

Patch 13.24

Hwei Damage Chart

Hwei AP	300	Target Missing Health (%)	100%	Target's Max Health
---------	-----	---------------------------	------	---------------------

Hwei AOE Abilities: Q-Q, Q-W, Q-E, E-E, R

		Base Damage				
		1	2	3	4	5
Q	q	60	90	120	150	180
	w	80	100	120	140	160
	e	70	140	210	280	350
W	q	20.0%	22.5%	25.0%	27.5%	30.0%
	w	90	110	130	150	170
	e	25	35	45	55	65
E	q	60	90	120	150	180
	w	60	90	120	150	180
	e	60	90	120	150	180
R	r	230	360	490		

Q-E damage is based on total maximum damage

Also, Q-E is a path of explosion leaving the ground with DOT with the explosion dealing 4x more damage than the AOE DOT

W-Q is bonus movement speed in %

W-W is total shield for Hwei (allies receive 50% shield)

W-E not only triggers on Auto Attacks, it also triggers on any damaging abilities beside itself but ALSO TRIGGERS ON PASSIVE

W-E's damage is reduced to 50% against minions and monsters if applied via AOE abilities (E-Q, E-W are single target)

This also knock down targets who has dash

This grants vision, can technically be body blocked, and root duration increases based on level, While it cannot be triggered by minions/monsters THIS CAN BE

R gives a stacking slow up to 120% slow, this is also the total maximum damage

		Damage + AP Scaling				
		1	2	3	4	5
Q	q	270	300	330	360	390
	w	155	175	195	215	235
	e	347.5	417.5	487.5	557.5	627.5
W	q	26.0%	28.5%	31.0%	33.5%	36.0%
	w	270	290	310	330	350
	e	85	95	105	115	125
E	q	240	270	300	330	360
	w	240	270	300	330	360
	e	240	270	300	330	360
R	r	515	645	775		

		AP Scaling				
		1	2	3	4	5
Q	q	70.0%	70.0%	70.0%	70.0%	70.0%
	w	25.0%	25.0%	25.0%	25.0%	25.0%
	e	92.5%	92.5%	92.5%	92.5%	92.5%
W	q	6.0%	6.0%	6.0%	6.0%	6.0%
	w	60.0%	60.0%	60.0%	60.0%	60.0%
	e	20.0%	20.0%	20.0%	20.0%	20.0%
E	q	60.0%	60.0%	60.0%	60.0%	60.0%
	w	60.0%	60.0%	60.0%	60.0%	60.0%
	e	60.0%	60.0%	60.0%	60.0%	60.0%
R	r	95.0%				

		Damage and Health interaction				
		1	2	3	4	5
Target Max Health						
Q	q	4%	5%	6%	7%	8%
Max Missing Health						
Q	w	200%	238%	275%	313%	350%

		Damage + AP Scaling + Health Interactions				
		1	2	3	4	5
Q	q	270	300	330	360	390
	w*	465	590.625	731.25	886.875	1057.5
	e	347.5	417.5	487.5	557.5	627.5
W	q	26.0%	28.5%	31.0%	33.5%	36.0%
	w	270	290	310	330	350
	e	85	95	105	115	125
E	q	240	270	300	330	360
	w	240	270	300	330	360
	e	240	270	300	330	360
R	r	515	645	775		

*Q-W is calculated for crit

Q-W: for targets with full health, there are no bonus damage even if they are isolated or immobilized

		Damage to Minions				
		Minion HP (%)				
		Minion Missing HP (%)				
		100%				
		0%				
		Damage to Minions (AP Scaled)				
		1	2	3	4	5
Q	q	270	300	330	360	390
	w	77.5	87.5	97.5	107.5	117.5
	e	208.5	250.5	292.5	334.5	376.5
W	q					
	w					
	e**	347.5	417.5	487.5	557.5	627.5
E	q	240	270	300	330	360
	w	240	270	300	330	360
	e	240	270	300	330	360
R	r***	515	645	775		

		Damage to Epic Monsters				
		Epic Monster HP (%)				
		Epic Monster Missing HP (%)				
		100%				
		0%				
		Damage to Epic Monsters (AP Scaled)				
		1	2	3	4	5
Q	q	270	300	330	360	390
	w	155	175	195	215	235
	e	469.125	563.625	658.125	752.625	847.125
W	q					
	w					
	e	347.5	417.5	487.5	557.5	627.5
E	q	240	270	300	330	360
	w	240	270	300	330	360
	e	240	270	300	330	360
R	r	515	645	775		

** 50% damage to minions if applied by AOE abilities

*** r cannot target minions but it can damage them if minions are within the effective radius