

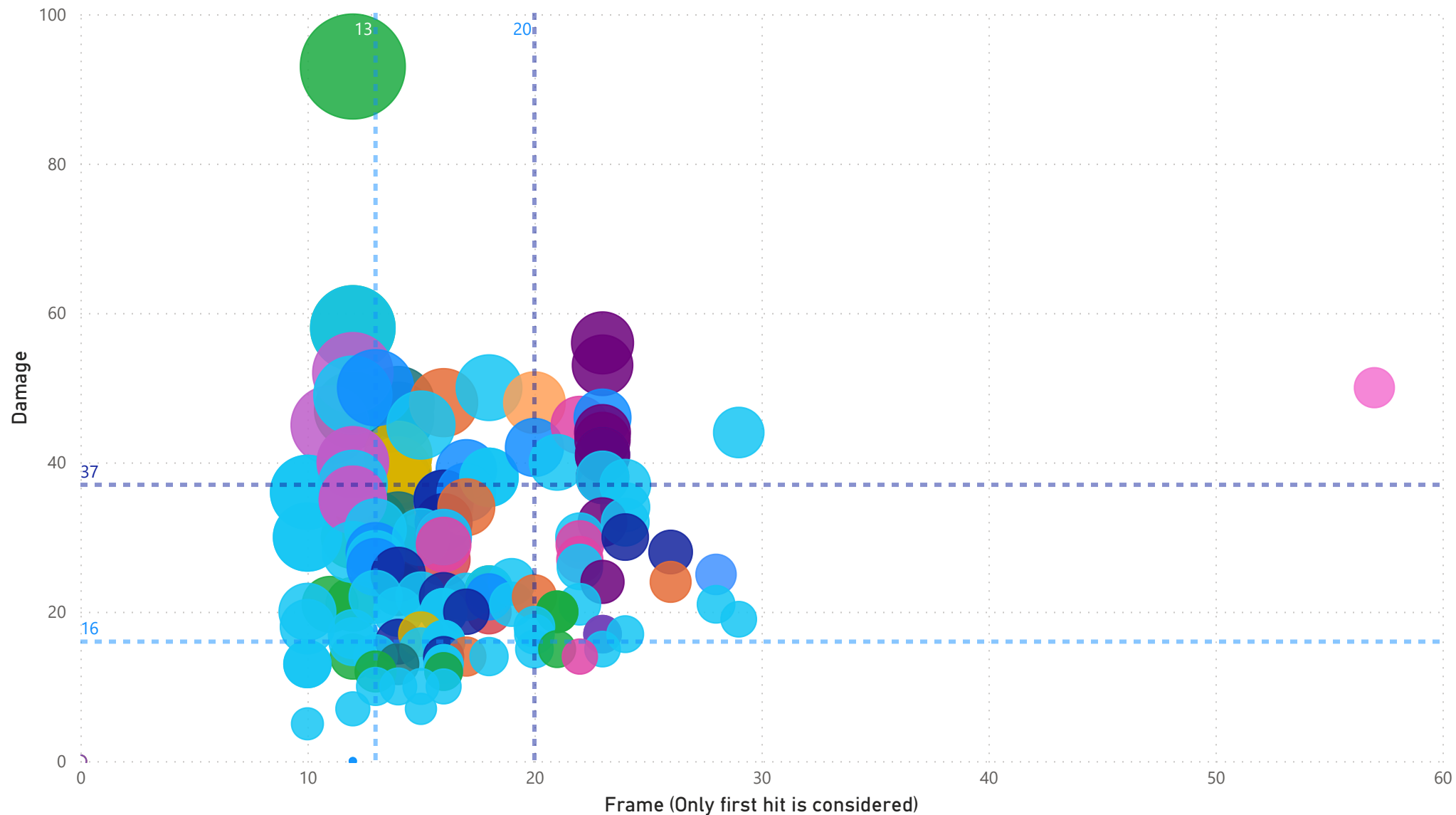
Jun Kazama: Tekken 8

Damage, Frame, Dmg/Frame by Move

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

Move Type

- Heat Moves
- Launch Moves
- Moves During Genjitsu
- Moves during Izumo
- Moves during Leg Cutter
- Moves during Miare
- Moves during Saika
- Moves during Sidestep
- Moves during White Heron Dance
- Moves While Crouching
- Normal Moves
- Power Crush
- Rage Art
- Throw
- Unblockable

