

			Power	Frames	DPS	PP	DPP	PB	PB/Sec	Down Accumulation	DA/Sec	Notes
Sash Rush	First Half	365.4	50	438	23	15.9	11	13.2	90	108.0		Guard Frame Yes, using a full PB without canceling does take longer than doing the first and second part separately
	Second Half	334.6	76	452	23	19.2	16	14.2	140	116.6		
Thousand Blows	First Half	884.2	95	419	32	20.8	19.2	12.1	120	75.8		1 Frame 1 PP regains passively every 12F Fox PP recovery boost reduces FoB 8F
	Second Half	695.8	110	374	32	21.4	27	14.7	210	114.6		
Tri-Drive (Double Drive)	First Half	253.7	41	414	28	16.1	9	13.2	60	87.8		Guard Frame Photon Blast passively regenerates 18.51832 PB/Sec Accumulate 10000 PB to charge Photon Blast
	Second Half	471.9	65	495	28	16.9	14	12.9	120	110.8		
Backhand Strike	First Half	255.0	38	426	40	6.4	8	13.3	72	100.0		Determined info found QcGar/Perfaced in the photon blast files multiply that by 540 seconds we get a clean 10000 point
	Second Half	289.9	82	284	48	6.4	8	9.2	172	83.1		
K n n c l a	Counter	765.0	60	765	40	19.1	24	24.0	220	220.0		
	Normal 1	115.0	28	254	-2	4.4	10.2	32	71.8			
	Normal 2	96.0	22	259	-4	4	10.9	28	78.4			
	Normal 3	96.0	22	259	-4	4.1	11.2	29	79.1			
	Normal 4	115.0	23	300	-12	4.4	11.5	30	78.3			
	Normal 5	465.0	66	423	-1,-1,-1,-3	14	12.7	120	109.1			
	Normal 5 AB	200.0	28	462	-3	4.4	5.5	12.7	52	120.0		
	GROUND POUND (high)	270.0	60	270	0	11.5	11.5	90	90.0			
	GROUND POUND (low)	205.0	48	250	0	9	11.3	60	75.0			
	Step attack	170.0	39	282	-6	7.5	11.5	60	76.9			last from ground
	dash attack	200.0	68	247	-15	13	11.5	60	78.8			
	Counter	Sway Counter	430.0	63	429	10	6.6	12.0	110	133.8		
Sway Counter Plus		300.0	43	344	-10	6.5	11.9	110	133.5			Frame start at light indicator
Attack Switch NS		570.0	68	503	-1,-1,-1,-3	14	12.4	171	159.9			NS is enhanced if countering
Sway Counter + Counter Plus + NS AB		1140.0	119	575	-23	26.5	13.4	335	168.9			
Sway Counter + Counter Plus + NS		1480.0	161	544	-26	24.5	12.9	431	168.8			
N1 + NS		380.0	68	381	-18	18.4	12.4	150	131.1			Another Axis Ship
N1 + N2 + N3 + N4 + NS		880.0	159	332	-30	30.9	11.7	239	90.2			
Photon Blast		3276.0	228	302	0	0.0	0.0	900	226.9			

Ok so I'm back again with the frame data now the NGS is out and Fighters are pretty prog
 Damage variance is kinda an issue right now, but it's possible to reduce it to the point where the variance is negligible. I'll get the photon blast and pps regen table since they are difficult to get and aren't as important.
 Power values have been crosschecked and also verified as determined values. There are no rounding anymore unless the determined info is somehow completely wrong, which should be impossible.
 If you have any questions or concerns, DM me through discord at Fung Blade#6905 or contact me in game DM: Fungblade
 I don't really ever use twitter but probably should to keep updates easy to find for the public @mastering680
<https://twitter.com/mastering680>



Changelog	
5/19/2024	updated values and stuff
6/13/2021	Fixed wrong counter cell formula fixed counter value egg Changed some names
6/14/2021	Added my old file section Fixed Tri-Drive Fixed Counter Plus
6/15/2021	Rounded some power rotations that might be off due to variance
6/22/2021	Changed to exact power values for all but the photon blasts Added PP Recovery for each attack Added PB value for each attack Added PB value per second for each attack
GAME DECIDES TO MAINTAIN ON THE DAY I DECIDE TO TEST PB DATA, DAMN IT BEGA	
6/25/2021	Completed photon blast values Figured out how PB generation works Goodbye Juliana and triple counter :- Made distinction between 1 frame and guard 1 frame
6/30/2021	Noted that Whirlwind does 0.25% damage when not holding DS
7/4/2021	Updated Guard file Added Down Accumulation Values
7/19/2021	Fixed Double Sabar PB Power

damage	egg
300	0.8522222222
437	0.8202222222
767	0.8522222222
456	0.8462222222
698	0.8462222222
1142	0.8462222222
From these, we find the average egg to be 1.033870968	
213	2.51372949
428	2.51372949
641	2.51372949
OLD SHIT *	
114	1.033870968
98.5	1.033870968
428	2.51372949
641	2.51372949
103	1.033870968
424	1.033870968
207	1.033870968
178	1.033870968
200	1.033870968
445	1.033870968
178	1.033870968
403	1.033870968
517	1.033870968
589	1.033870968

