

Street Fighter 6/Kimberly/Frame data

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

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

#SF6_Kimberly

(https://twitter.com/search?q=%23SF6_Kimberly)

Frame Data Tables

Character Data

Kimberly	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	0.0505 (0.0561)	0.033 (0.0366)	18	23	1.409	0.893	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	8	14	+5	-2	LH	Chn Sp SA TC	12
5MP	540	6	3	18	26	+3	-2	LH	Sp SA TC	15
5HP	630	9	3	20	31	+3	-4	LH	Sp SA	17 (PC: 27)
5LK	270	5	3	11	18	+1	-3	LH	Sp SA	13
5MK	540	8	3	18	28	+1	-4	LH	Sp SA	15
5HK	630	12	4	17	32	+7	+2	LH	-	
2LP	270	4	3	7	13	+4	-1	LH	Chn Sp SA	13
2MP	500	6	3	13(15)	21(23)	+7	-1	LH	Sp SA	15
2HP	720	8	6	17	30	+3	-2	LH	Sp SA	20
2LK	180	5	3	7	14	+4	-2	L	Chn	
2MK	540	7	3	16	25	+5	+1	L	-	
2HK	810	8	3	24	34	KD +38	-10	L	-	
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	270	4	10	3 land	-	+7(+9)	+3(+5)	H	-	
j.MP	450	6	4	3 land	-	+11(+13)	+7(+9)	H	Sp SA2	
j.HP	630	8	5	3 land	-	+9(+16)	+4(+11)	H	-	
j.LK	270	5	10	3 land	-	+5(+10)	+1(+6)	H	-	
j.MK	540	7	6	3 land	-	+8(+13)	+4(+9)	H	-	
j.HK	630	9	6	3 land	-	+11(+16)	+6(+11)	H	-	
j.2MP	540	13	until land	8 land	-	+4(+8)	-3(+1)	LH	-	
3MK	450	11	10	16	36	+1(+6)	-5(0)	L	-	
4HK	720	22	2	19	42	+4	-3	H	-	
6HK	720	27	3	3+18(10) land	50(42)	+1(+2)	-3	LH	Jmp	21 (hop)
6HK~8	-	20	-	30+3	33	-10(-9)	-22	-	-	
6HK~9	-	20	-	30+3	33	-10(-9)	-22	-	-	
6HK~7	-	16	-	30+3	33	-10(-9)	-22	-	-	
5LP~MP	360(288)	6	3	18	26	+1	-6	LH	TC	29
5LP~MP~HP	440(308)	12	2	25	38	KD +47	-10	LH	TC	50-51
5LP~MP~HP~HK	520(312)	26	3	19(24)	47(52)	KD +49(+26)	-12	LH	-	
5LP~MP~2HP	580(406)	10	2	25	36	+2	-10	LH	TC	50-51
5LP~MP~2HP~HK	750(450)	15	3	24	41	KD +26(+45)	-12	LH	-	
5LP~MP~2HP~2HK	750(450)	15	3	23	40	KD +16	-12	LH	-	
5MP~HP	360	10	3	26	38	KD +28	-12	LH	Sp SA	38-40
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	1082 (1838)	5	3	23	30	KD +17	-	T
4LPLK	1082 (1839)	5	3	23	30	KD +8	-	T
HPHK	720	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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Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
214LK	360,270,360 (990)	6	6(1)6(1)6(8)3	6+17 land	59	KD +23	-30	LH	-	
214MK	360x3 (1080)	7	6(1)6(1)6(8)3	8+17 land	62	KD +22	-32	LH	-	
214HK	450,360x2 (1170)	8	6(1)6(1)6(8)3	11+17 land	66	KD +21	-35	LH	-	
214KK	450,200x3,360 (1410)	6	6(1)6(1)6(1)6(1)2	12+17 land	64	KD +21	-40	LH	SA2 (4th)	36 SA
j.214K	225x2,450 (900)	8	2(7)2(7)2	12 land	-	+4(+8) (KD +38~42)	-1(+4)	LH	-	
j.214KK	450,90x2,270,450 (1350)	8	2(2)3(2)2(2)3(2)2	12 land	-	+5(+8) (KD +46~51)	-1(+4)	LH	SA2	
236LP	810	10	3	21	33	+3(+5) (KD +30~36)	-4(-2)	LH	SA3	18
236MP	540x2 (1080)	17	2	28	46	KD +37 (KD +26)	-12	LH	SA3 (1st)	14
236HP	360,180 (540)	24	2	28	53	KD +56	-12	LH	SA3 (1st) / Jmp	14
236PP	360,180 (540)	17	2	28	46	KD +56	-12	LH	SA2 SA3 (1st) / Jmp	14
236K	-	8~	-	-	55	-	-	-	-	

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
236K~LK	900	8+21	7	16	43	KD +41 (KD +53~66)	+1	LH	SA3	27
236K~MK	720	8+10	12	19	40	KD +39~50 (KD +42~53)	-12(-1)	L	SA3	16
236K~HK	900	8+19	5	19	42	KD +23	-3	H	SA3	
236K~P	-	8+14	-	-	22	-	-	-	-	
236K (close)	270,180 (450)	15+6	2(6)2 (Whiff: 1)	26+4 land (Whiff: 25)	46(60)	+3	-6	LH	-	
236K (close)~K	630	8+15+13	6	20 land	38	KD +29(+31)	-8	LH	-	
236K (close)~P	1440	8+15+13	6	40 land	58	HKD +31	-	T	-	
236KK	-	8(6)~	-	-	54	-	-	-	-	
236KK~LK	540x2	8+17	7	16	39	KD +43 (KD +56~66)	+3	LH	SA2 SA3	34
236KK~MK	700,200 (900)	8+8	8,4	19	38	KD +47~50 (KD +49~52)	-10(-7)	L,L	SA2 SA3 (1st)	16
236KK~HK	810,270 (1080)	8+15	2,3	19	38	KD +25(+44)	-1	H	SA2 SA3 (2nd)	
236KK~P	-	6+13	-	-	19	-	-	-	-	
236KK (close)	180,90 (270)	13+6	2(6)2 (Whiff: 1)	26+4 land (Whiff: 25)	44(58/60)	+3	-6	LH	-	
236KK (close)~K	420,210 (630)	8+13+13	6	20 land	38	KD +43 (Wall Splat +86)	-8	LH	SA2	
236KK (close)~P	900	8+13+13	6	40 land	58	HKD +94 (OTG)	-	T	-	
214P	-	19	8	17(7)	43(33)	-	-	-	-	
214PP	-	19	8	16(7)+3 land	45(33)	-	-	-	-	
22P (refill)	-	42	-	2	44	-	-	-	-	
22PP (refill)	-	42	-	2	44	-	-	-	-	
22P (1 stock)	450	18(122~128)	[10]	26	44	KD +88	-	LH	-	
22PP (2 stock)	450x2 (900)	18(122~128)	[10 each]	26	44	KD~	-	LH	-	
j.236P	1440	5	3	20 land	-	HKD +22	-	T	-	
j.236PP	900	5	3	20 land	-	HKD +98 OTG	-	T	-	
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm

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236236K	1800	10	15	40	66	KD +22	-25	LH
236236[K]	2200	10	15	40	66	KD +38	-25	LH
214214P	2800	13	until land	39 land	59	KD +22	-26(-20)	LH
j.214214P	2800	13(2)	until land	39 land	-	KD +22	-26(-20)	LH
236236P	4000	8	6	51	64	HKD +16	-35	LH
236236P	4500	8	6	51	64	HKD +16	-35	LH
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

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A.K.I.



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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
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