
Rumble, the mechanized menace

Introduction

Bandle City is a world that the people of Runeterra come to love. It seems perfect, flawless, where everyone is happy, which is the key to the yordle's near-infinite age. I'll tell you, that, that is not the case. Bandle City can be wonderful. Colors shine spectacularly. Every yordle appears to be full of happiness. Unfortunately, it is our guise we hide from the outsiders to give them some peace of mind when they manage to find us here. I will reveal our secret. And for the few stubborn yordles who try to deny this dark secret among the many numerous, worse darker secrets, I say speak later.

Yordles yell, yordles get angry easily, they try to find the missing void in their life with danger or Opain. I was a clear victim of Bandle Cities' worst. Here's another secret, Bandle city manifests itself as a picture-perfect representation of the viewer's idea of a perfect world. That's why the outsiders all see different versions of Bandle city. A wonderful peaceful countryside. A cliffside mountain village. A communion gathered around the roots of a single massive tree. We all live there. Being told I was in the perfect world, without any idea what a perfect world looked like, fogged my reality and changed my very view of Bandle City, literally. Bandle City used to be a dark steel fortress suspended over a bottomless chasm to me. My perfect world looks very similar to Noxus. Take that as you'd like. Most Yordles are nice though, they brighten the experience lightly.

I'll have to say school made life much, much harder. I was picked on, the reason was mostly for my small stature, sometimes for my interest in tech. I'll spare the details, but I'll state I was totally miserable by the end of each day. Every day when I woke up, the fortress grew darker, and I could feel myself getting darker too. I felt like I needed to get back to my bullies, but I had no idea how. Then like a spark, it came.

Literally. I made a bomb.

The most regretful decision of my life I still feel ashamed of to this day. I intended total harm to the school, but by some miracle, it defused as I revealed it and my intentions. (This will be a common trend in my life). I can try and apologize again for this action, but the apology will sound more or less like the previous one before. That day, when the bomb broke, there was a mixture of emotions, mostly laughter, because all my inventions usually sizzled out. But I remember one of my dominant bullies only stared at me. He looked sad. On the walk home, I thought long and hard about what was going through my bully's head. While I lay in bed, I waited to be arrested and thrown into some kind of prison. Apparently, The school didn't believe me, even in that moment of desperation they didn't take me seriously. Which may or had not led me to cry into my pillow until I fell asleep. I fell asleep thinking of my bully and his unusual reaction to the situation.

When I awoke the next day, I noticed a ray of light outside my window. My view of Bandle City had changed. It was unlike anything I'd ever saw. The first time you see something amazing; unlike anything you've ever seen before, the first instinct is to capture that moment, I tried to do that with

moment-trapper I made, but that too, fizzled out. Bandle City was now a rainy village settled on opposite sides of a cavernous ravine, branched together with a loose network of suspended bridges and walkways. I don't know what helped me see the world so differently, but I could see the world and its colors, the color of the stone as it reflected the rainwater from it. The transition between the wood from the other yordle's homes and the lantern light from the taverns that reflected off it. Everything was beautiful, everything was equal in purpose. From then on, I then lived by those words and despised anyone who didn't. I think cynically, but I look at the world with definition. I want to teach the world this idea somehow. Either I could be a prophet, and slowly and painfully gain followers, only to lose them if I outstepped my bounds, or use force-...

Base Stats

Health: 630 (105 per level)
Health regen: 7 (0.9 per level)
Attack damage: 61 (+3.2 per level)
Magic damage: 17 (+8.5 per level)
Attack speed: 0.64 (+0.75 per level)
Armor: 33 (4.7 per level)
Magic resist: 28 (2.5 per level)
Movement speed: 340

Auto-Attack range (Melee): 150

Champion abilities

Passive: Another Yordle's trash...

Every spell Rumble casts gives him Heat. When he reaches 50% Heat he reaches Danger Zone, granting all his basic abilities bonus effects. When he reaches 100% Heat, he starts Overheating, gaining 10 - 100% bonus Attack Speed and granting his basic attacks 5 - 30 (+4% of target's maximum health) (+25% bonus Ability Power) bonus damage, but making him unable to cast spells for six seconds.