Goodbye Title Counter user
 Did the photon blast even regenerate correctly?
 Method for getting the photon blast count
 Does the cell work at least when the counter is not on the screen? when the frame is off of the screen the counter resets itself when the counter hits its come out, then re-appears when
<https://www.youtube.com/watch?v=2k18a311800>

		Power	Frames	DPS	PP	OPP	PB	PB/Sec	Down Accumulation	DA/Sec	Attack Impact	Attack Damage/Sec	Notes
Vulture Movement (Circling Forward)	First Half	105.2	31	327	22	7.7	6.3	12.2	42.0	62.0	120	203.2	
	Second Half	775.6	90	467	22	20.5	14.2	201.4	201.4	422	243.6	422	186.7 DPS if all hit miss
	Total	980.8	126	618	22	42.7	29.7	133.2	244.4	108.0	507	225.3	
Half N Excort (Hitless Cast)	First Half	252.4	47	278	15	15.6	3.6	12.3	65	54.3	120	159.2	
	Second Half	273.5	35	409	15	17.1	6.9	11.7	60	102.9	110	188.0	Guard Frames
	Total	525.9	82	389	15	32.8	10.5	24.0	120	157.2	230	347.2	
Phoenix Ripper	First Half	152.0	24	300	20	7.2	4.7	11.8	30	60.0	70	175.0	
	Second Half	244.0	35	420	20	12.4	7.2	12.3	50	60.0	124	178.3	Guard Frames
	Total	396.0	59	480	20	19.6	11.9	24.1	80	120.0	194	353.3	
Limbic Figure	First Half	434.4	58	490	24	18.3	12.9	13.3	121	122	240	246.3	
	Second Half	408.6	60	460	24	16.8	1.2	12.0	111	111.0	210	210.0	
	Total	843.0	118	950	24	35.1	14.1	25.3	232	233.0	450	456.3	
	Photon Blast	441	122	441	22	38.5	30.9	15.2	247	121.5	432	242.0	
Normal 1	Normal 1	50.0	21	207	-2.2			3.6	10.3	27	77.1		
	Normal 2	100.0	22	273	-2			4	10.0	30	81.8		
	Total	150.0	43	275	-4.2			7.6	20.3	57	158.9		
Normal 4	Normal 4	110.0	24	275	-5			4.8	12.0	33	82.5		
	Normal 4	200.0	35	243	-5.5			7.2	12.3	60	102.0		
	Total	310.0	59	275	-10.5			12.0	24.3	93	184.5		
Normal 4	Acceleration Drive (Ground)	120.0	45	160	0			4.5	6.0	35	40.7		
	Acceleration Drive (Air)	120.0	30	240	0			4.5	9.0	35	70.0		
	Total	240.0	75	400	0			9.0	15.0	70	110.7		
Quick Attack	Quick Attack	330.0	40	490	-10			12	16.0	50	75.0		
	GROUND POUND (high)	270.0	60	270	0			11.5	11.5	60	60.0		
	Total	600.0	100	760	-10			23.5	27.5	110	135.0		
GROUND POUND (low)	Step attack	100.0	30	200	-7			7	11.7	45	75.0		
	dash attack	180.0	58	180	-15			14	12.4	80	75.6		
	Total	280.0	88	380	-22			21	24.1	125	150.6		
Counter	Step Counter	420.0	30	640	-12			10	15.4	120	103.4		
	Step Counter	300.0	30	400	-8			7.5	11.0	60	126.5		
	Total	720.0	60	1040	-20			17.5	26.4	180	230.0		
	NT + N2 + N1 + N4	2750.0	210	708	0			0.0	825	236.7	10000		

damage	dps
147	0.807012795
659	0.807012795
810	0.807012795
230	0.704030080
206	0.704030080
434	0.704030080
	From these we find the average dps to be 1.02029301
126	0.300525444
204	0.300525444
330	0.300525444
30	1.02029301
103	1.02029301
114	1.02029301
206	1.02029301
124	1.02029301
206	1.02029301
135	1.02029301
280	1.02029301
21	1.02029301
433	1.02029301
310	1.02029301
	1.02029301

Oh so the tank again with the frame data over the NCC is out and fighters are pretty jazy

Damage conversion is kinda an issue right now, but it's possible to do a bit of work on that. The conversion is kinda an issue right now, but it's possible to do a bit of work on that. The conversion is kinda an issue right now, but it's possible to do a bit of work on that.

Power values have been corrected and data added where appropriate. There are no rounding errors in the numbers. I'll continue to update the numbers as I continue to work on the project, which should be impressive.

If you have any questions or concerns, DM me through discord at Peng-Master4095 or contact me in game ION: Pengard

I don't really ever use twitter but I probably should to keep updates easy to find for the public. @master4095

<https://twitter.com/master4095>

Augsis
17166F
Increasa
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