

Street Fighter 6/Ed/Frame data

From SuperCombo Wiki
< [Street Fighter 6](#) | [Ed](#)

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(<https://replaytheater.app/?game=sf6&c1=Ed>)

#SF6_Ed

(https://twitter.com/search?q=%23SF6_Ed)

Frame Data Tables

Character Data

Ed	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	0.0475	0.032	19	23	1.348	0.803	4+38+3	1.90	1.52	2.115

Normals and Target Combos

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Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
5LP	300	4	3	7	13	+4	-1	LH	Chn Sp SA	13
5MP	600	7	3	15	24	+6	-1	LH	Sp SA TC	15
5HP	800	10	4	18	31	+5	-2	LH	Sp SA	18
5LK	300	6	2	13	20	+3	-3	LH	TC	14
5MK	600	10	2	16(20)	27(31)	0	-5	LH	Sp SA TC	14 Sp / 17 TC
5HK	800	10	3	12	24	+8	+4	LH	Sp SA	17
2LP	200	4	3	10	16	+3	-3	L	Chn	
2MP	500	8	3	19	29	+2	-6	L	Sp SA	13
2HP	900	10	4	24	37	KD +30	-12	L	-	
2LK	300	5	2	12	18	+2	-4	LH	Sp SA	12
2MK	600	9	2	16(17)	26(27)	+8	-1	LH	Sp SA	14
2HK	800	12	2	17	30	+1	-4	LH	Sp SA TC	16 / 19 (TC)
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.LP	300	5	5	3 land	-	+5(+9)	+1(+5)	H	-	
j.MP	500	8	6	3 land	-	+6(+13)	+2(+9)	H	-	
j.HP	800	9	5	3 land	-	+8(+15)	+4(+11)	H	-	
j.LK	300	8	3	3 land	-	+1(+9)	-3(+5)	H	-	
j.MK	700	10	2	3 land	-	+9(+11)	+5(+7)	H	-	
j.HK	800	8	2	3 land	-	+15	+11	H	-	
5[HP]	800	30+9	1~15	25~35	71~117	Crumple +76 (+12 ground)	-2(+2)	LH	6KK*	
5[HP]	1200	60+9	1~15	29~35	101~118	Crumple +76 (+12 ground)	+4	LH	6KK*	
6HP	900	17	3	21	40	+1	-3	LH	-	
5LK~LK	400(320)	7	3	15	24	+3	-3	LH	TC	29
5LK~LK~LK	600(420)	7	3	16	25	+1	-8	LH	-	
5MP~HP	400	13	2	23	37	KD +38	-8(-23)	LH	Sp* SA	41
5MK~MK	300	7	2	20	28	0(-15)	-6(-20)	LH	TC	33
5MK~MK~HP	600(480)	11	5	23	38	KD +35	-11	LH	-	
2HK~HP	700	12	5	19	35	KD +34	-8	LH	SA	43-47 (18)
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm

Drive and Throw

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Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
LPLK	1200 (2040)	5	3	23	30	KD +24	-	T
4LPLK	1200 (2040)	5	3	23	30	KD +24	-	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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Specials

- General

Details

Meter

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Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
236P	400	14	12	8	33	+3	-5	LH	6P* SA3	16 (SA) / 20 (6P)
236PP	200x2	14	12	7	32	KD +43	-2	LH	6P* SA2 SA3	14 (SA) / 22 (6P)
236P~6P	600	12	-	30	42	+3	-8	LH	SA3	4
236PP~6P	400x2	12	-	28	40	KD +46~	-2	LH	SA2 SA3	10
623LP	900	10	8	23(28)	45(40)	KD +38	-13	LH	SA3	24*
623MP	1000	14	6	32	51	KD +39	-20	LH	SA3	22*
623HP	1200	16	6	33	54	KD +38	-21	LH	SA3	22*
623PP	800x2	13	6	36(41)	54	KD +18	-28	LH	-	
214LP	200x2,400 (800)	11	3(3)3(6)4	14	43	+3	-5	LH	SA3	30
214MP	250x2,400 (900)	13	2(7)3(9)3	16(24)	52(60)	KD +39	-12	LH	SA3	39
214HP	250x2,600 (1100)	15	2(11)2(6)2	23(26)	60(63)	KD +40	-12	LH	SA3	39
214PP	150x8,200 (1400)	13	1(4)1(3)1(3) 1(3)1(3)1(8)2	20	64	KD +42	-4	LH	SA2 SA3	61 / 85 (54 block)
236LK	800	11+5	4	26(24)	45(43)	+1	-6	LH	SA3 Sp*	7 SA / 17* KK
236[LK]	800,200	26+5	5	24	59~148	KD +61	+4	LH	SA3 (1st)	6
236MK	900	15+5	4	26(25)	49(48)	+3	-6	LH	SA3 Sp*	7 SA / 19* KK
236[MK]	800,200	30+5	5	24	63~148	KD +61	+4	LH	SA3 (1st)	6
236HK	800	12+5	8	18	42	KD +51(+63)	-	-	SA3 Sp*	7
236[HK]	800,200	30+5	10	19	63~148	KD +56(68)	-	-	SA3 (1st)	6

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
236KK	400x2 (600x2)	25	4	32	60	KD +61	+4	LH	SA2 SA3 (1st)	4
4KK	-	-	-	31	31	-	-	-	-	
5/6KK	-	-	-	31	31	-	-	-	6P*	
5/6KK~6P	600	11+11	3	20	33	KD +38	-4	LH	SA3	12
5/6KK~dl.6P	600	13+11	3	20	33	KD +50	-6	LH	SA3	12(10*)
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm

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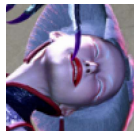
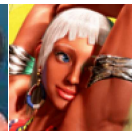
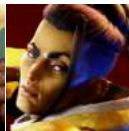
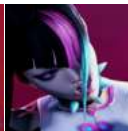
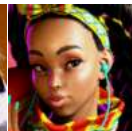
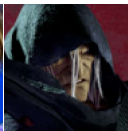
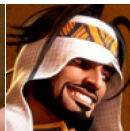
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
236236K	10x7,1300 (2000)	13	2(7)2(16)2(3) 2(16)1(1)1(1)1	56	123	KD +33	-32	LH
214214P	150x6,200 (1100)	8	-	27	35	KD +115~	+65~	LH
236236P	4000	10	10	64	83	HKD +24	-49	LH
236236P	4500	10	10	64	83	HKD +24	-49	LH
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard



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<u>A.K.I.</u>	<u>Akuma</u>	<u>Blanka</u>	<u>Cammy</u>	<u>Chun-Li</u>	<u>Dee Jay</u>	<u>Dhalsim</u>	<u>Ed</u>	<u>E. Honda</u>	<u>Elena</u>	<u>Guile</u>	<u>Jamie</u>	<u>JP</u>	<u>Juri</u>	<u>Ken</u>	<u>Kimberly</u>	<u>Lily</u>	<u>Luke</u>	<u>M. Bison</u>	<u>Mai</u>	<u>Manon</u>	<u>Marisa</u>	<u>Rashid</u>	
																							
<u>Ryu</u>	<u>Terry</u>	<u>Zangief</u>																					
Data																							
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