

Street Fighter 6/JP/Frame data

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< [Street Fighter 6](#) | [JP](#)

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([#SF6_JP](https://replaytheater.app/?game=sf6&c1=JP))

(https://twitter.com/search?q=%23SF6_JP)

Frame Data Tables

Character Data

JP	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	0.037	0.025	22	23	1.454	1.003	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	6	3	10	18	+4	-2	LH	Chn Sp SA	13
5MP	700	12	3	21	35	+1	-6	LH	-	
5HP	800	12	2	22	35	+3	-3	LH	Sp SA	16 (PC 23)
5LK	300	5	3	11	18	+3	-2	LH	Sp SA	13
5MK	600	8	3	19	29	+3	-3	LH	Sp SA	15
5HK	800	12	4	17	32	+7	+2	LH	TC	18 TC
2LP	300	4	2	11	16	+4	-1	LH	Chn Sp SA	12
2MP	600	7	4	14	24	+6	-2	LH	Sp SA	16
2HP	800	9	6	20	34	+1	-6	LH	Sp SA	20
2LK	200	6	2	10	17	+2	-2	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	700	9	3	17	28	+3	-3	L	-	
2HK	900	10	3	21	33	KD +27	-6	L	-	
j.LP	300	5	10	3 land	-	+8(+9)	+4(+5)	H	-	
j.MP	700	12	3	3 land	-	+12(+13)	+8(+9)	H	-	
j.HP	800	9	5	3 land	-	+9(+15)	+5(+11)	H	-	
j.LK	300	6	8	3 land	-	+4(+10)	+1(+7)	H	-	
j.MK	600	7	6	3 land	-	+9(+13)	+5(+9)	H	-	
j.HK	800	11	6	3 land	-	+9(+15)	+5(+11)	H	-	
4MP	500	8	3	16	26	+5	-1	LH	Sp SA TC	17 (23 TC)
6MK	700	22	2	19	42	+3	-3	H	-	
3HP	900	16	3	31	49	HKD +17	-14	L	-	
6HK	300,600	11	2,4	24	40	KD +38	-5(-8)	LH	Sp SA (2nd)	34
4MP~MP	500	10	3	20	32	+3	-6	LH	Sp SA	46(15)
5HK~HP	500	20	3	20	42	+3	-3	LH	Sp SA TC	51-54(18) / 54-57(21) TC
5HK~HP~HP	1000	21	3	22	45	+3	-4	H	-	
5HK~HP~HK	1000	21	3	22	45	+3	-4	L	-	
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm

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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 +36	-	T
j.LPLK	1200 (2040)	5	3	3 land	-	KD +32	-	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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Specials

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Show 50 entries

Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
22P	800	22	10	24	55	KD +44	-2	LH	SA3	17
22PP	500x2	20	10,10	14	53	KD +53(+50)	+3	LH	SA2 SA3	19
236LP	300,700	16	3,3	28	49	KD +38	-10	LH	SA3	27(11 proj)
236MP	400,800	20	3(1)3	27	53	KD +42	-8	LH	SA3	30(13 proj)
236HP	300,500	28	3(9)3	19	61	KD +67(+87)	+4	LH	SA3	31(6 proj)
236PP	600,400 (2nd: 800)	19	3(6)3	22	52	KD +56(+72)	+2	LH	SA2 SA3 (1st)	17 (1st)
214P	800	50+100	[10]	50 total	50	KD ~	-	LH	-	
214PP	500x2	40+70	[10(20)10]	40 total	40	KD ~	-	LH	-	
214P~214LP/MP	-	6	[20]	16+3 land	44	-	-	-	-	
214P~214HP	800	19(21)	[10]	21	40	KD +58(+60)	+9(+11)	LH	-	
214PP~214HP	500x2	19(21)	[10(20)10]	21	40	KD +92	+39(+40)	LH	-	
236LK	800	14+8	6	50 total	50	KD +42~	-6~	LH	SA3	20
236MK	1000	14+12	6	50 total	50	+6~	-8~	H	SA3	16*
236HK	1000	14+12	6	50 total	50	+6~	-8~	L	SA3	16*
236KK	400x2	22	6(14)6	50 total	50	KD +66~	+25~	LH	SA2 SA3 (1st)	10 (1st, close)
236[K]	-	34 total	-	-	34	-	-	-	-	
214K	1800 (2070)	26~	3	44	72	HKD +18	-	T	-	

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
214KK	2600 (2990)	26~	3	44	72	HKD +18	-	T	-	
22K	-	3	18	35(17)	55	-	-	-	-	
22K (Bomb)	800	59	10	-	-	KD ~	-	LH	-	
22KK	-	1	20	35(17)	55	-	-	-	-	
22KK (Bomb)	600x2	59	10(32)10	-	-	KD ~	-	LH	-	
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm

Supers

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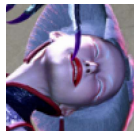
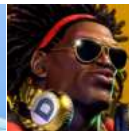
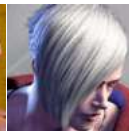
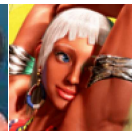
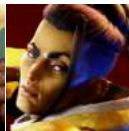
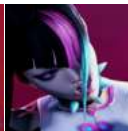
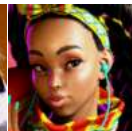
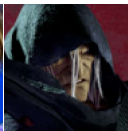
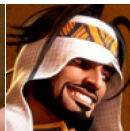
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
236236P	400,1600 (2000)	8	14,1~	62	84	KD +22(+32)	-33(-23)	LH
214214P	500x4 (2000)	1	-	12	13	-	-	LH,H,L,H
236236K	4000	18	6	62	85	HKD +23	-50	LH
236236K	4500	18	6	62	85	HKD +44	-50	LH
input	Damage	Startup	Active	Recovery	Total	Hit Adv	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>																				
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