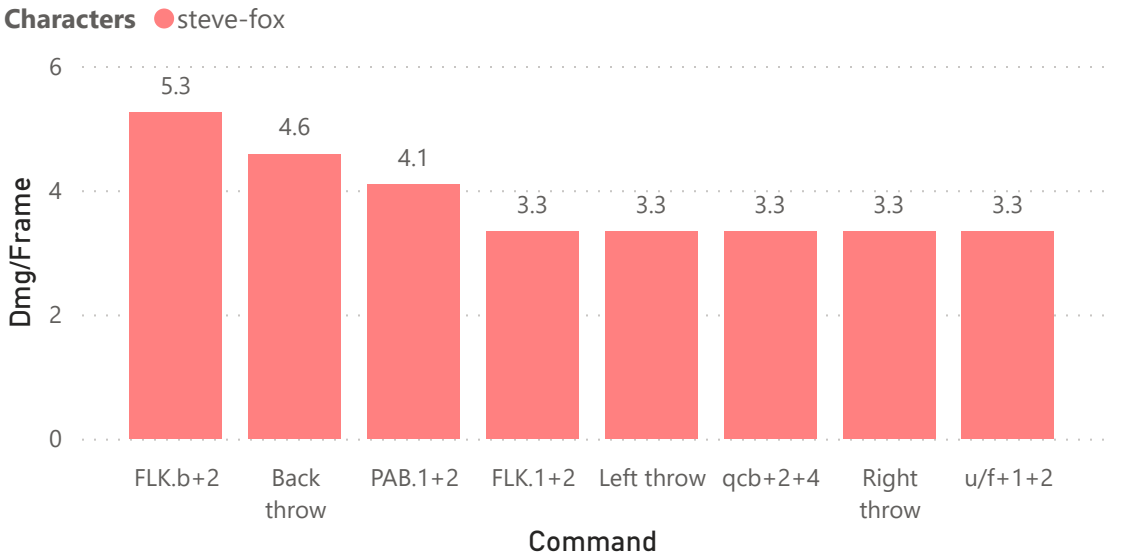
Count of Moves' Frames

10 - 30 frames



Dmg/Frame by Moves

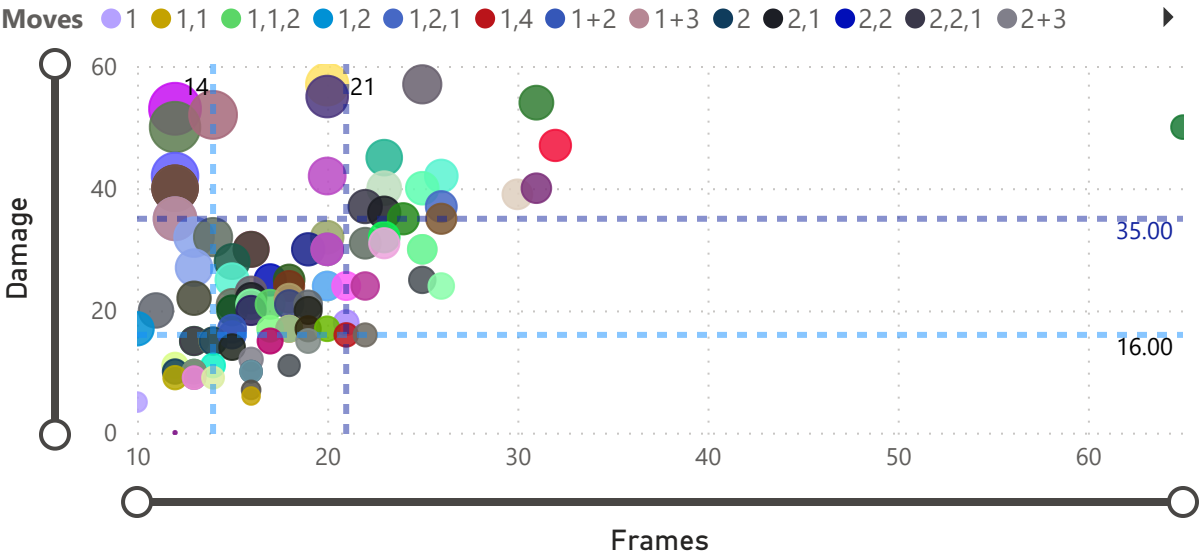
Top 5 (Show all tied value)



