

Heian, Bloodthirsty Thracian

Base Statistics

Health 610 - 2446 (+108)	Mana 340 - 1105 (+45)
Health regen. (per 5s) 8 - 18.2 (+0.6)	Mana regen. (per 5s) 10.85 - 25.3 (+0.85)
Armor 31 - 110.9 (+4.7)	Attack damage 63 - 127.6 (+3.8)
Magic resist. 32 - 66.85 (+2.05)	Crit. damage 200%
Move. speed 340	Attack range 125
Base AS 0.8	Attack windup 17%
AS ratio 1.2	Bonus AS 0 - 20.83% (+1.225%)
Missile speed N/A	Additional attack speed needed to cap at level 18 162.75%

Abilities

Martial

STANCE COOLDOWN (STATIC): 0.8

P

Revolution

INNATE: Heian alternates between *Opening Stance* and *Ending Stance* whenever he uses a basic ability. Each ability in a given stance has a unique cooldown, independent of its companion ability in the opposite stance. He starts the game in *Opening Stance*.

INNATE - Siccae Mastery: Heian wields a pair of Siccae. He begins attacking with his **Left Sica**, and alternates between his **Left Sica** and **Right Sica**, with each blade deals **60 / 65 / 70 / 75% AD physical damage** (based on R level), and applies **on-attack**, **on-hit** and **lifesteal** effects at 100% effectiveness. If he is missing a **Sica**, his **total attack speed** is reduced by 40% as he only strikes with his remaining **Sica**. If he is missing both, he cannot initiate an attack except against targets with an *Embedded Sica*.

When **Heian** initiates an attack or damaging ability against an enemy with an *Embedded Sica* within 150 range of himself, he retrieves one embedded **Sica** in the process (prioritizing the **Left Sica** if he is in his Ender stance, or the **Right Sica** if in the Opener stance). In doing so, he applies **Grievous Wounds** to the target for 4 seconds, deals **10 / 25 / 40 / 55 / 70 (+70% Bonus AD) bonus physical damage** (based on W level) to the target, and inflicts them with a bleed for 5 seconds, which deals **10 / 25 / 40 / 55 / 70 (+70% Bonus AD) bonus physical damage** (based on W level) every 0.5 seconds over the duration and executes minions and non-epic monsters if they would be damaged below **30 - 70 (based on level) health**.

Mindful Kata

COST: 40 MANA **COOLDOWN:** 9 / 8 / 7 / 6 / 5 **CAST TIME:** 0.35– 0.175 (based on bonus attack speed) **WIDTH:** 120 **SPEED:** 3200



OPENING STANCE - Piercing Throw: Heian empowers his next basic attack within 5 seconds to have an uncancellable windup, become ranged with 350 range. The attack becomes a skill shot centered on the target, throwing his **Left Sica** to deal **20 / 65 / 110 / 155 / 200 (+120% AD) physical damage** to the first enemy hit. The thrown **Sica** applies **on-attack**, **on-hit** and **lifesteal** effects at 100% effectiveness and can **critically strike**. If this attack kills the target, his **Left Sica** continues onward to deal 100% damage to the next enemy it hits. Otherwise, his **Left Sica** becomes *Embedded* in the target for 7 seconds.

Enemies with a **Sica Embedded** in them are **slowed** by 30%, decaying to 10% over 1 seconds, and suffer **Grievous Wounds** for the first 3 seconds. While *Embedded*, his **Left Sica** becomes unavailable, locking **Heian** out of casting *Opening Stance: Piercing Throw* again until he retrieves his **Left Sica**. **Heian** will automatically retrieve his **Left Sica** if it remains *Embedded* for 7 seconds, or if the target dies or moves more than 1800 units away.

