			Power	Frames	DPS	PP	DPP	PB	PB/Sec	Down	DA/Sec	Notes				4	4.1	
_		First Half	385.4	50	438	23	15.9	11	13.2	Accumulation 90	108.0					damage	dpp 0.8522222222	
	Swift Rush	Second Half	534.6	76	422	23	23.2	18	14.2	140	110.5	Guard Frame	Yes, using a full PA without canceling does take longer than doing the first				0.8522222222	
	Shini Kashi	Full	900.0	138	391	23	39.1	29	12.6	230	100.0	Guild Frame	and second part cancels separately				0.8522222222	
- H		First Half	684.2	25	419	32	20.8	19.2	12.0	120	75.8						0.8459259259	
- I	housand Rines	Second Half	685.8	110	374	32	21.4	27	14.7	210	114.5	l-Frame	1 PP regens passively every 12F Fo's PP recovery boost reduces it to 8F				0.8459259259	
· · ·			1350.0			32	42.2		11.9	330	85.0	11 1011					0.8459259259	
- H		First Half									87.8		4			1192	0.0409209209	From these, we find the average
	Tri-Drive	(Custom 2)	894.3			20	10.1	28	13.2	60	01.0							dpp to be 1.033870968
	(Double Drive)	Second Half	471.9	65	436	28	16.9	14	12.9	120	110.8	Guard Frame						
	(,	Full	755.0	106	427	28	27.0	22.4	12.7	180	101.9	up to 132F if first half moves	Photon Blast passively regenerates 18.51852 PB/Sec Accumulate 10000 PB to charge Photon Blast					
- F		First Half	0.0	100		40	0.0	0	0.0	0	0.0	Counter Frames				213	2.51372549	
		Second Half	255.0	36	425	40	6.4	8	13.3	72	120.0	Counter Franks	Datamined info found GpGainPerSecond in the photon blast files			428		
	Backhand Strike	Full	255.0	52	294	40	6.4	8	9.2	72	83.1		multiply that by 540 seconds we get a clean 10000 point;			420		
1.	actually surve	Counter	785.0	60	765	40	19.1	24	24.0	220	220.0					041	2.513/2549	
		Perfect Counter	803.3	52	927	40	20.1	25	28.8	230	265.4							
- F		Normal 1		26	254		40.1	44		32			-		OLD SHIT >		1.033870968	
к		Normal 2	1100 28 254 2,-2 44 102 22 738 50 50 50 50 50 50 50 50 50 50 50 50 50											OLD UTIT >		1.033870968		
<u>.</u>		Normal 2	95.0	22	259			41	11.2	20	79.1							
c		Normal 3 Normal 4	115.0	22	259	-4		4.1	11.2	29	79.1 78.3		Down Accumulation lists the physical accumulation, but there is also an elemental down accumulation that is 1/10th of the physical value. Likely contributed by weapons with elemental stats.				1.033870968	
k		Normal 4 Normal 5	465.0	23	300	-12		4.4	11.5	30	78.3	Quard Frames	an elemental down accumulation that is 1/10th of the physical value. Likely contributed by weapons with elemental stats.				1.033870968	
	Normals	Normal 5 Normal 5 Alt	465.0	26	423	-1,-1,-1,-3		55	12.7	120	109.1	Guard Frames Guard Frames?				424	1.033870968	
						-3						Guard Frames?	Each enemy has their own threshold for downs, so some will require more down accumulation for an actual down than others.					
		GROUND POUND (high)	270.0	60	270	0		11.5	11.5	90	90.0		and a second account of an account of an other others.					
