

Raphael SC6 Frame Data

PR = Preparation



































AG = Arriere Gambit

SE = Shadow Evade






























































































QP = Quick Parade



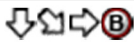

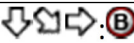

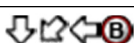



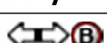





























GRD,HIT,CH Frame Data Colour	-20<=	-19 ~ -14	-13 ~ -10	-9 ~ -1	0	=> 1	KND,LNC,SLNC,STN	RE
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Horizontal Attacks













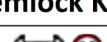



Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Temple Bayonet	12			-8	2	2	
							
Temple Bayonet	12			-8	0	0	
					NC		
Quick Needle	12			-12	0	0	
					NCC		
Vicious Lullaby	18			-14	0	0	
							
Vicious Lullaby	18			-12	4	4	
					NCC		
Violent Blood	20			-12	2	2	
							
Cleaving Talon	12	10		-10	4	4	
							
Heel Snipe	20	15		-16	-4	-4	
							
Heavy Mandritti	20	16		-16	STN	STN	
							
Rising Wyvern	20			-12	4	4	
							
Low Tondo Roversi	12	10		-10	4	4	
FC 							
Rising Tondo	18	14		-4	8	8	
WR 							
Scarlet Talon	32	20		-12	2	2	
							
Scarlet Talon	32	22		-12	2	2	
							
Scarlet Talon	32	20		-12	2	2	
							
Turning Attack au Fer	18			-6	4	4	
BT 							
Low Turning Attack au Fer	14	12		-6	6	6	
BT 							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB













Vertical Attacks

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Rapid Arrogance	14	10		-8	-2	-2	
							
Rapid Arrogance	14	24		-14	-4	-4	
				NC			
Rapid Arrogance	14	24,10		-10	0	0	
							
Rapid Arrogance~ Arriere Gambit	14	24,10					
 		 					
Rapid Arrogance~ Preparation	14	24,10		1	>10<14	>10<14	
  		 					
Rapid Arrogance	14	24,34		-14	2	2	
							
Rapid Arrogance~ Arriere Gambit	14	24,10			>10<14	>10<14	
  		 					
Rapid Arrogance~ Preparation	14	24,10		3	>10<14	>10<14	
   		 					
Rapid Arrogance	14	24,34		-14	2	2	
   							
Phasing Moon	14	24,20		-12	KND	KND	
							
Grave Needle	18	12		-12	4	4	
 							
Grave Needle	18	12,15		-16	0	0	
  							
Single Montante	24	30		-6	KND	KND	
 							
Triple Botta in Tempo	10	10		-12	-2	-2	
 							
Triple Botta in Tempo	10	20		-14	-2	-2	
 							
Triple Botta in Tempo	10	20,20		-16	0	0	
 							
Triple Botta in Tempo	10	20,20		-16	0	0	
  							
Triple Botta in Tempo ~ Arriere Gambit	10	10					
  		 					
Triple Botta in Tempo ~ Preparation	10	10		2	12	12	
   		 					
Triple Botta in Tempo ~ Preparation	10	20		-4	8	8	
 		 					
Raptor Rush	20	22		-14	LNC	SLNC	
 							
Raptor Rush ~ Preparation	20	22		-4	LNC	SLNC	
 		 					
Fendante	16	16		-8	2	2	
 							
Striking Snake	18	25		-16	-4	-4	
 							
Striking Snake ~ Preparation	18	25		-12	0	0	
 		 					
Wicked Thrust	22	20		-14	2	2	
 							














































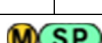





















Wicked Thrust ~ Preparation	22	20		-4	10	STN	
							
Affondo Fendente	20	38		-10	KND	KND	
							
Affondo Fendente	20	42		-10	KND	KND	
							
Nouveau Soleil	16	42		-20	LNC	LNC	
							
Nouveau Soleil	16	48		-20	LNC	LNC	
							
Deadly Dirge	18	20		-14	8	8	
							
Crouching Montante	16	16		-10	2	2	
FC 							
Advance Slicer	16~17	18		-14	STN	STN	
FC 							
Rising Threat	10	10		-12	-2	-2	
WR 							
Rising Threat	10	20		-12	2	2	
WR  							
Rising Threat ~ Arriere Gambit	10	20					
WR   							
Rising Threat ~ Preparation	10	20		2	16	16	
WR    							
Sky Agente				-10	4	4	
							
