

Street Fighter 6/Dee Jay/Frame data

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

#SF6_DeeJay

(https://twitter.com/search?q=%23SF6_DeeJay)

Frame Data Tables

Character Data

Dee_Jay	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	0.8	0.043	0.032	19	23	1.50	0.90	4+38+3	1.90	1.52	2.115

Normals and Target Combos

General	Details	Meter	Properties	Notes						
Show 50 entries					Search:					
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
5LP	300	4	3	6	12	+4	-1	LH	Chn Sp SA TC	13 (12 TC)
5MP	600	7	3	13	22	+5	+2	LH	TC	21 (~MP), 17 (~HP)
5HP	800(700)	9	6	18	32	+3(+8)	-4(+1)	LH	Sp SA (close)	16
5LK	300	5	2	12	18	+2	-2	LH	Sp SA	14
5MK	600	9	3	16	27	+6	-1	LH	-	
5HK	800	12	3	22(26)	36(40)	+1	-5	LH	-	
2LP	300	5	3	8	15	+4	-1	LH	Chn Sp SA	13
2MP	600	6	4	14	23	+4	-1	LH	Sp SA	19(15)
2HP	800	8	2	20	29	+6	-2	LH	-	
2LK	200	5	2	10	16	+2	-2	L	Chn	
2MK	700	8	4	19	30	KD +29	-6	L	-	
2HK	900	14	10	15	38	HKD +33(+42)	-11(-2)	L	-	
j.LP	300	4	7	3 land	-	+4(+9)	0(+5)	H	-	
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
j.MP	700	6	4	3 land	-	+10(+11)	+6(+7)	H	TC	
j.HP	800	9	6	3 land	-	+8(+15)	+4(+11)	H	-	
j.LK	300	4	6	3 land	-	+6(+9)	+2(+5)	H	-	
j.MK	500	8	6	3 land	-	+9(+13)	+5(+9)	H	-	
j.HK	800	10	5	3 land	-	+8(+15)	+4(+11)	H	-	
6MK	700	19(21)	5	16	39	+5(+6)	+1(+2)	LH	SA	19(18)
4HK	500,300 (800)	7	2,4	20	32	+1	-5	LH	Sp SA	34
j.2LK	300	6	until land	3 land	-	+5(+11)	+2(+8)	H	-	
5LP~MK	400(320)	9	3	20	31	+2 (Whiff -19)	-3 (Whiff -24)	LH	TC	35-36 (17)
5LP~MK~MK	625(438)	14	3	19	35	+3	-8	LH	-	
5MP~HP	500	11	7	24	41	-2(+2)	-11(-7)	LH	TC	42-43
5MP~HP~HK	600(480)	13	3	30	45	KD +34	-13	LH	SA	72-73
5MP~MP	500	12	2	17(19)	30(32)	+2	-2	LH	TC	15 (~HP on CH)
5MP~MP~HP	900	20	2	24	45	KD +43	-8	LH	-	
5MP~MP~4HP	-	-	-	22 total	22	-3	-5	-	-	
j.MP~HP	700	8	7	3 land	-	-	-	H	-	