Victor

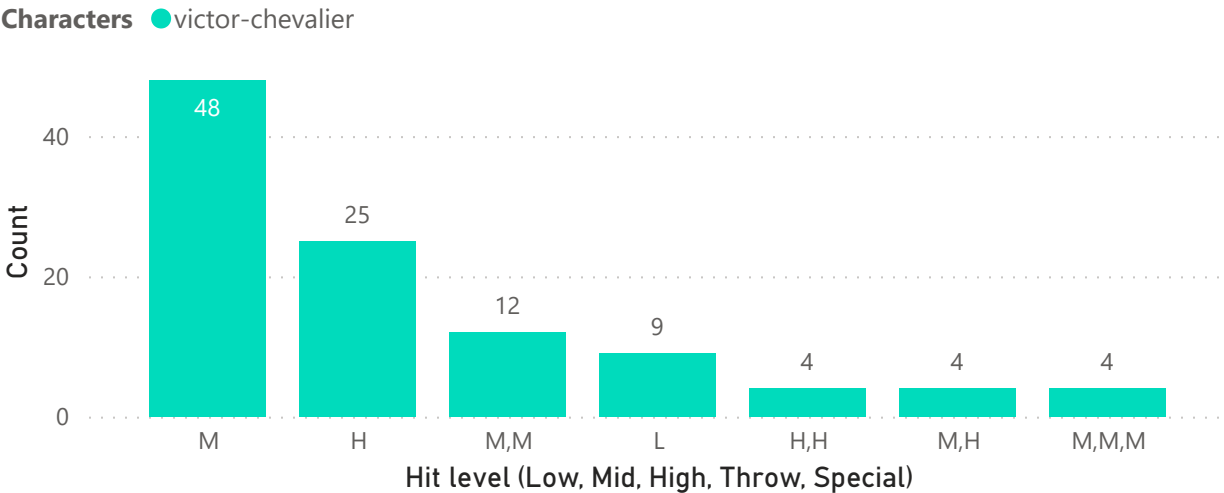
Damage, Frame, Dmg/Frame by Move

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



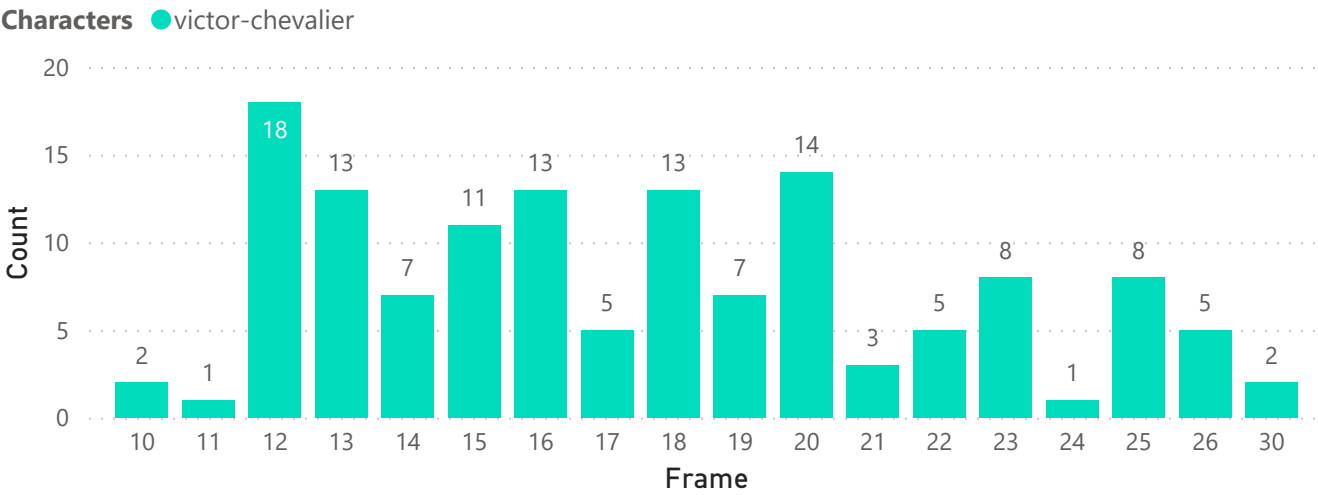
Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



