

T8 Written Lee Guide



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Intro

Lee is a precise character with strong counter hits and annoying pokes. He's sticky once in range, with tons of moves that keep him there or set up frame traps, and at range he's very solid at keepout. His combos have some of the best carry in the game, and he has powerful wall enders to compliment it. He's great for players that want a high execution poking character with lots of style, tons of cool inputs and powerful options with good reads.

I'll begin with basic properties and punishers, followed by covering how to play him generally, then a breakdown of his core moves and stances. After, there will be a section on combos and how to deal with the wall. I'll end on quick TL;DR strats for people who want to jump in with him, followed by some miscellaneous resources, links and players to check out.

If you are not familiar with terms and notation, check out this [guide on fundamentals](#).

Punishers/Properties

Moves	DMG	Crouch	DMG
i10: 12:4, 13:3:3	26, ~47	i10: ws33	27
i11: 44:4, 43	31, 27 + heat	i11: ws4	16
i13: f1+2	32 + wall	i13: ws14	32
i14: f21, b1:1:2	34 + wall, 41 + wall	i14: ws23	~55+ combo
i15: uf4, f3334,	~65+, ~70+	i18: FC uf4	~80+ combo

Heat Moves: 2+3, 44:4, df44, b3+4, ff3, HMS u3, during heat 2+3

Tornado Moves: 434, f333334, f41, ub3, ff2, qcf4, ws23, HMS 2

Armor Moves: 2+3, b3+4, HMS 3

Precise Inputs: 12:4, 13:3:3, 3~3:4, 44:4, f4:1, f33333:4, b1:1:2, b1:1+2, ff:2, FC df d df3

Core Playstyle

With Lee, you are going to fluctuate between 2 states constantly - being at range and threatening the opponent with keep out/slide to suppress their offense, and getting up close with approach moves and staying glued to the opponent's face for frame traps and pokes. Both phases have their nuances that I'll cover here.

One of his main keepout moves is B4 - it's the kind of move you throw at a slight distance hoping the opponent will walk into it, preferably swinging. It doesn't move Lee far forward (especially with the hitman transition), which helps avoid whiff punishers from the opponent even when it misses completely, and if you time it right with your opponent you can get absolutely MASSIVE damage from the CH launch. This move gets

a bit tougher against characters with phenomenal running moves that have incredible priority at mid range, such as Azucena or Claudio, so tighten it up a bit with these characters. Heat smashes tend to overwrite this thing at range too so be cautious about tossing it out when they activate heat.

From a distance, you'll also have various moves to help you get in. There are two really compelling options for this. Firstly, fff34 (running 34), which is plus on block and can also transition to hitman for additional offensive options. Secondly, you can use his slide attack, which is a long range low. Slide is performed from crouch, by holding df, shifting to d, then returning to df and hitting 3. It's an awkward input by design - if he could do this low from standing, it would control pace almost single handedly. Instead, you have to spend a split second to enter crouch and perform it as fast as possible, which can make it visible to the opponent if you aren't quick. However, you can also linger in crouch and use mid options instead if they are too proactive about ducking it. Another option is to do it from HMS. One of the perks of hitman stance is that it masks the transition to crouch with its animation very well, despite being immediately cancelable. Try hitting b4~3 to shift into HMS from b4, and attempt a slide maneuver. You'll notice that if it's done quickly it's quite hard to spot the crouch animation that would otherwise hint at an incoming slide. The advantage of slide is that on top of being + on hit, it also allows for crouch mixups in the opponent's face, which Lee is quite good at. Remember, slide is death on block (-15) through most of its range, but circumstantially it can end up much safer near the end of its range, so consider the risk and do your best not to get it blocked.

Up close, you will be using his df1 a ton, as it's one of the best in the game. The hitbox on it is extremely low, which bodes well when facing otherwise evasive characters, and it leaves you at only -1 on block, which makes it a perfect staging ground for his safe CH moves. After a blocked df1, you can gamble with his 4 string (434 or 44:4), d3, or 223, all of which are very compelling CH moves. 4 and 223 are faster than anything that isn't a jab, and while 434/44:4 both lead to CH combos, CH 223 leads to insane damage near the wall. D3 beats jabs through its high crush, and is still quick enough to CH a ton of options, and if they do nothing it doubles as a pseudo low poke as well. Food for thought.

