

Lee

Command	Changes
During Rage ↓	• Hitbox expanded downward.
	• Damage changed from 16 to 12.
	• Changed from -16F to -18F on block.
	• Opponent closer on block.
	• Opponent reaction changed on hit.
	• Changed from +3F to +7F on hit.
	• Opponent closer on hit.
	• Hitbox expanded upward.
	• Opponent reaction when hit while downed was changed.
During Hitman	• Damage changed from 15 to 17.
	• Opponent reaction on counter hit was changed.
	• Input window changed from 13F to 22F.
During Hitman	• Opponent reaction when hit while downed was changed.
During Hitman	• Opponent closer when there was no transition to throw from hit.
During Hitman	• Opponent reaction changed on hit.
During Hitman	• Decreased pushback of 1st hit so it hits easier.
	• Opponent reaction when hit mid-air by 2nd hit was changed.
	• Hitbox of 2nd hit expanded downward.
During Hitman ↗	• Causes Wall Bounce on hit.
⇒	• Hitbox expanded downward.
	• Reach increased.
↘	• Hitbox expanded downward.
↓	• Damage changed from 15 to 17.
←	• Damage changed from 6 to 9.
	• Opponent closer on block.
	• Hitbox expanded downward.
←	• Startup changed from 21F to 19F.
←	• Changed from -17F to -15F on block.
	• Opponent farther away on block.
	• Recovery decreased on hit by 2F.
↗	• Damage changed from 32 to 27.
	• Opponent reaction changed on hit.
⇒ →	• Opponent reaction changed on hit.
⇒	• Decreased pushback on 1st hit so it hits easier.
↓ ↘	• Opponent farther away on block.
← ←	• Changed from -2F to +2F on block.
⇒ ⇒ ⇒	• Changed from +1F to +3F on block.
While rising	• Changed from -14F to -13F on block.
	• Opponent closer on block.

While rising ☉☉☉	<ul style="list-style-type: none"> • Startup changed from 14F to 15F. • Changed from -20F to -15F on block. • Changed from -9F to -4F on hit.
While crouching ↘☉☉	<ul style="list-style-type: none"> • Opponent reaction changed on hit.
While crouching ↘☉☉☉	<ul style="list-style-type: none"> • Changed from -22F to -14F on block.
While crouching ↘↓☉☉	<ul style="list-style-type: none"> • Changed from -27F to -23F on block.