

```
{
  "Health": 50000,
  "AttackDamage": 0.0,
  "DrainHealthValuePerSeconds": 100,
  "Energy": {
    "MaxValue": 100,
    "DelaySecondsForIncrementValue": 1,
    "IncrementValuePerSecond": 30
  },
  "SpecialGage": {
    "MaxValue": 100,
    "DecreaseSpeed": 10,
    "IncreaseValues": {
      "TakeDamage": 2,
      "DodgeByVHS": 20
    }
  },
  "ResuscitateDelayTime": 0.5,
  "NotDominantHandDamageRate": 0.4,
  "NotDominantHandDamageRate_Throw": 0.5,
  "KnockBackLevels": [
    {
      "Level": 1,
      "Distance": 150.0,
      "Time": 0.1,
      "WholeTime": 0.5,
      "CameraBackDistance": 0.0,
      "CameraUpDistance": 0.0
    },
    {
      "Level": 2,
      "Distance": 300.0,
      "Time": 0.2,
      "WholeTime": 1.00,
      "CameraBackDistance": 0.0,
      "CameraUpDistance": 0.0
    }
  ],
```

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{
  "Level": 3,
  "Distance": 400.0,
  "Time": 0.3,
  "WholeTime": 1.25,
  "CameraBackDistance": 100.0,
  "CameraUpDistance": 15.0
},
{
  "Level": 4,
  "Distance": 800.0,
  "Time": 0.3,
  "WholeTime": 1.5,
  "CameraBackDistance": 100.0,
  "CameraUpDistance": 15.0
},
{
  "Level": 5,
  "Distance": 1000.0,
  "Time": 0.3,
  "WholeTime": 1.75,
  "CameraBackDistance": 100.0,
  "CameraUpDistance": 15.0
}
],
"GuardCrash": {
  "Time": 2.2,
  "CameraBackDistance": 100.0,
  "CameraUpDistance": 15.0
},
"VHSCoolDownTime": 1.5
}
```