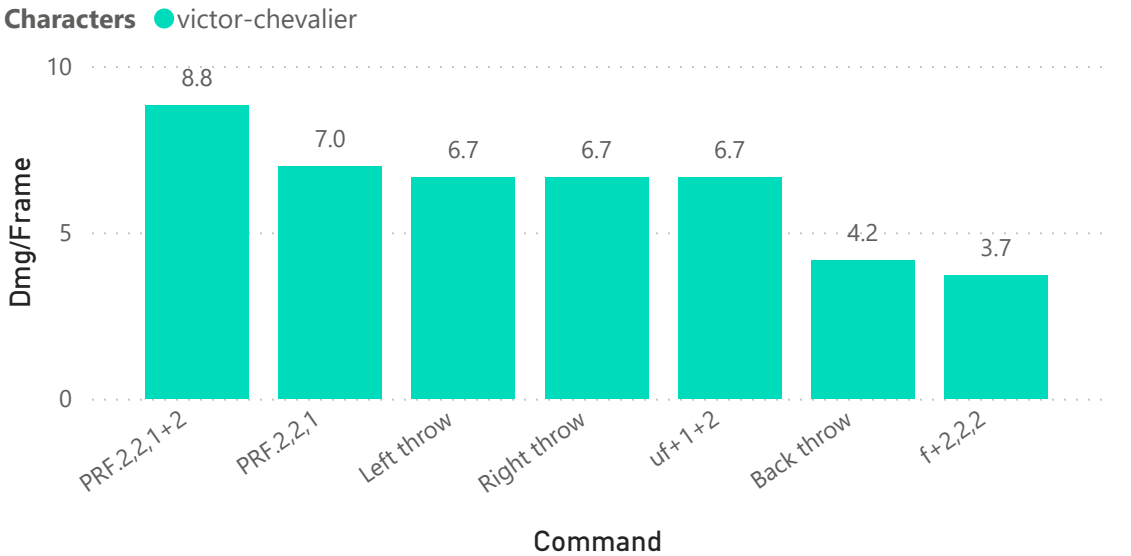
Count of Moves' Frames

10 - 30 frames



Dmg/Frame by Moves

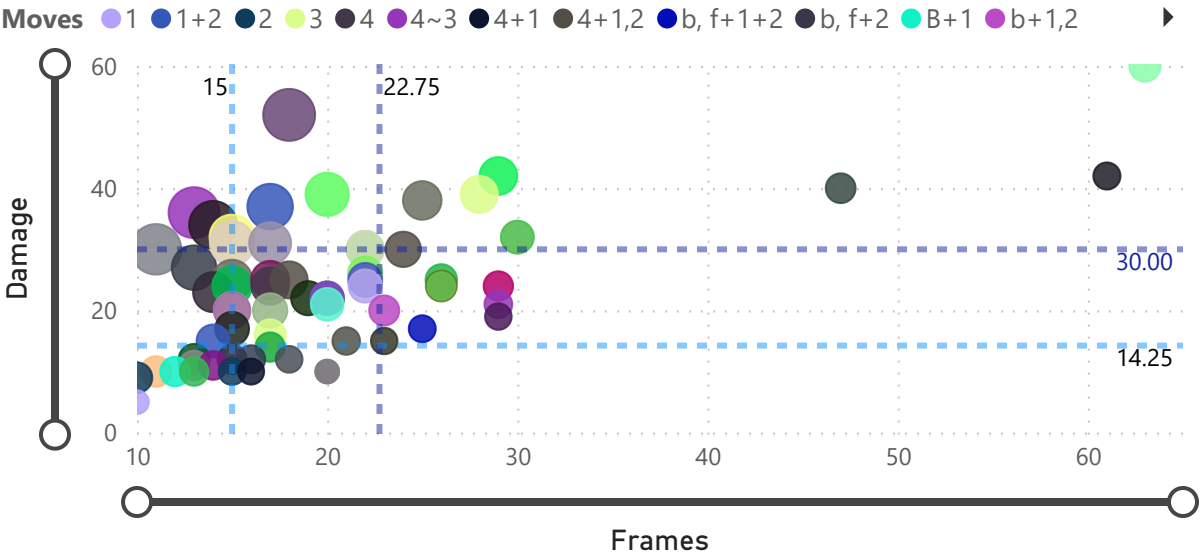
Top 5 (Show all tied value)