You also have two very solid low pokes, thanks to his newly buffed db3+4 and b33. The former is invisible, very plus on hit, does chunky damage, and can only be launch punished by Kazuya and Eddy at -13 on block. B33 is an NC now, and leads to some mist step shenanigans. It's only + on hit with the step though, and can be fully launched if they duck for both hits.

Another way to thrive up close is to leverage hitman. This stance does a ton of work, some of which isn't so obvious at first glance. Moves like df4 and b4 into HMS will actually cause Lee to retreat a bit, and combined with the stance's naturally distant upper hitbox will cause a ton of the opponent's attacks to whiff against you, which you can exploit. Or, you can use it as a staging ground for slide, which it can help mask or threaten. Other HMS transitions don't create space, instead keeping you closer, such as fff34 3 and 21 3+4, and they can go straight into a mixup with HMS 1+2 and HMS 4, or into HMS 3 which will armor through retaliations while catching step, and also leads to a guaranteed attack throw on hit.

I'll cover his moves individually below.

Moves

Main Moves:

Jabs:

You've got a lot of variants here. 1 is +1 on block, which is typical but also great for Lee due to his extremely quick CH possibilities like d3 and 4 as a followup. 12 is a bit more damaging but -1 on block. His 124 is his best i10 punish aside from his just frame 13:3:3 (which leads to ub3 as a follow up), and it also leads to HMS. You've also got 1223, where the last two hits are NC and can catch people by surprise, but it's quite risky and duckable. He's also got 21 which can go into HMS with better frames than 124 but with less damage, and an optional high and low followup with 213 and 214 (the low is suicidal on block, I don't recommend either). Finally, his 223 is an i10 NCC string that does great damage and even more so at the wall, and is one of his core frame trap moves.

Df1:

One of the best df1's in the game. The hitbox is low enough to catch even the most evasive characters, and it's only -1 on block, which makes it great as a staging ground for his core CH tools (223, 44:4, d3), as well as being a generally suppressive mid that leads to great poking potential and step opportunities.

4:

Great CH string that comes out at a whopping i11. This makes it a prime followup for things like jabs and df1 on block. He's got 2 variants that lead to a combo on CH - 434 and 44:4. The first does a bit more damage while being unsafe on block, and the latter is safer on block for a bit less damage. 44:4 is also a natural combo on normal hit and a heat engager, which makes it pretty ideal even if you get a normal hit.

D3:

One of his core CH's. It's not the safest low in the world, but since it doesn't stagger Lee on block the way a hell sweep would, it's rare for the opponent to fully take advantage of the punish and get a full combo for blocking it. Its blazingly quick startup speed and immediate high crush property only makes this more difficult to deal with. With the help of his HMS transition (d34), he can get an entire combo off of this on counter hit thanks to b33f. The downside of this low is that it isn't plus on hit, which means if you don't get a CH you are putting yourself at a mild disadvantage. This can be overcome with his HMS 3 armor move which is also a safe high, or you can capitalize on the opponent's hesitance for other options like HMS 1+2 or HMS 4.

B4:

Solid keepout move. On CH, you get a full launch whether you go into HMS or not. However, the HMS transition is infinitely more evasive afterwards and recovers pretty quickly, so most of the time it's a good idea to do b4~3 instead of just b4. The damage is insane if you convert properly. Additionally, this move can be used in combo circumstances to get spikes into followups, which can tack on damage and set up oki situations (see combo section).

Slide/Crouch moves:

Slide no longer knocks down, but it is still an incredibly disruptive low in Lee's hands. The input is FC df, d, df3 (select the move in practice to see the input timing). If you do it quickly, you get a just frame version for 3 extra damage, but identical frames. You have to be careful how you slip this into your gameplan, because it's death on block through most of its range and it can easily become predictable if over-abused.