Sky Agente				-10	STN	STN	
							
Sky Agente				-10	STN	STN	
							
Turning Montante	16	18		-6	4	4	
BT 							
Low Turn Montante	18			-8	2	2	
BT 							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

Kick Attacks

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Venom High Kick	12	12		-8	0	0	
							
Venom Toe Kick	16	20		-8	6	6	
							
Venom Kick	14	16		-4	6	6	
							
Harm Kick	16	12		-14	-4	-4	
							
Pirouette Sweep	22	20		-14	-2	-2	
							
Venom Heel	14	12		-6	8	8	
							
Hemlock Kick	12	16		-8	0	0	
							
Harm Kick	15	12		-14	-4	-4	
FC 							
High Toe Kick	14	16		-2	8	8	

WR 							
Chaos Moon	24	14		-8	4	4	
   							
Turning Venom High Kick	14			-8	2	2	
BT 							
Turning Sweep Kick	16			-14	-2	-2	
BT  							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

Dual Button Attacks


















































































Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Enveloping Stocatta	>32	40		2	KND	KND	
			[BA] [LH] Triggers upon Impact counter				
Fury of the Loup-Garou	24	28		-2	8	8	
 							
Fury of the Loup-Garou	39	31		-2	STN	STN	
 							
Baroque Storm	20	20		-10	STN	STN	
 							
Assalto Montante Crescendo	19	18		-16	2	STN	
 							
Assalto Montante Crescendo	19	18,24		-12	6	KND	
  							
Blood Roar	18	35		-10	5	5	
 							
Cantarella Needle (Advance)	18	20		-10	4	STN	
 							
Cantarella Needle (Left)	18	20				STN	
  							
Cantarella Needle (Right)	18	20				STN	
  							
Spiral Envelopment							
							
Spiral Envelopment							
							
Circular Envelopment							
 							
Circular Envelopment							
 							
Sly Riposte							
Form Dodge 							
Sly Riposte ~ Aerial Shift							
Form Dodge  							
Spiral Envelopment							
BT 							
Spiral Envelopment							
BT 							
Circular Envelopment							
BT  							
Circular Envelopment							
BT  							
Quick Parade							
 			    				
Quick Parade ~ Preparation							
 			[GI]M				

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
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8-Way Run Moves

