

# Street Fighter 6/Akuma/Frame data

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

#SF6\_Akuma

([https://twitter.com/search?q=%23SF6\\_Akuma](https://twitter.com/search?q=%23SF6_Akuma))

## Frame Data Tables

### Character Data

|                                                                                  |      |             |                |                 |                |                 |                   |                    |            |                   |                    |           |
|----------------------------------------------------------------------------------|------|-------------|----------------|-----------------|----------------|-----------------|-------------------|--------------------|------------|-------------------|--------------------|-----------|
| Akuma                                                                            | 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 |
|  | 9000 | 0.8         | 0.052          | 0.035           | 19             | 23              | 1.352             | 0.923              | 4+38+3     | 1.90              | 1.52               | 2.115     |

### Normals and Target Combos

| General                    | Details | Meter   | Properties | Notes    |                     |         |           |       |           |            |
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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     | 6       | 4          | 11       | 20                  | +4      | +1        | LH    | Sp SA TC  | 16         |
| 5HP                        | 800     | 9       | 5          | 18       | 31                  | +3      | -3        | LH    | Sp SA     | 19         |
| 5LK                        | 300     | 5       | 3          | 11       | 18                  | +2      | -4        | LH    | Sp SA     | 13         |
| 5MK                        | 700     | 7       | 5          | 15       | 26                  | +3      | -3        | LH    | Sp SA TC  | 17 (15*)   |
| 5HK                        | 400x2   | 13(24)  | 3(8)4      | 15(16)   | 42(43)              | +7      | +3(-13)   | LH    | -         |            |
| 2LP                        | 300     | 4       | 2          | 9        | 14                  | +5      | -1        | LH    | Chn Sp SA | 13         |
| 2MP                        | 600     | 6       | 3          | 14(16)   | 22(24)              | +6      | -1        | LH    | Sp SA     | 16         |
| 2HP                        | 900     | 8       | 8          | 19       | 34                  | 0       | -8        | LH    | Sp SA     | 17         |
| 2LK                        | 200     | 5       | 2          | 10       | 16                  | +3      | -3        | L     | Chn       |            |
| 2MK                        | 500     | 8       | 3          | 19       | 29                  | +1      | -6        | L     | Sp SA     | 13         |
| 2HK                        | 900     | 9       | 3          | 23(29)   | 34(38)              | KD +40  | -12       | 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      | 4       | 10         | 3 land     |           | +4(+9)  | 0(+5)     | H     | -      |            |
| j.MP       | 700      | 8       | 4          | 3 land     |           | +9(+11) | +5(+7)    | H     | Sp SA1 |            |
| j.HP       | 800      | 9       | 6          | 3 land     |           | +8(+15) | +4(+11)   | H     | -      |            |
| j.LK       | 300      | 6       | 10         | 3 land     |           | +5(+10) | +1(+6)    | H     | -      |            |
| j.MK       | 500      | 7       | 6          | 3 land     |           | +8(+13) | +4(+9)    | H     | -      |            |
| j.HK       | 800      | 12      | 6          | 3 land     |           | +9(+15) | +5(+11)   | H     | -      |            |
| 6MP        | 200,400  | 20      | 1(1)3      | 18         | 42        | +3      | -1        | H,H   | -      |            |
| 6MK        | 700      | 10      | 3          | 15(18/19)  | 27(30/31) | +5      | -4        | LH    | -      |            |
| 6HP        | 800      | 13      | 4          | 20         | 36        | +4      | -3        | LH    | TC     | 20         |
| 4HK        | 800      | 12      | 5          | 27         | 43        | KD +47  | -15       | LH    | Sp SA  | 19         |
| j.2MK      | 800      | 16      | until land | 7(13) land |           | +1(+11) | -4(+6)    | LH    | -      |            |
| 5MP~MP     | 700      | 7       | 3          | 21         | 30        | -1      | -6        | LH    | Sp SA  | 38         |
| 5MK~HK     | 600      | 20      | 3          | 20         | 42        | +1      | -3        | H     | -      |            |
| 6HP~6HP    | 600      | 10      | 3          | 21(24)     | 33(36)    | KD +39  | -10       | LH    | TC     | 41-42      |
| 6HP~6HP~HK | 875(700) | 9       | 3          | 24         | 35        | KD +35  | -13       | LH    | -      |            |
| input      | Damage   | Startup | Active     | Recovery   | Total     | Hit Adv | Block Adv | Guard | Cancel | Hitconfirm |