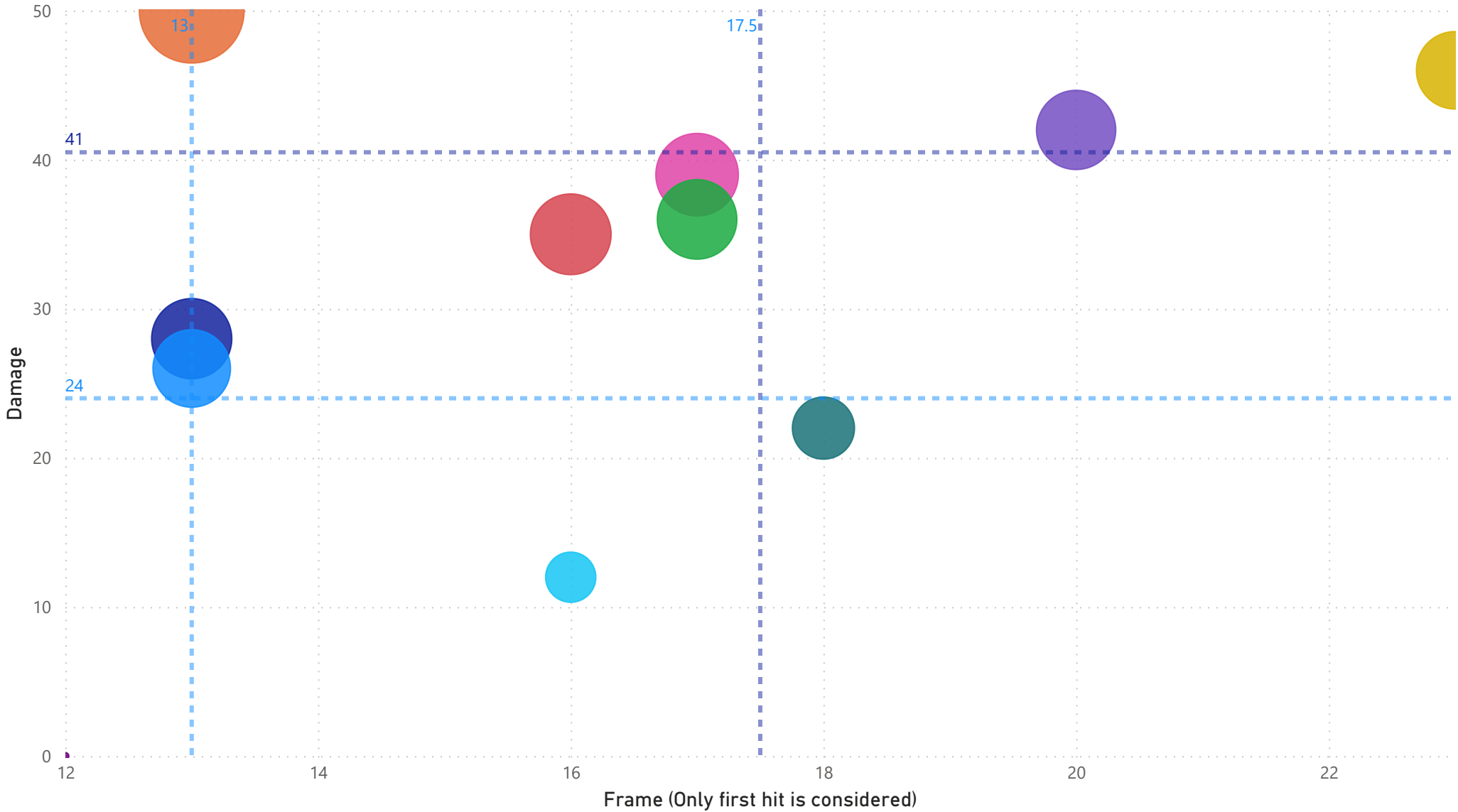


Jun

Damage, Frame, Dmg/Frame by Heat Moves

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

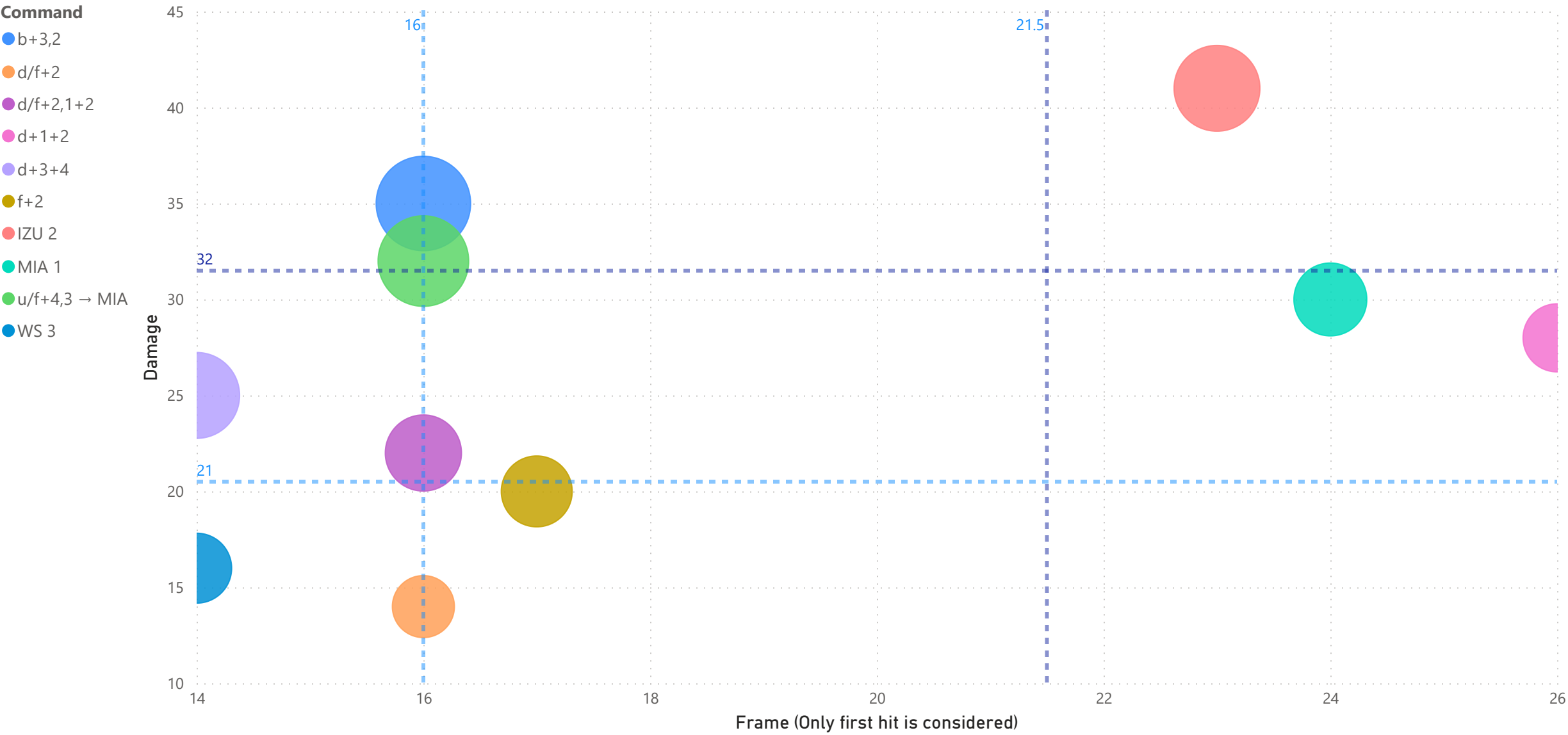
- Command**
- 1+2
 - During Heat 1+2,F
 - During Heat 2+3
 - During Heat f+1+2
 - During Heat f+2,1+2,F
 - During Heat GEN 2+3
 - During Heat IZU 3,F
 - During Heat MIA 2,F
 - During Heat SS+4,F
 - f+2,1+2
 - Heat activation available 2+3



