

Street Fighter 6/Chun-Li/Frame data

From SuperCombo Wiki
< [Street Fighter 6](#) | [Chun-Li](#)

[Overview](#)[Combos](#)[Strategy](#)[Matchups](#)[Frame Data](#)[Resources](#)[Match Footage](#)[#SF6_Chun-Li](https://replaytheater.app/?game=sf6&c1=Chun-Li)[\(https://twitter.com/search?q=%23SF6_Chun-Li\)](https://twitter.com/search?q=%23SF6_Chun-Li)

Frame Data Tables

Character Data

Chun-Li	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	0.050	0.035	19	25	1.508	1.211	4+42+3	2.10	1.68	2.247

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	4	3	7	13	+5	-3	LH	SS Chn Sp SA	13
5MP	600	5	4	10	18	+6	+1	LH	SS Sp SA	16
5HP	800	13	3	20	35	+2	-3	LH	SS	19 (stance)
5LK	300	5	3	10	17	+2	-2	LH	SS Sp SA	13
5MK	500	7	4	16	26	+4	-2	LH	SS Sp SA	16
5HK	900	14	3	18	34	+4	0	LH	SS	18 (stance)
2LP	300	4	3	7	13	+4	-2	LH	SS Chn Sp SA	13
2MP	600	6	4	13(14)	22(23)	+4	-2	LH	SS Sp SA	16
2HP	450x2	11	3(5)5	18	41	+1	-3	LH	SS Sp SA (2nd)	29 (30 stance)
2LK	200	4	2	10	15	0	-2	L	SS Chn Sp SA	12
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
2MK	500	7	3	19	28	-2	-6	L	SS Sp SA	13
2HK	900	9	6	19(21)	33(35)	KD +40	-9	L	SS	29 (stance)
j.LP	300	4	10	3 land	-	+4(+9)	+1(+6)	H	-	
j.MP	300x2	7	4(6)5	3 land	-	+8(+13)	+4(+9)	H	Sp SA1	
j.HP	800(500)	9	6	3 land	-	+12(+16)	+7(+11)	H	TC	
j.LK	300	4	8	3 land	-	+7(+9)	+4(+6)	H	-	
j.MK	500	6	5	3 land	-	+7(+13)	+3(+9)	H	-	
7HK or 9HK	800	8	5	3 land	-	+8(+16)	+3(+11)	H	-	
8HK	800	8	7	3 land	-	+11(+16)	+6(+11)	H	-	
4/6MP	600	7	3	15	24	+2	-3	LH	SS Sp SA	15
4HP	800	8	6	14	27	+5	-1	LH	SS Sp SA	19 (20 stance)
3HP	800	21	3	15	38	+2	-2	H	SS	18 (stance)
6HK	800	16	2	23	40	-1	-4	LH	SS	20 (stance)
3HK	800	37	2	13	51	+7	+3	H	-	
j.2MK	300	3	11	3 land	-	-	-	LH	TC Sp SA	
j.HP~j.HP	500	6	4	3 land	-	-	-	H	-	
j.2MK~j.2MK	300	6	11	3 land	-	-	-	LH	TC Sp SA	
j.2MK~j.2MK~j.2MK	500	6	11	3 land	-	-	-	LH	Sp SA	
214P	-	14(~)	[57~]	-	-	-	-	-	-	
214P~214P	-	-	-	23(18)	-	-	-	-	-	
214P~LP	500	5	5	16[36]	25[45]	-2(-22)	-3(-23)	LH	Sp SA	15
214P~MP	750	7	11	19[32]	36[49]	KD +34(+44) [KD +21(+31)]	-14(-4) [-27(-17)]	L	-	
214P~HP	400,500	23	2(6)2	19	51	+2	-3	H,H	Sp SA	27
214P~LK	500	8	5	13[36]	25[48]	0(-23)	-4(-27)	L	Sp SA	15
214P~MK	800	10	5	22[46]	36[60]	-3(-27)	-9(-33)	L	Sp SA	18
214P~HK	700	8	5	24	[36]	KD +41	-9	LH	Jmp	30 (jump)

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 +11	-	T
4LPLK	1200 (2040)	5	3	23	30	KD +13	-	T
j.LPLK	1200 (2040)	5	3	3 land	-	KD +10	-	T
HPHK	800	26	2	35	62	KD +35 / Wall Splat KD +65	-3 / Wall Splat HKD +72	LH
6HPHK	250x2 recoverable	20	3(10)3	26(33)	61(68)	KD +23	-6	LH
6HPHK	250x2 recoverable	18	3(10)3	26(33)	59(66)	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

