

What is The Best Build for Jinx?

Build A- 195(+29.25)AD 105AS 80C 20LS (0)CDR

(Doran's Blade)

Hurricane/ 40AS 30C 7%MS

Berserker's greaves/ 35AS 45(flat)MS

Infinity Edge/ 70AD 20C

The BloodThirster/ 75Ad 20LS

RFC/ 30C 30AS 5%MS (better rocket poke)

Lord D/ 50AD +15%bonus AD 45(Bonus)AP

Build B- 220AD 105AS 80C 35LS 10CDR

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Death's Dance/ 75AD 10CDR 15LS

Build C- 215AD 120AS 100C 20LS 20CDR

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Phantom Dancer/45as 30C 5%MS

Essence Reaver/70AD 20C (+20)CDR

Build D- 290AD 75AS 70C 35LS 20CDR

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Death's Dance/ 75AD 10CDR 15LS

Essence Reaper/70AD 20C (+20)CDR

→ At lvl 18 Jinx's health is 1912 for max effect of Lord Dom. we need the health difference to be at max 500 difference, so we are looking for champs with 2400 health. Most fighters and tanks are at 2000 health at lvl 18 without any items, just their scaling stats. So they will easily fall into that category where it is a viable item.

Attack Speed Formula →

$$AS(\text{base}) = \frac{.625}{1 + \text{attack Delay}}$$

Jinx conveniently has a attack delay of 0

So her formula will look like this-

$$.625 + [.625 * \text{AS\%}] = \text{In Game Attack Speed}$$

Critical Strike Chance →

Damage Multiplier → $(1 + (\text{Critical chance\%} \times (\text{Critical Modifier}(1 \text{ or } 1.5) + \text{Bonus critical damage})))$

Auto Attack Damage →

$$[\text{Attack Damage} * \text{Damage Multiplier}] \approx$$

{Reason why it is approximate(\approx) and not exact(=) is; this is our average damage with AA that critically strike and those that do not. It does not and can not count for the random **bonus** critical damage}

Hurricane →

$[(\frac{1}{4})\text{Attack Damage}]\times\text{Damage Multiplier}\approx$
(Hurricane bolts each deal 25% AD. The bolts can critically strike.)

Infinity Edge →

Infinity Edge critical strikes are modified from 200% to 250% unlike normal criticals. The Critical Modifier will change from 1 to 1.5.

Rapid Fire Cannon →

The rapid fire cannon at lvl1 does 50MD and at lvl18 does 160MD

At level 18 Jinx as a 17% increase for her base attack speed.

Jinx gains one stack of her Q with each completed auto attack. It stacks three times for a maximum of 70%AS at lvl 18. Roughly 23.3% for each AA.

Her base AS is .625: at lvl 18 it is increased by 17% so →

$$.625 + [.625 \times 17\%] = .731$$

Jinx has a attack speed of **.731 at lvl 18.**

Her first three shots looks like this

Shot One-

$$.625 + [.625 \times 17\%] = .731 \text{ a/s}$$

(The bonus AS is given after a completed AA)

Shot Two-

$$.625 + [.625 * \frac{(17+23.3)}{100} AS\%] =$$
$$.625 + [.625 * 40.3\% AS] = .877a/s$$

Shot Three-

$$.625 + [.625 * \frac{(17+23.3+23.3)}{100} AS\%] =$$
$$.625 + [.625 * 63.6\% AS] = 1.02a/s$$

The remaining three shots-

$$.625 + [.625 * \frac{17+23.3+23.3+23.3}{100} AS\%] =$$
$$.625 + [.625 * 86.9\% AS] = 1.169a/s$$

Now we convert the AA from Attacks/Seconds to Seconds/Attacks and add them together.

$$(1/.731) + (1/.877) + (1/1.02) + \{(1/1.169)\} * 3 =$$
$$1.368s/a + 1.140s/a + .980s/a + \{.855s/a\} * 3 =$$

6.053s/a seconds for all six attacks.

This is our base, six auto attacks and six seconds. Now to see where the other builds get us.

Now with 105AS from build A

Shot One-

$$.625 + [.625 * 122AS\%] = 1.388a/s$$

Shot Two-

$$.625 + [.625 * 145.3\% AS] = 1.533a/s$$

Shot Three-

$$.625 + [.625 * 168.6\% AS] = 1.679a/s$$

The remaining three shots-

$$.625 + [.625 * 194.9\% AS] = 1.843a/s$$

Taking the numbers and converting them from a/s to s/a, then adding them together.