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
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Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
LPLK	1200 (2040)	5	3	23	30	KD +34	-	T
4LPLK	1200 (2040)	5	3	23	30	KD +22	-	T
HPHK	800	26	2	35	62	KD +35 / Wall Splat KD +65	-3 / Wall Splat HKD +72	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	20	3	26(31)	48(53)	KD +23	-6	LH
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
[4]6LP	-	-	-	21	21	-	-	-	-	
[4]6MP	600	17	-	27	44	0	-5	LH	SA3 22PP	4
[4]6HP	500x2	17(34)	-	43	60	+3	-3	LH	SA3 22PP	21
[4]6PP	500x2	10(23)	[11(1)~]	35	45	+5 (KD +69)	+2	LH	SA2 SA3	17
[2]8LK	-	23	-	22+6 land	51	-	-	-	-	
[2]8MK	600,500 (1100)	6	4(9)4	22+10 land	54	KD +41	-32	LH	-	
[2]8HK	600,200,500 (1300)	5	5(7)5(8)4	17+15 land	65	KD +42(+37)	-44	LH	-	
[2]8KK	300x5 (1500)	6	6(7)3(9)3	29+15 land	77	KD +23	-55	LH	-	
236LK	-	-	-	26	26	-	-	-	-	
236MK	1000	12	3	23	37	KD +34	-6(-4)	LH	SA3	18
236HK	700x2 (1400)	15	3(18)4	24	63	+2	-10	LH	SA3 (1st)	16
236KK	700,600 (1300)	19	2(9)3	19	51	KD +39	-2	LH	SA2 SA3 (2nd)	45
214LP	1650 (800)	15	4	35	53	KD +34	-19	LH	SA3	48 hit / 10 blk
214MP	1900 (800)	22	4	35	60	KD +32	-19	LH	SA3	57 hit / 10 blk
214HP	2200 (800)	28	4	35	66	KD +40	-19	LH	SA3	90 hit / 10 blk
214PP	2500 (800)	28	4	35	66	HKD +23	-19	LH	SA2 SA3	116 hit / 10 blk
214K	-	13	-	24	37	-	-	-	-	
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
214K~LK	800	13+12	3	20(22)(25)	34(36)(39)	+2	-3	L	SA3	16
214K~MK	1000	13+25	3	16	43	HKD +27(+28)	+1	H	-	
214K~HK	1000	13+15	5	25	44	KD +45	-10	LH	SA3	20
214K~6P	-	13	-	27	40	-	-	-	-	
214K~6P~4P	-	13+17	-	29	59	-	-	-	-	
214KK	500	8	5	36(37)	48(49)	KD +33	-18	LH	-	
214KK~LK	900	25+9	3	19(24)	30(35)	+6	-2	L	SA2 SA3	16
214KK~MK	1100	25+19	5	17	40	+5(+7)	-4(-2)	H	-	
214KK~HK	1000	25+11	5	21	36	KD +55(+57)	-8	LH	SA2 SA3	20
214KK~6P	-	19	-	22	41	KD +40	-15	-	-	
214KK~6P~4P	-	19+16	-	22	57	KD +24	-31	-	-	
22PP	-	88 minimum	-	38	126~	-	-	-	-	
22PP	-	95(168) minimum	-	38	133~	-	-	-	-	
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
236236K	2000	7	4	33	43	HKD +44	-12	LH
236236LP	300 (~2600)	12	5	46	62	+6	-29	LH
~LP (1)	175	11	4	25		+6 (KD +41)	-	-
~MP (2)	175	10	3	23		+6	-	-
~HP (3)	175	12	3	24		+6	-	-
~LK (4)	175	15	4	35		+6	-	-
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
~MK (5)	200	17	3	47		+6	-	-
~HK (End)	500,900	18	3(5)3	79		HKD +29	-	-
236236MP	300 (1700~2800)	12	5	46	62	+6	-29	LH
~LP (1)	100(200)	11	4	25		+6	-	-
~MP (2)	100(200)	10	3	23		+6	-	-
~HP (3)	100(200)	12	3	24		+6	-	-
~LK (4)	100(200)	15	4	35		+6	-	-
~MK (5)	100(200)	17	3	47		+6	-	-
~HK (6)	400,600(200x2)	18	3(5)3	79(64)		HKD +19 (KD +46)	-	-
~HP (End)	400,700	1	-	181 total	181	HKD +24(+18)	-	-
~HK (End)	1100	1	-	151 total	151	HKD +34(+37)	-	-
236236HP	200 (1700~3000)	12	5	46	62	+6	-29	LH
~LP (1)	100(200)	11	4	25		+6 (KD +41~42)	-	-
~MP (2)	100(200)	10	3	23		+6	-	-
~HP (3)	100(200)	12	3	24		+6	-	-
~LK (4)	100(250)	15	4	35		+6	-	-
~MK (5)	100(250)	17	3	47(46)		+6	-	-
~HK (6)	400,600(250x2)	18	3(5)3	79(64)		HKD +19 (KD +46)	-	-
~HP (End)	400,800	1	-	181 total		HKD +24(+18)	-	-
~HK (End)	1200	1	-	151 total		HKD +34(+37)	-	-
214214P	4000	9	5	48	61	HKD +26	-28	LH
214214P	4500	9	5	48	61	HKD +22	-28	LH
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

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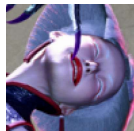
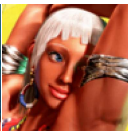
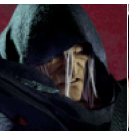
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