

Street Fighter 6/Lily/Frame data

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

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

#SF6_Lily

(https://twitter.com/search?q=%23SF6_Lily)

Frame Data Tables

Character Data

Lily	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	0.042	0.027	21	24	1.261	0.940	5+39+3	1.95	1.56	2.139

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	350	5	3	8	15	+6	-1	LH	Chn Sp SA	13
5MP	800	9	4	17	29	+1	-4	LH	-	
5HP	900	11	3	22	35	0	-5	LH	Sp SA	19
5LK	300	4	3	8	14	+5	-1	LH	Chn Sp SA	13
5MK	600	7	3	15	24	+2	-1	LH	Sp SA	15
5HK	1000	14	4	21	38	+1	-5	LH	-	
2LP	300	6	3	8	16	+6	-1	LH	Chn Sp SA	13
2MP	700	8	3	18	28	+1	-3	LH	SA	15 (SA)
2HP	500x2	10	2,4	22	37	0	-2	LH	Sp SA (2nd)	30(18)
2LK	200	5	2	12	18	+2	-2	L	Chn	
2MK	500	9	3	18	29	+1	-5	L	Sp SA	13
2HK	450x2	11	2(6)2	24	44	KD +32	-12	L,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	300	5	9	3 land	-	+6(+9)	+2(+5)	H	-	
j.MP	700	9	4	3 land	-	+5(+11)	+1(+7)	H	Sp SA2 TC	26 / 21 TC
j.HP	800	10	6	3 land	-	+6(+15)	+2(+11)	H	-	
j.LK	300	6	6	3 land	-	+4(+10)	0(+6)	H	-	
j.MK	500	8	5	3 land	-	+7(+13)	+3(+9)	H	-	
j.HK	800	11	6	3 land	-	+9(+15)	+5(+11)	H	-	
6HP	900	16	2	24	41	+2	-4	LH	TC Sp SA	16 (21 TC)
4HP	1000	14	4	18	35	+5	-2	LH	Sp SA	18
3HP	900	25	3	18	45	+2	-3	H	-	
j.2HP	800	9	11	3 land	-	+11(+15)	+7(+11)	H	-	
6HP~HP	500	20	2	27	48	0	-9	LH	TC	52-55(16)
6HP~HP~HP	800(640)	20	5	39	61	KD +26	-23	LH	-	
j.MP~MP	700	10	3	3 land	-	-	-	H	SA2	40-44
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 +20	-	T
4LPLK	1200 (2040)	5	3	23	30	KD +32	-	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)	-	-	-
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
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
214LP	-	46(71/90)	-	1(19)	47(90/109)	-	-	-	-	
214MP (HOLD OK)	900	23(4)	4	25	51	+2	-8	LH	SA3	20
214HP (HOLD OK)	1100	25(4)	4	25	53	KD +30	-8	LH	SA3*	20*
214PP (HOLD OK)	1200	19(4)	4	23	45	KD +39	-5	LH	SA2 SA3*	20
214[PP]	-	38	-	2	40	-	-	-	-	
236LK	800	17	13	2+14 land	45	KD +33(+45)	-8(+4)	LH	-	
236MK	900	21	13	2+14 land	49	KD +37(+49)	-8(+4)	LH	-	
236HK	1000	25	13	2+14 land	53	KD +37(+49)	-8(+4)	LH	-	
236KK	1000	15	13	2+14 land	43	KD +42(+54)	-8(+4)	LH	SA2	27(14)
236LK (Windclad)	100x2,800	9	5(6)11,7	2+12 land	51	KD +47(+46~52)	+1(+7)	LH	-	
236MK (Windclad)	100x2,900	13	5(6)11,7	2+12 land	55	KD +49(+47~53)	+1(+7)	LH	-	
236HK (Windclad)	100x2,1000	17	5(6)11,7	2+12 land	59	KD +52(+50~56)	+1(+7)	LH	-	
236KK (Windclad)	100x2,1000	9	14,3,7	2+12 land	46	KD +56(+62)	+2(+8)	LH	SA2	51(14)
623LP	900	6	11	21+12 land	49	KD +36(+41)	-27	LH	-	
623MP	1000	8	12	25+12 land	56	KD +36(+42)	-32	LH	-	
623HP	1200	10	13	26+12 land	61	KD +36(+41)	-35	LH	-	
623PP	800,600	6	3,9	28+15 land	60	KD +32(+37)	-35	LH	j.PPP (hit)	58
623LP (Windclad)	400,600	4	4,9	21+12 land	49	KD +41(+43)	-25	LH	-	
623MP (Windclad)	400,800	6	4,10	25+12 land	56	KD +41(+43)	-30	LH	-	
623HP (Windclad)	400,1000	8	4,12	26+12 land	61	KD +41(+43)	-33	LH	-	
623PP (Windclad)	400,600x2	4	2,2,10	28+15 land	60	KD +33(+38)	-35	LH	j.PPP (hit)	69
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.PP	800	12	11(17)	5+19 land	-	KD +32(+37)	-24(-19)	LH	-	
j.PPP	1400	12	10(14)	5+19 land	-	KD +40(+46)	-24(-19)	LH	-	
j.PP (Windclad)	200,800	12	11(17)	5+19 land	-	KD +33(+38)	-24(-19)	LH	-	
j.PPP (Windclad)	200,1400	12	10(14)	5+19 land	-	KD +41(+47)	-24(-19)	LH	-	
360+LP	2000 (2300)	5	3	53	60	HKD +28	-	T	-	
360+MP	2400 (2760)	5	3	53	60	HKD +28	-	T	-	
360+HP	2800 (3220)	5	3	53	60	HKD +28	-	T	-	
360+PP	2900 (3350)	5	3	53	60	HKD +28	-	T	-	

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
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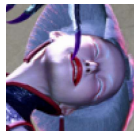
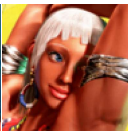
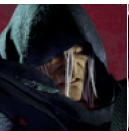
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
236236P	2200 (1840)	10	2(5)2(7)2(8)2(8)2	54	101	KD +27(+19)	-36	LH
236236K	2600	9	4,3x6(9)2	39+24 land	104	KD +42	-60(-66)	LH
236236K	2900	9	2x11,3(6)2	39+24 land	104	KD +46	-59(-65)	LH
j.236236K	2600	9	4,3x6(9)2	25 land	-	KD +36~42	-54(-66)	LH
j.236236K	2900	9	2x11,3(6)2	25 land	-	KD +39~45	-51(-65)	LH
214214P	4500	5+2	2	106	114	HKD +4	-	T
214214P	5000	5+2	2	106	114	HKD +4	-	T

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
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