		GROUND POUND (low)	200.0	48	250				11.3	60	75.0	cast from ground					1.033870968	
		step attack			262	-8		7.5	11.5	50	76.9					176		
L		dash attack	280.0	68	247	-15		13	11.5	80	70.6					290		
		Step Counter	450.0	63	429	-10		10	9.5	130	123.8					465		
		Sway Attack	170.0	40	255	-6		8	12.0	50	75.0					176		
	Counter	Sway Counter	390.0	43	544	-10		8.5	11.9	110	153.5	Frame start at light indicator				403		
		Sway Counter Plus	500.0	50	600	-10		12	14.4	150	180.0					517	1.033870968	
		Attack Switch N5	570.0	68	503	-1,-1,-1,-3		14	12.4	171	150.9	N5 is enhanced if countering						
		Attack Switch N5	250.0	28	577	-3		6	13.8	75	173.1					589	1.033870968	
		Counter Plus > N5 Alt	1140.0	119	575	-23		26.5	13.4	335	168.9							
		> Counter Plus > N5	1460.0	161	544	-26		34.5	12.9	431	160.6							
		4 > N5	580.0	89	391	-18		18.4	12.4	150	101.1	Another Arts Skip						
		N3 > N4 > N5	880.0	159	332	-30		30.9	11.7	239	90.2			-				
	Phot	ton Blast	3576.0	238	902	0		0	0.0	900	226.9							
	Powers	values have been crosscheck						he datamined info is Q5 or contact me in			h should be imp	csaible.	E A			Spam WA until a	t least when the i	coord counter-
			l didn't n	eally ever use twitt	er but I probably	should to keep up senterleng4689 st	pdates easy to fin atus/1404820116	d for the public: @ 240433160	masterfang4689) (Goodbye Triple Counter uwu	second count counter hit to	er occurs, hold W come out, then n	k for the Brd- Inmal-Allack
	с	hangelog														https://in	igui comigalianyi	655m64
/19/2024	ц	pdated values and stuff																
		i wrong counter cell formula																
/13/2021		fixed double saber dpp												\sim				
		Changed some names																
	Ad	ided my skill tree section																
/14/2021		Fixed Tri-Drive																
		Fixed Counter Plus																
		Triple Knux Counter method																
		r notations that might be off d																
		power values for all but the p																
122/2021		PP Recovery for each attack																
44/2021		PB value rate for each attack																
	Added PB	value per second for each at	ttack															
		VTENCE ON THE DAY I DE	CIDE TO TEST	PB DATA, DAMN	IT SEGA													
/25/2021		out how PB generation work																
	Electron																	
	Goodbys	e julienne and triple counter ;																
	Goodbye Made distinction	e julienne and triple counter ; on between I-frame and guar	rd frame															
	Goodbye Made distinction	e julienne and triple counter ; on between I-frame and guar I does 0.25x damage when n	rd frame															
N	Goodbyi Made distincti Inted that Whirtwing	e julienne and tripte counter ; on between I-frame and guar d does 0.25x damage when n Updated Guide Tab	rd frame															
N /4/2021	Goostby Made distincti Inted that Whirlwing Addec	e julierne and triple counter ; on between I-frame and guar d does 0.25x damage when n Updated Guide Tab d Down Accumulation Values	rd frame															
N 1/4/2021	Goostby Made distincti Inted that Whirlwing Addec	e julienne and tripte counter ; on between I-frame and guar d does 0.25x damage when n Updated Guide Tab	rd frame															
/4/2021	Goostby Made distincti Inted that Whirlwing Addec	e julierne and triple counter ; on between I-frame and guar d does 0.25x damage when n Updated Guide Tab d Down Accumulation Values	rd frame															
3/30/2021 N 7/4/2021	Goostby Made distincti Inted that Whirlwing Addec	e julierne and triple counter ; on between I-frame and guar d does 0.25x damage when n Updated Guide Tab d Down Accumulation Values	rd frame															

	Power	Frames	DPS .	PP	DPP	99	Parsec	Down Accumulation	DA/Sec	Wind Value	Wind/Sec	Initial Pureult Value	Repeat Pursuit Value	Pursuit/Sec	Notes				damage	dep		
First Half	224.9	45	300	20	11.2		12.0	60	80.0	20	26.67	1450	155	206.67	Point Blank Range				433	1.194219653		
(Custom 1)	157.4	26	262	21	7.5		15.0	60	100.0	20	23.23	5450	155	258.33								
