

Street Fighter 6/Ryu/Frame data

From SuperCombo Wiki
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(<https://replaytheater.app/?game=sf6&c1=Ryu>)

#SF6_Ryu

(https://twitter.com/search?q=%23SF6_Ryu)

Frame Data Tables

Character Data

Ryu	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	0.047	0.032	19	23	1.252	0.923	4+38+3	1.90	1.52	2.115

Normals and Target Combos

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Search:

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	+7	-1	LH	Sp SA TC	16 (18 TC)
5HP	800	10	5	18	32	+4	-2	LH	Sp SA TC	19 (22 TC)
5LK	300	5	3	11	18	+2	-4	LH	Sp SA	13
5MK	700	9	3	18	29	+4	-4	LH	-	
5HK	900	12	4	20(22)	35	+9	+1	LH	-	
2LP	300	4	2	9	14	+4	-1	LH	Chn Sp SA	11
2MP	600	6	4	13(15)	22(24)	+5	0	LH	Sp SA	16
2HP	800	9	6	21(22)	35	+1	-7	LH	Sp SA	18
2LK	200	5	2	10	16	+3	-1	L	Chn	
2MK	500	8	3	19	29	+1	-6	L	Sp SA	13
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
2HK	900	9	3	23(29)	34(40)	KD +40	-12	L	-	
j.LP	300	4	10	3 land	-	+4(+9)	0(+5)	H	-	
j.MP	350x2	8	2,3	3 land	-	+10(+13)	+6(+9)	H	Sp	
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	10	8	3 land	-	+9(+15)	+5(+11)	H	-	
6MP	300x2	20	1,3	19	42	+3	-1	H,H	-	
6HP	400x2	20	2,3	16	40	+6	+3	LH	-	
4HP	800	7	4	25(26)	35(36)	+1	-13	LH	Sp SA	17
4HK	400x2	10(20)	5(5)3	21	43	0	-4	LH	Sp SA	37(17)
6HK	800	16	4	20	39	+2	-4	LH	Sp*	19
5MP~LK	300	5	3	16	23	+1	-4	LH	TC	35
5MP~LK~HK	900(720)	17	4	20	40	KD +36	-8	LH	-	
5HP~HK	1000	9	4	20	32	KD +36	-8(-18)	LH	-	
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm

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 +17	-	T
4LPLK	1200 (2040)	5	3	23	30	KD +11	-	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
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
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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Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
236LP	700	16	-	31	47	+2	-5	LH	SA3	4
236MP	700	14	-	33	47	0	-7	LH	SA3	4
236HP	700	12	-	35	47	-2	-9	LH	SA3	4
236PP	500x2	12	-	28	40	KD +54	-1	LH	SA2 SA3	12
236HP	500x2	12	-	28	40	KD +54	-1	LH	SA3	12
236PP	400x3 (1200)	12	-	26	38	KD +57	+2	LH	SA2 SA3	13
623LP	1100(800)	5	10	21+12 land	47	KD +38	-23	LH	SA3	17
623MP	1200(800)	6	10	30+12 land	57	KD +34	-32	LH	SA3	17
623HP	1400(800)	7	10	34+12 land	62	KD +37(+29)	-39	LH	SA3	22
623PP	800x2	6	2,8	37+15 land	67	KD +29	-40	LH	-	
214LK	900	12	3	14+18 land	46	KD +35	-15	LH	-	
214MK	1000	14	2(13)2	11+20 land	61	KD +23(+38)	-13(-28)	LH	-	
214HK	1200	16	2(13)2(13)2	14+17 land	78	KD +20(+35)(+50)	-13(-28)(-43)	LH	-	
214KK	200x5	13	2(4)2(4)2(3)2(4)2	10+13 land	60	KD +57	-14(-32)	LH	-	
j.214K	900	11	2(5)2(6)2	16 land	-	KD +46(+52)	-6(+3)	LH	-	
6HK~214K	900	11	3	13+16 land	42	KD +38	-16	LH	-	
j.214KK	300,200x3,600 (1500)	11	2(1)3(1)3(1)3(2)2	16 land	-	KD +45(+51)	-29(-32)	LH	-	
6HK~214KK	300,200x3,600 (1500)	11	2(1)2(2)2(2)2(3)2	12+16 land	56	KD +47(+48)	-30	LH	-	
236LK	1100	14	6	22	41	KD +42~46	-11(-7)	LH	SA3	22

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
236MK	1200	18	9	19(22)	45(48)	KD +40~46	-8(-2)	LH	SA3	25
236HK	1300	27	9	15	50	KD +45~51	-3(+5)	LH	SA3	30
236KK	800	17	5	33	54	Wall Bounce +49(65)	-18	LH	SA2 SA3	27
214LP	700	12	6	18	35	+2	-3	LH	SA3	24
214MP	800	19	6	17	41	+2	-6	LH	SA3	23
214HP	400x2	30	6	19	54	KD +61 Spin	+2	LH	SA3	39
214PP	1100	18	6	20	43	+3	+3	LH	SA2 SA3	22
214HP	400x2	20	6	19(31)	44	KD +62 Spin	+3	LH	SA3	38
214PP	800	18	6	19	42	KD +87 Crumple	+4	LH	SA2 SA3	22
22P	-	50	-	2	52	-	-	-	-	
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	400x5 (2000)	7	-	79	86	KD +26	-24	LH
236236P	200x7,1000 (2400)	7	-	82	89	KD +27	-24	LH
214214P	2800	12	6	39	56	KD +20	-20	LH
214214P	3200	12	6	39	56	KD +20	-20	LH
214214P (hold)	2900	18~	6	39	62~	KD +20	-20	LH
214214P (hold)	3300	18~	6	39	62~	KD +78 Tumble	-20	LH
214214P (hold)	3000	50~	6	39	94~	KD +78 Tumble	-20	LH
214214P (hold)	3400	50~	6	39	94~	KD +78 Tumble	-20	LH
236236K	4000 (3600)	5(2)	12	32+39 land	87	HKD +14	-50(-54)	LH
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
236236K	4500 (4400)	5(2)	12	32+39 land	87	HKD +14	-50(-54)	LH
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

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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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