$$.720+.652+.596+ (.543)*3= 3.597\text{s/a}$$

Now with 105AS from Build B

Build B has the same attack speed, so we will use the same number from A

$$3.597\text{s/a}$$

Now with 120% AS from build C

Shot One-

$$.625+ [.625*137\text{AS}\%]= 1.481\text{a/s}$$

Shot Two-

$$.625+ [.625*160.3\text{AS}\%]= 1.627\text{a/s}$$

Shot Three-

$$.625+ [.625*183.6\text{AS}\%]= 1.772\text{a/s}$$

The remaining three shots-

$$.625+ [.625*206.9\text{AS}\%]= 1.918\text{a/s}$$

Taking the numbers and converting them from a/s to s/a, then adding them together.

$$.675+.615+.564+ (.521)*3= 3.417\text{s/a}$$

Now with 75AS from build D

Shot One-

$$.625 + [.625 * 92\%AS] = 1.2a/s$$

Shot Two-

$$.625 + [.625 * 115.3\%AS] = 1.346a/s$$

Shot Three-

$$.625 + [.625 * 138.6\%AS] = 1.491a/s$$

The remaining three shots-

$$.625 + [.625 * 161.9\%AS] = 1.637a/s$$

Taking the numbers and converting them from a/s to s/a, then adding them together.

$$.833 + .743 + .67 + (.611) * 3 = 4.079s/a$$

Now we know how long it will take us to complete six AA for each build now to figure out how much damage is done with each build. For convenience I will bring down the formula we will be using.

Damage Multiplier → $[1 + (\text{Critical chance}\% \times (\text{Critical Modifier} + \text{Bonus critical damage}))]$

Auto Attack Damage → $[\text{Base Damage} * \text{Damage Multiplier}] \approx$

Hurricane → $[(\frac{1}{4} \text{Attack Damage}) * \text{Damage Multiplier}] \approx$

Infinity Edge → The Critical Modifier will change from 1 to 1.5.

Build A- 195(+29.25)AD 80C

Damage Multiplier →

$$(1 + (\text{Critical chance}\% * (\text{Critical Modifier} + \text{Bonus critical damage})))$$
$$1 + 80\% * (1.5 + ?)$$

$$1 + .8 * (1.5) = 2.2$$

Auto Attack Damage →

$$[(\text{Base Damage} * \text{Damage Multiplier}) \approx]$$
$$195 * 2.2 \approx 429$$

Hurricane →

$$[(\frac{1}{4} \text{Attack Damage}) * \text{Damage Multiplier}] \approx$$
$$(195/4) * 2.2 \approx 107.25 (\text{for each bolt})$$

Now adding the damage over 6 AA →

$$(429 * 6) + (107.25 * 12) =$$
$$2574 + 643.5 = 3217.5$$

Now we know how much damage is being done, divide it by the time that we figured out earlier to have a Damage Per Second.

$$3217.5 / 3.597 =$$

≈894 DPS

Build B- 220AD 80C

Damage Multiplier →

$$(1 + (\text{Critical chance}\% * (\text{Critical Modifier} + \text{Bonus critical damage})))$$
$$1 + .80 * 1.5 = 2.2$$

Auto Attack Damage →

$$[(\text{Base Damage} * \text{Damage Multiplier}) \approx 220 * 2.2 \approx 484]$$

Hurricane →

$$[(\frac{1}{4} \text{Attack Damage}) * \text{Damage Multiplier}] \approx 55 * 2.2 \approx 121$$

Now adding the damage over 6 AA →

$$(484 * 6) + (121 * 12) = 2904 + 1452 = 4356$$

$$4356 / 3.597 =$$

≈1211DPS

Build C- 215AD 100C

Damage Multiplier →

$$(1 + (\text{Critical chance\%} * (\text{Critical Modifier} + \text{Bonus critical damage})))$$
$$1 + 1 * 1.5 = 2.5$$

Auto Attack Damage →

$$[(\text{Base Damage} * \text{Damage Multiplier}) \approx 215 * 2.5 \approx 537.5]$$

Hurricane →

$$[(\frac{1}{4} \text{Attack Damage}) * \text{Damage Multiplier}] \approx 53.75 * 2.5 \approx 134.375$$

Now adding the damage over 6 AA →

$$(537.5 * 6) + (134.375 * 12) = 3225 + 1612.5 = 4837.5$$

$$4837.5 / 3.417 =$$

≈1416DPS

Build D- 290AD 70C

Damage Multiplier →

$(1 + (\text{Critical chance\%} * (\text{Critical Modifier} + \text{Bonus critical damage})))$

$1 + .7 * 1.5 = 2.05$

Auto Attack Damage →

$[(\text{Base Damage} * \text{Damage Multiplier}) \approx$

$290 * 2.05 \approx 304.5$

Hurricane →

$[(\frac{1}{4} \text{Attack Damage}) * \text{Damage Multiplier}] \approx$

$72.5 * 2.05 \approx 148.625$

Now adding the damage over 6 AA →

$(304.5 * 6) + (148.625 * 12) =$

$1827 + 1783.5 = 3610.5$

$3610.5 / 4.079 =$

≈885DPS

The best build is build C

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