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Bloody Slicer →*↘*↗(A)	22	23		-14	4	4	
		H					
Merciless Stramazone ↓*↑(A)	30	12		-6	10	10	
		H					
Merciless Stramazone ↓*↑(A)(A)	30	30		-8	12	12	
		HH			NCC		
Merciless Stramazone ~ Arriere Gambit ↓*↑(A)(A)↖	30	30					
		HH SP			NCC		
Merciless Stramazone ~ Preparation ↓*↑(A)(A)↔	30	30			>10<14	>10<14	
		HH SP					
Deadly Strikes ↓*↑(A)(B)	30	30		-18	-6	-6	
		HL					
Deadly Strikes ~ Preparation ↓*↑(A)(B)	30	30		-2	8	8	
		HL SP					
Squalambrato Concierto ←*↘*↗(A)	29	14		-10	0	8	
		M					
Squalambrato Concierto ←*↘*↗(A)(B)	29	30		-14	-4	-4	
		MM					
Squalambrato Concierto ~ Preparation ←*↘*↗(A)(B)	29	30		-4	6	14 STN	
		MM SP					
Broken Thrust →(B)	16	18		-16	4	14 STN	
		M					
Broken Thrust ~ Preparation →(B)	16	18		-8	12	STN	
		M SP					
Death Guise ↘*↗(B)	26	21		-16	0	STN	
		L					
Valiant Falcon ↓*↑(B)	18	14		-14	0	0	
		M					
Valiant Falcon ↓*↑(B)(B)	18	30		-16	LNC	LNC	
		MM					
Aiming Shaft ←*↘*↗(B)	22	35		-20	KND	KND	
		L					
Venom Side Kick →*↘*↗(K)	20	24		-10	KND	KND	
		H					
Venom Roundhouse ↓*↑(K)	30	18		-6	4	STN	
		H					
Dark Moon ←*↘*↗(K)	20	22		-10	KND	KND	
		M					
Wyvern's Tail →*↘*↗(A)+(B)	26	26		-2	LNC	LNC	
		M					
Bloody Funeral ←*↘*↗(A)+(B)	54	70		U	KND	KND	
		M			U		
Bloody Funeral ~ Preparation ←*↘*↗(A)+(B)(G)							
		SP					
Dread Coffin →*↘*↗(B)+(K)	22	30		2	STN	STN	
		M					
Dread Coffin ~ Preparation →*↘*↗(B)+(K)	22	30		8	STN	STN	
		M SP					
Sliding RUN (K)		26		-20	KND	KND	
		L					
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

Preparation

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Ebony Slash	14	10		-10	-2	-2	
PR 							
Ebony Slash	14	20		-6	6	6	
PR  		 					
Ebony Combo	14	10,15		-14	6	6	
PR  		 					
Ebony Combo ~ Preparation	14	10,15		-2	18	-18	
PR  		  					
Lunging Press	22	22		-8	8	8	
PR  							
Underworld Call	10	10		-10	-2	-2	
PR 							
Underworld Call	10	20		-12	2	2	
PR  		 					
Underworld Call	10	20,30		-6	STN	STN	
PR   		  					
Underworld Call	10	20,30		-6	STN	STN	
PR   : 		  					
Underworld Call ~ Preparation	10			-6	8	8	
PR  		  					
Rapid Head Hunter	10			-16	KND	KND	
PR  		 ?					
Twin Impalement	10			-16	-4	-4	
PR   		  					
Dread Intrigue	18			-10	KND	KND	
PR  							
Lunatic Rouge	16	10		-12	STN	STN	
PR 							
Lunatic Rouge	16	20		-18	LNC	LNC	
PR  		 					
Lunatic Rouge	16	38			KND	KND	
PR   : 		  					
Pirouette Kick	20			-16	4	STN	
PR  							
	12					STN	
PR  + 							
	14			2	KND	KND	
PR  +  + 							
	44			-8	RE	RE	
PR  + 							
Preparation ~ Preparation							
PR 							
Preparation ~ Arriere Gambit							
PR 							
Preparation ~ Shadow Evade							
PR 							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

Arriere Gambit

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Heavy Mandritti				-12	8	8	
AG 							
Heavy Mandritti				-10	10	10	

AG							
Bite of the Deadly Adder				-2	LNC	LNC	
AG							
Bite of the Deadly Adder					STN	STN	
Combos ~ AG							
Dark Stinger				-18	STN	STN	
AG							
Dark Stinger Crescendo				-18	KND	KND	
AG							
Aerial Shift ~ Preparation							
AG							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

Shadow Evade

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Bloody Assault		20		-4	6	6	
SE							
Bloody Terror		35		8	STN	STN	
SE							
Mandrake Heel		30		-16	KND	KND	
SE							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

Quick Parade

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Quick Parade							
+							
Quick Parade ~ Preparation							
+							
Haunted Talon				-10	STN	STN	
QP							
Dreaded Rampage				-6	2	2	
QP	x 1~7						
Dreaded Rampage				-10	KND	KND	
QP	x 1~7						
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB