

# Street Fighter 6/Blanka/Frame data

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Overview

Combos

Strategy

Matchups

Frame Data

Resources

Match Footage

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

#SF6\_Blanka

([https://twitter.com/search?q=%23SF6\\_Blanka](https://twitter.com/search?q=%23SF6_Blanka))

## Frame Data Tables

### Character Data

|                                                                                  |       |             |                |                 |                |                 |                   |                    |            |                   |                    |           |
|----------------------------------------------------------------------------------|-------|-------------|----------------|-----------------|----------------|-----------------|-------------------|--------------------|------------|-------------------|--------------------|-----------|
| Blanka                                                                           | 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 | 0.9         | 0.047          | 0.032           | 19             | 23              | 1.578             | 1.169              | 4+38+3     | 1.90              | 1.52               | 2.115     |

### Normals and Target Combos

| General                    | Details | Meter   | Properties | Notes    |                     |         |           |       |           |            |
|----------------------------|---------|---------|------------|----------|---------------------|---------|-----------|-------|-----------|------------|
| Show <div>50</div> entries |         |         |            |          | Search: <div></div> |         |           |       |           |            |
| input                      | Damage  | Startup | Active     | Recovery | Total               | Hit Adv | Block Adv | Guard | Cancel    | Hitconfirm |
| 5LP                        | 300     | 5       | 3          | 10       | 17                  | +3      | -3        | LH    | Sp SA     | 13         |
| 5MP                        | 700     | 10      | 3          | 15       | 27                  | +3      | -4        | LH    | SA        | 15 SA      |
| 5HP                        | 800     | 10      | 7          | 17(22)   | 33(38)              | +3      | -3        | LH    | Sp SA     | 16         |
| 5LK                        | 300     | 4       | 4          | 7        | 14                  | +5      | -2        | LH    | Chn Sp SA | 14         |
| 5MK                        | 600     | 8       | 3          | 17(20)   | 27(30)              | +4      | -2        | LH    | Sp SA     | 15         |
| 5HK                        | 800     | 7       | 9          | 18(15)   | 33(30)              | +6      | -4        | LH    | -         |            |
| 2LP                        | 300     | 6       | 3          | 8        | 16                  | +5      | -2        | LH    | Chn Sp SA | 13         |
| 2MP                        | 600     | 9       | 5          | 16       | 29                  | -1      | -5        | LH    | Sp SA     | 19         |
| 2HP                        | 900     | 15      | 5          | 20(21)   | 39(40)              | 0       | -5        | LH    | -         |            |
| 2LK                        | 200     | 5       | 2          | 10       | 16                  | +3      | -3        | L     | Chn       |            |
| 2MK                        | 500     | 8       | 3          | 16(18)   | 26(28)              | +5      | -5        | L     | Sp SA     | 13         |
| 2HK                        | 900     | 11      | 4          | 23       | 37                  | KD +25  | -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       | 5      | 3 land   | -      | +3(+9)      | -1(+5)    | H     | -      |            |
| j.MP  | 700    | 7       | 7      | 3 land   | -      | +5(+11)     | +1(+7)    | H     | Sp     |            |
| j.HP  | 800    | 9       | 4      | 3 land   | -      | +5(+15)     | +1(+11)   | H     | -      |            |
| 8HP   | 800    | 7       | 3      | 3 land   | -      | +10(+15)    | +6(+11)   | H     | -      |            |
| j.LK  | 300    | 5       | 6      | 3 land   | -      | +5(+9)      | +1(+5)    | H     | -      |            |
| j.MK  | 500    | 7       | 6      | 3 land   | -      | +7(+13)     | +3(+9)    | H     | -      |            |
| j.HK  | 800    | 11      | 6      | 3 land   | -      | +8(+15)     | +4(+11)   | H     | -      |            |
| 6MP   | 300x2  | 20      | 2,1    | 20       | 42     | +3          | -3        | H,H   | -      |            |
| 6MK   | 300x2  | 9       | 3(7)2  | 18       | 38     | +6          | -2        | LH    | -      |            |
| 4MK   | 600    | 9       | 6      | 12       | 26     | +8          | +2        | LH    | Sp SA  | 20         |
| 6HP   | 1100   | 18      | 4      | 28(31)   | 49(52) | KD +20(+23) | -15(-12)  | LH    | 2PP*   | 31 (2PP)   |
| 3HP   | 1000   | 14      | 10     | 22       | 45     | KD +29(+38) | -18(-9)   | L     | -      |            |