On hit, you are plus and left in crouch, which is ideal for staging crouch pressure. You can do a follow up low with fc df4 (which keeps you crouched to beat highs). Or, you can cover with mids thanks to WS23 and WS24, both of which are natural combos, and when they are blocked they force the opponent to guess on the extension to punish it - while the mid from ws23 is fairly unsafe at -14 on block, the WS24 extension is completely safe, but duckable. If they duck into the mid, you get a full combo which is pretty insane. For something safer, you can do WS4 which can go into HMS with spacing, or ws1 for poking shenanigans into HMS. Your uf1+2 command grab is doable from crouch as well, and gives you big damage with the follow up hit (qcf4). If you really want, you can also crouch cancel with an upwards step to have access to most of the movelist, though you won't be quite as advantageous frame wise.

Though a bit brazen, WS33 is a really good option from crouch. It's a whopping i10, and the first two hits are NC, and you can continue to extend it with more df3's and d3's for a confusing mid/low mixup that often tacks on a ton of damage.

1+2:

Incredible move. It's homing, mid, and the frames are fantastic. On hit, it's fairly plus into a ton of options. 1+2 alone leaves you crouched for followups at -1 on block, which isn't too bad considering your ws4 and ws3 will beat their fastest mids. If you go into HMS with 3+4, you are +2 on block, which is pretty good considering your fastest move from HMS is i12, and you can use HMS 3 or 4 to still beat jabs, and you can low parry from HMS to option select crouch jabs while transitioning to crouch pressure .

Additionally, on CH you can turn 1+2 into a launcher whether you go into HMS or not. Without the transition, you have to crouch cancel with up into b33, and in HMS you just need to time the b33 to naturally cancel HMS. The lockdown potential of this move compliments his poking really well. Just keep in mind, this move does not high crush or evade anything before the hit, despite what it looks like.

B1:

This string is a fantastic gateway to many things. It advances Lee forward, for fantastic range on all three hits of b112, which are all NC. With a fairly lenient window, you can time the last 2 input as the 2nd hit connects and the third hit becomes a wall splat. You can also interrupt the string early with b11f and b11 3+4 to enter mist step with a feint, or HMS off the second hit, allowing this string to be an offensive switchblade for different kinds of pressure. The third hit is only -11, but more importantly a high with no mixup which means you have to be careful about spamming it in full. Instead, it's very ideal to use this at the wall as an easily hit confirmable wall splat punish, or as a staging ground for stance pressure.

D2:

CH tool, safe on block and mid. If you score a CH, you can use df44 to get a free heat engager and wall splat, or f1+2 for 1 damage less in case you don't want to enter heat for whatever reason. These followup hits don't trigger scaling either, which leads to ~40+ damage before they even touch the wall for monstrous combos.

FF2:

Plus on block high that goes into his mist step with the forward input. Quick ff input does more chip and more damage. Also wall splats. On CH, it becomes a full launcher for solid damage, though it spends tornado immediately. Press the FF input quickly to get the blue spark version which does 4 more damage on CH.

FF3:

This mid is super solid. It strikes at a range that Lee doesn't cover super well otherwise, and stunningly it's safe on block. It goes past his limbs and covers medium sized gaps,

but it comes out noticeably faster than an equivalent fff34 would. Additionally, it goes into heat on hit and gives wall followups, which makes it terrifying near the wall. Add the ff input which can help you extend the range of the move if you linger on the ff, and which can help re-align with the opponent, and this is a pretty oppressive move. However, if well timed the opponent can still step this move, and keep in mind you are -9 on block with very little pushback on block.

FFF34:

As mentioned in the prior section, this makes for an easy approach move. It leaves you plus whether you go into HMS or not, which gives you tons of options to poke with. The start up is fast enough that you can even perform another one up close as a mixup to stay plus on block (running moves super easy to perform up close in tekken 8 which basically encourages this). It is, however, steppable so be careful about abusing it at predictable timings. Other than that, it's a phenomenal approach and lockdown move.

