

Yoshiro
the Silencer
(Melee; Assassin)

A man must have a dream, if he is to strive in this world. Such it was for Yoshiro, until a fateful decision turned his hopes in on themselves. Now he seeks revenge against the one who stole those hopes from him. And he will cut a bloody swathe through any who get in his way.

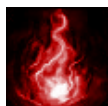


Yoshiro lived in a small village in Ionia. This village held the secrets of the wind, and held in a sacred place a Wind Blade. It was Yoshiro's sole desire in life to become the blade's wielder, and to forge a legacy for himself with it. Nothing else in life mattered to the boy, and so he spent his years training. After the passing of each year, near the spring solstice, Yoshiro would ask the Elders if he may be permitted to touch the sword, and each year, the Elders turned him away. He accepted this with grace and humility, for he trusted the Elders at their word, and he would know he had become great enough when they finally answered his request.

Until another boy was born. At first, Yoshiro thought of it as nothing more than a cause for celebration in his village. Yet the years wore on, and the Elders continued denying the only thing in this life that mattered to Yoshiro. Before long, the sword was passed to another, and it wasn't Yoshiro. It had been the boy, a boy named Yasuo.

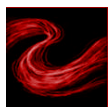
Rage filled Yoshiro's thoughts and dreams. But he needed time. The boy was prideful, and arrogant. A mistake would be made, and then Yoshiro would strike. He would ruin the boy, destroy his life and happiness, as he had done to Yoshiro. Vengeance came in the guise of a Noxian invasion, and when Yasuo abandoned his post as a bodyguard, Yoshiro struck. Yoshiro brought his blade down on the Elders that had so longed denied him what was rightfully his. He let out his pain and anguish in that terrible blow. Satisfaction stirred in the man's bones, but his revenge was not yet complete.

When Yasuo returned from battle, Yoshiro was the first to call him betrayer, the first to point the finger of blame at the soldier who abandoned his post. Vengeance was at hand! But Yasuo would not take this accusation, and cut his way free. He slew the guards who held him and made his escape, and took the sword with him! Now, Yoshiro chases Yasuo through the world. Seeking the sword that should, by right, be his!



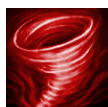
Passive: *A Silent Wind* - Landing a basic attack on an enemy champion will allow you to basic attack while moving.

Yoshiro uses Wind Charges. Yoshiro expends a Wind Charge after hitting an enemy Champion with an ability, silencing them for 1 second. Yoshiro expends one charge for every enemy hit by an ability, silencing all afflicted. Yoshiro gains one charge every 5 seconds, to a maximum of three charges, while out of combat. This effect cannot occur more than once every 15 seconds per enemy Champion.



Q: *Slipstream* (Min. Range: 250, Max. Range: 700; Cost: 80 Mana; Cooldown: 10) - After charging the winds, Yoshiro dashes to target. If Yoshiro hits an enemy Champion with this, he tumbles over them, slashing them and landing on the other side.

Physical Damage: 60/90/120/150/180 (+ 0.4 Ability Power)



W: *Furious Winds* (Range: 500; Cost: 60/65/70/75/80 Mana; Cooldown: 20/18/16/14/12) - Yoshiro summons six angry wind spirits, dealing additional damage on every basic attack. This ability may be activated again to throw the winds out, dealing damage based on how many charges are left and slowing the first enemy hit. This ability ends after ten seconds, or after all winds have been used.

Melee Magic Damage: 40/60/80/100/120 (+ 0.7 Ability Power) per hit

Ranged Magic Damage: 15/20/25/30/35 (+ 0.15 Ability Power) per remaining wind

Slow: 40%, for 1 second plus .25 seconds per remaining wind



E: *Storm's Calling* (Range: 300, 90o Cone; Cost: 50/55/60/65/70 Mana; Static Cooldown: 5) – Yoshiro swipes his weapon, buffeting enemies in front of him and applying On-Hit effects.

Magic Damage: 80/120/160/200/240 (+ 0.6 Ability Power)



R: *The Perfect Storm* (Range: 350 radius; Cost: 100 Mana; Cooldown: 180/150/120) - Yoshiro calls forth hurricane winds to his side for 3 seconds, stealing the breath of all nearby enemies. Enemies in proximity to Yoshiro take a percentage of their maximum health every second. If an enemy is hit for the entire duration, they are stunned for a short time.

Damage: 5% of maximum health every second for three seconds

Stunned: For 1 second if hit for all three seconds