| input | Damage | Startup | Active | Recovery | Total | Hit Adv | Block Adv | Guard | Cancel | Hitconfirm |
|-------|--------|---------|--------|----------|-------|---------|-----------|-------|--------|------------|
|-------|--------|---------|--------|----------|-------|---------|-----------|-------|--------|------------|

Showing 1 to 24 of 24 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 +30                     | -                       | T     |
| 4LPLK   | 1200 (2040)     | 5       | 3                    | 23        | 30     | KD +27                     | -                       | T     |
| j.LPLK  | 1200 (2040)     | 5       | 3                    | 3 land    | -      | KD +22                     | -                       | 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 |

Showing 1 to 9 of 9 entries

Previous

1

Next

Specials

- General
- Details
- Meter
- Properties
- Notes

Show 50 entries

Search:

|        |                   |              |            |                                                |           |         |           |       |         |               |
|--------|-------------------|--------------|------------|------------------------------------------------|-----------|---------|-----------|-------|---------|---------------|
| input  | Damage            | Startup      | Active     | Recovery                                       | Total     | Hit Adv | Block Adv | Guard | Cancel  | Hitconfirm    |
| 2PP    | -                 | 18           | [1~102]    | 28                                             | 47(148)   | -       | -         | -     | -       |               |
| 2PP~P  | 600               | 18+8         | 7          | 31                                             | 45        | KD +55  | -21       | LH    | -       |               |
| 2PP~K  | -                 | 18~          | -          | 12(3) land                                     | 55        | -       | -         | -     | -       |               |
| 6KKK   | -                 | 27(30) total | -          | -                                              | 27(30)    | -       | -         | -     | -       |               |
| 4KKK   | -                 | 32(35) total | -          | -                                              | 32(35)    | -       | -         | -     | -       |               |
| 214P   | 800 [900]         | 10           | 2(3)2(3)2~ | 15(17)                                         | 25(38~95) | KD +39  | -3        | LH    | SA3     | 20            |
| 214PP  | 400,600 [500,600] | 10           | 2(3)2(3)2~ | 15(17)                                         | 25(38~95) | KD +40  | +4        | LH    | SA2 SA3 | 22(50)        |
| [4]6LP | 1000              | 10           | 11         | 3+8 land<br>(32+10 land oB)<br>(41+6 land oH)  | 31        | KD +13  | -23       | LH    | SA3     | 22            |
| [4]6LP | 1100              | 10           | 12         | 2+8 land<br>(35+5 land oB)<br>(41+6 land oH)   | 31        | KD +13  | -21       | LH    | Sp*     | 58 oH (56 oB) |
| [4]6MP | 1200              | 12           | 19         | 3+8 land<br>(32+10 land oB)<br>(41+6 land oH)  | 41        | KD +14  | -23       | LH    | SA3     | 22            |
| [4]6MP | 1300              | 12           | 19         | 3+8 land<br>(35+5 land oB)<br>(41+6 land oH)   | 41        | KD +14  | -21       | LH    | Sp*     | 58 oH (56 oB) |
| [4]6HP | 1300              | 22           | 20         | 2+23 land<br>(28+6 land oB)<br>(30+6 land oH)  | 66        | KD +19  | -15       | LH    | SA3     | 22            |
| [4]6HP | 1400              | 20           | 22         | 2+23 land<br>(35+5 land oB)<br>(41+6 land oH)  | 66        | KD +19  | -21       | LH    | Sp*     | 58 oH (56 oB) |
| [4]6PP | 800               | 18           | 22         | 2+15 land<br>(21+5 land oB)<br>(12+15 land oH) | 56        | KD +57  | -7        | LH    | SA2 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        |
|----------|---------|---------|------------|-------------------------------------------------|-------|-------------|-----------|-------|----------|-------------------|
| [4]6PP   | 900     | 18      | 22         | 7+10 land<br>(21+5 land oB)<br>(17+10 land oH)  | 56    | KD +57      | -7        | LH    | Sp*      | 42 (oB)           |
| j.[4]6P  | 1000    | 13      | until land | 17 land                                         | -     | KD +38(+45) | -9(-2)    | LH    | -        |                   |