FF4:

Though this move requires an FF input, it can be fairly oppressive up close due to it's early high crush. It tracks quite well to the right, and if you really linger on the FF you can re-align to your left, which it doesn't track otherwise. It also turns into a normal hit launcher if you can dash and perform the b33 followup sharply enough. Safe on block but -5.

F4:

This thing has an outrageously fast start up (i11) and great range, as well as two compelling extensions. The first is F41, which ends on a high but is +5 on block if you get the just frame, which is a *huge* advantage. While the 1 extension is a high, they may not want to duck thanks to mid alternative, f43, which doesn't have quite as good frames at first glance. However, one thing that helps f43 is that the string is NCC, which helps shore up the otherwise poor block frames by giving you a hit from counter instead, which leaves you +6 and with the opponent in a forced crouch state. Additionally, the transition to HMS leaves you significantly less - on block, to the point that HMS 3 will armor through anything slower than a jab, and HMS 4 will high crush a jab. Not the best mixup, but the speed and range of this string helps control the pace of a match if you use it right. You can also play with the timing of the second hit by delaying it - the 2nd hit on its own CH launches, which can really pan out against aggressive opponents.

Db3+4:

Fantastic low. Damaging, + on hit, knocks down on CH into qcf4 for 41 damage, and is fairly safe at -13 on block (only launch punishable by Kazuya/eddy). It's reasonably fast

but you are standing the entire time, so make sure you have a good sense for when to do it.

D4:

This is a powerful low string but it can be kind of risky. The i12 start up and decent range pairs perfectly with the built in CH property. The second hit of d4444 can be blocked (or even low parried) even if you hit them with the first, but the 2nd d4 is an NCC which can prevent them from trying if the first interrupts something. Even more threatening, you have d4n4, which despite being a high instead of a low, can be difficult to punish if the opponent is focused on the low follow up instead. It's also an NCC, and with the frames on the second hit, they can't interrupt the followup u3 with jabs anymore (and they can't linger in duck because the u3 is mid, as well as safe).

Basically, you can use the initial d4's speed and range to lock them down, and either d44 or d4n4 u3 extension to complicate the opponent's punishment and harass them. D4n4u3 also leaves you at only -1, making it a decent staging ground for a potential CH frame trap.

Other Moves:

Df4:

This is a pretty powerful string. Df4 alone can go into HMS with 3 for tons of spacing, and is safe on block with a solid hitbox. Df44 can be hit confirmed if you are incredibly fast, as you can delay the 2nd hit and it will still be a natural combo. The window for confirming is tiny but if 2nd hit connects it becomes a heat engager, as well as a potential wall splat move. Even without confirming it, it's an i14 NC, so super useful as a block/whiff punish tool.

BB4:

Damaging, + on block homing high that does chip damage, and can transition to HMS for good evasive potential. On hit it leads to an odd angle combo with dash up into b33, which is pretty sharp to connect.

B3+4:

Great armor move. While it's vulnerable to grabs and lows like other armor moves, this one is *safe on block* which is highly unusual. Very handy to mash through opponent's retaliations, but can be easily stepped, which is the biggest danger when using this move.

F333334:

Very damaging i15 punish, ideal for catching whiffs with its range. Since the full string is a natural combo, you can notice whether the first hit connected or not before deciding to finish the 4 input, which can force the opponent to mix up his punish timing, else he can simply duck it and launch you for it.

UF3:

This thing has great range and crushes lows. Uf3 can go into uf34 or uf3 1+2, both of which are natural combos but with 4 extension being high and the 1+2 extension being an unsafe mid (-12). Uf34 is also a launcher if you can dash into b33 afterwards, and the 1+2 extension is a CH launcher on its own. Though not commonly used without the extensions, uf3 on its own is actually safe on block, barely.

33:

Hit confirmable and delayable mid high i14 punish.

Hitman (HMS)

This stance has quite a few nuances. You can enter it from many moves, but there are generally 2 reasons to do so - firstly, certain moves such as b4, bb4, ws4, df4, and some others allow Lee to retreat very far backwards and create space with the hitman transition, which you can use to exploit retaliations and be generally evasive (his idle stance animation alludes to this with the finger wag lol).

