

Celeste, the Angel's Cantabile

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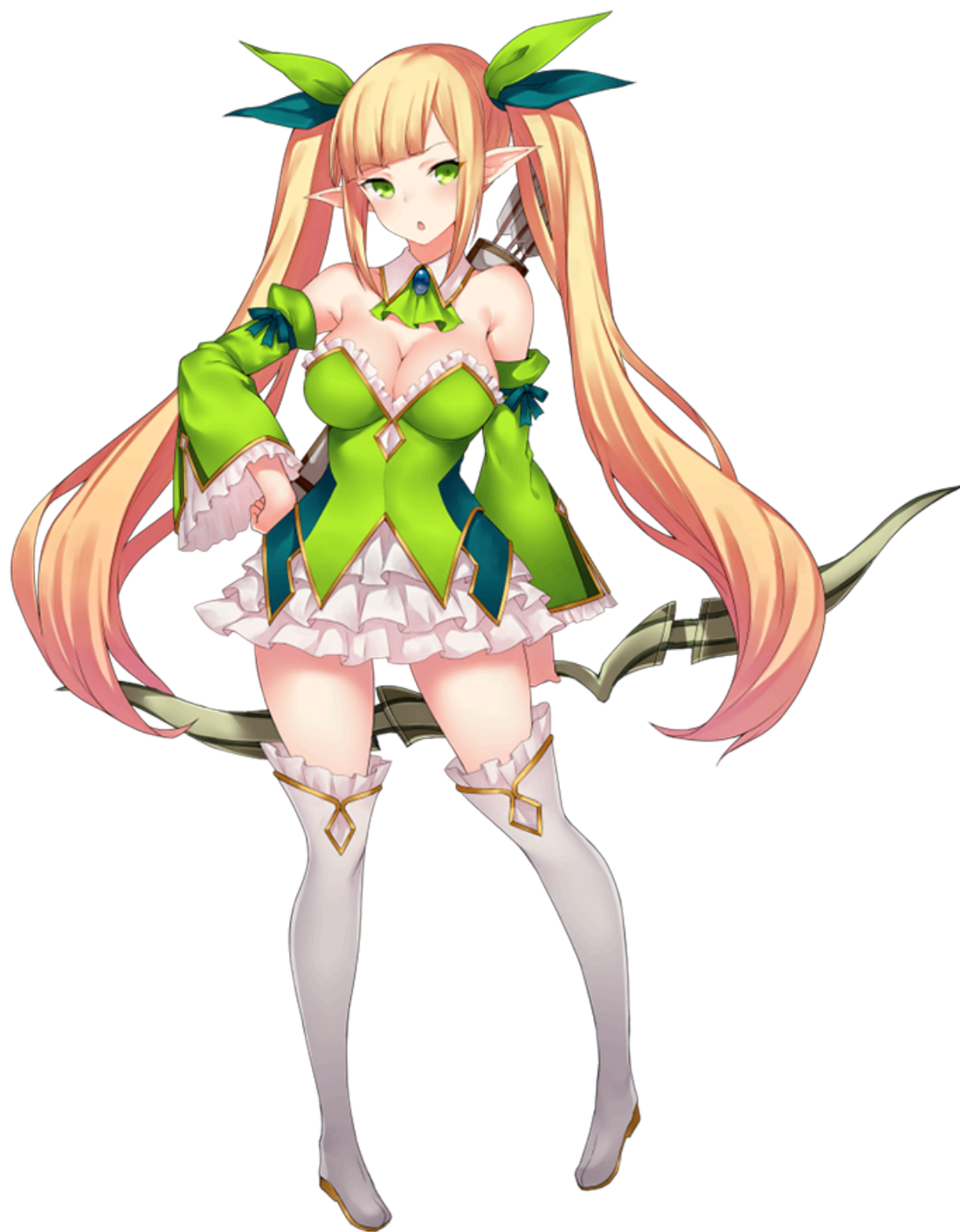
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(concept image taken from danbooru since i cant draw. Spica from sennen sensou aigis. Art by inayama)

Adjustments from picture: celeste probably wears a large wizard hat too



Introduction:

So, I bring forth, from the depths of *completely original ideas*, a female champion with a music theme.

crowd groans *hurr durr sona seraphine* I know. But anyway...