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Damage, Frame, Dmg/Frame by Launch Moves

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

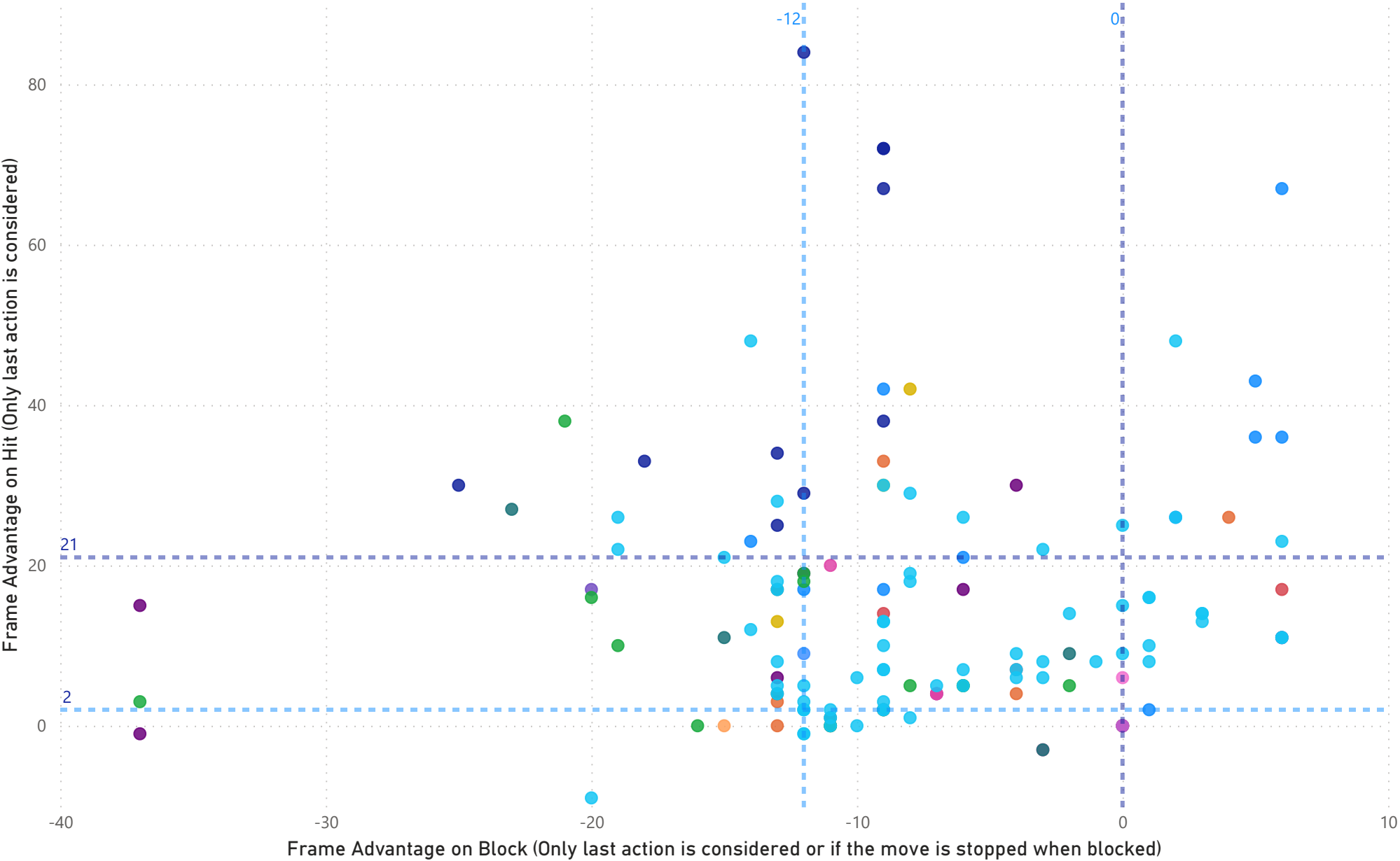


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Frame Advantage on Hit and Frame Advantage on Block by Moves