The second reason is because most moves either have better frames or useful poking options when recovering in HMS. You can cancel HMS with b, db, d, or df almost instantly, and doing so will allow you to block almost immediately. However, Lee will linger in the HMS recovery animation which can keep you fixed in place for a bit before you can move. This also has the effect of masking the crouch animation, which allows slide and FC df4 from HMS after move transitions with little tell. You also have access to back input moves like b11, b4, or b33 without canceling HMS, though if you buffer these you will end up with a stance specific move instead.

As for attack followups, HMS has a ton of good options. HMS 3 is a safe armored high move that leads to great damage on hit, which can help enforce a ton of his transitions that keep him close. If you're too predictable, it can get ducked and launched though. Additionally, you can use the high crush window of HMS 2 and HMS 4 to subvert highs, though they can be mildly punished on block.

You also have HMS 1, 11 and 111. These jabs can be pesky. HMS 1 leaves you plus on block for another HMS 1 to clip retaliations, HMS 11 leaves you barely minus, but it can kind of suppress the opponent regardless. HMS 111 is a full NC wall splat that is safe on

block, but since all three hits are high they get increasingly risky against quick opponents. HMS 14 covers mid though, and goes back into HMS with a big retreating gap, which can turn your follow up into a spacing gamble.

HMS 1+2 is a great mid poke, and a wall splat on CH, however on block it's worth canceling the subsequent HMS it puts you in, as you'll be -5 which doesn't give you a ton of risk-free options.

HMS 4 is a CH launching, plus on hit low that is -13 on block. Its early high crush property is extremely useful to beat retaliations, but it's not risk free.

HMS u3 is kind of niche, and better used at the wall. HMS u4 is mostly for combos.

You can also tap forward from HMS to go into mist step.

Mist Step

This little transition state is handy. It's basically there to chase people post hit/block so you can stick to the opponent a bit more. The lack of many stance specific moves here is not an accident - by having so few unique inputs, you can use a lot of your normal move list as long as it doesn't involve neutral 3 or 3+4. Any input involving back, such as subsequent B2's or a db3+4, must be precisely timed however, as they can't be buffered/inputted till Lee finishes most of his dash. Additionally, the mist step will leave you briefly crouched to help avoid stray highs, though it's not exactly super evasive. If you perform a mist step, let him do most of the dash, and tap backwards followed by a quick release, into a move that isn't 4, you'll access his WS moves. This is mostly useful for combos, but his backsway 4 is a solid low you might want to use, as it can CH launch and leaves you + on hit.

You can perform mist step from several moves, such as 12f, b11f, b2f, ws12f and from HMS. To get a feel for it, try 12f~12f~12f to step after jabs, then try 12f~ into something like d3 or 44, which can catch people with CH's. Or, try b11f into the backsway 4. You can really do anything with it. It's nice to have the step on tap when you feel your more compact pokes aren't closing the distance. The opponent might be tempted to start checking you for spamming it, but encouraging people to mash can be a handy way of opening people up with Lee, as he has more than enough CH tools to make people regret it.

Heat

His heat mode is quite straightforward so I'll keep it short, here are the highlights:

- All precise inputs become easier to perform (you can just mash them out)
- You gain 2+3 heat smash, which is a quick and damaging low to compliment your poking, and since you can do it during HMS, it can expand your low threats from there as well.
- Expanded combo possibilities (see combo section)

You also get a convenient + on block move with d1+2, which is a high damage wall splat that leaves you +6 on block normally, and which can go into HMS for +8 on block.

Precise Inputs

Here's how and why to do them.

12:4 - Hit the 4 as the second jab hits, or as late as possible. Gains 2 damage, and goes from -1 to +5 on hit, and from -3 to +3 with hitman transition. Still -12 on block either way.

13:3:3 - Hard. Last two hits need to be actually precise. Do the 13 at a fixed rhythm, and do the third hit as the first kick connects with their head, and the fourth immediately afterwards. Check the movelist preview in practice to get the visual/audio timing. Necessary to get the string and knockdown into followup and unlock his god tier i10 punish.

