PASSIVE: FLURRY = INNATE: After casting an ability, Lee Sin's next 2 basic attacks within 3 seconds gain 40% bonus attack speed and restore energy. The first attack restores 20 / 30 / 40 (based on level) energy and the second attack restores「 half of that amount. 」

Q : SONIC WAVE / RESONATING STRIKE = ACTIVE: Lee Sin fires a sonic blast in the target direction that deals physical damage to the first enemy hit and marks them for 3 seconds, during which they are revealed. While the target is marked, Lee Sin can cast Resonating Strike. ACTIVE: Lee Sin dashes to the nearby enemy marked by Sonic Wave. Upon arrival, he consumes the mark and deals physical damage, increased by 0% − 100% (based on target's missing health). Iron Will and Cripple can be cast during the dash.

W : SAFEGUARD / IRON WILL = ACTIVE: Lee Sin dashes to the target allied unit's location. If the ally is a champion upon arrival, both they and Lee Sin gain a shield for 2 seconds and Safeguard's cooldown is halved. Lee Sin can self-cast Safeguard to shield himself. After Safeguard is cast, Lee Sin can cast Iron Will Iron Will within the next 3 seconds. ACTIVE: Lee Sin gains life steal and spell vamp for 4 seconds.

E : TEMPEST / CRIPPLE = ACTIVE: Lee Sin smashes the ground beneath him, dealing magic damage to nearby enemies, marking them for 4 seconds and, if they are not invisible when struck, revealing them for the same duration. If Tempest hits an enemy, Lee Sin can cast Cripple Cripple within the next 3 seconds after a 0.1-second delay. ACTIVE: Lee Sin sends a wave to nearby enemies marked by Tempest, which slows them for 4 seconds, decaying over the duration.

R : DRAGON'S RAGE = ACTIVE: Lee Sin roots the target enemy champion over the cast time, then roundhouse kicks them to deal physical damage and knock them back up to 800 units over 0.8 seconds, rendering them airborne for 1 second. Enemies that collide with the displaced enemy while it is airborne take the same damage plus bonus physical damage and are Airborne icon.png knocked up for 1 second.