Devil Jin

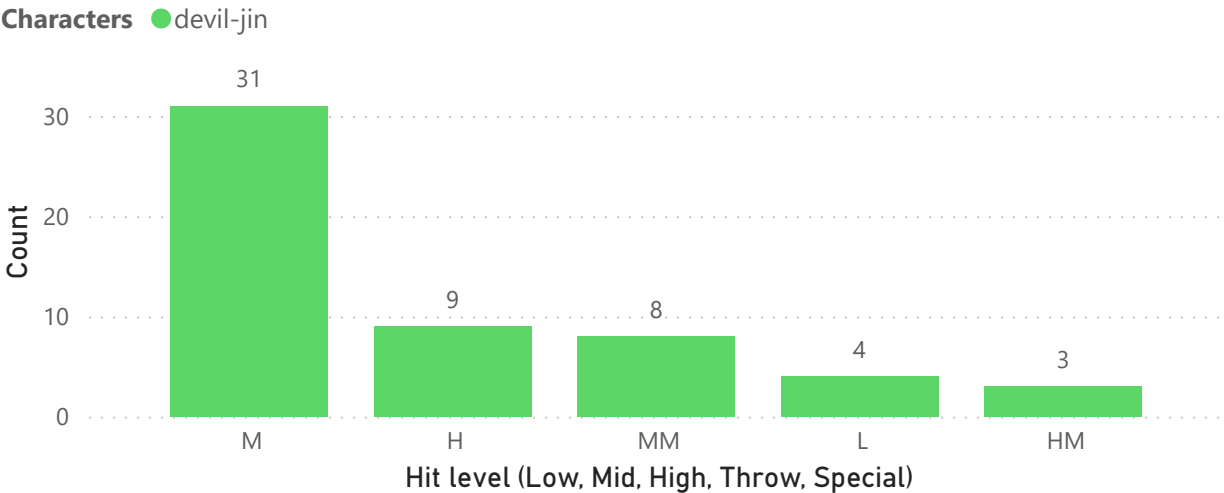
Damage, Frame, Dmg/Frame by Move

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



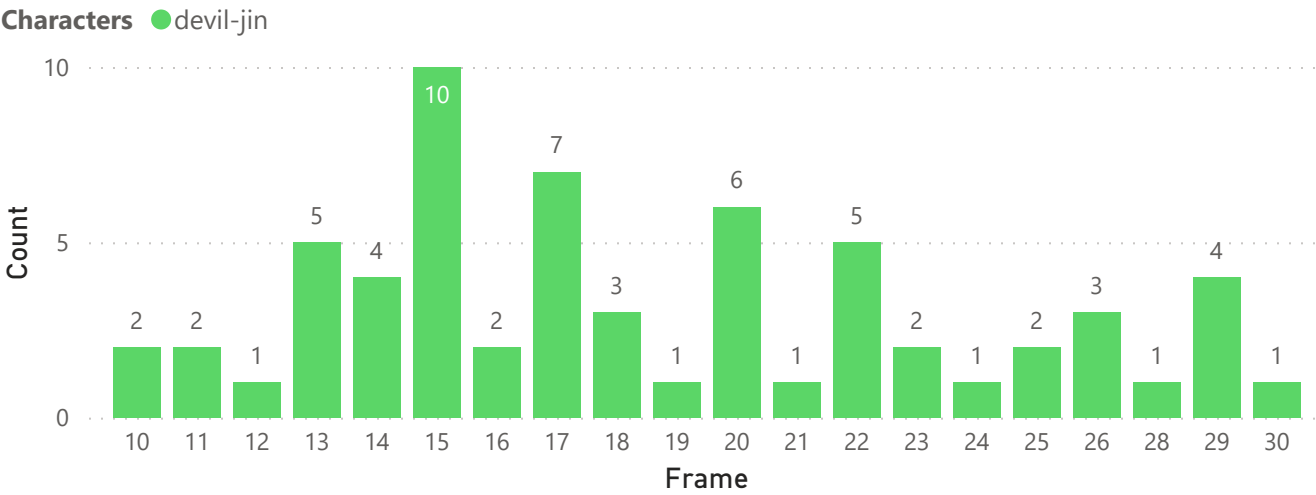
Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



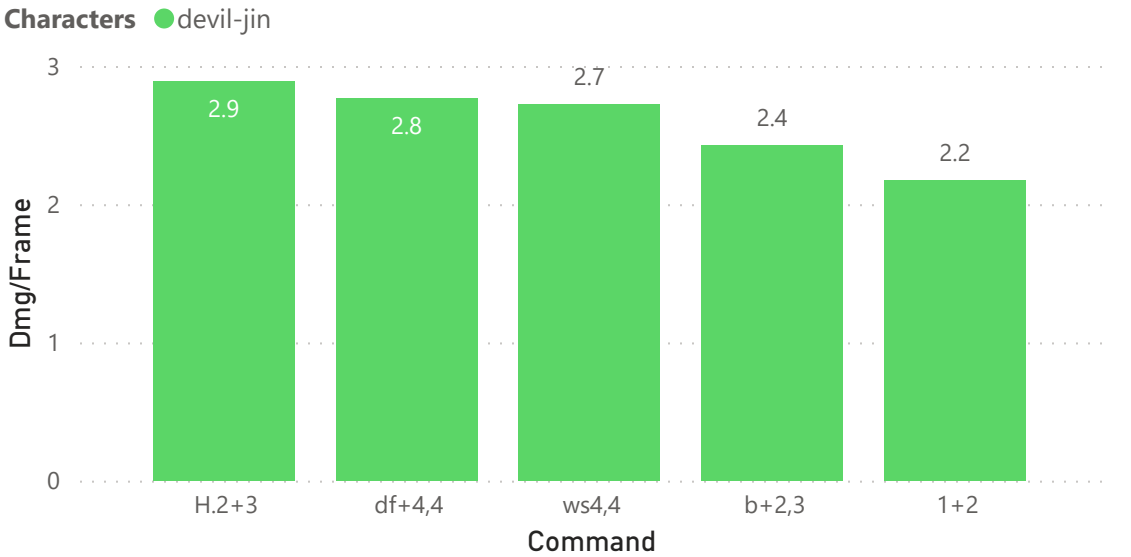
Count of Moves' Frames

10 - 30 frames



Dmg/Frame by Moves

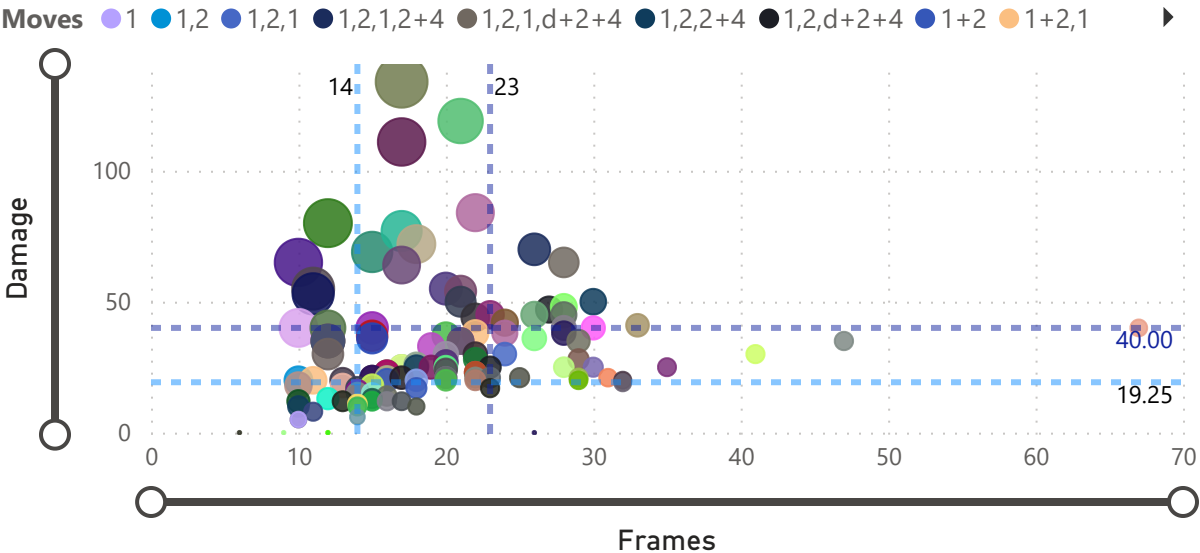
Top 5 (Show all tied value)