3~3:4 - Press 3 twice quickly enough to cancel the first kick, and as the high kick lands perform 4. You are more in danger of hitting it early than late, as the game seems to want his foot to connect for at least a frame or so before allowing the just frame. If achieved, the just frame hits them through guard, effectively making it an unblockable high.

44:4 - Do 44, and delay the third hit for as long as possible while still getting it to come out. This makes it do more damage, turns it into an NC heat engager, and allows a combo on CH.

F4:1 - Super lenient, just don't input it as fast as humanly possible and you're good. Turns the high extension from -5 on block to +5 on block, and does extra damage on hit.

F33333:4 - 4 needs to coincide with the last machine gun kick. Almost useless, adds 1 extra damage and nothing else.

b1:1:2 - Fairly lenient, just time each hit as the previous connects. Adds 8 damage and turns the final hit into a wall splat move, while also making it safe on block.

B1:1+2 - Really lenient, I don't think it's possible for it *not* to be a precise input if you get it to come out at all. Basically, let b1 start up a bit before hitting 1+2.

Ff:2 - Just go for speed of the ff input here. The just frame adds extra chip and regular damage, but otherwise it has identical properties.

FC df, d, df3 (slide) - Do it as fast as possible (though you can linger on the starting df, that doesn't matter). Adds 3 damage, nothing else.

Combos

Notes/Execution tips:

There are two techniques that are vital to Lee's combos, I'll cover them here. (Here's a [video](#) if you need a visual)

Firstly, you have to understand his mist step. There are a couple of moves you'll use (12, b2, ws12, b33 mainly) where you need to tap or hold the f input to go into a mist step. This keeps you close to the opponent so you can connect with more hits, but going into mist step makes any follow up that involves a back input extremely tight to follow up with. You have to wait for him to go through most of the step animation (you'll see him dip down a bit) before you can perform, for example, a subsequent b2. Holding the back input any sooner will cancel the step and mess up the next move. If you just need to reach a nearby wall, it can be easier to do b2f~12f as it can be buffered more easily, but you can carry infinitely further by doing b2f~b2f a few times as each one only counts for one hit, allowing you do more of them.

Secondly, there is a special state from mist step that allows you to connect with WS moves. You have to wait for him to go through almost all of his mist step, then you tap and release back, followed by an immediate attack input. This will give you things like ws23 (which is a useful tornado move and post-tornado wall carry), as well as ws12 (which can improve your BNB damage) out of his mist step.

Practice both of these outside of combos - b2f~b2f~b2f in till you can build up speed without dropping it, then try b2f~ws23 and b2f~ws12.

One other important note regarding his b4 - you can end his combos with this move for ludicrous damage but there are some caveats. After a tornado, you can dash up into b4, which spikes the opponent and doesn't let them tech roll. This guarantees the d3 followup if you step to the right (or at an extreme angle to the left) before doing the b4.

If you don't step, d3 will still beat anything *except* the 3+4 spring kick getup. Alternatively, you can do ff3 after b4, which connects if they try to rise (including spring kick), and does a lot more damage than d3. It won't connect against foes who stay down though.

A lot of his damage comes from the wall, so be sure to check the wall section too.

