

Emiki's Twisted Fate Marksman Rework

Introduction and Rationale:

So some of you may remember me from my Kindred rework last year, and now I'm gonna work on Tf. Tf's kit is arguably outdated as fuck, but I also recognise that his simplicity is what makes him TF. So I wanted to go for a pantheon level of rework, where I don't change too many things and just try to modernize the kit.

Buuuut in the end my marksman bias overtook me and I couldn't resist the urge to convert him into a marksman. My inner CertainlyT is itching to make a move so there's some of that overloadedness you can find (like in his new passive). But anyway I digress. I hereby present Emiki's Twisted Fate Marksman Rework.

Base Stats

Stat	Original	New
HP	534 + 94	540 + 88
HP regen	5.5 + 0.6	5.4 + 0.6
MP	333 + 19	320 + 24
MP regen	8 + 0.8	8 + 0.8
Armour	21 + 3.15	24 + 3
Magic resist	30 + 0.5	30 + 0.5
Attack damage	52 + 3.3	56 + 3
Attack range	525	575
Attack Speed	0.651 + 3.22%	0.666 + 3.00%
Movespeed	335	325

Brief explanation: mostly bringing TF's stats closer to that of a marksman. Notable changes are the decreased HP and movement speed, and increases to base AS and AR.

Passive: Stacked Deck (new ability)

Twisted fate's deck of cards rotates between 4 special cards, each with a unique on-attack effect which only procs against champions. Attacking an enemy unit consumes the card, moving it to the next one. Card effects scale with ult level.

Ace: This attack gains 6/10/14/18 flat hybrid pen.

Jack: This attack slows the target's movespeed by 10% and grants true sight of the target for 2/3/4/5 seconds.

Queen: This attack restores HP equal to 6/8/10/12% of damage dealt.

King: This attack generates 12/18/24/30 gold. Against non-champions this always grants 3 gold.

Brief explanation: the only 'new' thing in this rework. Yes I know it smells like Aphelios. This ability promotes more auto attacking and can lend for some interesting patterns like setting up king card for lane poking enemies, or mid game bursting with ace card. Jack and queen cards are definitely more foreign, but provides general utility which is a running theme for TF in my opinion.

Q - Wild Cards (same ability)

Damage from 60/105/150/195/240(+65% AP)
to 60/100/140/180/220(+60% bonus AD)(+60% AP).

NEW EFFECT - Wild Cards gains the effect of Stacked Deck's current card (still only proccing on champions with the exception of King), but does not consume the card.

Brief explanation: just adding an ad ratio to make ad builds like not troll. ~~Might promote gunblade first item as a side effect.~~ (just kidding season 11 items goes brr)

W - Pick a Card (same ability)

Blue Card damage from 40/60/80/100/120(+100% AD)(+90% AP)

to 40/60/80/100/120(+100% AD)(+75% AP)

Red Card damage from 30/45/60/75/90(+100% AD)(+60% AP)
to 30/40/50/60/70(+110% AD)(+60% AP)

Gold Card damage from 15/22.5/30/37.5/45(+100% AD)(+50% AP)
to 20/30/40/50/60(+100% AD)(+50% AP)

Red Card AoE from 100 to 200, damage to minions decreased to 75%

Brief explanation: slight revert on the blue card ap ratio, while making red card an attractive choice for AD builds (breaks even at 200 AD). also i think red card is underused, so increasing aoe but tuning back on minion damage prevents it from being op for lane control.

E - Gimmicked Dice (reworked ability)

Passive: Twisted Fate cannot critically strike. Twisted Fate gains an on-hit effect which grants a stack of Gimmicked Dice. At 6 stacks, the attack deals 60/70/80/90/100(+40% AP) (x1.1/1.2/1.3/1.4/1.5 + 0.01 per crit chance) extra magic damage and resets the stacks. In addition, scoring a takedown sets the stacks to 6.

Brief explanation: I found it interesting that TF's pick a card states explicitly that the attack cannot crit, so i decided to develop on that questionable feature and rework his old E. notice the multiplication factor, which makes his E scalings look deceptively weak. Reset mechanic probably makes mid teamfight destiny/gate more appealing.

R - Destiny/Gate(same ability)

Cast Range from 5500 to 3500/4500/5500

Cooldown from 180/150/120 to 160/140/120

Brief explanation: making the ability more accessible at early levels so that adc tf wont be so sad.

Gameplay Projection:

Aside from the obvious AD tf being vastly more viable, on-hit tf also becomes more viable due to the new passive and E. An off meta AP crit build can be used to maximise E damage in a similar vein to Kayle.

Normal AP TF will still be able to do their standard burst combo with an Ace card and stacked E, which provides some more skill expression in setting up a one shot (used to be just E, and even then if you can get 4 attacks off you might not need to set that up).

A bit of a Aphelios mainhand offhand thing going on with his passive where you can have combo variations, for example using Ace W into Jack Q to slow and reveal targets.

I think something easily overlooked is TF's 1v1, you can now literally dog people down with permaslow and true sight from Jack, not even counting the control from W. Definitely going to be useful against stealthy motherfuckers.

Item Projection:

Rageblade - while Phantom hit does not interact with his new passive, it can still be valuable to get it for the E.

IE double zeal - this was definitely in my mind when i started working on this.

Full tank TF - err, probably not