

Street Fighter 6/Jamie/Frame data

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

#SF6_Jamie

(https://twitter.com/search?q=%23SF6_Jamie)

Frame Data Tables

Character Data

Jamie	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	0.048	0.035	19	23	1.50	0.85	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	270	5	2	7	13	+5	0	LH	Sp SA	12
5LP	300	5	3	9	16	+2	-3	LH	Sp SA TC	13
5MP	600	8	4	14	25	+6	+2	LH	-	
5HP	100x2,700 (900)	5	1(1)1(4)3	20	34	+1(+3)	-3(-1)	LH	Sp SA (2nd)	18
5LK	300	5	2	11	17	+3	-1	LH	Chn Sp SA	13
5MK	600	9	3	17(18)	28(29)	+2	-3	LH	Sp SA	15
5HK	800	15	3	21	38	+3	-5	LH	Sp SA	17 (PC: 29)
2LP	250	4	2	9	14	+5	-1	LH	Chn Sp SA	13
2MP	600	6	3	13(15)	21(23)	+5	-1	LH	Sp SA	16
2HP	900	8	5	23	35	0	-8	LH	Sp SA	16
2LK	200	5	2	11	17	+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	500	7	3	18	27	-1	-6	L	Sp SA	13
2HK	400x2	9	2(2)3	28(29)	43(44)	KD +33	-11	L,L*	TC	33 (PC 43) / 22 (1-hit)
j.LP	300	5	9	3 land	-	+4(+10)	0(+6)	H	-	
j.MP	700	7	4	3 land	-	+10(+11)	+6(+7)	H	Sp	
j.HP	800	10	6	3 land	-	+8(+15)	+4(+11)	H	-	
j.LK	300	6	6	3 land	-	+6(+9)	+2(+5)	H	-	
j.MK	500	7	6	3 land	-	+8(+13)	+4(+9)	H	-	
j.HK	400x2	8	3(5)4	3 land	-	+11(+15)	+7(+11)	H	-	
2KK	600	9	3	22	33	KD +53 Launch	-8	LH	Jmp	17 (jump)
6MK	540	22	3	20	44	+1	-3	H	-	
6MK	600	22	3	20	44	+1	-3	H	TC	17
4HP	800	18	4	20	41	+1	-3	LH	SA	19
4HP	840	18	4	21(19)	42(40)	+1	-3	LH	SA TC	19 SA / 20 TC
6HK	900	16	3	20	38	+3	-3	LH	SA	18
6HK	990	16	4	19	38	+3	-3	LH	SA TC	18 (SA) / 22 (TC)
2HK~HK	500	12	3	43	57	KD +22(23)	-28	LH	TC	58
2HK~HK~P	-	-	-	56+5	61	KD +4(5)	-46	-	-	
5LP~LK	200(160)	6	2	16	23	-3	-8	LH	TC	29
5LP~LK~MP	500(350)	8	3	21(23)	31(33)	-1	-10	LH	Sp SA	52
6MK~MK	200x2	15	3(5)2	28	52	KD +31	-14	LH	TC	62
6MK~MK~P	-	-	-	53+8 (DL3: 53+5)	61 (DL3: 58)	KD -1 (DL3: KD +2)	-46 (DL3: -43)	-	-	
4HP~HP	630	21	4	20	44	+1	-11	LH	SA TC	18 (56 total)
4HP~HP~HK	840(672)	21	3	37	60	KD +23	-20	LH	-	
6HK~4HK	-	-	-	76	76	-	-	-	TC	25 (TC)
6HK~4HK~P (close)	935	(25~45)+15	4	28	46	KD +32	-12	LH	Sp SA	20 Headbutt / 58 Total
6HK~4HK~P (mid)	330x2,660 (1320)	(51~75)+4	2(8)2(11)2	27	55	KD +35	-9	LH	Sp SA	60/40/17
6HK~4HK~P (far)	-	(76~100)+Drink	-	52(112)	52(112)	-	-	-	-	