Drive and Throw

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| input | Damage          | Startup | Active | Recovery | Total  | Hit Adv                    | Block Adv               | Guard |
|-------|-----------------|---------|--------|----------|--------|----------------------------|-------------------------|-------|
| LPLK  | 1200 (2040)     | 5       | 3      | 23       | 30     | KD + 28                    | -                       | T     |
| 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    |
| input | Damage          | Startup | Active | Recovery | Total  | Hit Adv                    | Block Adv               | Guard |

|            |                 |         |                      |           |        |         |           |       |
|------------|-----------------|---------|----------------------|-----------|--------|---------|-----------|-------|
| input      | Damage          | Startup | Active               | Recovery  | Total  | Hit Adv | Block Adv | Guard |
| 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 |
| 236LP   | 700                  | 16~32     | -                 | 30             | 46     | 0           | -4                          | LH    | SA3     | 4          |
| 236MP   | 700                  | 14~30     | -                 | 32             | 46     | -2          | -6                          | LH    | SA3     | 4          |
| 236HP   | 700                  | 12~28     | -                 | 34             | 46     | -4          | -8                          | LH    | SA3     | 4          |
| 236PP   | 400,600              | 12~27     | -                 | 29             | 41~56  | KD +55      | +2                          | LH    | SA2 SA3 | 12         |
| 236{P}  | 400,600              | (25~48)+6 | -                 | 29             | 60~83  | KD +55      | +2                          | LH    | SA3     | 15         |
| 236[P]  | 300x2,600 (1200)     | 56        | -                 | 28             | 84     | KD +57      | +5                          | LH    | SA3     | 12         |
| 236[PP] | 300x2,600 (1200)     | 31        | -                 | 28             | 59     | KD +57      | +5                          | LH    | SA2 SA3 | 12         |
| j.236P  | 600                  | 13        | -                 | 9(2) land      |        | varies      | varies                      | LH    | -       |            |
| j.236PP | 300x3                | 6(21)     | -                 | 9(2) land      |        | KD~         | varies                      | LH    | -       |            |
| 623LP   | 1100(800)            | 5         | 10                | 21+12 land     | 47     | KD +38      | -23                         | LH    | SA3     | 17         |
| 623MP   | 700,600 (1300)       | 6         | 2,8               | 30+12 land     | 57     | KD +32      | -30                         | LH    | SA3     | 17         |
| 623HP   | 600,500,400 (1500)   | 7         | 2,3,6             | 35+15 land     | 67     | KD +30      | -36(-39)                    | LH    | SA3     | 17         |
| 623PP   | 300x3,700 (1700)     | 6         | 2,2,7             | 37+15 land     | 68     | KD +14      | -41                         | LH    | -       |            |
| 214LK   | 600                  | 12        | 2                 | 14+7(13) land  | 34(40) | KD +50      | -13                         | LH    | -       |            |
| 214MK   | 500x2 (1000)         | 11        | 2(13)2            | 11+20 land     | 58     | KD +41(38)  | -13(-28)                    | LH    | -       |            |
| 214HK   | 400,300x2,600 (1600) | 7         | 3(6)3(9)3(18)3    | 21+14(20) land | 86(92) | KD +34      | -59                         | LH    | -       |            |
| 214KK   | 200x3,100,300 (1000) | 13        | 2(4)2(4)2(3)2(4)2 | 7+19 land      | 63     | KD +47      | -17(-35)                    | LH    | -       |            |
| j.214K  | 900                  | 11        | 2(5)2(5)2         | 16 land        |        | KD +46(+52) | -2(+3) Front<br>-6(-1) Back | LH    | -       |            |

