

Street Fighter 6/Luke/Frame data

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

Overview

Combos

Strategy

Matchups

Frame Data

Resources

Match Footage

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

#SF6_Luke

(https://twitter.com/search?q=%23SF6_Luke)

Frame Data Tables

Character Data

Luke	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	0.047	0.032	19	23	1.467	0.751	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	300	7	2	11(14)	19(22)	+2	-3	LH	Sp SA TC	15 (14 TC)
5MP	600	9	4	16	28	+2	-3	LH	SA TC	16 SA / 17 TC
5HP	800	10	3	23	35	+1	-6	LH	Sp SA	17
5LK	300	5	2	12	18	+3	-2	LH	Sp SA	12
5MK	700	8	3	16(19)	26(29)	+1	-3	LH	-	
5HK	900	10	7	16	32	+2(+8)	-5(+1)	LH	-	
2LP	300	4	2	10	15	+4	-2	LH	Chn Sp SA	13
2MP	600	6	2	14(17)	21(24)	+5	+1	LH	Sp SA	16
2HP	800	7	5	24	35	+1	-13	LH	Sp SA	15
2LK	200	5	3	11	18	0	-3	L	Chn	
2MK	500	8	3	19	29	-2	-6	L	Sp SA TC	13 (17 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
2HK	900	10	3	24(26)	36	KD +40	-9	L	-	
j.LP	300	5	9	3 land	-	+5(+9)	+1(+5)	H	-	
j.MP	700	9	4	3 land	-	+9(+11)	+5(+7)	H	Sp	
j.HP	800	9	6	3 land	-	+6(+15)	+2(+11)	H	-	
j.LK	300	6	6	3 land	-	+5(+10)	+1(+6)	H	-	
j.MK	500	7	6	3 land	-	+8(+13)	+4(+9)	H	-	
j.HK	800	10	6	3 land	-	+8(+15)	+4(+11)	H	-	
6MP	600	21	2	21	43	+2	-3	H	-	
4HP	800	16	3	20	38	+3	-3	LH	Sp SA	17
4HK	1000	12	4	24	39	+4	-3	LH	-	
6HP	800	16	3	15(19)	33(37)	+3	-3	LH	TC	23
5LP~MP	400(320)	8	4	20	31	-2	-9	LH	TC	36
5LP~MP~HP	800(560)	10	3	27	39	KD +27	-14	LH	Sp SA	59
5MP~MP	300	12	2	23	36	0	-8	LH	SA	39
5MP~MP~MP	300(240)	11	2	29	41	-6	-14	LH	TC	60
5MP~MP~MP~MP	500(350)	11	2	27	39	KD +34	-12	LH	-	
6HP~6HP	600	11	2	34	46	KD +20	-19	LH	Sp SA	47(15)
2MK~2HP	600(480)	9	3	25	36	+2	-8	LH	-	

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
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Showing 1 to 29 of 29 entries

Previous

1

Next

Drive and Throw

- General
- Details
- Meter
- Properties
- Notes

Show 50 entries

Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
LPLK	1200 (2040)	5	3	23	30	KD +19	-	T

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
4LPLK	1200 (2040)	5	3	23	30	KD +14	-	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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Specials

- General

Details

Meter

Properties

Notes

Show 50 entries

Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
236LP	600	14	[5]	33	47	-3	-8	LH	SA3	4
236MP	600	17	[7]	30	47	0	-5	LH	SA3	4
236HP	600	20	[10]	27	47	+3	-2	LH	SA3	4
236PP	400x2	16	-	24	40	KD +41	-2	LH	SA2 SA3	8 SA / 16 follow-up
236PP~PP	1000(800)	8	-	42	50	KD +46~58	-21	LH	-	
623LP	900(800)	5	10	22+12 land	48	KD +28	-27	LH	SA3	
623MP	1000(800)	6	10	24+12 land	51	KD +28	-29	LH	SA3	
623HP	1200(800)	9	10	25+15 land	58	KD +29	-33	LH	SA3	
623PP	800(600),600	6	3,7	35+15 land	65	KD +25	-40(-43)	LH	-	
623PP~PP	600	16	3	14+16 land	48	KD +14	-	H	-	
214LP	700	13	3	31	46	KD +32	-18	LH	SA3	17(19*)
214[LP]	600,200	26	2,2	25(26)	54(55)	KD +54	-8	LH	SA3	
pf.214[LP]	700,200	26	2,2	22(23)	51(52)	KD +56	-8	LH	SA3	
214MP	900	19	3	27	48	+3	-8	LH	SA3	16
214[MP]	800,200	29	2,2	26	58	KD +54(+67)	-3	LH	SA3	20
pf.214[MP]	850,250	29	2,2	26(27)	58(59)	KD +53(+66)	-3	LH	SA3	18

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
214HP	1000	22	3	21	45	KD +42(+31)	-4	LH	SA3	19
214[HP]	1000,300	33	2,2	24(25)	60	KD +64	+4	LH	SA3	25
pf.214[HP]	1200,400	33	2,2	24(25)	60	KD +64	+4	LH	SA3	30
214PP	400x2	15	3	39	56	KD +62	-22	LH	SA2 SA3	14 (1st) / 47 (2nd)
214PP~PP	2500	1	-	-	161	HKD +12	-	-	-	
j.214P	700	14	5	13(20) land	-	KD ~	-12(+3)	LH	-	
j.214[P]	1000	23	6	15 land	-	KD ~	-30(-21)	LH	-	
j.214PP	1300	14	6	15 land	-	KD ~	-33(-21)	LH	-	
236K	-	12	-	33	45	-	-	-	-	
236K~P	900	12+12	10	16	37	KD +32(+41)	-6(+3)	LH	SA3	27
236K~K	1200	12+13	8	22(27)	42(47)	KD +30(+35)	-8(-3)	H	-	
236KK	-	11	[33]	10	45	-	-	-	-	
236KK~P	1300	11+12	10	16	37	KD +32(+41)	-6(+3)	LH	SA2 SA3	27
236KK~K	1200	11+13	8	19	39	KD +38(+43)	-3(+2)	H	-	

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
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Showing 1 to 30 of 30 entries

Previous

Next

Supers

- General
- Details
- Meter
- Properties
- Notes

Show 50 entries

Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
236236P	300x4,800 (2000)	6	13(1)7(2)7(23)5	45	108	KD +17(+30)	-29	LH
214214P	2800	5	3	51	58	KD +2	-29	LH
236236K	4000	10(27)	4	66(92)	122	HKD +18	-42	LH
236236K	4500	10(27)	4	66(92)	122	HKD +18	-42	LH

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
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Showing 1 to 4 of 4 entries

Previous

Next

Overview

Combos

Strategy

Matchups

Frame Data

Resources

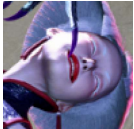
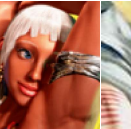
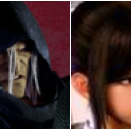
Match Footage

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SF6 Navigation

Street Fighter 6 (SF6)																							
General																							
FAQ • Controls • HUD • Glossary • Movement • Offense • Defense • Gauges • Game Data • Patch Notes • Links																							
Characters																							
																							
																							
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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