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 +23	-	T
LPLK (hold)	1200 (2040)	5	3	23	30	KD +7	-	T
4LPLK	1200 (2040)	5	3	23	30	KD +26	-	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
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
22P	-	48	-	2	50	-	-	-	-	
22P (hold)	-	92(90)	-	5	97	-	-	-	-	
22P (hold)	-	141(139)	-	5	146	-	-	-	-	
22P (hold)	-	188	-	5	193	-	-	-	-	
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
22P (activation)	-	1	-	4	5	-	-	-	-	
236LP	350	13	2	24	38	-1	-6	LH	SA3	19 (6P) / 14 SA
236LP	220x2 (440)	13	2(9)3	19	45	+1	-3	LH	SA3	36 (6P) / 29 SA
236MP	400	16	2	24	41	-1	-6	LH	SA3	19 (6P) / 14 SA
236MP	220,330 (550)	16	2(9)3	19	48	+1	-3	LH	SA3	36 (6P) / 29 SA
236HP	450	19	2	24	44	-1	-6	LH	SA3	19 (6P) / 14 SA
236HP	220,440 (660)	19	2(9)3	19	45	+1	-3	LH	SA3	36 (6P) / 29 SA
236PP	450	13	2	24	38	+1	-3	LH	SA2 SA3	23 (6P) / 15 SA
236PP	220,440 (660)	13	2(9)3	19	45	+3	-3	LH	SA2 SA3	36 (6P) / 27 SA
236LP~6P	350	13 [33]	2	28	42	-3	-13	LH	-	18 (follow-up)
236LP~6P	220,275 (495)	15 [48]	2(5)2	27	50	-2	-10	LH	-	28 (follow-up)
236MP~6P	400	16 [39]	2	28	45	-3	-11	LH	-	18 (follow-up)
236MP~6P	220,275 (495)	15 [51]	2(5)2	27	50	-2	-10	LH	-	28 (follow-up)
236HP~6P	450	19 [45]	2	28	48	-3	-9	LH	-	18 (follow-up)
236HP~6P	220,275 (495)	15 [54]	2(5)2	27	50	-2	-10	LH	-	28 (follow-up)
236PP~6P	450	13 [34]	2	28	42	-3	-9	LH	-	19 (follow-up)
236PP~6P	220,330 (550)	15 [48]	2(5)2	27	50	-2	-10	LH	-	28 (follow-up)
236LP~6P~6P	550 (440)	13 [53]	2	30	44	KD +27	-17	LH	SA3	17
236LP~6P~6P	165x2,495 (132x2,396)	16 [78]	2(4)2(14)3	28	68	KD +27	-14	LH	SA3	46
236MP~6P~6P	600 (480)	16 [62]	2	30	47	KD +27	-15	LH	SA3	17
236MP~6P~6P	162x2,495 (132x2,396)	16 [81]	2(4)2(14)3	28	68	KD +27	-14	LH	SA3	46
236HP~6P~6P	650 (520)	19 [71]	2	30	50	KD +27	-13	LH	SA3	17
236HP~6P~6P	162x2,495 (132x2,396)	16 [84]	2(4)2(14)3	28	68	KD +27	-14	LH	SA3	46
236PP~6P~6P	750	13 [53]	2	30	44	KD +28	-13	LH	SA2 SA3	17
236PP~6P~6P	165x2,605	16 [78]	2(4)2(14)3	28	68	KD +28	-14	LH	SA2 SA3	44
236LP~6K	250	14	2	32	47	-7	-15	LH	-	16
236MP~6K	300	17	2	32	50	-7	-15	LH	-	16
236HP~6K	300	20	2	32	53	-7	-15	LH	-	16
236PP~6K	350	14	2	32	47	-7	-15	LH	-	16
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
236LP~6K~6K	450 (360)	18	2	35+29	83[59]	KD -1 (DL3: KD +23)	-49 (DL3 -25)	LH	-	
236MP~6K~6K	500 (400)	21	2	36+28	86[63]	KD -1 (DL3: KD +22)	-49 (DL3 -26)	LH	-	
236HP~6K~6K	550 (440)	24	2	36+28	89[66]	KD -1 (DL3: KD +22)	-49 (DL3 -26)	LH	-	
236PP~6K~6K	600 (480)	18	2	36+28	83[60]	KD +1 (DL3: KD +24)	-49 (DL3 -26)	LH	-	
214LP	900	17	9	17	42	KD +39(+47)	-6(+2)	LH	SA3	25
214MP	1000	20	9	17	45	KD +39(+47)	-6(+2)	LH	SA3	25
214HP	1200	25	9	16	49	KD +42(+50)	-3(+5)	LH	SA3	25
214PP	1100	20	9	15	43	KD +73(+81) Tumble	-1(+7)	LH	SA2 SA3	25
214P~6P	990	19	3	39	60	KD +20(+19)	-23	LH	SA3	19
214PP~6P	880	19	3	39	60	KD +20	-23	LH	SA2 SA3	19
623LK	500x2	5	10	52	66	KD +42	-44	LH	-	
623MK	500,700 (1200)	8	9	51	67	KD +34	-43	LH	-	
623HK	500,400,500 (1400)	10	9	51	69	KD +39	-43	LH	-	
623KK	500,450,550 (1500)	6	9	51	65	KD +40	-43	LH	-	
j.214K	1000	11	1(2)until land	13 land	-	KD +42(+52)	-8(+2)	LH	-	
j.214KK	800	11	1(2)until land	13 land	-	KD +58(+65)	-4(+3)	LH	-	
236LK	250x3,350 (1400)	18	2(2)3(4)2(11)2	24	67	KD +42	-12	LH	SA3	47
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	2200	8	2,7(6)5(6)2(7)2(7) 2(6)2(6)2(6)2(29)	74	208	KD +12	-60	LH
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
			2(9)2(6)2(5)2					
236236K~[2]	1850	8	2,7(6)5(6)2(7)2(7) 2(6)2(5)2(7) 2(7)2(6)2	107(86)	201(180)	KD +4 (DL3: KD +25)	-93 (DL3: -72)	LH
214214P	-	1	[900]	5	6	-	-	-
236236P	2600 (500)	10	3(13)3	42	70	HKD +71 (KD +14)	-27	LH
236236P	4500 (500)	10	3(13)3	42	70	HKD +18 (KD +14)	-27	LH
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

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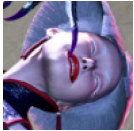
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A.K.I.



Akuma



Blanka



Cammy



Chun-Li



Dee Jay



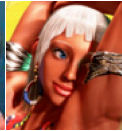
Dhalsim



Ed



E. Honda



Elena



Guile



Jamie



JP



Juri



Ken



Kimberly



Lily



Luke



M. Bison



Mai



Manon



Marisa



Rashid



Ryu



Terry



Zangief

Data

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

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