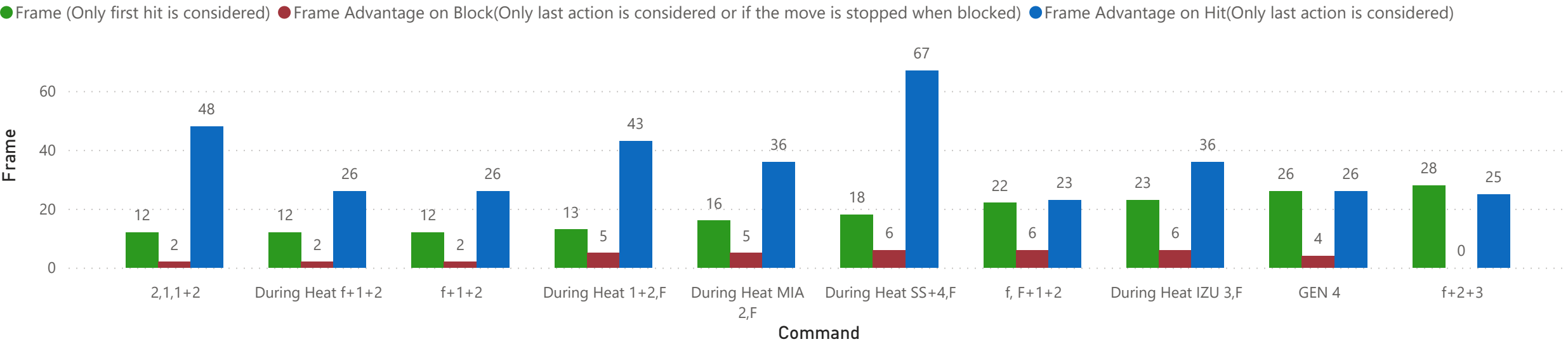
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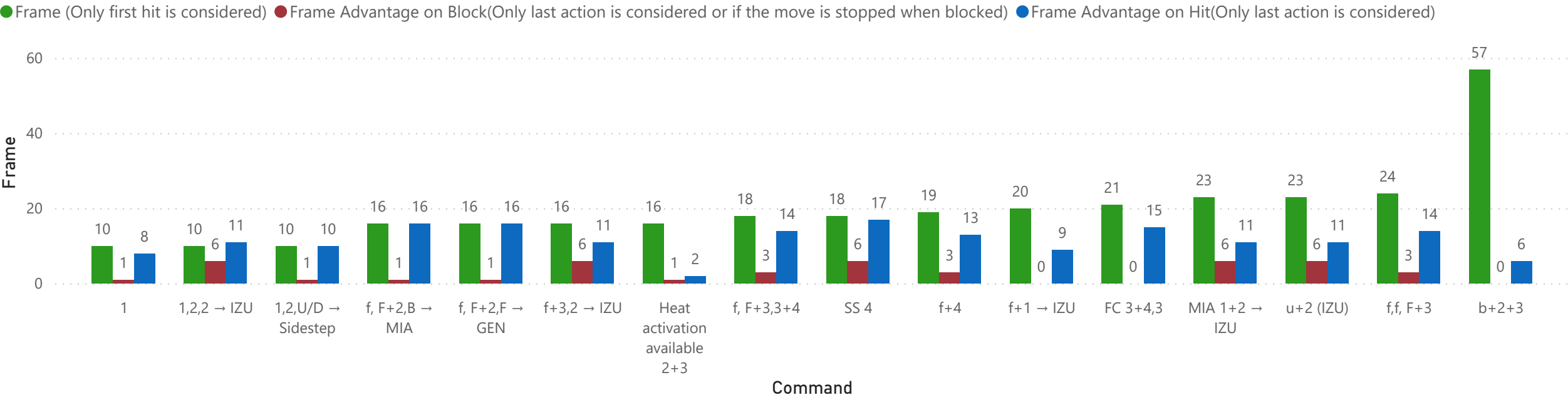


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75th - 100th Percentile Frame Advantage on Block and Hit by Moves