**F4:1 just means getting the blue spark version of f41, which adds 1 damage in combos*

**If you need a visual, here's a good [combo video](#)*

DF2

Easy (68): 4u3, b243f, b2f, f4:1, b1:1+2

Damage (73): ff4, d2, b243f, b2f, f4:1, bb4, ff3

Spike (74): 4u3, b2f, ws12f, b2f, ws23, step right b4, d3

Hard Spike (78): bb4, dash d2, b2f, ws12f, b2f, ws23, step right b4, d3

Carry (61): 4u3, b2f, b2f, b2f, b2f, ws23, crouch~ws23

Heat (82): 4u3, b2f, ws12f, b2f, f4:1, bb4 dash 2+3, bb4, ff3f, ff3

Uf4

Easy (70): 4u3, b243f, b2f, f4:1, b1:1+2

Damage (75): ff4, d2, b243f, b2f, f4:1, bb4, ff3

Spike (80): ff4, d2, b243f, b2f, ws23, step right b4, d3

Carry (63): 4u3, b2f, b2f, b2f, b2f, ws23, dash crouch~ws23

Heat (83): 4u3, b2f, ws12f, b2f, ws23, bb4 dash 2+3, bb4, ff3f, ff3

F333334

Easy (65): b243, b2f, 12f, f21

Damage (72): b243f, b2f, ws12f, f4:1

**First hit of b243 must miss*

**Just frame f33333:4 adds 1 damage*

WS23

Damage (65): b243f, b2f, ws12f, f4:1

Uf34

Damage (81): dash b33f, b243f, f4:1, bb4, ff3

Spike (87): dash b33f, b243f, f4:1, b4, d3

FF4

Damage (68): dash b33f, b243f, f4:1, bb4, ff3

Fn34

Damage (81): ff4, d2, b243f, b2f, f4:1, bb4, ff3

BB4

Simple (45): qcf4

Easy (60): dash b33f, 1, b2f, f4:1, fff34

Medium (64): dash b33f, ws12f, f4:1, fff34

Hard (66): dash b33f, ws12f, f4:1, bb4, ff3

QCF4

Carry (82): d4n4u3, b243f, b2f, f4:1, b1:1+2

Spike (89): d4n4u3, b243f, b2f, ws23, step right b4, d3

**first hit of d4n4u3 must miss*

HMS 2

Damage (85): ff4, b243f, ws12f, f4:1, bb4, ff3

CH 44:4

Easy (55): qcf4, b243f, f21

Hard (58):

**Hard is inconsistent on some characters*

CH 434

Easy (57): d2, b2f, df323

Hard (66): 4u3, b2f, ws12f, ws23

**First hit of 4u3 must miss*

CH B4/B4 HMS

Easy (71): dash 4u3, b2f, 12f, f4:1, fff34

Hard (78): dash 4u3, b2f, ws12f, b2f, ws23, fff34

Spike (86): dash 4u3, b2f, ws12f, b2f, ws23, step right b4, d3

HMS:

Easy (67): fn, d2, b2f, 434, df323

Medium (72): fn d2, b2f, ws12f, f4:1, fff34

Hard (77): fn, d2, b2f, ws12f, ws12f, ws23, fff34

Spike (85): fn, d2, b2f, ws12f, ws12f, ws23, step right b4, d3

CH D3/CH D3~4

BNB (68): b33f, b243f, b2f, f4:1, bb4, ff3

Hard (71): b33f, ws12f, ws12f, f4:1, fff34

**Step up to cancel the crouch, and in HMS wait for the full full transition before hitting b33 or you'll get HMS 3 instead*

CH 1+2

Normal (72): b33f, b243f, b2f, f4:1, bb4, ff3

Hard (74): b33f, ws12f, ws12f, ws23, fff34

**Step up to cancel the crouch (or wait to stand), and in HMS wait for the full full transition before hitting b33 or you'll get HMS 3 instead*

CH FF2:

Medium (77): bb4, d2, b243f, b2f, f4:1

**Just frame ff2 gives 4 extra damage*

Mini Combos:

Uf1+2: (39) qcf4 or (34) f3+4

CH d2: (43) df44 or (42) f1+2

CH FC df4 HMS : (52) HMS uf4, ub3

Wall:

Wall Combos:

(17): d4n4u3

(20): d4n433

(23): df1, f43, d3

(26): 3+4, HMS uf4, ub3

**HMS uf4 must hit a opponent low to successfully spike*

Wall Combos with tornado:

(29): qcf4, df1, f43, d3

(32): df1, f4:1, b4, ub3

(38): df1, f4:1, 3+4, HMS uf4, ub3

(40): 434, 3+4, HMS uf4, ub3

HMS uf4 must hit a opponent low to successfully spike, b4 must hit an opponent **not low*

Reaching the wall:

To link to the wall with a carry, you have the following moves (damage after scaling):

D2 (5)

F21 (9)

F41 (9, 10 with just frame)
B1:1+2 (10)
WS23 (10)
Df323 (12)
BB4, dash d2 (11)
BB4, dash f41 (15, 16 with just frame)

All of these except the last two can be performed out of mist step, and all can be performed after tornado. However, after many hits you are pretty much relegated to WS23 or b1:1+2 to connect anything (and the latter is more difficult, though still possible, out of mist step).

