

Jann Lee's Move List

Style: Jeet Kun Do

Break System

Name	Command	Height	leads into
Fatal Rash 1	S	HI	
Fatal Rash 1	During Dragon Stance S	HI	
Fatal Rash 2	S S	(HI·HI*3)	
Fatal Rash 3	S S S	(HI·HI*3·MI)	
Fatal Rash 4	S S S S	(HI·HI*3·MI·MI)	
Side Attack	While sidestepping S	MI	
Break Blow	When Break Gauge is 100% full →S	MI	
Break Hold	When Break Gauge is more than 50% full ←S	HI+MI+LO	

Unique Strikes

Name	Command	Height	leads into
Dragon Cannon	P P P P Chargeable	(HI·HI·HI)MI	
Dragon Rush	P P P K	(HI·HI·HI)HI	
Dragon Slicer	P P P ↓ K	(HI·HI·HI)LO	
Combo Knuckle Uppercut	P P → P	(HI·HI)HI	
Combo Knuckle Uppercut – Dragon Stance	P P → P ←	(HI·HI)HI-	Dragon
Dragon Fist	P P ← P P Chargeable	(HI·HI)MI·HI	Success: forward
Combo High Kick	P P K	(HI·HI)HI	
Dragon Storm	P P ↓ K K	(HI·HI)LO·MI	
Combo Thrust Low Spin	P P ↓ K K	(HI·HI)LO·LO	
Sonic Spin Kick	P → P K	(HI·HI)MI	
Sonic Low Spin Kick	P → P ↓ K	(HI·HI)LO	
Sonic Uppercut	P ↓ P P	HI·MI·MI	
Sonic Blow – Dragon Stance	P ↓ P ←	HI·MI-	Dragon
Sonic Step Middle	P ↓ P K	HI·MI·MI	
Combo Low Spin Kick	P ↓ P K	HI·MI·LO	
Jab, High Kick	P K	HI·HI	
Body Uppercut	→ P P	MI·MI	
Body Blow – Dragon Stance	→ P ←	MI-	Dragon
Body Step Middle	→ P K	MI·MI	
Body Low Spin Kick	→ P ↓ K	MI·LO	
Flash Spin Kick	→→ P K	HI·MI	
Flash Low Spin Kick	→→ P ↓ K	HI·LO	
Dragon Fire	← P P P	(MI·MI·HI·MI·MI)	
Double Fist – Dragon Stance	← P P ←	(MI·MI·HI)-	Dragon
Raising Dragon	←← P P Chargeable	MI·HI	Success: forward Miss: BT
Triple Fire Fist	↑ P P P	HI·HI·MI	
Combo Rear High Kick	↑ P P K	HI·HI·HI	
Upper Knuckle	↗ P	HI	
Knuckle Uppercut – Dragon Stance	↗ P ←	-	Dragon
Sway Jab	↖ P	HI	
Low Knuckle	↓ P	LO	
Lead Upper	↘ P	MI	
Dragon Upper	↘↘ P Chargeable	MI	BT
Double Dragon Blast	↙ P P	LO·MI	
Hammer High Combo	↙ P K	LO·HI	
Hammer High Combo – Dragon Stance	↙ P K ←	-	Dragon
Dragon Blow	↓ ↘ → P	HI	
Comet Strike	↓ ↙ ← P	MI	

Name	Command	Height	leads into
Dragon Knuckle	From crouching ← → P	MI	
(New) Double High Step Middle Kick	K K K	HI • HI • MI	
Combo Step Kick	K ← K	HI • MI	
	K ← K ←	HI • MI	BT
Reverse Dragon	K ← K P	HI • MI • HI	Success: forward
			Miss: BT
Snap Spin Kick	→ K K	MI • HI	
Snap Spike Kick	→ K ← → K	MI • MI	
Dragon Step Middle	→ → → K	MI	
Dragon Blaze	← K K P	MI • HI • MI	
Dragon Spike	← → K	MI	
Rear High Kick	↑ K	HI	
Thrust Spike Kick	↓ K K	LO • MI	
Thrust Spin Kick	⇓ K K	LO • LO	
Double Upper Kick	↗ K K	(MI • HI)	
Side Master Kick	↘ K K	MI • HI	
Dragon Strike	↘ K P	MI • MI	
Side Back Kick	↘ K ← K	MI • MI	BT
	↘ K ← K ←		
Blind Red Dragon	↘ K ← K P	MI • MI • HI	
High Shin-Knee Kick	↖ K	HI	
Dragon Low Kick	↙ K	LO	
Dragon Kick	↓ ↘ → K	Unblockable HI	
Dragon Elbow	P + K	MI	BT
Boardbreaker Chop	→ P + K	MI	
Flaming Hammer	→ P + K P	MI • MI	
Blazing Dragon	↘ P + K	MI	
Phoenix Flight	H + K	MI	
Dragon Step High	→ H + K	HI	
Dragon Step High - Dragon Stance	→ H + K ←	HI-	Dragon
Shin-Knee Middle Kick	← H + K K	MI • MI	
Dragon Flare	↑ H + K	MI	
Low Spin Kick	↓ H + K	LO	