King

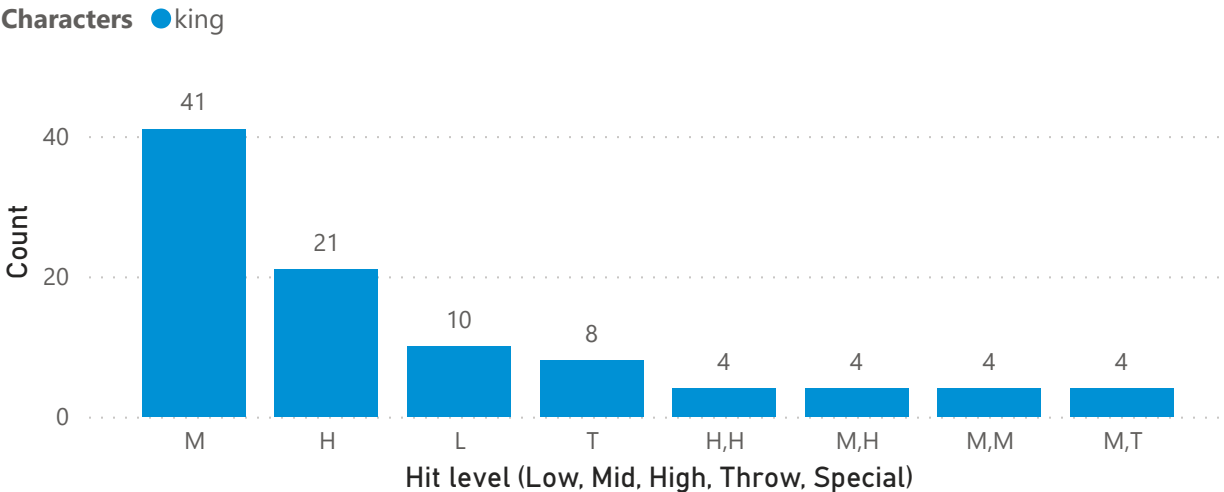
Damage, Frame, Dmg/Frame by Move

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



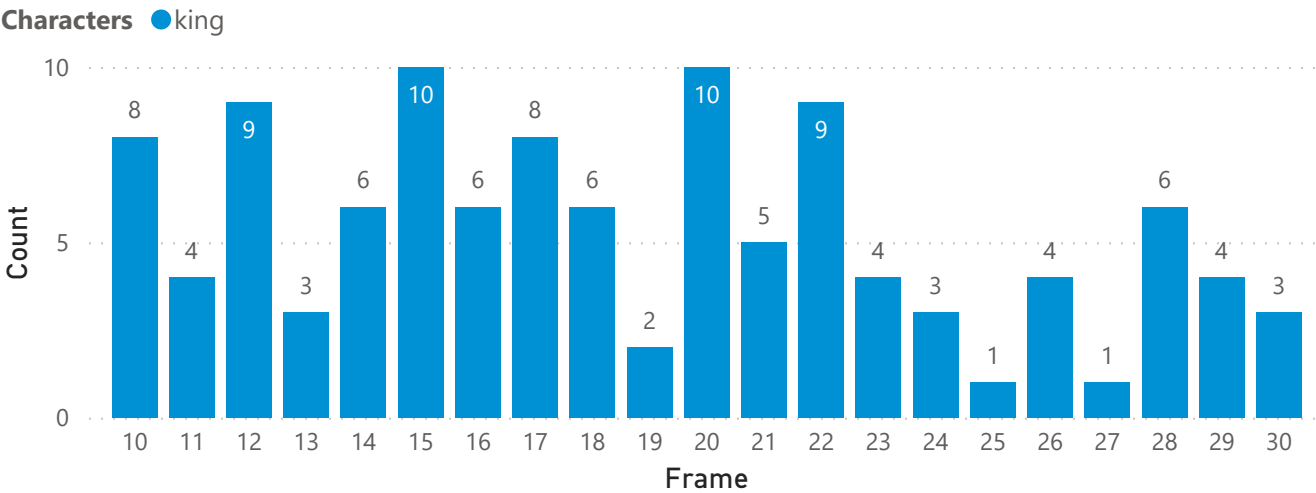
Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