| j.[4]6P  | 1100    | 13      | until land | 17 land                                         | -     | KD +38(+45) | -9(-2)    | LH    | Sp*      | 22(17)            |
| j.[4]6PP | 600x2   | 13      | until land | 15 land                                         | -     | KD +29(+30) | -3(+3)    | LH    | -        |                   |
| j.[4]6PP | 700x2   | 13      | until land | 15 land                                         | -     | KD +29(+30) | -3(+3)    | LH    | Sp*      | 72(66) oH / 17 oB |
| [2]8LK   | 1200    | 8       | 19         | 31+17 land<br>(34+10 land oB)<br>(39+7 land oH) | 74    | KD +35      | -27       | LH    | -        |                   |
| [2]8LK   | 1300    | 8       | 19         | 31+17 land<br>(35+1 land oB)<br>(39+7 land oH)  | 74    | KD +35      | -18       | LH    | Sp*      | 60 oH (51 oB)     |
| [2]8MK   | 1300    | 8       | 19         | 31+17 land<br>(34+10 land oB)<br>(39+7 land oH) | 74    | KD +42      | -27       | LH    | -        |                   |
| [2]8MK   | 1400    | 8       | 19         | 31+17 land<br>(35+1 land oB)<br>(39+7 land oH)  | 74    | KD +37      | -19       | LH    | Sp*      | 60 oH (52 oB)     |
| [2]8HK   | 1400    | 8       | 19         | 31+17 land<br>(34+10 land oB)<br>(39+7 land oH) | 74    | KD +42      | -27       | LH    | -        |                   |
| [2]8HK   | 1500    | 8       | 19         | 31+17 land<br>(35+1 land oB)<br>(39+7 land oH)  | 74    | KD +42      | -19       | LH    | Sp*      | 60 oH (52 oB)     |
| [2]8KK   | 800x2   | 7       | 8(2)6      | 31+17 land<br>(34+23 land oB)<br>(44+7 land oH) | 70    | KD +28      | -40       | LH    | -        |                   |
| [2]8KK   | 900,850 | 7       | 8(2)6      | 31+17 land<br>(34+23 land oB)<br>(44+7 land oH) | 70    | KD +27      | -40       | LH    | Sp* (oH) | 82 (oH)           |
| 63214LK  | 1000    | 41      | 24         | 5 land                                          | 69    | +8(+14)     | +2(+8)    | LH    | -        |                   |
| 63214LK  | 1100    | 41      | 24         | 5 land                                          | 69    | +8(+14)     | +2(+8)    | LH    | Sp*      | 22(18)            |
| 63214MK  | 1000    | 41      | 27         | 5 land                                          | 72    | +7(+14)     | +1(+8)    | LH    | -        |                   |
| 63214MK  | 1100    | 41      | 27         | 5 land                                          | 72    | +7(+14)     | +1(+8)    | LH    | Sp*      | 23(19)            |
| 63214HK  | 1000    | 41      | 29         | 5 land                                          | 74    | +7(+13)     | +3(+9)    | LH    | -        |                   |
| 63214HK  | 1100    | 41      | 29         | 5 land                                          | 74    | +7(+13)     | +3(+9)    | LH    | Sp*      | 22(18)            |
| 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 |
|-------------|-------------|---------|-------------|----------|-------|-------------------|-----------|----------|---------------|------------|
| 63214KK     | 300,350x2   | 8(41)   | 5(28)21(1)4 | 4 land   | 70    | +10(+13) / KD +55 | +6(+9)    | LH,LH,LH | SA2 SA3 (1st) | 16 (1st)   |
| 63214KK     | 300,450x2   | 8(41)   | 5(28)21(1)4 | 4 land   | 70    | +10(+13) / KD +55 | +6(+9)    | LH,LH,LH | Sp*           | 36(19)     |
| 236LK       | 1600 (1840) | 34      | 3           | 57       | 93    | HKD +35           | -         | T        | -             |            |
| 236MK       | 1700 (1955) | 39      | 3           | 57       | 98    | HKD +35           | -         | T        | -             |            |
| 236HK       | 1800 (2070) | 43      | 3           | 57       | 102   | HKD +35           | -         | T        | -             |            |
| 236KK       | 2000 (2300) | 32      | 3           | 57       | 91    | HKD +64           | -         | T        | -             |            |
| 22P         | -           | 39+35   | [1000]      | 11       | 50    | -                 | -         | -        | -             |            |
| 22P~214P    | 800         | 36      | -           | -        | -     | KD                | -         | LH       | -             |            |
| 22P~214PP   | 400x3       | 36      | -           | -        | -     | KD                | -         | LH       | -             |            |
| 22P~236236P | 200x5       | 26      | -           | -        | -     | KD                | -         | LH       | -             |            |