Celeste is an enchanter marksman who provides various auras to her team. Her complex kit includes a variety of tools, such as a shield, a dash, terrain pathing, but most notably, a timing mechanic which allows rhythm gamers to express their skill.

Base Stats:

Primary Resource: HP

Secondary Resource: Mana

HP: $525 + 80$ | HP regen: $5 + 0.7$

MP: $340 + 35$ | MP regen: $7 + 0.7$

Armour: $23 + 3$ | Magic resist: $30 + 0.5$

Attack damage: $50 + 3.00$ | Attack range: 600

Attack speed: $0.625 + 2.0\%$ | Movement speed: 325

Abilities:

Passive - Harmonic Counterpoint

Static cooldown: 11(-1 per champion level, capping at -11 at level 11) (post effect)

Whenever Celeste casts a spell, she tethers to the closest allied champion within 800 units for 8 seconds.

While the tether persists, Celeste and the ally restore 3(+0.5 per champion level)(+2% bonus AD) HP per second, and their attacks against enemy champions deal 2(+1 per champion level)(+3% AD) magic damage on-hit.

Harmonic Counterpoint has no cooldown if Celeste's level is 11 or higher.

Harmonic Counterpoint will not proc if no allies are in range when Celeste casts an ability.

If the tethered ally moves 800 units away from Celeste, the tether breaks and the ability goes on cooldown.

Both Celeste and the ally can see the tether range.

Vfx: the tether is light green.

Q - Angelic Symphony

No target/Point target | Radius: 800
Cooldown: 4 (post effect) | Cost: 80 Mana

Celeste begins playing a symphony with four Movements. Each Movement has an effect which procs upon cast, followed by an aura which empowers Celeste and nearby allied champions with various effects based on the Movement.

Each Movement lasts up to 6 seconds, but the total duration of four Movements cannot exceed 12 seconds. While playing the first, second, or third Movement, Celeste may recast this ability to play the next Movement. If not, the symphony ends and 12(-duration of symphony) seconds is added to the cooldown. The ability recast has a static cooldown of 2 seconds.

First Movement - Sonata

Active: (No target) Celeste fires bolts of energy at enemy champions in a 800 radius aoe, dealing (6/7/8/9/10(+2% bonus AD)% target's current HP) magic damage and slowing them by 25% for 1 seconds.

Aura: Celeste and nearby allied champions gain 2/3/4/5/6(+3% bonus AD)% movement speed.

Second Movement - Andante

Active: (No target) Celeste gains a shield which blocks 30/60/90/120/150(+50% AD)(+50% AP) damage, which lasts for the duration of this Movement.

Aura: Celeste and nearby allied champions gain 20% **tenacity**.

Third Movement - Scherzo

Active: (Point target) Celeste dashes up to 400 units in the target direction.

Aura: Celeste and nearby allied champions gain 10/15/20/25/30 basic Ability Haste.

Fourth Movement - Allegro

Active: (No target) Celeste's next three attacks deal 20/30/40/50/60(+15% **bonus AD**) additional **magic damage**.

Aura: Celeste and nearby allied champions gain 8(+1/2/3/4/5% **AD**)% attack speed.

Any remaining shield gained from Andante decays over 1 second when the Third Movement starts.

Scherzo's dash can dash through terrain, and dashes at a speed of 1200.

Allegro's empowered attacks only proc while the Symphony is in play.

Vfx: the colour of the auras Sonata, Andante, Scherzo, Allegro is **purple**, **orange**, **pink**, **red** respectively.

W - Consonance/Dissonance

Point target | Range: 900 | Radius: 100 | Speed: 1600

Cooldown: 14 | Cost: 90 Mana

Consonance

Celeste unleashes a Consonant sound wave in the target direction. The sound wave deals 30/45/60/75/90(+30% **AP**) **magic damage** to enemies it collides with, increased to 60/90/120/150/180(+60% **AP**) **magic damage** if the target is more than 450 range away from Celeste upon impact.

Celeste can cast Dissonance within 3 seconds of casting Consonance.

Dissonance

Celeste unleashes a Dissonant sound wave in the target direction. The sound wave deals 30/45/60/75/90(+30% AP) magic damage to enemies it collides with. If an enemy was damaged by Consonance, it is also charmed for 0.6 seconds, increased to 1.2/1.4/1.6/1.8/2.0 seconds if the target is less than 450 range away from Celeste upon impact. The charm applies a 60% slow.

The mark expires when Dissonance's projectile disappears.

E - Metronome Quiver

Point target | Search range: 600/650/700/750/800 | Projectile range: 800/850/900/950/1000
Radius: 100 | Speed: 2500
Cooldown: 10/9/8/7/6 (post effect) | Cost: 90/80/70/60/50 mana

Active: Celeste sets her bow horizontally in front of her and enters an alternate form temporarily, ignoring unit collision while maintaining the form. Celeste may not basic attack in this form, but she may move and cast other spells normally.

The bow starts off facing in the targeted direction. For the duration, her bow is free to rotate around Celeste, and automatically faces the nearest enemy unit within range. If the last enemy unit would leave the search radius, the bow retains its facing angle until another enemy unit reenters.

Celeste then shoots 4 magical shards over time, in fixed intervals of 2.5 - 1(based on attack speed) seconds, starting with a half interval (as opposed to firing a shard upon cast).

Recast: Within each interval (after the initial half interval), Celeste may recast this ability once, timing it as close as possible to the middle of the interval. The damage of the shard is modified based on the accuracy of this timing.

If Celeste does not recast this ability within the interval, Metronome Quiver ends and Celeste returns to her normal form. Alternatively, double tapping the recast ends Metronome Quiver immediately.

After the interval, Celeste fires a magical shard in the facing direction of her bow, dealing 40(+110/120/130/140/150(+50% crit chance)% AD) magic damage to all enemies it passes through. The shard's damage is decreased by 20 - 50(based on timing accuracy)% if the recast was mistimed. The shard's pre-mitigation damage to each target is further decreased by 10% for each subsequent target hit, down to a minimum of 60% at 4 targets hit.

The exact formula for the duration of the interval is $0.5 + 1/(0.5(+0.5 \text{ per } 100\% \text{ bonus attack speed}))$, capping at 300% bonus attack speed. Temporary attack speed buffs or auras do not count towards the attack speed scaling. Attack speed from items, growth, aspd shard, legend alacrity all count.

The timing for Metronome's recast can be expressed as -50% to +50% of interval duration, with -50% being the start of the interval and +50% being the end. If the recast is within $\pm 20\%$ of the interval duration, the damage is not reduced. Otherwise, the shard's damage is reduced by 1% for each % of inaccuracy, from a minimum of 20% reduction at 20% inaccuracy to a maximum of 50% reduction at 50% inaccuracy.

The time at which the ability is recast does not affect when the shard is fired; the shard always fires at fixed intervals. Because the activation cast starts at a half interval, the first shard always hits with 100% timing accuracy.

The recast is not a spell cast for Sheen (and its upgrades) or for Harmonic Counterpoint.

The shard applies on-hit effects and additional damage/on-attack effects at 100% effectiveness to the first target hit. This means the shard can proc spellblade.

Hard cc will immediately end the effects of Metronome Quiver, but silence and disarm will not.

Vfx: A metronome appears above Celeste and is visible to all players (like tf W). Celeste's bow changes shape and shines bright green when the ability is active. The shards are green.

