

Melee/ranged Hybrid

Pure AD Build.

Stats:

Health: 450 (+65 per level)

Health regen: 4.75 (+0.55 per level)

Attack range: Melee, normal melee (Whatever range that is) Ranged: 750.

Attack speed: .625 (+4% each level)

Attack damage: 50 (+3 per level)

Movement speed: 375

Armor: 18 (+1.25 per level)

MR: 30 (+.5 per level)

Mana: 150 (+24 per level)

Mana Regen: 6.5 (+.5 per level)

Roles: Marksman/Assassin

Resources: Mana

Passive: Gains an AD % buff on BONUS (as in AD aquired from weapons/masteries/runes, applies AFTER masteries with % buffs) AD. (Lvl 1: 5%, lvl 6, 10%, lvl 12: 15%, lvl 18: 20%)

Q:

Melee: Sombre Strike: Targeted Dash. (range of 575)

Champion dashes to target enemy, Applying 1 25/30/35/40/45% Slow for 2 seconds and dealing 40/80/120/160/200 + 40% AD damage. 25/22/19/16/13 CD.

Ranged: Bounty's Mark.: Skillshot (Range of 1250)

Champion shoots a projectile. The first enemy hit takes 30/60/90/120/150 + 40% Damage and marked with a bounty debuff for 5 seconds. The 2nd enemy struck will take 15/40/65/90/115 and

will receive a bounty debuff for 5 seconds (If enemy is killed before the debuff goes away, you gain +50 gold) CD 15/12/9/6/3

W:

Melee: Blade of Ruin: Selfbuff

Champion readies for a surprise attack, dealing 20/40/60/80/100% AD as bonus damage, and dealing a 50% Slow if striking enemy from behind. 15/13/11/9/7 CD

Ranged: Calibrations! *Insert Garrus face* Toggle.

On: Champion gains +105/110/115/120/125 ranged on AA.

Off: Champion gains 10/20/30/40/50% Attack speed

E:

Melee: Mortal Draw (Yes, Hidden Twilight princess easter egg): Skillshot: Range of 400

Champion swings sword for a deadly drawcut, dealing 20/40/60/80/100 +25% AD as True damage 30/25/20/15/10 second CD

Ranged: Just another kick in the head: Target ability, 500 Range

Champion uses the sword as a battle pole, using momentum to jump on the enemy and deal 20/40/60/80/100 + 50% AD damage before vaulting off, launching the enemy 600 range units away. 20/17.5/15/12.5/10 second CD

R: Swap ability, 25/20/15/10 second CD

In Melee: Show aggression: Target ability: 750 range

Champion dashes to the enemy, slicing them for 100/125/150/175 +50% AD before using them as a launch pad and jumping back 750 range units. stuns for 1/1.25/1.5/1.75 seconds. Swaps to ranged after this.

In ranged: Take Control: Target dash: 750 ranged:

Champion Shoots the enemy in the foot, rooting them for 1 second before dashing to them and dealing 100/125/150/175 +50% AD damage, Swaps to melee after this

(note: Both forms have DIFFERENT CD's, besides the Ult)