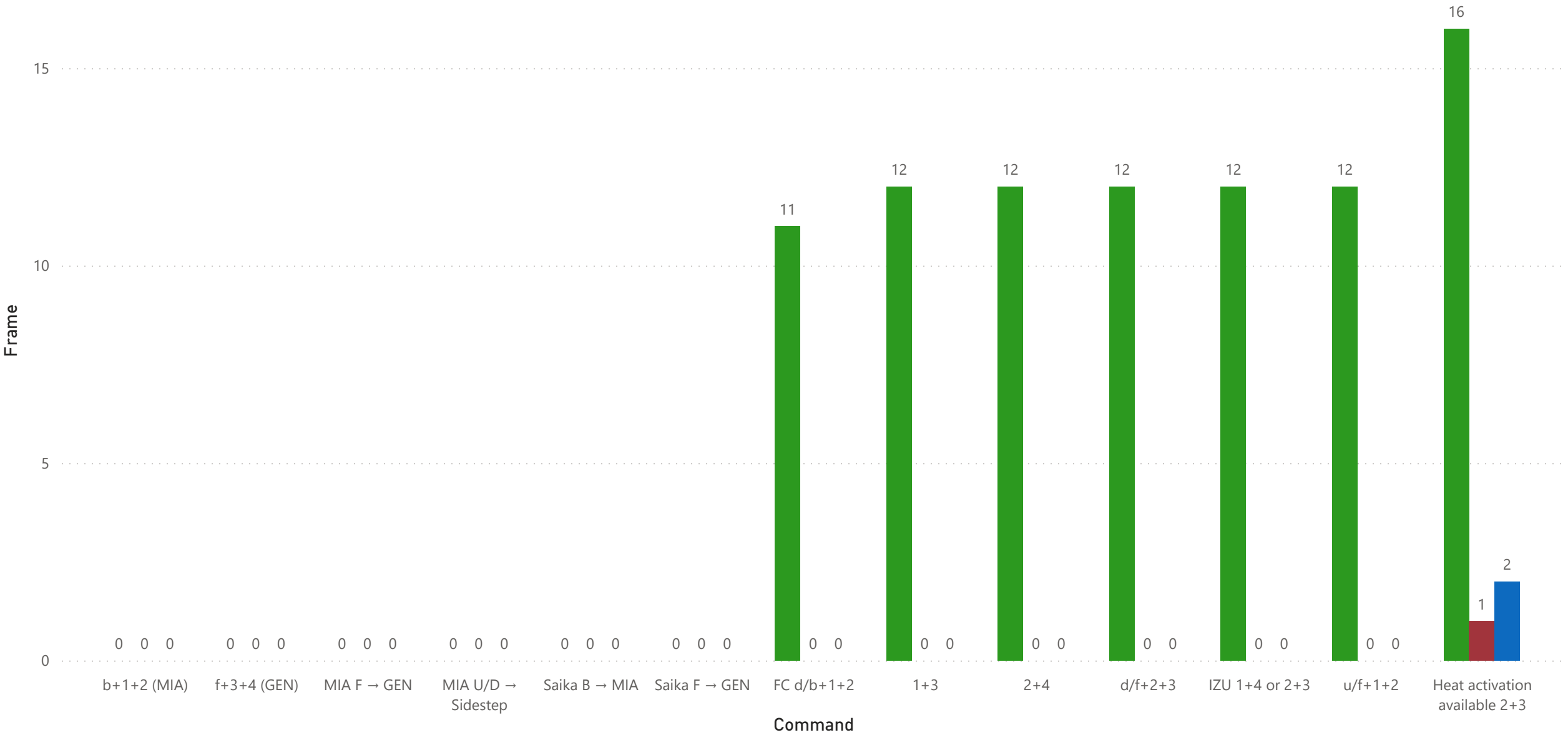
75th - 100th Percentile Frame Advantage on Block and 25th - 75th Percentile Frame Advantage on Hit by Moves



Jun

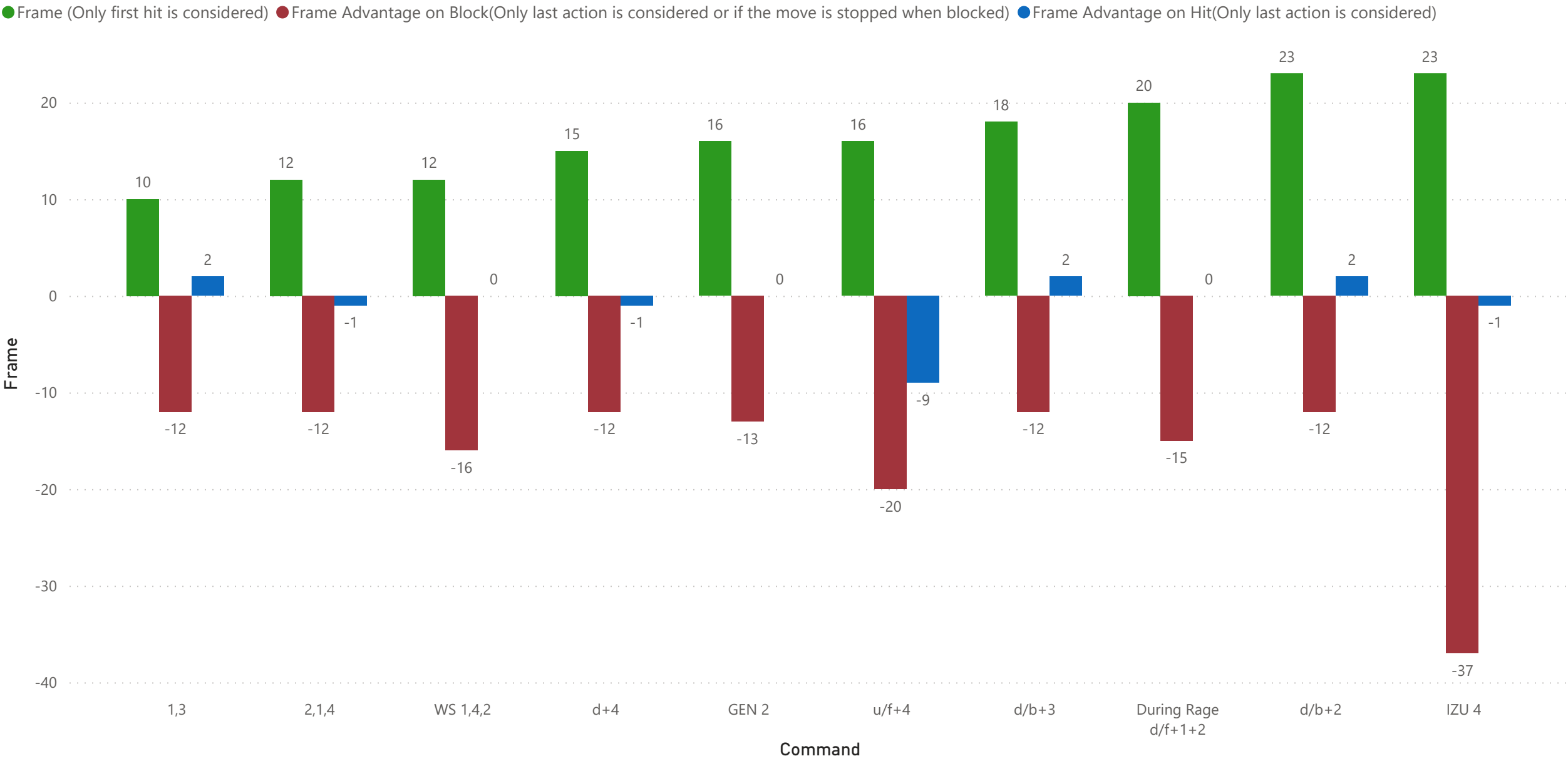
75th - 100th Percentile Frame Advantage on Block and 0th - 25th Percentile Frame Advantage on Hit by Moves

