

Street Fighter 6/A.K.I./Frame data

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(

#SF6_AKI

([\)](https://twitter.com/search?q=%23SF6_AKI)

Frame Data Tables

Character Data

A.K.I.	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	0.0452	0.032	19	23	1.300	1.079	4+40+3	2.00	1.60	2.176

Normals and Target Combos

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input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
5LP	300	5	2	7	13	+4	-1	LH	Sp SA TC	12 Sp, 14 TC
5MP	600	6	5	14(16)	24(26)	+3	-3	LH	Sp SA	16
5HP	800	12	3	21	35	+1	-4	LH	TC	20
5LK	300	4	3	12	18	+3	-3	LH	Sp SA	13
5MK	700	8	3	15(17)	25(27)	+6	-2	LH	-	
5HK	800	9	4	19	31	+4	-3	LH	Sp SA	18
2LP	300	4	2	9	14	+4	-1	LH	Chn Sp SA	12
2MP	600	7	3	18	27	+1	-3	LH	Sp SA	15
2HP	900	10	3	28	40	KD +27	-8	L	-	
2LK	200	5	3	8	15	+3	-2	L	Chn	
2MK	600	7	3	16	25	+5	+1	L	SA	14 SA
2HK	900	10	6	20	35	0	-3	LH	SA	20 SA
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	-	+2(+9)	-2(+5)	H	-	
j.MP	700	7	4	3 land	-	+9(+11)	+5(+7)	H	-	
j.HP	800	11	6	3 land	-	+5(+15)	+1(+11)	H	-	
j.LK	300	5	6	3 land	-	+4(+10)	0(+6)	H	-	
j.MK	600	7	6	3 land	-	+4(+13)	0(+9)	H	-	
j.HK	800	8	8	3 land	-	+8(+15)	+4(+11)	H	-	
3MP	600	24	3	18	44	+3	-2	H	-	
6HP	900	16	3	20(21)	38(39)	+3	-4	LH	SA	17
6HK	400x2	14	3(5)3	16(24)	40(48)	+4	+2	LH	-	
j.2HP	800	9	5	3 land	-	+5(+15)	+1(+11)	H	-	
5LP~LP	300(240)	8	2	14(16)	23(25)	+1	-3	LH	Sp SA	32~33 (13)
5HP~HP	400	14	3	24(29)	40(45)	KD +34[+54]	-15	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
LPLK	1200 (2040)	5	3	23	30	KD +19	-	T
4LPLK	1200 (2040)	5	3	23	30	KD +20	-	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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input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
214LP	500	17	-	35	52	-5	-10	LH	SA3	4 SA
214PP	300,400	16	-	28	44	KD +45	+1	LH	SA2 SA3	12 SA
214LP~6P	500[800]	13	2	34	48	-4 [KD +38]	-16(-11)	LH	SA3	8[13] SA
214LP~6P	800	14	6	29	48	KD +42	-4	LH	-	
214PP~6P	600[800]	13	5	28	45	KD +25 [KD +41~44]	-13(-10)	LH	SA2 SA3	10[15] SA
214PP~6P	800x2	14	12	20	45	KD +43(+52~57)	-2(+4)	LH	SA2 SA3	14[15] SA
214MP	-	26	[160]	20	46	-	-	-	-	
214HP	200,600	13	3(14)9	13	51	KD +40	-4	LH	SA3	33(6) SA
236LP	500[800]	14	3	20(26)	36(42)	+1(+3) [KD +44(46)]	-8(-6)	LH	SA3	16[17]
236MP	600[700]	14	9	21	43	KD +44 [Crumple +69]	-12	LH	SA3	16[17]
236HP	700[800]	11	6	32	48	KD +44 [KD +53]	-20	LH	SA3	17[16]
236PP	600[800]	21	5	25	50	+4 [Crumple +71]	-14(-11)	LH	[TB: SA2 SA3]	[73]
214LK	200x4 (800)	24	2(5)2(4)2(5)2	18 land	63	+1 (KD +38~45)	-3	LH	SA3	56(31) SA
214MK	200x3,300 (900)	28	2(5)2(4)2(5)2	18 land	67	+3 (KD +38~45)	-3	LH	SA3	56(31) SA
214HK	200x3,400 (1000)	33	2(5)2(4)2(5)2	18 land	72	+4 (KD +41~50)	-3	LH	SA3	56(31) SA
214KK	200,200x4,600 (1600)	28	3(4)2(4)2(5)2	18 land	67	HKD +42 (+2~3)	+2	LH	SA2* SA3*	28(19) SA
236LK	-	37 total	-	-	37	-	-	-	-	
236MK	-	39 total	-	-	39	-	-	-	-	
236HK	-	43(50~54) total	-	-	43(50~54)	-	-	-	-	
236KK	-	42(48~57)	-	-	42(48~57)	-	-	-	-	
2PP	-	11(28)	[185]	20	216	-	-	-	-	
2PP~8	-	-	-	21	21	-	-	-	-	
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
2PP~P	1100	11+19	15	30	63	KD +20(34) [Crumple +67(81)]	-25(-11)	LH	-	
2PP~K	300x2	11+11	3(9)3	17(20)	42(45)	+4	-3	LH	SA3 (2nd)	33(15) SA
2PP~LPLK	1852 (2222)	11+23	3	55	80	HKD +16	-	T	-	
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
236236K	850,950 (1800)	10	3	68	80	KD +30	-46	LH
214214P	300,200x6,1000 (2500)	7	53(28)12	54	153	KD +30	-19~	LH
236236P	4000	10	3	58	70	HKD +30	-36	LH
236236P	4500	10	3	58	70	HKD +21	-36	LH
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

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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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