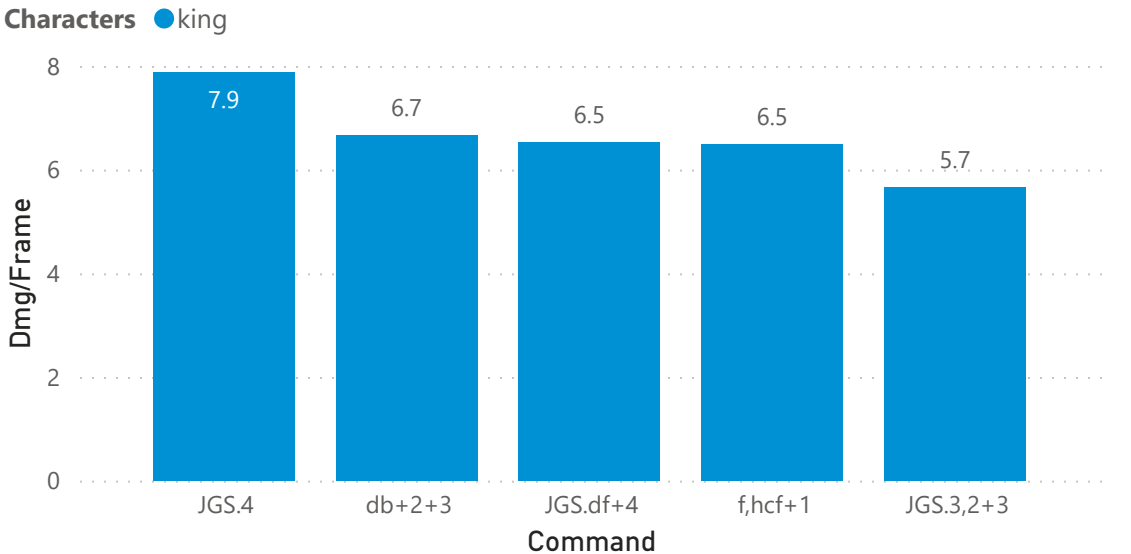
Count of Moves' Frames

10 - 30 frames



Dmg/Frame by Moves

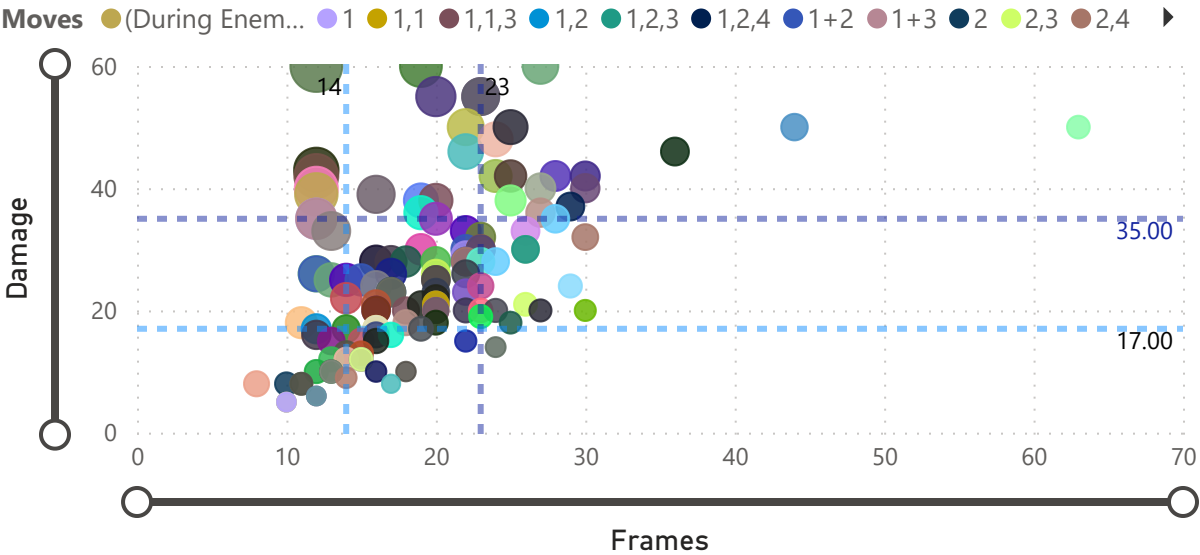
Top 5 (Show all tied value)