Flamepitter: Q (20 Heat) (3 seconds) (holds [2] charges) (32/30/26/24/20 CD) (600 range)

Rumble torches the area in front of him dealing (120/160/200/240/280 +110 ap ratio) over three seconds plus (5/10/25/50/100 +50 ap ratio + 2% of the targets max health) as a burn over 2 seconds after getting hit by the first tick of flamepitters damage. Rumble holds two charges of flamepitter but isn't able to cast the second flamepitter spell until the first flamepitter duration ends. Rumble is also able to tweak the direction flamepitter is cast towards by hovering the cursor over enemy units. With this knowledge, flamepitter's hitboxes isn't set just to the front of him and can move the hotbox to units to the side of him, when he would be facing horizontally from them. Rumble isn't able to "kite" champions, however, and flamepitters hitbox snaps back to the front of him if the cursor selects a target behind him.

At 50% heat Flamepitter deals 150% damage

Shredder Sweep/Mayhem Missiles: W (30 heat) (1.5+3.5 seconds) (holds [1] charges) (24/22/20/16/12 CD) (1100~1500 range)

Rumble starts a channeling ability for 1.5 seconds where he transforms his mech into a ball and rolls forward with limited horizontal movement and deals (100/120/140/180/200 +30 ap ratio) to the first enemy champion, large monster or turret struck in a small aoe area and stunning targets in the area for 2.5 seconds. Rumble deals a quarter of that damage to smaller units as he passes over them. As Rumble moves forward, he collects leftover scrap on the ground, gaining a (60/75/100/135/180 +75 AP ratio) shield over the course of 3 seconds. Movement speed bonuses have no effect on the speed of this ability. After the ability has been channeled, his mech becomes unstoppable as it moves forward and cannot be cc'd in any way. During the active part of this spell, other abilities can also be cast, including flamepitter and electro harpoon. Flamepitter can be cast in all directions during the duration of this ability.

At 50% heat, this spell travels 400 units farther and 25% faster.

While Equalizer mode is activated, this spell turns Into Mayhem Missiles. This spell becomes a passive in Rumbles upgraded form. After rumble deals 20 ticks of damage from all sources except this ability (q, e, r) within 6 seconds onto a single enemy champion, (5/10/15) missiles rain down onto enemy champions randomly in a targetted area, each missile dealing (125/250/500 + 10 Ap ratio) This spell has a 5 second cooldown.

Shocker Bolt: E (10 heat) (Holds [2] charges) (15/14/12/9/5 CD) (800 range)

Rumble shoots a harpoon forward damaging the first target struck for (80/110/140/170/190 +45 Ap ratio), applying a stacking slow of 25% for 2 seconds and reducing the enemies' magic resist by 10%. Electro harpoon gains a charge every 10 seconds. The time in between each cast is 0.5 seconds.

At 50% heat, Rumble's second cast of electro harpoon that hits a target within 2 seconds of the first cast of shocker bolt creates a tether between Rumble and the target for 4 seconds. Once the target is tethered, Rumble is hooked onto the target and follows their movement unless Rumble decides to break

the tether by stepping out of a targeting area around the target stuck by the tether. This ability allows Rumble to stay stuck onto champions who try to dash away or even teleport away as long as the tether is applied and Rumble is in range of the target struck. If Rumble is in his (shredder sweep) ball form and connects the tether on the target, Rumble follows the target in his ball form and moves 50% faster and ignores shredder sweep's limited horizontal movement by 75%, letting him crash into the target easier. This tether could be connected to minions and monsters. It should be mentioned that you won't be able to break the tether while in ball form.

Equalizer Mode: R (Consumes 100% heat) (Duration: 40/50/60 seconds) (175/150/100 CD)

Rumble cleanses himself of all heat once he reaches 100% heat and activates his upgraded form, adding a secondary health bar on top of his own that is 40% of Rumble's max health and adding 5% increased magic resist shred on all of his abilities. Rumble also gains a secondary action for his ult each time he overheats again where he discharges electrified, burning waste in a donut-shaped area around him, dealing (125/175/225 +25 ap ratio) magic damage each second for 4.5 seconds ([full damage] 550/800/1000+ 25 ap ratio). Rumble can repeat this action infinite times until the duration of his upgraded mech ends or if his secondary healthbar is taken below 0%, where his upgraded mech duration ends.

Gameplay overview
