

Street Fighter 6/E.Honda/Frame data

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

[#SF6_Honda](#)

https://twitter.com/search?q=%23SF6_Honda

Frame Data Tables

Character Data

E.Honda	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
	10500	0.9	0.045	0.025	19	23	1.058	0.601	4+38+3	1.90	1.52	2.115

Normals and Target Combos

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input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
5LP	300	5	3	10	17	+4	-1	LH	Sp SA TC	13 (18 TC)
5MP	700	10	4	13(15)	26(28)	+6	+1	LH	Sp SA TC	16
5HP	900	8(9)	7	20	34	+1(+4)	-6(-3)	LH	Sp SA	16 (17 SS 214P)
5LK	300	4	2	9	14	+5	-1	LH	Sp SA	12
5MK	700	10	4	16	29	+4	-3	LH	-	16*
5HK	400x2	8	2(1)4	22	36	-1	-5(-11)	LH	Sp SA	34 (1st: 18 oH/21 oB)
2LP	300	4	3	10	16	+4	-1	LH	Chn Sp SA	13
2MP	600	8	4	16	27	+3	-3	LH	Sp SA	16
2HP	800	11	4	17(19)	31(33)	+3(+5)	-3(-1)	LH	-	18*
2LK	200	5	2	9	15	+3	-3	L	Chn	12
2MK	500	9	3	17	28	+6	-2	L	-	15
2HK	900	11	3(6)5	14	38	KD +30(+39)	-10(-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	5	6	3 land	-	+3(+9)	-1(+5)	H	-	
j.MP	700	6	8	3 land	-	+5(+11)	+1(+7)	H	-	
j.HP	800	9	4	3 land	-	+9(+15)	+5(+11)	H	-	
8HP	800	10	8	3 land	-	+12(+15)	+8(+11)	H	-	
j.LK	300	6	6	3 land	-	+5(+10)	+1(+6)	H	-	
j.MK	700	9	6	3 land	-	+8(+13)	+4(+9)	H	-	
j.HK	800	10	8	3 land	-	+8(+15)	+4(+11)	H	-	
6HK	900	14	3	21	37	+1	-5	L	-	
3HK	800	22	6	18	45	+3	-3	H	kara	
j.2MK	500	11	9	3 land	-	+10(+13)	+6(+9)	H	-	
5LP~MP	600(480)	4	4	20	27	KD +34	-10	LH	Sp SA	35-36
5MP~3HK	800	22	6	18	45	+3	-3	H	kara	

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
LPLK	1200 (2040)	5	3	23	30	KD +17	-	T
4LPLK	1200 (2040)	5	3	23	30	KD +24	-	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
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

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Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
22K	-	51	-	1	52	-	-	-	-	
214LP	80x5,400 (800) [80x5,450 (850)]	12	2(4)2(2)1(2)2(1)1(1)2 [2(4)2(2)1(1)2(1)1(10)2]	14	45[53]	+2[+4]	-4	LH	SA3	36[49]
214MP	80x8,360 (1000) [80x7,490 (1050)]	18	2(4)2(1)1(3)1(2)1(3)1(3)1(2)1(2)2 [2(4)2(2)1(3)1(2)1(4)1(1)1(14)2]	17[14]	66[71]	+2[+4]	-8	LH	SA3	51[63]
214HP	80x11,320 (1200) [80x10,450 (1250)]	21	2(4)2(3)1(3)1(3)1(3)1(3)1(2)1(2)1(2)1(1)2 [2(4)2(3)1(3)1(3)1(3)1(3)1(3)1(1)1(1)1(14)2]	17[14]	81[86]	+2[+4]	-8	LH	SA3	66[79]
214PP	80x8,160 (800) [80x9,130 (850)]	19	4(6)2(3)2(3)2(4)2(2)2(2)2(2)2(1)2 [4(6)2(3)2(3)2(4)2(1)2(1)1(1)1(10)2]	12	73[77]	+4[+6]	-3	LH	SA2 SA3	62[73]
[4]6LP	1400(1000)	10	1~22	2+18(17) land	29(51)	KD +40	-3	LH	SA3	17
[4]6MP	1400(1100)	10	1~24	2+18(20) land	30(53)	KD +40	-3	LH	SA3	17
[4]6HP	1500(1300)	14	1~34	2+18(20) land	34(67)	KD +40	-3	LH	SA3	17
[4]6PP	600,1000	9	5,1~30	30(37) land	44(73)	KD +36(+37)	-20	LH	-	
[2]8LK	400,1000 [800]	11(45)	4(26)8	17 land	65	HKD +23[+27]	+1	LH,H	-	
[2]8MK	400,1000 [800]	11(42)	4(24)7	17 land	62	HKD +23[+27]	+1	LH,H	-	
[2]8HK	400,1000 [800]	11(39)	4(22)6	17 land	59	HKD +23[+27]	+1	LH,H	-	
[2]8KK	400,1000 [800]	6(31~36)	12(13~17)9	17 land	56~60	HKD +23[+27]	+2	LH,H	-	
63214LK	2000 (2300)	6	4	52	61	HKD +7	-	T	-	
63214MK	2200 (2645)	6	4	52	61	HKD +7	-	T	-	
63214HK	2400 (2760)	6	4	52	61	HKD +7	-	T	-	
63214KK	2800 (3220)	6	4	52	61	HKD +7	-	T	-	
236K	-	14	-	51 total	51	-	-	-	-	
236KK	-	13(11)	-	34 total	34	-	-	-	-	
236K~P	400x2	14+9	3(13)3	22	49	KD +42	-3	LH	SA3	44 SA / 51 Follow-up
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
236KK~P	400x2	13+9	3(13)3	17	44	+3	+3	LH	SA2 SA3	44 SA / 51 Follow-up
236K~P~P	600	14	3	38	54	KD +22	-24	LH	-	
236KK~P~P	800	14	3	38	54	KD +54	-24	LH	-	
236K~2P	400x2	12	2(17)3	32(15)	65(49)	KD +64	-22	LH	SA3	54
236KK~2P	500x2	12	2(17)3	32(15)	65(49)	KD +64	-22	LH	SA2 SA3	54
22P	600	11	5	14	29	+3(+7)	-3(+1)	LH	Sp* SA3	19
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
236236P	2000	7	5	48	59	KD +13(+38)	-33	LH
[4]646K	2850(2800)	12	2(2),1~21	2+43 land	61(81)	HKD +13	-27	LH
214214P	4000 (2500)	9	3(8)3	51	73	HKD +11 (KD +19)	-34	LH
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
214214P	4500 (2750)	9	3(8)3	51	73	HKD +34 (KD +19)	-34	LH

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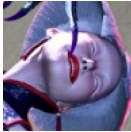
SF6 Navigation

Street Fighter 6 (SF6)

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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

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