Lili

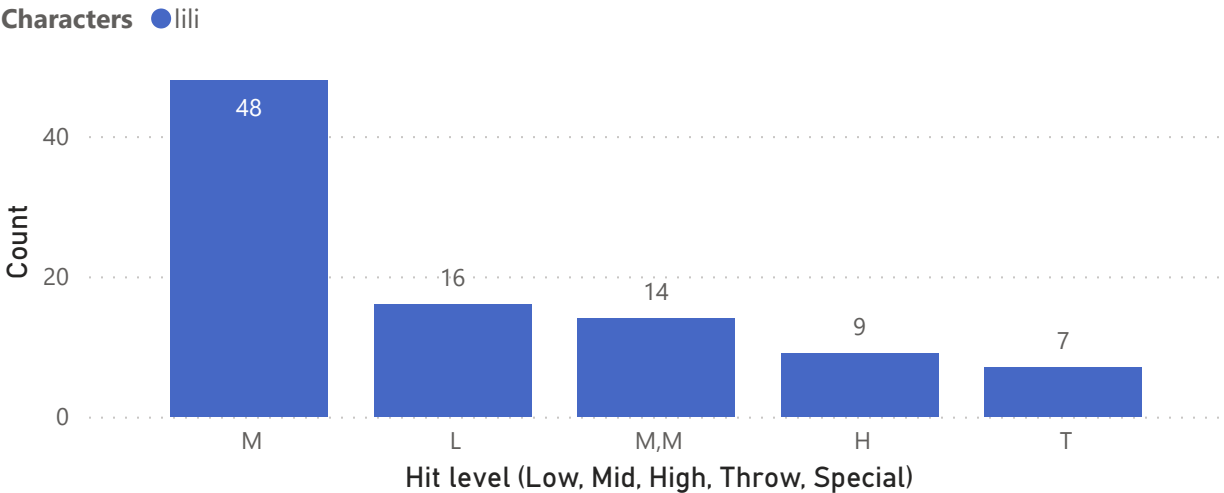
Damage, Frame, Dmg/Frame by Move

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



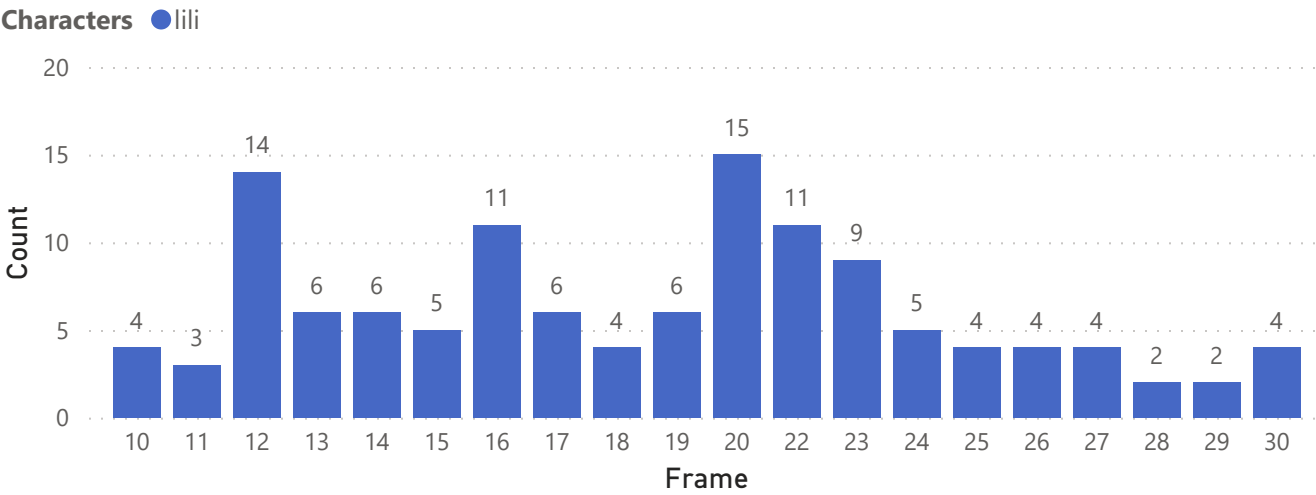
Count of Hit level (Low, Mid, High, Throw, Special)

Top 5 (Show all tied value)