● Frame (Only first hit is considered) ● Frame Advantage on Block(Only last action is considered or if the move is stopped when blocked) ● Frame Advantage on Hit(Only last action is considered)



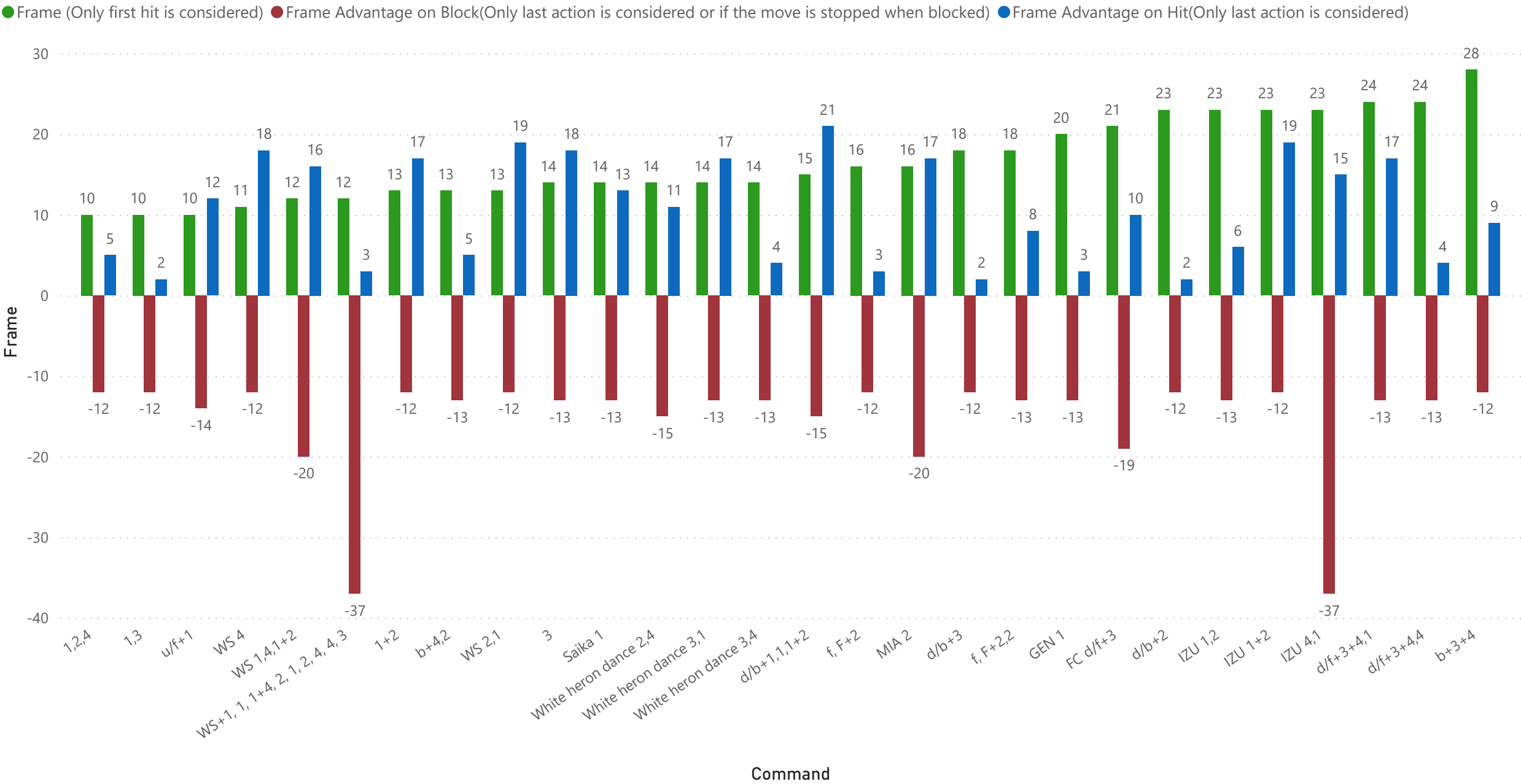
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0th - 25th Percentile Frame Advantage on Block and Hit by Moves