ulience Dance Second Half	640.1	124	310	20	22.0	27.9	12.5	184	89.0	83	40.16	2000	500	241.94		Tes, using a full PR without canceling does take longer than doing the first and second part cancels separately			600	1.194219653		
Julies Dance) (Custom 1)	563.3	105	322	21	25.8	27.9	15.9	184	105.1	83	47.43	2000	500	285.71								
Full	865.0	172	202	20	43.3	36.9	12.9	244	85.1	103	35.93	3450	655	228.49					1022	1.194219653		
(Custom 1)	728.7	129	211	21	36.3	36.9	15.9	244	105.3	103	44.40	3450	655	282.73								
First Half	201.4	64	245	30	90.5	13	12.2	70	65.6	20	19.75	1250	225	210.94	Guard Frames	1 PP regens passively every 12F				0.8747474747		
schained Circle Second Half	190.6	35	327	30	6.4	6	10.3	45	77.1	15	25.71	1500	140	243.00	Guard Frames	Fals PP recovery boost reduces it to BF			168	0.8747474747		
Full	495.0	106	280	30	16.5	19	10.8	115	65.1	35	19.01	2750	365	205.60					433	0.8747474747		
First Half	454.8	92	298	20	22.8	20	13.0	120	62.2	50	32.61	1300	540	221.74						0.0	to these, we find the put	
[Custom 2]	208.1	78	299	21	18.5	20	15.4	126	96.9	50	38.46	1300	240	201.54		1						Arage
Second Half	208.3	53	304	20	12.4	10	11.3	75	84.9	40	45.28	1500	290	237.74	Guard Frames Tornado deals 105 power & 30 wind value over 5 http:					-	1.054545455	
Quick Gash [Custom 2]	227.9	47	291	21	93.9	10	12.8	75	\$6.7	-40	\$1.06	1500	210	298.09		Photon Riast passively regenerates 18.51852 PR/Sec						
[Custom 2]	301.0	53	341	21	96.3	11.5	13.0	95	107.5	60	67.92	1500	210	237.74	Tornado deals 147 power & 50 wind value over 10 hits	Accumulate 10000 PR to charge Photon Blast						
Full	725.0	142	294	20	26.2	30	12.2	201	81.5	90	35.49	2900	280	154.05		Datamined info found GpGainPerSecond in the photon blast files multiply that by 540 seconds we get a clean 10000 point						
(Custom 2)	616.0	129	287	21	29.3	30	14.0	201	93.5	90	41.00	2800	280	170.74		manippy mail by one seconds we get a clean 10000 polity						
(Custom 2)	797.8	142	207	21	26.1	31.5	12.8	221	89.6	110	44.59	2900	280	154.05								
First Half	223.2	43	211	17	12.1		12.6	62	87.9	21	29.30	1250	165	220.22		-		OLD SHIT >	428	1.490774194		
Sky Climb Second Half	241.8	46	315	17	16.2	11	14.2	70	81.3	25	22.01	1500	180	234.78	Guard Frames				258	1.490774194		
Fat	465.0	92	202	17	27.4	20	13.0	122	86.7	45	20.00	2850	345	225.00					696	1.490774194		
Normal 1	90.0	20	190	-1-1		6	10.0	20	52.0	10	20.00					-			95	1.054545455		
Normal 2	82.0	20	194	-1-1		5.4	10.8	24	48.0	10	20.00				Yee, it actually has 2 power more than N1 isi				95	1.054545455		
Normal 2	165.0	40	248	4.4.4		7.8	11.7	51	76.5	24	35.00					Down Accumulation lists the physical accumulation, but there is also				1.054545455		
Normal 4	255.0	63	289	-14		44	12.5	80	90.6	29	21.70											
Normals GROUND POUND (hig		60	270			11.5	11.5		90.0		0.00				cast from ground	Likely contributed by weapons with elemental stats.			211	1.054545455		
GROUND FOUND (IN		48	250				11.2		75.0		0.00					Each enemy has their own threshold for downs, so some will require						
step attack	160.0	62	185	4.4		9.0	11.1	40	55.4	- 16	18.40					more down accumulation for an actual down than others.			109	1.054545455		
dash attack	280.0	16	224	.15		16	11.2		64.0		0.00								205	1.054545455		
Step Counter	280.0	42	543	4.4		10	14.2	114	162.9	26	37.54	-							401	1.054545455		
Counter Party Counter	375.0	62	262	4.4.4			87	111	107.4	40	58.06				Point Blank Range	Accumulate 300 Wind Value to charge whitleind			507	1.054545455		
Parry Another County	M 500.0	64	409			12.5	11.7	150	140.0	10	8.28				Point Blank Range				266.1	1.054545455		
Wind h1	22.0	60	12		_	12.0	0.0	9.0	9.6	1	1.00				8 Power & 0.24 DA if not holding DS				34	1.054545455 dou	le check: 40.823	
Wind h/2	80.0	60	80				0.0	24	24.0	1	1.00				20 Power & 6 DA if not holding DS				94	1.054545455 dog	43.833	100000
Whitwind Wind h2	144.0	60	144				0.0	44	44.0		1.00				20 Power & 6 DA If not holding DS				84.5	1.0040404050		
Deadly Archer	1596.0	181	529			40.5	12.4	505	167.4	RESET	1.00				22 Foller & Continue round U.S.				1977	1.054545455		
Solid Drive	700.0	181	724	-15 -15 -0 -0		40.5	12.4	179	182.1	RESET												
