

Street Fighter 6/Dhalsim/Frame data

From SuperCombo Wiki
< [Street Fighter 6](#) | [Dhalsim](#)

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<https://replaytheater.app/?game=sf6&c1=Dhalsim>

[#SF6_Dhalsim](#)

https://twitter.com/search?q=%23SF6_Dhalsim

Frame Data Tables

Character Data

Dhalsim	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	0.028	0.025	25	23	1.467	1.00	4+68+3	2.04	1.768	2.178

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	8	14	+4	-1	LH	Chn Sp SA	13
5MP	700	14	3	19	35	0	-5	LH	-	
5HP	1000	16	4	27	46	-6	-11	LH	-	
5LK	300	9	4	11	23	+2	-6	LH	Sp SA	14
5MK	600	12	3	18	32	-2	-6	LH	-	
5HK	800	17	3	20	39	+3	-6	LH	Sp SA	20
2LP	300	5	3	9	16	+4	-1	LH	Chn Sp SA	15
2MP	600	12	3	16	30	0	-4	LH	Sp SA	15
2HP	800	19	4	20(24)	42(46)	+3	-8	L	-	
2LK	200	4	7	16	26	-5(+1)	-10(-4)	L	-	
2MK	500	10	13	14	36	-3(+9)	-10(+2)	L	-	
2HK	900	12	16	20	47	HKD +22(+37)	-16(-1)	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	4	3 land	-	+8(+13)	0(+5)	H	-	
j.MP	700	9	6	3 land	-	+5(+13)	-1(+7)	LH	Sp	
j.HP	800	13	4	3 land	-	-5(+19)	-9(+15)	H	-	
j.LK	300	6	4	3 land	-	-12(+8)	-15(+5)	H	-	
j.MK	500	11	6	3 land	-	-7(+13)	-11(+9)	H	-	
j.HK	800	10	10	3 land	-	+5(+15)	+1(+11)	H	-	
4MP	700	8	6	16	29	+2	-3	LH	Sp SA	19
4HP	900	14	7	29	49	-9	-16	LH	Sp SA	21
4MK	600	7	4	17	27	+3	0	LH	Sp SA	16
4HK	1000	14	6	20	39	0	-9	LH	-	
1HP	800	10	4	20	33	+3	-3	LH	Sp SA	18
1LK	200	5	3	10	17	+1	-3	L	Chn	
1MK	500	8	3	20	30	-3	-7	L	Sp SA	13
1HK	900	9	3	22	33	KD +33	-7	L	-	
j.2LP	500	10	until land	9 land	-	-18(+8)	-22(+4)	LH	Sp	24~
j.2LK	500	9	until land	6(11) land	-	-23(+12)	-30(+5)	LH	-	
j.2MK	500	9	until land	6(11) land	-	-15(+10)	-20(+5)	LH	-	
j.2HK	500	9	until land	6(11) land	-	-17(+10)	-22(+5)	LH	-	

Drive and Throw

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Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
LPLK	1200 (2040)	5	3	23	30	KD +31	-	T

input

Damage

Startup

Active

Recovery

Total

Hit Adv

Block Adv

Guard

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
4LPLK	1200 (2040)	5	3	23	30	KD +19	-	T
2LPLK	1200 (2040)	5	3	23	30	KD +35	-	T
HPHK	800	26	2	35	62	KD +35 / Wall Splat KD +65	-3 / Wall Splat HKD +72	LH
6HPHK	250x2 recoverable	20	3(6)3	26(32)	57(63)	KD +24	-6	LH
6HPHK	250x2 recoverable	18	3(6)3	26(32)	55(61)	KD +24	-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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Specials

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Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
236P	600	15(11)	-	33	48	-2	-6	LH	SA3	4
236[P]	400x2	43	-	30	73	KD +51	-1	LH	SA3	11
236PP	500x2	12	-	33	45	KD +49	-3	LH	SA2 SA3	11
236LK	600	18	[81+10]	27	45	+1	-1	LH	SA3	11
236KK	500x2	18	[190+10]	27	45	+1	-3	LH	SA2 SA3	11
63214LP	800	16	15	15	45	KD +33	-4	LH	SA3	21
63214MP	450x2	20	15	17	51	KD +33	-4	LH	SA3	26
63214HP	400x3	26	17	16	58	KD +45(+47)	-4(-2)	LH	SA3	32
63214PP	100x2,200x3 (800)	18	5,5,5,5,5	24	66	KD +50	-11	LH	SA2 SA3	27
63214LK	1000	12	10	23	44	KD +39	-6	LH	SA3	13
63214MK	1200	15	10	20	44	KD +42	-3	LH	SA3	13
63214HK	1200	17	10	18	44	KD +47	-1	LH	SA3	15
63214KK	500x2	12	10	20	41	KD +42	0	LH	SA2 SA3	15
j.63214LP	800	30	[~55]	8 land	-	-4~	-2~	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	Cancel	Hitconfirm
j.63214PP	600x2	30	until land	3 land	-	+5~	+6~	LH	-	
2KK or 3KK	-	30	(91)	20+3 land	-	-	-	-	-	
j.2KK	-	15	(81)	18+3 land	-	-	-	-	-	
4 or 6 + PPP/KKK	-	4	-	24(31)	39(46)	-	-	-	-	
4 or 6 + j.PPP/j.KKK	-	9	-	15(19) (3 land)	-	-	-	-	-	

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
236236LP	1920 (792 rec oB)	10	104	15	128	KD +29	-10	LH
236236MP	2100 (792 rec oB)	10	104	15	128	KD +29	-10	LH
236236HP	2040 (792 rec oB)	10	84	40	133	KD +27	-22	LH
214214K	450x4,1000 (2800)	7	[142+20]	60	67	KD +50	-4	LH
214214{K}	400x6,700 (3100)	23~70	[142+20]	58	81~128	KD	-	LH
214214[K]	375x8,1000 (4000)	71~91	[142+20]	58	129~148	KD	-	LH
236236K	4000	10	5	75	89	HKD +19	-62	LH
236236K	4500	10	5	75	89	HKD +19	-62	LH

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
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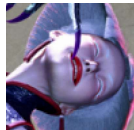
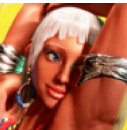
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