BB4 gives you a funky spin that lets you dash, allowing d2 or f41 afterwards if you haven't done too many hits. To perform f41 without getting ff4, do a triple forward to get fff41, which cancels the ff and still gives you a running dash.

As you reach the wall from certain carries, you can exploit a high hit to circumvent the scaling at the wall and get extra hits. One of the ways Lee does this is by doing 12f~4u3, where the 12 carries to the wall, and the 4 hits them high, and the u3 acts as the first hit of the wall combo (like his df1 might do). This still allows f41/f43 afterwards to get the usual wall ender, but with way more damage because of the u3.

TL;DR

Getting started:

Start with an easy approach - fff34 into 3 to go into HMS, with an easy 50/50 mixup between HMS 4 and HMS 1+2. When you are up close and already in range, try df1 into d3, or your hit confirmable 223 to try to score counter hits - d3 goes into combo with either HMS transition into b33, or crouch cancel with step upwards into b33. To complement df1, use db3+4 and b33f to get a plus on hit low, or uf1+2 for a grab attempt that goes into qcf4 guaranteed. If you want to be extra pesky at range, try FC df, d, df3 to perform your low slide, into crouch mixups with FC df4 or ws23/ws24. Mash b3+4 to armor through shit with low risk, and close the mid range gap with the occasional ff3.

Get me to intermediate:

Read the guide. Start to incorporate more CH 4 into your game, learn to poke safely and pay special attention to HMS, which can really elevate the oomph of your mixup game. If you find yourself poking for minimal damage, only for all the work to be undone by an opponent's combo, you're either getting too greedy when you're minus, or you aren't getting enough damage when it's your turn and you've got the momentum - HMS can

help with the latter. HMS 3 can also do work to help you bludgeon through stuff with your offense, and the risk is minimal if your opponent doesn't know the matchup and fails to duck.

Additionally, if you are confident enough it can be a great idea to go for a bit of keepout instead of predictably approaching, particularly against characters with poor range and bad running moves. B4 can get you a lot of damage at that awkward mid range.

Remember that you can block, low parry and mask your slide with hitman. Doing f43 into HMS

leaves you very minus, but the properties of the string (speed, range, CH) can make it very compelling to use due to the safety of the stance transition. Consider slide gimmicks after unexpected transitions such as HMS 1+2, d3 into stance or anything that creates space if you want to spice up your mental game.

Optimize your combos, and learn ws23 into 2+3 stuff to compliment your FC game. Also, practice doing slides from different situations (and on both sides, since you will frequently go through opponents with this) so you can be a menace at any moment from long range.

You can also step up your wall game; learn to get the b112 timing consistently for epic wall splats, and learn to threaten the wall with your ws mixup and whiff punishes. Lee does epic damage at the wall and gets the wall situation frequently due to his incredible carry, so spend some time in practice mode fleshing it out.

Get me to high rank:

Learn matchups, pick up secondary characters and check out anti guides, and drill grab breaking in practice mode. Observe higher level players. You'll probably see them using moves you are already utilizing, but a ton of Lee's strengths come from *when* to use things, so pay special attention to how they CH fish and how they deal with risks. There's not much to it, Lee is pretty straightforward and just getting better at the game in general will help you develop a strong Lee.

Links/Players

[Combo Video](#)

[FightingGM](#) (Top American Lee with OG tournament experience)

[Super Akouma](#) (French Lee with very good execution) [youtube](#)

[ImYourFather](#) (OG Lee main from korea)

Guide by UberDuderOfDoomer

[Reddit thread](#)

Check out my other guides:

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