|       |        |         |        |          |       |         |           |       |        |            |
|-------|--------|---------|--------|----------|-------|---------|-----------|-------|--------|------------|
| 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.214KK        | 200x4,500 (1300)  | 11        | 2(1)3(1)3(1)3(2)2 | 16 land     |          | KD +40(+53)  | -            | -     | -       |              |
| 214LP          | 700               | 15        | 3                 | 23          | 40       | +1           | -8           | LH    | SA3     | 15 / 20 (6P) |
| 214MP          | 800               | 19        | 3                 | 20(23)      | 41(44)   | +2           | -4           | LH    | SA3     | 15 / 20 (6P) |
| 214HP          | 900               | 23        | 3                 | 19(21)      | 44(46)   | +3           | -3           | LH    | SA3     | 15 / 20 (6P) |
| 214PP          | 700               | 18        | 3                 | 23          | 43       | +1           | -3           | LH    | SA2 SA3 | 17 / 20 (6P) |
| 214LP~6P       | 500               | 7         | 4                 | 18(22)      | 28(32)   | +3           | -10          | LH    | SA3     | 45-48        |
| 214MP~6P       | 600               | 7         | 4                 | 32          | 42       | KD +32       | -18          | LH    | SA3     | 45-48        |
| 214HP~6P       | 600               | 11        | 4                 | 28          | 42       | KD +47       | -14          | LH    | SA3     | 47-50        |
| 214PP~6P       | 300,400 (240,320) | 7         | 4(4)3             | 25(31)      | 42(48)   | HKD +45(+63) | -18          | LH    | SA2 SA3 | 54-57        |
| 236K           | -                 | 18~40     | -                 | -           |          | -            | -            | -     | -       |              |
| 236KK          | -                 | 16~40     | -                 | -           |          | -            | -            | -     | -       |              |
| 236K~No Input  | 1000              | 53        | 4                 | 15(19)      | 71(75)   | HKD +39(+42) | +2(+5)       | L     | -       |              |
| 236KK~No Input | 1000              | 53        | 4                 | 15(19)      | 71(75)   | HKD +39      | +2           | L     | -       |              |
| 236K~P         | 1300              | 18+16     | until land        | 9 land      |          | KD +37(+41)  | +3(+7)       | H     | -       |              |
| 236KK~P        | 1300              | 16+16     | until land        | 9 land      |          | KD +37(+41)  | +3(+7)       | H     | -       |              |
| 236K~K         | 700               | 18+13     | until land        | 9(14) land  |          | 0(+10)       | -5(+5)       | LH    | -       |              |
| 236KK~K        | 700               | 16+13     | until land        | 9(14) land  |          | 0(+10)       | -5(+5)       | LH    | -       |              |
| 236K~[2]       | -                 | 40        | -                 | 2+3(8) land | 45(50)   | -            | -            | -     | -       |              |
| 236KK~[2]      | -                 | 40        | -                 | 2+3(8) land | 45(50)   | -            | -            | -     | -       |              |
| 236KK~j.236P   | 300x3 (900)       | 16+6(21)  | -                 | 9(2) land   |          | KD~ (varies) | -3~ (varies) | LH    | -       |              |
| 236KK~j.214K   | 200x4,500 (1300)  | 16+5      | 2(2)3(2)3(1)3(1)2 | 10 land     |          | KD +46(+53)  | -            | -     | -       |              |
| 4KKK           | -                 | -         | -                 | 49 total    | 49       | -            | -            | -     | -       |              |
| 6KKK           | -                 | (23~)     | -                 | 51          | 51 total | -            | -            | -     | Sp*     |              |
| 6KKK~LPLK      | 2200 (2900)       | (23~37)+8 | 3                 | 50          | 83(97)   | HKD +20      | -            | T     | -       |              |
| j.214PP        | 600x2             | 8(21)     | -                 | 9(2) land   |          | varies       | varies       | LH    | -       |              |
| input          | Damage            | Startup   | Active            | Recovery    | Total    | Hit Adv      | Block Adv    | Guard | Cancel  | Hitconfirm   |

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|--------------|------------------|---------|--------|-------------|--------|-----------------------------|-----------|-------|
| 236236P      | 400x4,600 (2200) | 10      | -      | 96          | 106    | KD +9                       | -41       | LH    |
| j.236236K    | 400x5 (2000)     | 14      | -      | 23(33) land |        | KD +49~                     | -28~      | LH    |
| 214214P      | 2800             | 9       | 3      | 52          | 63     | HKD +29 (HKD +97 Wallsplat) | -35       | LH    |
| 236236K      | 4000             | 8(2)    | 4      | 58          | 69     | HKD +18                     | -41       | LH    |
| 236236K      | 4500             | 8(2)    | 4      | 58          | 69     | HKD +18                     | -41       | LH    |
| LP~LP~6LK~HP | 4700             | 6+0     | 21     | 57          | 84     | HKD + 18                    | -         | T     |
| 214214K      | 2900             | 5(9~10) | 7      | 88(85)      | 99(96) | KD +25(26)                  | -58(-57)  | LH    |
| 22PPP        | 330x8,360 (3000) | 8       | 30     | 41          | 78     | KD +38                      | -39       | LH    |
| input        | Damage           | Startup | Active | Recovery    | Total  | Hit Adv                     | Block Adv | Guard |

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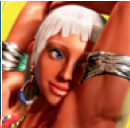
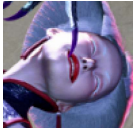
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Characters





|                                                                                                                                                                                                                     |     |       |         |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-------|---------|
|                                                                                                                                                                                                                     | Ryu | Terry | Zangief |
| Data                                                                                                                                                                                                                |     |       |         |
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