| input | Damage | Startup | Active | Recovery | Total | Hit Adv | Block Adv | Guard | Cancel | Hitconfirm |
|-------|--------|---------|--------|----------|-------|---------|-----------|-------|--------|------------|
|-------|--------|---------|--------|----------|-------|---------|-----------|-------|--------|------------|

Showing 1 to 43 of 43 entries

Previous

Next

Supers

- General

Details

Meter

Properties

Notes

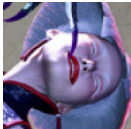
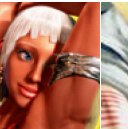
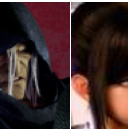
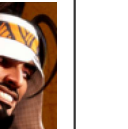
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Search:

| input                          | Damage      | Startup | Active       | Recovery  | Total | Hit Adv | Block Adv | Guard |
|--------------------------------|-------------|---------|--------------|-----------|-------|---------|-----------|-------|
| 236236P                        | 2000 [2200] | 8       | 9            | 62        | 78    | KD +15  | -29       | LH    |
| 214214P                        | -           | 1       | [1500 total] | 9         | 10    | -       | -         | -     |
| Any Direction + P (during SA2) | 400         | 3       | 25           | 7(9) land | -     | KD~     | -         | LH    |
| 236236K                        | 4000        | 10      | 3            | 61        | 73    | HKD +50 | -46       | LH    |
| 236236K                        | 4500        | 10      | 3            | 61        | 73    | HKD +14 | -46       | LH    |
| input                          | Damage      | Startup | Active       | Recovery  | Total | Hit Adv | Block Adv | Guard |

- Overview
- Combos
- Strategy
- Matchups
- Frame Data
- Resources
- Match Footage
- (https://replaytheater.app/?game=sf6&c1=Blanka)
- #SF6\_Blanka
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SF6 Navigation

| Street Fighter 6 (SF6)                                                                                                                                                                                              |                                                                                   |                                                                                   |                                                                                   |                                                                                   |                                                                                   |                                                                                   |                                                                                    |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |  |
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| General                                                                                                                                                                                                             |                                                                                   |                                                                                   |                                                                                   |                                                                                   |                                                                                   |                                                                                   |                                                                                    |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |                                                                                     |  |
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| 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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