Sfx: the metronome ticks at double the rate at which the arrows fire. The bow draws a shard on the first tick and fires it on the second. The first tick is also the time at which Celeste should time the recast.

R - Fantaisie Impromptu

No target | Radius: 800 | Duration: 6/7/8
Cooldown: 180/170/160 | Cost: 100 Mana

Celeste gains an aura which grants herself and nearby allies 15/20/25(+5% bonus AD)(+5% AP) Adaptive Force, displacement immunity, and the ability to ignore terrain collision.

In addition, the aura provides 30/40/50(+5% AP)% damage reduction for the first 2 seconds.

Enemies can see the border of the aura's aoe.

The aura provides unobstructed vision to allied champions in terrain, but in return they will be revealed to enemies within their line of sight. (same as aurelion sol e)

Allies inside terrain will be ejected immediately if they exit the aura's aoe.

Vfx: phantom angel like wings appear on Celeste. The aura's colour is golden.

General Projection:

Overview:

Celeste is best described as a support marksman who brings powerful auras and utility to any teamfight. Celeste draws parallels to the Bard class in FFXIV. She also has notable magelike qualities in her W and E.

Basic Ability Discussion:

Passive: Harmonic Counterpoint

Harmonic Counterpoint is one of the many factors which nudges Celeste into the bottom lane, where she can consistently utilize the allied healing and on-hit damage.

In lane, Harmonic Counterpoint has quite a long cooldown, which can be punished.

Q - Angelic Symphony

Angelic Symphony is the crux of Celeste's kit, using a 4 part ability in a similar fashion as Riven or Aatrox Q. However, it comes with 2 major distinctions.

The first, is that the ability provides an aura which is different for each Movement. The second is that the ability's total duration is fixed. This means that whenever an aura's effect is prioritized, it comes at the opportunity cost of another aura's duration.

The ability casts also proc effects on cast. Among the four, Andante's shield and Scherzo's dash offer Celeste outplay tools in combat.

The auras provide a deceptively high amount of value in stats alone, which point towards Celeste's strength in teamfights where she can buff up the most allies. However, a lot of the aura's strength is in the AD scaling, which leaves support Celeste weaker than it would initially seem.

W - Consonance/Dissonance

Celeste's basic utility spell which comes in a damage centric portion and cc centric portion. The way the ability works is high damage when far, followed by long charm when close. This makes the ability shine best against enemies who are chasing her, since she can use both casts to maximum effect. While enemies directly on top of her need not fear the damage from Consonance, the long charm is often dangerous on its own.

Holding the recast after marking an enemy with the first also serves as a zoning tool, because marked enemies will be reluctant to run straight into a charm.

E - Metronome Quiver

Metronome Quiver acts as a form changing ability, similar to jinx q or twitch r. In this case, attack speed is traded for a line attack. Notably, it provides Celeste with additional range, so it shines better when Celeste is being zoned away from fights.

There is an anti synergy with Allegro's aura, which provides attack speed, but cannot be utilized by Metronome Quiver. Thus, ideally speaking, Metronome Quiver should not be used together with Allegro.

(Literally "now, you too can play osu in league". A rhythm interaction in the champion kit is unheard of in league so far, but there was an ability from BvO (bleach vs one piece, a moba) which used this timing mechanic, but it required the use of arrow keys, which i think is not super viable for league.

Thus i wanted to decrease the additional factors the player would have to think about when using this ability. I included mechanics like auto targeting, and the half interval start, and even moved this ability to E since many osu players use their middle finger, allowing the player to focus more on the timing.

Admittedly, the timing window is extremely lenient by rhythm game standards, but i thought it shouldnt be too strict in a moba game.)

R - Fantaisie Impromptu

A powerful teamfight changing ability, Fantaisie Impromptu's usage comes mainly in two ways. The first is to negate a powerful engage from the enemy using its damage reduction and displacement immunity. The second, is to create a different skirmish environment by utilizing the terrain pathing allowed by the aura. It is exceptionally powerful at breaking concaves, and in a pinch can be used to escape dragon/baron pit like a ryze ult. While the Adaptive Force bonus is not a defining feature of the ability, it is by no means little, as it can provide a lot of stats in the late game.

Fantaisie Impromptu is an extremely powerful ability, but it does have a very high cooldown which can be exploited.

Basic Item Discussion:

Celeste's main build is full crit, prioritizing items with high AD to make full use of her Q and E scalings. An example build path would be Essence Reaver > IE

Support Celeste can make use of Moonstone Renewer/Locket and go into Forbidden Idol items.

Sheen - Celeste's frequent spell spamming makes Sheen a high value item for her.

AD - Celeste's ample AD scalings make great use of AD from items.

Critical Strike - Celeste's crit scaling on her E makes crit a worthwhile purchase on her.

Penetration - As Celeste's damage is fairly mixed, it is often inefficient to purchase penetration.

AP - Celeste's AP ratios are mediocre at best, but supports who are on a budget would not mind having AP for some power in W and R.

Basic Rune Discussion:

ADC Celeste can use any precision keystone relatively well, with a notable keystone in conqueror which Celeste can stack quite easily in the late game with Metronome Quiver.

Support Celeste would be hard pressed to not go Summon Aery, as her auras abuse Aery very well. It also provides her with a way to proc Staff/Censer without Moonstone. Alternatively, Guardian or Spellbook are good keystones as well.

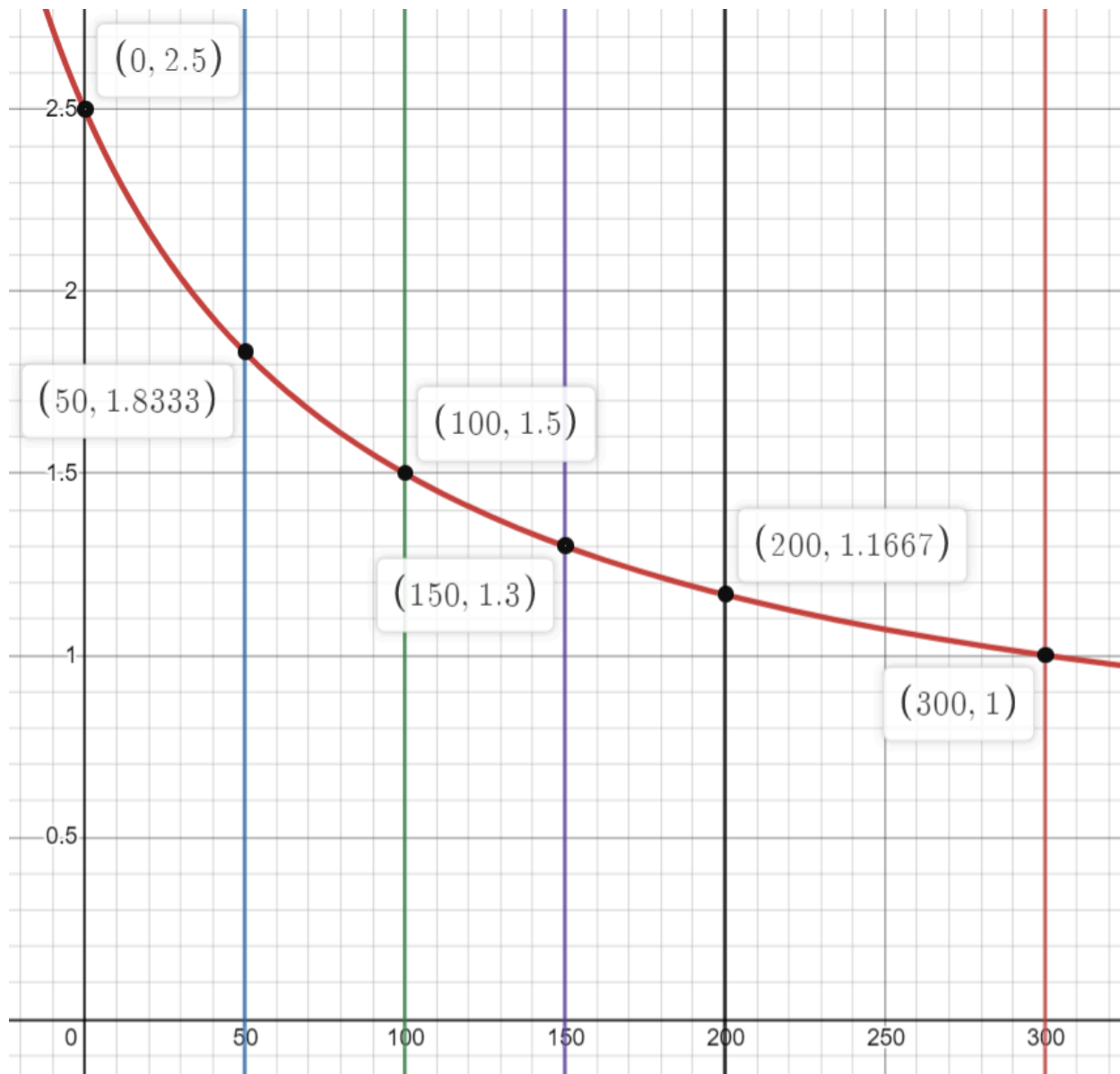
Basic Role Discussion:

As her classes may suggest, Celeste being a marksman is well suited to play the adc position, and her enchanter qualities make her a good support as well.

Celeste is easily outclassed in mid, and is a meh top laner and probably a really bad jungler.

Additional info:

Graph of Metronome Quiver interval duration (y axis) against bonus attack speed (x axis)



Closing Thoughts:

I mean i can still hear you screaming sona seraphine or whatever from here, but like i wanted to bring more thematic relevance to the music part of the champion. So in Celeste's kit youll see a lot of music terms which actually relatively correspond to how they would play.

Like sonata and allegro being fast movements which are reflected by mspd and aspd buffs, and then there is andante which means 'walking pace', reflected by the tenacity and shield, which bring a sort of slowness to a skirmish where she is battle ready instead of juking and running

around, in contrast to scherzo which means 'joke', and ~~what better way than to make the whole champion a joke~~ i chose to express that as a dash.

There is also the important metronome thing going on, and consonance/dissonance uses the idea of octave consonance (far) and minor second dissonance (close). Impromptu is reflected in the terrain pathing, and counterpoint has the allied tether.

~~like seriously seraphine's whole kit has nothing to do with music other than the ability name and art. Ive ranted endlessly about seraphine already but this is a celeste closing thoughts not another seraphine rant so:~~

I havent released a champion of aphelios tier bullshit ever since my kindred rework which was among my first works, and admittedly i drew a lot of inspiration and mechanics from there, which is just very lazy from a creator perspective but it made me realise how much i wanted those mechanics in the game, and when they finally do i'll be able to find out if what i saw in the mechanic is actually the way it is.

I obviously cant play celeste to find out how she would actually play in game, but i think her Q and E are rather unique mechanics and would be fun to play. Her R would no doubt put her in the kalista and ryze category of permaban in pro play while shit in solo queue, but im okay with that.

Also, since my champion naming ability has been brought into question (you know who you are), id like to take this chance to inform you that a celeste is a musical instrument.

I know this was a long read, but for a champion of this level of complexity it helps to give more insight as to how the champion's abilities came to be. From an aspiring creator's point of view i think this type of thematic connection is something i like to see in champion design, and while im not claiming to be good at it, i want to continue doing these type of champions in the coming future.

cheers~

Patch notes:

190221 - champion release

031121 - changed q scaling, spelling edit

240724 - necroudate