

Champion Statistic	Gold per point	Item the value is derived from:	Calculation (Gold Value/Item Price)
+1 MANA	1.4	Sapphire Crystal	350G/150 Mana
+1 HP	2.6	Ruby Crystal	400G/150 HP
+1% BASE HEALTH REGENERATION	3	Rejuvenation Bead	150G/50% HP5
+1% BASE MANA REGENERATION	5	Faerie Charm	125G/25% MP5
FLAT MOVEMENT SPEED	12	Boots of Speed	300G/25 MS
MAGIC RESISTANCE	18	Null-Magic Mantle	450G/25 MR
ARMOUR	20	Cloth Armour	300G/15 Armor
ABILITY POWER	21.75	Amplifying Tome	435G/20 AP
LETHALITY	22.5	Serrated Dirk	225G/10 Lethality
+1% ATTACK SPEED	25	Dagger	300G/12% AS
ON-HIT DAMAGE	25	Recurve Bow	375G/15 on-hit damage
+1% CDR	26.67	Kindlegem	266.67G/10% CDR
FLAT MAGIC PEN	31.1	Sorcerer's Shoes	560G/18 MC Pen
CRIT CHANCE	32	Cloak of Agility	800G/25% Crit
ATTACK DAMAGE	35	Long Sword	350G/10AD
+1% LIFE STEAL	37.5	Vampiric Scepter	375G/10% Life steal
+1% MOVEMENT SPEED	39.5	Aether Wisp	197.5G/5% MS
+1% HEAL AND SHIELD POWER	56.67	Forbidden Idol	283.33G/5% Heal and shield power