Jun

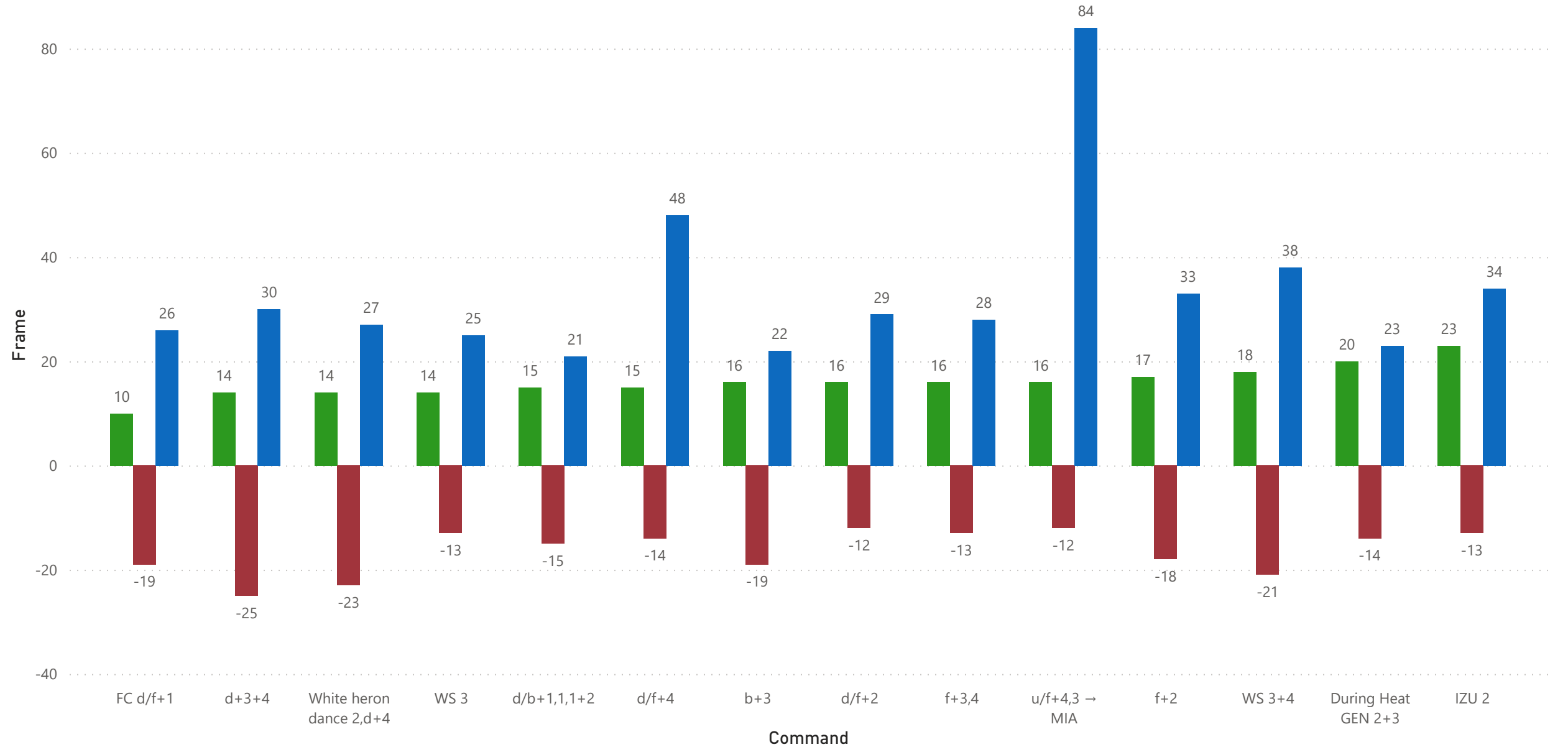
0th - 25th Percentile Frame Advantage on Block and 25th - 75th Percentile Frame Advantage on Hit by Moves



