

Street Fighter 6/Ken/Frame data

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

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

#SF6_Ken

(https://twitter.com/search?q=%23SF6_Ken)

Frame Data Tables

Character Data

Ken	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	1.322	0.923	4+38+3	1.90	1.52	2.115

Normals and Target Combos

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input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
5LP	300	4	3	7	13	+4	-1	LH	Chn Sp SA	13
5MP	600	5	4	14	22	+4	-2	LH	Sp SA TC	16 (17 TC)
5HP	800	10	5	17	31	+3	-2	LH	Sp SA	19
5LK	300	5	2	12	18	0	-2	LH	Sp SA	12
5MK	600	8	3	20	30	+3	-5	LH	TC	19
5HK	800	12	2	23(25)	36(38)	+1	-5	LH	-	
2LP	300	4	2	9	14	+5	-1	LH	Chn Sp SA	12
2MP	700	6	3	14(16)	22(24)	+3	0	LH	Sp SA	15
2HP	800	8	4	24	35	+3	-10	LH	Sp SA	16
2LK	200	5	3	10	17	+1	-3	L	Chn	
2MK	500	7	3	19	28	-2	-6	L	Sp SA	13
2HK	900	8	3	24(27)	34(37)	KD +40	-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	300	5	7	3 land	-	+9	+5	H	-	
j.MP	700	6	4	3 land	-	+9(+11)	+5(+7)	H	Sp	
j.HP	800	9	6	3 land	-	+7(+15)	+3(+11)	H	-	
j.LK	300	6	6	3 land	-	+5(+10)	+1(+6)	H	-	
j.mK	500	7	6	3 land	-	+9(+13)	+5(+9)	H	-	
7HK or 9HK	800	10	7	3 land	-	+11(+15)	+7(+11)	H	-	
8HK	900	6	6	3 land	-	+13(+15)	+9(+11)	H	-	
5MP~HP	400	11	3	27	40	KD +28	-14	LH	Sp SA	43
5MK~MK	400(320)	11	2	27	39	KD +28	-12	LH	TC	46
5MK~MK~HK	700(490)	13	3	28	43	KD +32(30)	-11(-32)	LH	-	
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 +6	-	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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Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
236LP	600	16	-	33	49	-1	-7	LH	SA3	4
236MP	600	14	-	35	49	-3	-9	LH	SA3	4
236HP	600	12	-	37	49	-5	-11	LH	SA3	4
236PP	400x2	12	-	28	40	+2	-2	LH	SA2 SA3	12
623LP	1100(800)	5	10	21+12 land	47	KD +33	-23	LH	SA3	18
623MP	700,600 (1300)	6	10	28+12 land	55	KD +33	-28	LH	SA3	18
623HP	800,300x2 (1400)	7	10	35+15 land	66	KD +25	-36(-38)	LH	SA3	14
623PP	200x5,600 (1600)	6	10(14)10	35+15 land	89	KD +22	-40	LH	-	
214LK	300,400 (700)	4	2(6)3	14+18 land	46	KD +46(+38)	-14	LH	-	
214MK	450x2 (900)	14	2(13)2	11+20 land	61	KD +44(+32)	-12	LH	-	
214HK	300x2,400 (1000)	16	2(13)2(13)2	14+17 land	78	KD +36 (-38 cr)	-12 (-42 cr)	LH	-	
214KK	300,200x3,800 (1700)	9	4(5)3(6)3(6)3(15)3	21+13 land	90	KD +28	-61	LH	-	
j.214K	900	11	2(5)2(6)2	14 land	-	KD +42(+46)	-4(0)	LH	-	
j.214KK	900(700) each	11	2(1)2(2)2(2)2(3)2	14(21) land	-	+5 (+10) Front 0 (+5) Back	-5(0)	LH	-	
623LK	1000(950)	18(21)	6	4+17 land	45	+2	-4	LH	-	
623MK	1100	23(25)	5	5+20 land	52	+3(+4)	-8(-7)	LH	-	
623HK	1200	28(30)	5	5+16 land	53	+3(+4)	+1(+2)	LH	-	
623KK	500,700	9(19)	2(7)6	3+21 land	47	+1(+4)	-9(-6)	LH	-	
236LK	500	12	3	28	42	+1	-11	LH	SA3	14 SA / 34 follow-up
236MK	600	16	3	24	42	+2	-7	LH	SA3	14 SA / 29 follow-up
236HK	700	25	3	19	46	KD +42	-2	LH	SA3	14 SA / 27 follow-up
236K~6LK	500	6	4	19	28	+3	-5	L	SA3	15
236K~6MK	1000	18	3	20	40	+3	-3	H	SA3	16
236K~6HK	800	10	3	25	37	KD +33(+38)	-3	LH	SA3	19
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
236KK	600	13	2	25	40	-4	-7	LH	SA2 SA3	17 SA / 25 follow-up
236KK~6LK	500	6	3	20	28	+3	-5	L	SA2 SA3	14
236KK~6MK	1000	17	3	24	43	-3	-7	H	SA2 SA3	16
236KK~6HK	800	10	4	20	33	KD +37	-4 (-18)	LH	SA2 SA3	22
236KK~6LK~6K	500(400)	15	3	29	46	KD +31	-12	LH	SA2 SA3	16
236KK~6MK~6K	500(400)	11	3	29	42	KD +34	-12	LH	SA2 SA3	16
236KK~6HK~6K	500(400)	15	3	37	54	KD +42	-20	LH	SA2 SA3	16
KK	-	11(45)	-	-	45	-	-	-	-	
KK~LK	-	11~	-	16	27	-	-	-	-	
KK~MK	1000	11+18	3	20	40	+3	-3	H	SA3	16
KK~HK	800	11+10	4	20	33	+3	-4	LH	SA	15
KK~623P	500,450,250x3 (1700)	11+8	11	33+15 land	67	KD +25	-35(-36)	LH	SA3	27
KK~214K	200x4,400 (1200)	11+13	[2(2)3(2)]x4,2(5)3	3+17 land	78	+3 (KD +43)	-9	LH	-	
KK~623K	500,700	11+9(20)	4(5)6	9+15 land	47	+2(+4)	-8(-6)	LH	-	

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
214214K	2000	7	3	41	50	KD +9	-24	LH
236236K	2800	6	2(10)3(10)3(12)3(11)2	28	89	KD +36	-5	LH
236236P	4000 (1800~2400)	7	3(1)6(16)13	30+25 land	100	HKD +15	-40(-43)	LH

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
236236P	4500 (2000~2600)	7	3(1)6(16)13	30+25 land	100	HKD +21	-40(-43)	LH
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

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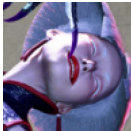
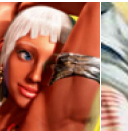
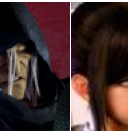
Match Footage

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