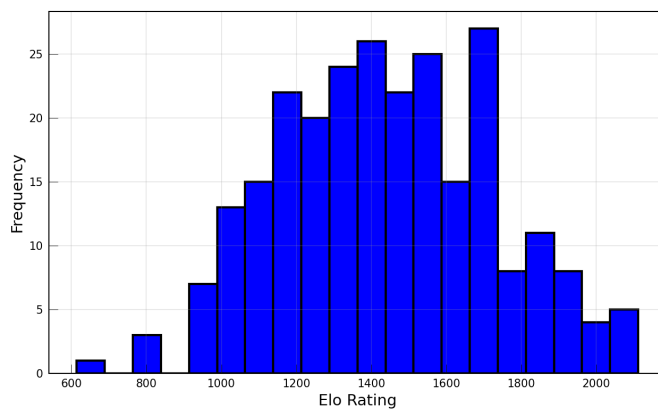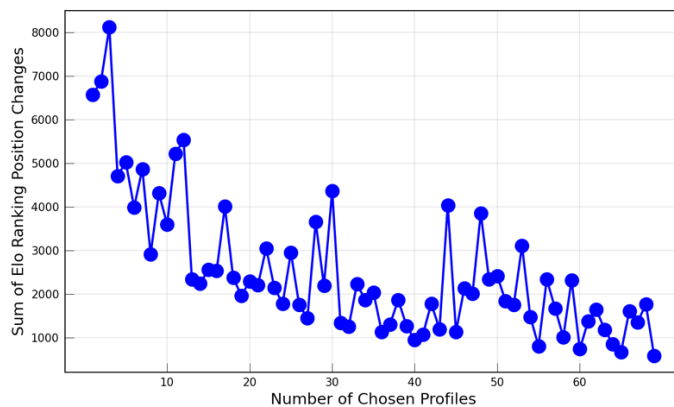Distribution of Profiles by Elo:

Sum of total Elo rank changes of profiles depending on how many different characters were selected (there is a big difference in rankings if only 5 characters are selected compared to 10, for example, but at 70 total selected characters (control group) it is relatively stable):

Path of Elo by profile in control group (this is what I am now planning to use for the recommendation, so if someone selects a profile with low Elo I will recommend them profiles which follow their path down from 1500 to their final Elo.