

Draxis; Dog of War

Draxis was a recruit in the Noxus military, and anyone who witnessed him fight could feel the bloodlust emanate from him, but his fighting wasn't just savage, it was ingenious. He learned from every fight how to better keep himself from harm while dealing out more of his own harm, and he quickly rose in rank. Then the league of legends opened up and the fighting between Demacia and Noxus ceased, so he joined up with the league.

passive(battlefield modification): Draxis gets a shield that grows with the number of units he has killed. If damaged or destroyed, it regenerates after 10 seconds of Draxis not taking damage. (starting value: 50) While his shield is not destroyed, his health and Mana regeneration are increased by 50%.

q(guttural slash): Draxis slashes with his axe at a short arc in front of him dealing 100/125/150/175/200 + (90% attack damage) physical damage. This damage is instead true damage if his shield from battlefield modification is currently destroyed. (cost: 50 health, 45/50/55/60/65 Mana)(Cooldown 14/12.5/11/9.5/8 seconds)

w(cleave in twain): Draxis smashes his axe into the ground in front of him, sending forth a rippling effect in the ground, dealing 110/120/130/140/150 + (100% attack damage) physical damage as it goes. enemies hit by his axe in this attack take an additional 30/35/40/45/50 + (10% attack damage) physical damage and are knocked up. (cost: 60/70/80/90/100 Mana) (Cooldown 10/9.5/9/8.5/8 seconds)

e(shield bash): passive: Draxis's shield from battlefield modification permanently increases by 1/2/3/4/5 each time he kills an enemy unit, this bonus is doubled if the unit was an enemy champion.

Draxis charges to an enemy champion within 600 units and rams into them with his shield, knocking them back 100 units and rooting them for .8/1/1.2/1.4/1.6 seconds, dealing 20/25/30/35/40 + (75% of the current value of the shield from battlefield modifications). (cost: 100/110/120/130/140 Mana) (Cooldown 22/20/18/16/14 seconds)

r(Bloodrage): Draxis goes into a bloodrage, disabling battlefield modifications and shield bash for the duration. He gains 200/350/500 temporary health for the duration that is lost first, +60% movement speed, and his melee attacks gain bonus magic damage (50% of his "battlefield modifications" shield value) (Duration 8/10/12 seconds)(cost: 100/125/150 mana)(Cooldown 60/50/40 seconds)

(example base stats)

Max Hp: 575

Max Hp per level: +100

Hp regen: 9.5/5sec

Hp regen per level: .95

Max Mp: 300

Max Mp per level:30

Mp regen: 7

Mp regen per level: .4

Base AD: 55

Base AD per level: 5

Attack speed:.625

Attack Speed per level:+2%

Armor:30

Armor per level:3

Magic resist:30

Magic resist per level:1.25

Movement speed: 340

Range: 175