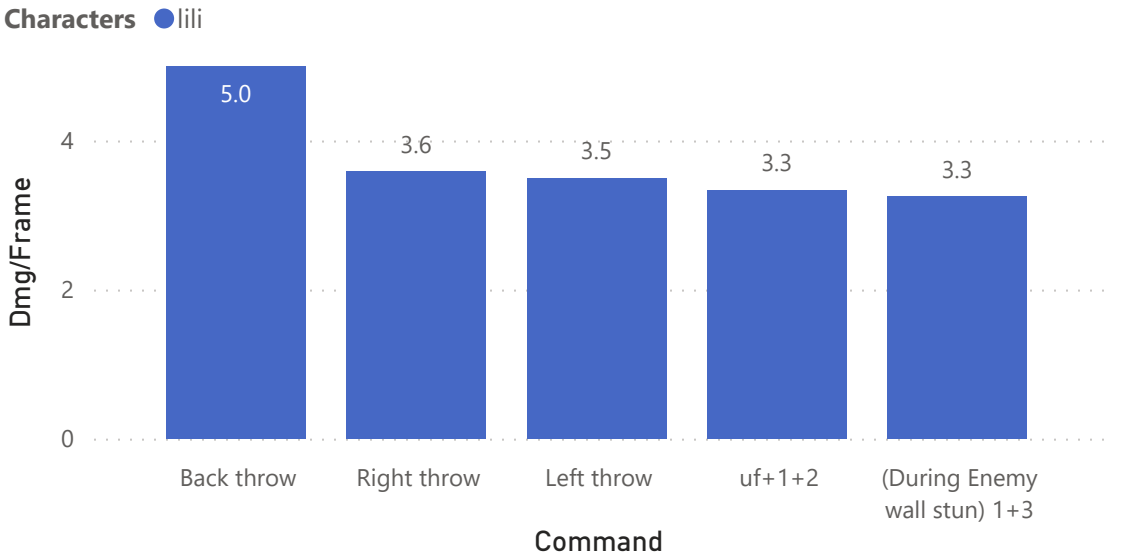
Count of Moves' Frames

10 - 30 frames



Dmg/Frame by Moves

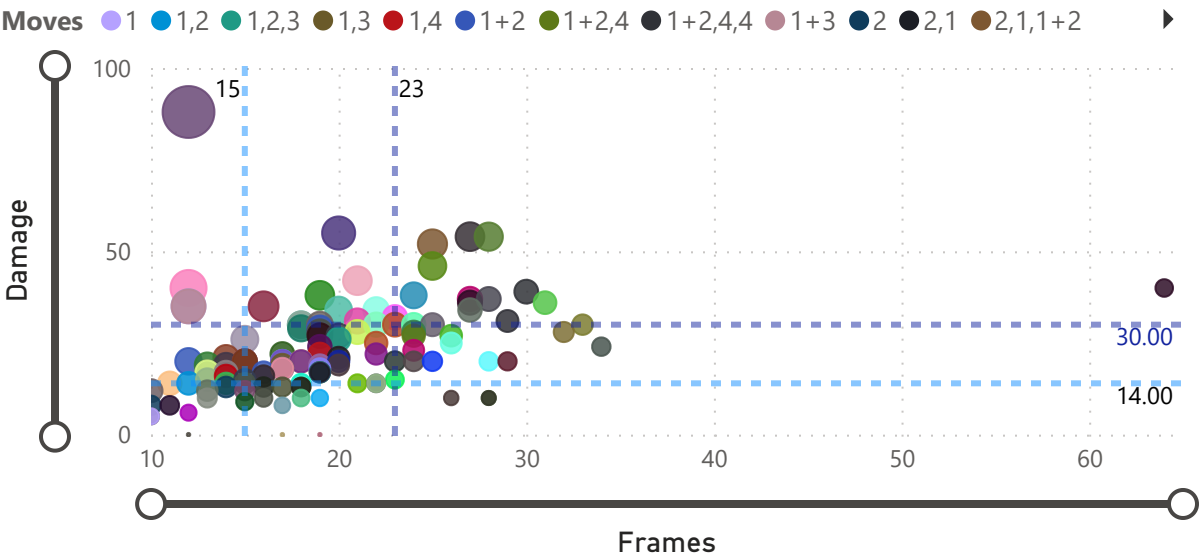
Top 5 (Show all tied value)



Zafina

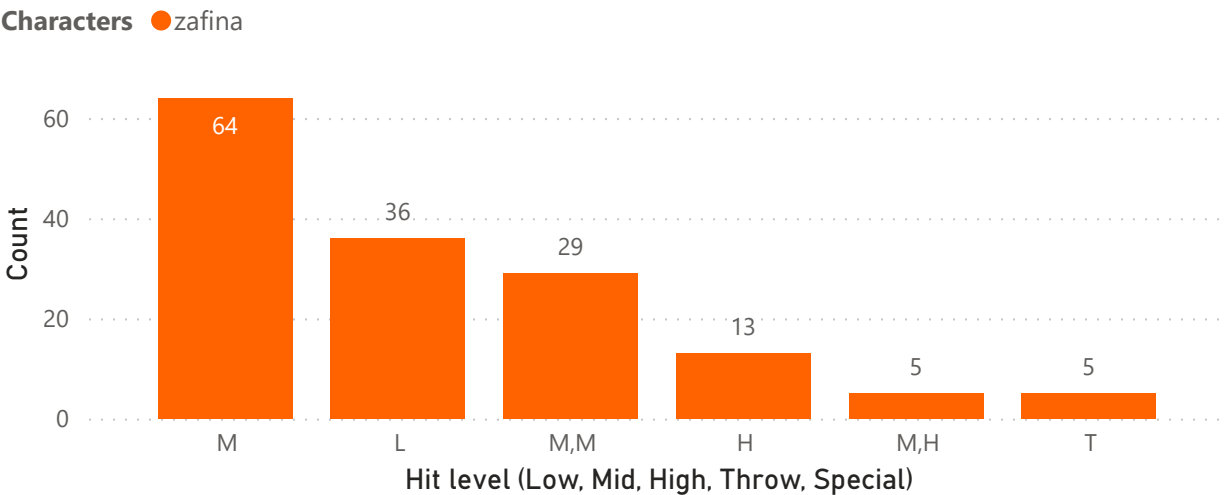
Damage, Frame, Dmg/Frame by Move

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



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

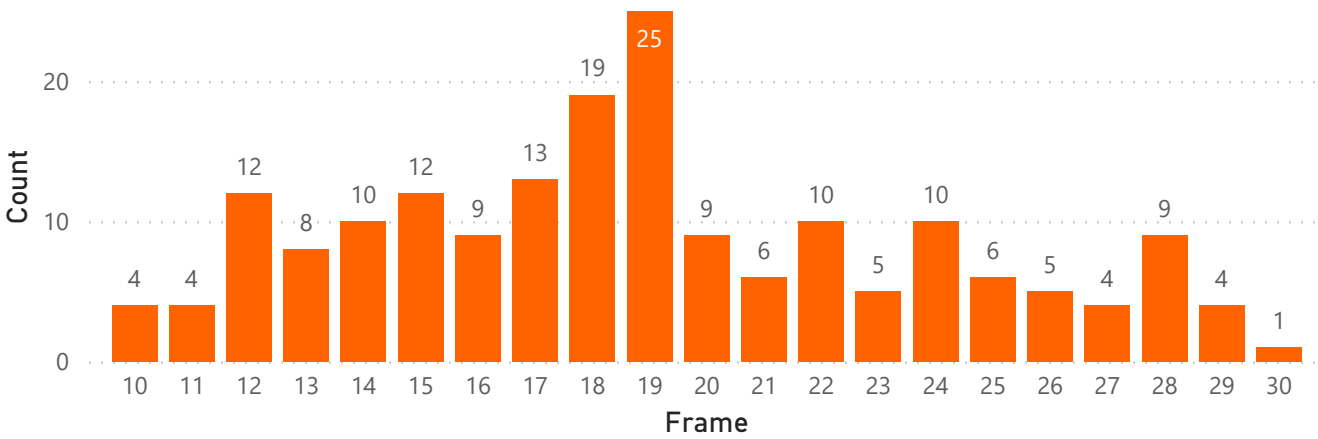
Top 5 (Show all tied value)



Count of Moves' Frames

10 - 30 frames

Characters zafina



Dmg/Frame by Moves

Top 5 (Show all tied value)

Characters zafina

