

Street Fighter 6/Sagat/Frame data

From SuperCombo Wiki
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(<https://replaytheater.app/?game=sf6&c1=Sagat>)

#SF6_Sagat

(https://twitter.com/search?q=%23SF6_Sagat)

Frame Data Tables

Character Data

Sagat	HP	Throw Range	Fwd Walk Speed	Back Walk Speed	Fwd Dash Speed	Back Dash Speed	Fwd Dash Distance	Back Dash Distance	Jump Speed	Fwd Jump Distance	Back Jump Distance	Jump Apex
	10000	0.85	0.039	0.027	23	23	1.40	0.90	4+38+3	1.90	1.52	2.115

Normals and Target Combos

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input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
5LP	300	5	3	11	18	+4	-3	LH	Chn, Sp, SA	13 (DR: 15)
5MP	600	6	4	15	24	+6	+2	LH	-	
5HP	800	15	4	22(25)	40(43)	0	-5	LH	TC	19
5LK	400	7	2	15(17)	23(25)	-1	-4	LH	Sp SA	12 (DR: 14)
5MK	700	11	4	19	33	+3	-3	LH	TC	16
5HK	600,300	10(12)	2,4	21(25)	36(40)	+1	-5(-7)	LH	Sp SA	33 / 16 (1st) / 18 (2nd)
2LP	300	4	2	10	15	+5	-1	LH	Chn Sp SA	12 (DR: 15)
2MP	600	7	3	16(17)	25(26)	+4	-1	LH	Sp SA TC	15 / 16(~HK) / 19(~HP)
2HP	800	11	4	21	35	+1	-5	LH	Sp SA	18
2LK	200	5	3	12	19	+1	-3	L	Chn	
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
2MK	600	9	3	18	29	+4	-2	L	-	
2HK	900	11	3	26	39	KD +29	-12	L	-	
j.LP	300	4	7	3 land	-	+6(+9)	+2(+5)	H	-	
j.MP	350x2	8	2,3	3 land	-	+10(+11)	+6(+7)	H	-	
j.HP	800	10	6	3 land	-	+8(+15)	+4(+11)	H	-	
j.LK	300	5	10	3 land	-	+5(+10)	+1(+6)	H	-	
j.MK	700	8	8	3 land	-	+9(+15)	+4(+10)	H	-	
j.HK	800	10	6	3 land	-	+11(+15)	+7(+11)	H	-	
6MP	700	22	3	19	43	+3	-2	H	-	
4HP	200,600	8	2(1)5	25	40	KD +34	-10(-13)	LH	Sp SA (2nd)	35
6LK	700	18	3	18(21)	38(41)	+3	-3	L	-	
6HK	900	16	4	21(18)	40(37)	+7	+4	LH	-	
5MK~HK	800	19	3	23	44	KD +38	-8	LH	-	
5HP~HK	1200	16	3	27	45	KD +39	-12	LH	-	
2MP~HP	600	20	3	27	49	-2	-14	LH	Sp SA	54 (17)
2MP~HK	1000	18	4	26	47	KD +32	-10	LH	SA	59 (27)
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm

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input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
LPLK	1200 (2040)	5	3	23	30	KD +21	-	T
4LPLK	1200 (2040)	5	3	23	30	KD +21	-	T
HPHK	800	26	2	35	62	KD +35 / Wall Splat KD +65	-3 / Wall Splat HKD +72	LH
6HPHK	500 recoverable	20	3	26(31)	48(53)	KD +23	-6	LH
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
6HPHK	500 recoverable	18	3	26(31)	46(51)	KD +23	-6	LH
MPMK	-	1	12 or until released	33(1)(11)	45(3)	-	-	-
MPMK~66	-	3+8	-	15(37)	26(48)	-	-	-
MPMK or 66	-	9	-	15(37)	24(46)	-	-	-

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
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input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
236LP	600	14	-	37	50	-3	-7	LH	SA3	4
236LPMP or 236LPHP		12	-	33	44	KD +52	-1	LH	SA2 SA3	12
236MP		16	-	27	42	+3	+3(-27)	LH	SA3	4
236HP		12	-	31	42	-1	-1(-31)	LH	SA3	4
236MPHP	200x2,600 (1000)	21	-	28	48	KD +63	+6	LH	SA2 SA3	12
623LP	1100	5	10	47	61	KD +32	-37	LH	SA3	23
623MP	1400	10	10	55	74	KD +27	-45	LH	SA3	23
623HP	1600	18	10	55	82	KD +27	-45	LH	SA3	23
623[HP]		35	10	55	99	Wall Splat +23	-45	LH	SA3	22
623PP	600, 200x5 (1600)	8	12	53	72	KD +25	-43	LH	-	
236LK	800	18	11	28	46	KD +36(+46)	-8(+2)	LH	-	
236MK	1000	18	11	18	46	KD +39(+49)	-7(+3)	LH	-	
236HK	500,900	22	4(4)11	18	58	KD +41(+47)	-5(+5),(+4)	LH	SA3 (1st)	16
236KK	1600 (500x2)	19	3(4)11	18	54	KD +66 (+44~50)	-2(+2),(+1)	LH	SA2 SA3 (1st)	16
214LK	500	17	3	23	42	+2	-5	LH	SA3	19 SA / 28(27) ~6K
214MK		20	3	23	45	+2	-5	LH	SA3	19 SA / 28(27) ~6K
214HK	300,200	28	3(1)4	20	55	+4	-3	LH	SA3	33 SA / 39(36) ~6K
214KK	300,200	23	3(1)4	20	50	+4	-3	LH	SA2 SA3	35 SA / 41(38) ~6K

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
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input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
214K~6LK		15	3	22	39	+3	-5	H	SA3	53~67 / 15
214KK~6LK		15	3	22	39	+3	-5	H	SA2 SA3	66~69 / 15
214K~6MK	1000	17	3	17	36	KD +48	+4(-26)	LH	SA3	59~73 / 19
214KK~6MK		17	3	17	36	KD +48	+4(-24)	LH	SA2 SA3	72~76 / 19
214K~6HK	800	21	3	19	42	KD +62	+2	LH	SA3	65~74 / 19
214KK~6HK	800	21	3	19	42	KD +62	+2	LH	SA2 SA3	76 / 19
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm

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236236P	200x7,800 (2200)	13	-	96	109	KD +22	-31	LH
214214K	1700~3000	10	5	73	87	HKD ~	-58	LH
214214K~5	3000	10	5	73	87	HKD +4	-58	LH
214214K~6	1700	10	5	73	87	HKD +53	-58	LH
214214K~4	2700	10	5	73	87	HKD +7	-58	LH
214214K~2	2700	10	5	73	87	HKD +19	-58	LH
236236K	4000	12	4	67	82	HKD +15	-51	LH
236236K	4500	12	4	67	82	HKD +15	-51	LH
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

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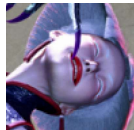
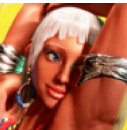
Resources

Match Footage

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