ENDING STANCE - Piercing Throw: Heian empowers his next basic attack within 5 seconds to have an uncancellable windup, become ranged with 350 range. The attack becomes a skill shot centered on the target, throwing his **Right Sica** to deal **20 / 65 / 110 / 155 / 200 (+120% AD) physical damage** to the first enemy hit. The thrown **Sica** applies **on-attack**, **on-hit** and **lifesteal** effects at 100% effectiveness and can **critically strike**. If this attack kills the target, his **Right Sica**

continues onward to deal 100% damage to the next enemy it hits. Otherwise, his **Right Sica** becomes *Embedded* in the target for 7 seconds.

Enemies with a **Sica Embedded** in them are **slowed** by 30%, decaying to 10% over 1 seconds, and suffer **Grievous Wounds** for the first 3 seconds. While *Embedded*, his **Right Sica** becomes unavailable, locking **Heian** out of casting *Closing Stance: Piercing Throw* again until he retrieves his **Right Sica**. **Heian** will automatically retrieve his **Right Sica** if it remains *Embedded* for 7 seconds, or if the target dies or moves more than 1800 units away.

Spiritual Kata

COST: 60 MANA **COOLDOWN:** 15 / 14 / 13 / 12 / 11 **CAST TIME:** NONE

W

OPENING STANCE - Relentless Assault: **Heian** gains *Relentless Assault* for 1.5 seconds, gaining 60 / 70 / 80 / 90 / 100% **bonus** attack speed and 20 / 25 / 30 / 35 / 40 **bonus** movement speed on-hit. Basic attacks on-hit extend the duration of *Relentless Assault* by 0.1 seconds, increased to 0.25 seconds against champions, up to a maximum duration of 3.5 seconds.

ENDING STANCE - Furious Onslaught: **Heian** gains *Bloodthirsty Onslaught* for 1.25 seconds, increasing his **bonus** attack speed and attack speed cap by 50 / 62.5 / 75 / 87.5 / 100% and his attack speed wind-up is reduced to 6%.

Heian is also **Ghosted** for the duration. The maximum duration of *Bloodthirsty Onslaught* is increased by 0.25 seconds for each ability he has on cooldown when cast (maximum duration of 2.75 seconds with all 6 other abilities on cooldown).

Bodily Kata

COST: 60 MANA **COOLDOWN:** 20 / 18 / 16 / 14 / 12 **CAST TIME:** 0.25

E

OPENING STANCE - Vaulting Lunge: **Heian** empowers his next basic attack within 5 seconds to have an **uncancellable** windup and gain 225 **bonus** attack range. On attack, **Heian** lunges at the target, striking the target and *Embedding* any **Sica** he is wielding in the process.

For each **Sica**, the attack shreds 10 / 12.5 / 15 / 17.5 / 20% of the target's armour, deals 30 / 60 / 90 / 120 / 150 (+60% **bonus** AD) physical damage, and grants **Heian** 10% **bonus** movement speed towards enemy champions for 4 seconds.

Open Stance - Vaulting Lunge can be cast even if Heian currently doesn't wield any Sica. Doing so empowers the basic attack as normal, but doesn't deal damage or shred the target's armour.

ENDING STANCE - Vicious Severance: **Heian** rips any *Embedded Sica* from the target, before striking with and *Embedding* both **Sica**, dealing 80 / 115 / 150 / 185 / 220 (+90% **bonus** AD)

physical damage, increased by up to 30% based on target missing Health, and up to an 40% bonus damage based on the target's missing armour (+1% per 4 missing armour after penetration and lethality calculation).

Siccae

COST: 60 MANA COOLDOWN: 36 / 24 / 12 CAST TIME: 0.25 EFFECT RADIUS: 280

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Mastery

PASSIVE: *Siccae Mastery's* **current** cooldown is reduced by 1 second for each enemy champion hit by **Heian's** damaging **abilities** (triggers once per target per ability).

ACTIVE: **Heian** cleanses himself of all crowd control, before spinning with his blades to deal 100 / 160 / 220 (+65% **bonus AD**) physical damage to all nearby enemies. Each enemy is inflicted with Grievous Wounds for 3 seconds, and loses 10 / 12 / 14 armour for 20 seconds, stacking up to 3 times.