■ Dragon Stance Attacks

Name	Command	Height	leads into
Flash Jab	P	HI	
Flash Body Blow	→ P	MI	
Flash Kick	K	MI	
Flash Step Mid	→ K	MI	
(New) Flash Fang	↓ K	(LO • HI)	
Dragon Cluster	P + K	(HIx5)	Dragon
(New) Dragon Blaze	P + K P + K	(HIx5) (MIx5)	
(New) Final Bite	P + K P + K P + K	(HIx5) (MIx5)MI	
Dragon Burst	→ P + K	MI	
Dragon Counter	H	MI K Parry	

■ Back-Facing Attacks

Name	Command	Height	leads into
Turn Jab	P	HI	
Turn Body Blow	← P	MI	
Blind Knuckle	↖ P	HI	Success: forward
Turn Low Knuckle	↓ P	-	Miss: BT
Turn High Kick	K	HI	
Turn Side Kick	← K	MI	
Turn Spin Kick	↓ K	LO	
Blind Elbow	P + K	MI	BT
(New) Turn High Launcher	H + K	HI	

■ Throws

Name	Command	Height	leads into
Hell Drive	T	High foe's front	
Volcano Fist	→ T	High foe's front	
Dragon Stance	Near wall → T · P + K ※ Can combo into Dragon Stance attacks	-	Dragon
(New) Dragon Tail	← T	High foe's front	
Dragon Gunner	→ → T Behind foe → → T	High foe's front H High foe's back H	
Bulldogging Head Lock	↓ ↘ → T · T	High foe's front	
Dragon Smasher	Near wall ↓ ↘ → T · T	High foe's front	
The Way of the Dragon	↓ ↙ ← T	High foe's front	
The Fall of the Dragon	Near wall ↓ ↙ ← T	Wall	
Dragon Rave	Behind foe T	High foe's back	
Boardbreaker Punch	Behind foe → T Behind foe ↓ ↘ → T	High foe's back	
Front Face Lock	To crouching foe ↓ T	Low foe's front	
Dragon Breath	To crouching foe ↙ T	Low foe's front	
Punishment Punch	To crouching foe's back ↓ T	Low foe's Back	

■ Holds

Name	Command	Height	
Godless Short Knee	Against foe's high punch ↖ H	High P	
Trace Gunner	Against foe's high kick ↖ H	High K	
Double Bind	Against foe's mid punch ← H	Middle P	
Sweep Spike	Against foe's mid kick → H	Middle K	
Deep the Dragon	Against foe's low punch ↙ H	Low P	
Dragon Twist	Against foe's low kick ↙ H	Low K	
Dragon's Roar	Against foe's jumping punch ← H	Jump P	
Dragon Revenge	Against foe's jumping kick → H	Jump K	

■ Ground Attacks

Name	Command	Height	leads into
Low Snap Kick	↓ K	-	
Enter the Dragon	↑ P + K	-	

■ While getting up Attacks

Name	Command	Height	leads into
Get Up Middle Kick	Lying face up with feet towards foe K	MI	
Get Up Low Kick	Lying face up with feet towards foe ↓ K	LO	
Dragon Blast	Lying face up with feet towards foe P + K P	MI	
Get Up Middle Kick	Lying face down with feet towards foe K	MI	
Get Up Low Kick	Lying face down with feet towards foe ↓ K	LO	
Get Up Middle Kick	Lying face up with head towards foe K	MI	
Get Up Low Kick	Lying face up with head towards foe ↓ K	LO	
Get Up Middle Kick	Lying face down with head towards foe K	MI	
Get Up Low Kick	Lying face down with head towards foe ↓ K	LO	

■ Special Moves

Name	Command	Height	leads into
Step Out	↙ P + K	-	Dragon
Switch Step	↓ P + K	-	
Switch Step - Dragon Stance	↓ P + K ↓	-	
Taunt: Shout	A P L	-	
Taunt: Dragon Pressure	→ A P L	-	Dragon
Taunt: Dragon Counter	Against foe's mid kick ← A P L	MI K Parry	
Taunt: Try to hit me!	↓ A P L	-	