Jun

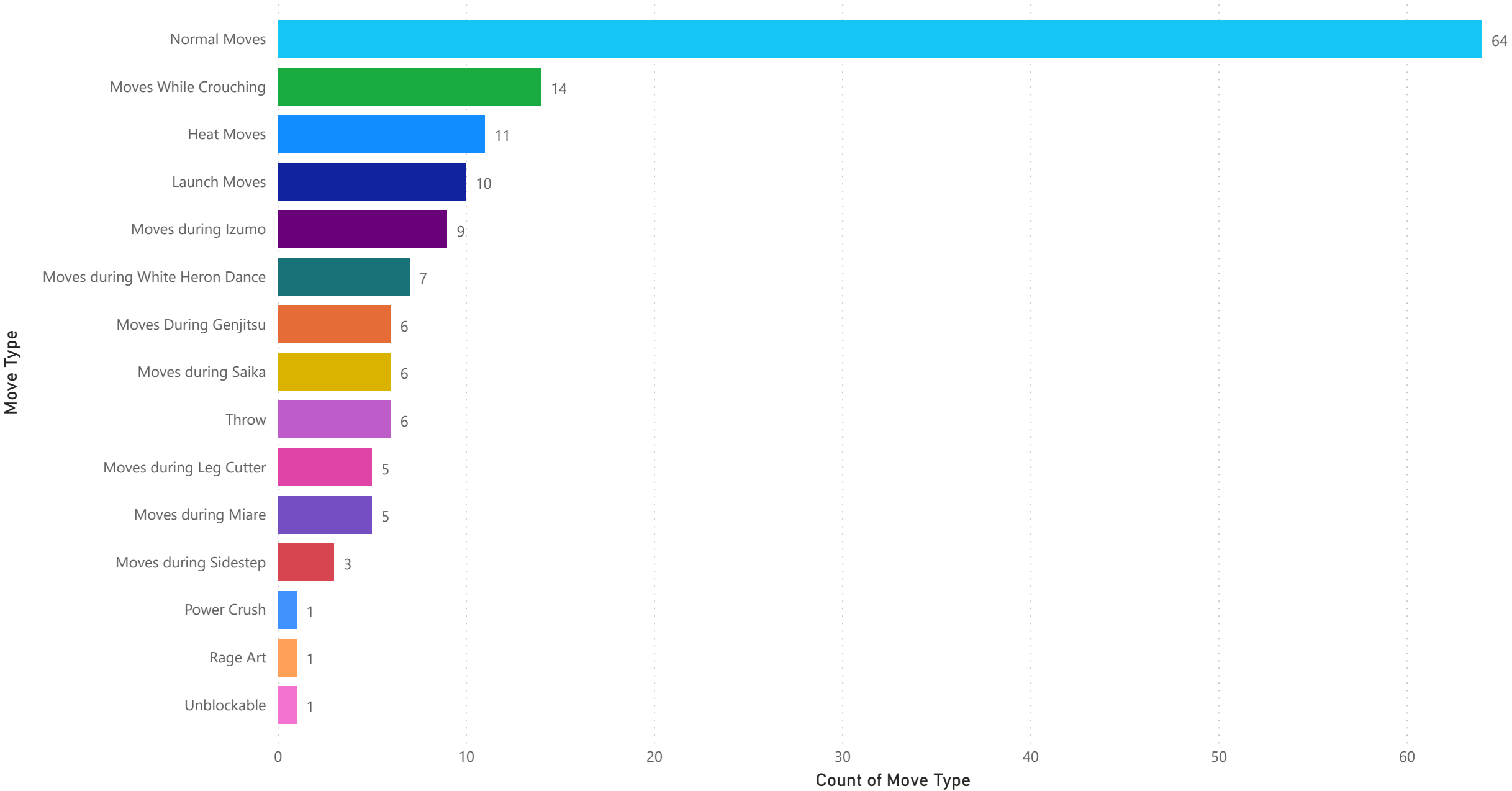
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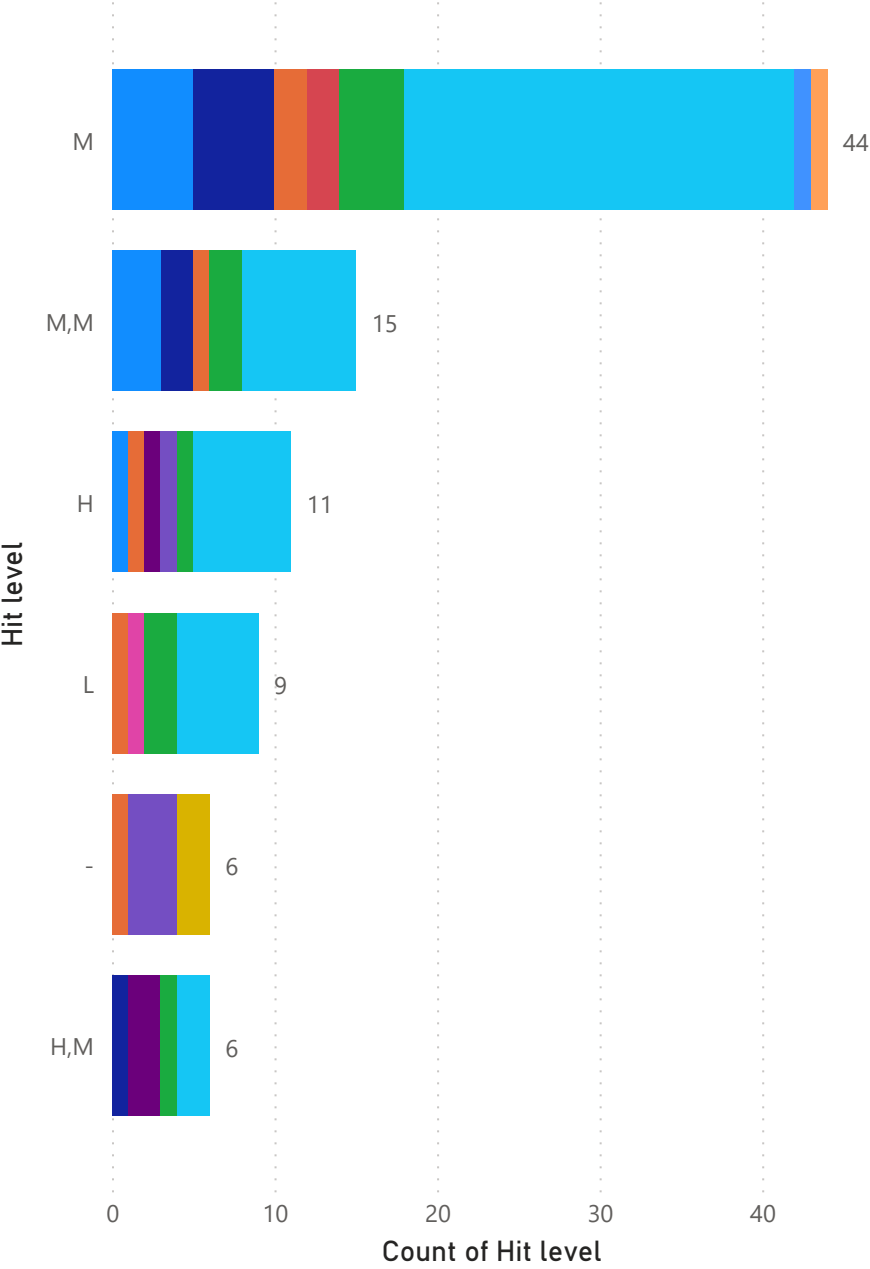
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Count of Move Type



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Top Count of Hit Level



Top Dmg/Frame By Moves