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
9 (against wall)	-	-	-	-	-	-	-	-	-	
[4]6LP	600	15	[90]	32	47	-3	-7	LH	SA3	4
[4]6MP	600	12	[55]	33	45	-3	-7	LH	SA3	4
[4]6HP	600	11	[25]	32	43	-2	-6	LH	SA3	4
[4]6PP	400x2	11	-	28	39	+5	0	LH	SA2 SA3	11
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
236LK	250x2,300 (800)	5	2(5)2(5)2	20	40	+3	-8	LH	SA3 (2nd)	19
236MK	225x4 (900)	12	2(4)2(4)2(5)2	22	54	+3	-8	LH	SA3 (3rd)	24
236HK	200x5 (1000)	23	2(3)2(2) 2(4)2(6)2	15	62	KD +50	-3	LH	SA3 (4th)	30
236KK	200x5 (1000)	8	2(4)2(4) 2(4)2(4)2	21	54	+3	-3	LH	SA2 SA3 (5th)	41 SA / 43 follow-up
236KK~KK	700(560)	11	2(5)2(4) 2(5)2(13)3	25	73	KD +29	-13	LH	-	
j.236LK	300x3 (900)	8	2(4)2(4)2	15(18) land	-	-4(+1)	-7(-2)	LH	-	
j.236MK	250x4 (1000)	10	2(4)2(4)2(5)2	15(18) land	-	-4(+1)	-8(-3)	LH	-	
j.236HK	220x5 (1100)	12	2(4)2(3) 2(4)2(3)2	15(18) land	-	-5(-2)	-9(-6)	LH	-	
j.236KK	250x5,350 (1600)	6	2(4)2(2)2(3) 2(2)2(3)2	3(5) land	-	KD +47	-26(-1)	LH	-	
[2]8LK	333x2,334 (1000)	9	2(6)2(6)2	6+24 land	56	KD +33	-18	LH	-	
[2]8MK	200x4,400 (1200)	16	2(6)2(6) 2(7)2(4)2	8+21 land	77	KD +34	-17	LH	-	
[2]8HK	180x6,320 (1400)	20	2(4)2(8)2(6) 2(5)2(5)2(3)2	8+22 land	94	KD +33	-18	LH	-	
[2]8KK	100x6,200 (800)	16	2(4)2(4)2(5) 2(4)2(5)2(4)2	8+15 land	78	KD +55(+41)	-12	LH	-	
214LK	1000	23	2	21	45	0	-9	H	SA3	16
214MK	1000	27	3	16	45	+2	-3	H	SA3	17
214HK	1200	32	3	16(18)	50(52)	+6	-1	H	SA3	17
214KK	1200	26	3	16	44	KD +52 OTG	-5	H	SA2 SA3	20
22LK	450x2 (900)	5	3(9)2	27+12 land	57	KD +29	-37	LH	-	
22MK	450,550 (1000)	7	3(9)2	31+12 land	63	KD +25	-41	LH	-	
22HK	200x3,600 (1200)	9	3(7)2(8)2(11)2	26+12 land	81	KD +37	-57	LH	-	
22KK	180x5,500 (1400)	6	3(5)3	16+25 land	57	KD +30	-40	LH	-	

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

Showing 1 to 26 of 26 entries

Previous

Next

Supers

- General
- Details
- Meter
- Properties
- Notes

Show50▼entries

Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
236236P	300x4,500 (1700)	7	70	46	122	KD +22	-22	LH
j.236236P	300x4,800 (2000)	7	50	16 land	103	KD +14	-20	LH
236236K	2000(1000)	11	[2(1)x3],2(2), [2(1)x3],2(11), [2(2)x6],2(23)3	48	144	KD +29	-35	LH
214214K	4000 (500x2)	8	2(24)1(7)1	40	82	HKD +6	-24	LH
214214K	4500 (500x2)	8	2(24)1(7)1	40	82	HKD +18	-24	LH

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
-------	--------	---------	--------	----------	-------	---------	-----------	-------

Showing 1 to 5 of 5 entries

Previous1Next



- Overview
- Combos
- Strategy
- Matchups
- Frame Data
- Resources
- Match Footage
- (https://replaytheater.app/?game=sf6&c1=Chun-Li)
- #SF6_Chun-Li
- (https://twitter.com/search?q=%23SF6_Chun-Li)

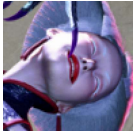
SF6 Navigation

Street Fighter 6 (SF6)

General

FAQ • Controls • HUD • Glossary • Movement • Offense • Defense • Gauges • Game Data • Patch Notes • Links

Characters



A.K.I.



Akuma



Blanka



Cammy



Chun-Li



Dee Jay



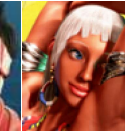
Dhalsim



Ed



E. Honda



Elena



Guile



Jamie



JP



Juri



Ken



Kimberly



Lily



Luke



M. Bison



Mai



Manon



Marisa



Rashid



Ryu



Terry



Zangief

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

Retrieved from "https://wiki.supercombo.gg/index.php?title=Street_Fighter_6/Chun-Li/Frame_data&oldid=313871"

The SuperCombo Wiki is intended to be a repository for all fighting game strategy knowledge. While our roots are in the Capcom franchises, we invite fans of all fighting game series to augment the site with their strategies and techniques.

SuperCombo Wiki is ad-free & run by volunteers. If you enjoy the service, [consider donating via Patreon](#).