FLArts Partialt	700.0	-4	, 24	-15, -15, -0, -0	_	18		210	-164.1	reads i						-			602	1.004040400		
Photon Blast	2903.0	292	801	÷	_		0.0	670	178.8	605	124.32				Fully recharges whithvind	-						
	_+001.0	+82	#J1	•	_	•	0.0	0%		~	,24.32				may museges whithing	_						

		Power	Frames	DPS	pp	DPP	PB	PB/Sec	Down Accumulation	DA/Sec	Attack Impact	Attack Impact/Sec	Notes						damage dpp	
	First Half	169.2	31	327	22	7.7	6.3	12.2	42.6	82.5	105	203.2		Yes, using a full PA without canceling does take longer than doing the first					147 0.8670212766	5
ature Movement Incline Buzzard)	Second Half	770.8	99	467	22	35.0	23.4	14.2	201.8	122.3	402	243.6	155.7 DPS if last hit misses	Yes, using a full PA without canceling does take longer than doing the fine and second part cancels secerately					668 0.8670212766	5
inceng bettered)	Pull	340.0	135	415	22	42.7	29.7	13.2	244.4	108.6	507	225.3		and mount part carbons represent					815 0.8670212766	5
	First Half	295.4	47	378	16	18.5	9.6	12.3	65	84.3	150	191.5		1 PP regers passively every 12F Fo's PP recovery boost reduces it to BF					225 0.7614035088	5
Hell's Escord Helzeus Coati	Second Half	273.6	35	469	16	17.1	6.8	11.7	60	102.9	110	188.6	Guard Frames						208 0.7614035088	5
(material court)	Pull	570.0	95	360	16	35.6	15.4	10.4	125	79.6	260	164.2							434 0.7614035088	From these, we find the a
	First Half	152.0	24	380	20	7.6	4.7	11.8	36	90.0	70	175.0	Guard Frames							
Irouette Ripper	Second Half	248.0	35	425	20	12.4	7.2	12.3	56	96.0	104	178.3	Guard Frames	Photon Blast passively regenerates 18.51852 PB/Sec Accumulate 10000 PB to charge Photon Blast						1.032076301
	Pull	400.0	62	387	20	20.0	11.9	11.5	92	89.0	174	168.4								
	First Half	439.4	58	455	24	18.3	12.9	13.3	121	125.2	240	248.3							125 0.3905325444	4
	Second Half	405.6	60	405	24	16.9	12	12.0	111	111.0	210	210.0		Datamined into found GpGainPerSecond in the photon blast files multiply that by 540 seconds we get a clean 10000 point					204 0.3905325444	4
Limber Figure	[Custom 3]	455.3	60	455	25.2	18.1	18	18.0	125	125.0	252	252.0		multiply that by 540 seconds we get a clean 10000 point						
	Pull	845.0	122	416	24	35.2	24.9	12.2	232	114.1	450	221.3							330 0.3905325444	4
	(Custore 3)	895.7	122	441	25.2	35.5	30.9	15.2	247	121.5	492	242.0								
	Normal 1	90.0	21	257	-2,-2		3.6	10.3	27	77.1									93 1.032076301	1
	Normal 2	100.0	22	273	-2, -2		4	10.9	30	81.8								OLD SHIT >	103 1.032076301	1
	Normal 3	110.0	24	275	-5, -5		4.8	12.0	33	82.5				Down Accumulation lists the physical accumulation, but there is als an elemental down accumulation that is 1/10th of the physical value	1				114 1.032076301	1
	Normal 4	200.0	35	343	-3, -3, -3, -3		7.2	12.3	60	102.9				an elemental cown accumulation that is 1/10m of the physical value Likely contributed by weapons with elemental stats.					205 1.032075301	1
	Acceleration Drive (Ground)	120.0	45	160	0		4.5	6.0	35	46.7			Point Blank Range 12F Flash Delay Included	Each energy has their own threshold for downs, so some will require					124 1.032076301	
Normals	Acceleration Drive (Air)	120.0	30	240	0		4.5	9.0	35	70.0			Point Blank Range 12F Flash Delay Included	more down accumulation for an actual down than others.						
	Quick Attack	330.0	40	495	-10		12	18.0	50	75.0										
	GROUND POUND (high)	270.0	60	270	0		11.5	11.5	90	90.0				Accumulate 10000 Attack Impact Value to charge Attack Impact						
	GROUND POUND (low)	200.0	45	250	0		9	11.3	60	75.0			cast from ground						205 1.032075301	1
	step attack	150.0	36	250	-7		7	11.7	45	75.0				3314.6 441	450.9556864	440			155 1.032076301	1
	dash attack	180.0	68	159	-15		14	12.4	80	70.6				1154					289 1.032076301	1
	Spin	30.0	30	60	-2		2	4.0	9	18.0									21 1.032076301	1
Counter	Step Counter	420.0	39	646	-12		10	15.4	125	193.8									433 1.032076301	
	Spin Counter	300.0	39	462	-4		7.5	11.5	90	138.5									310 1.032076301	
N1 >	N2 > N3 > N4	500.0	102	294	-30			0.0	150	88.2									1.032076301	
	toton Blast	2750.0	210	786	0		0	0.0	825	235.7	10000									

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