

Adjustable Stats	How to use this Sheet	Item Purchased	Item Price	Armor	MR	DR	CR	DR	AD Base Price Damage
Speed	13	1) Select 'Cloak' in list and 'Fumes' to the left	400	50	0	0	0	0	100, 100
Armor Bonus	2	2) Select the item in your inventory to the right	400	50	0	0	0	0	100, 100
MR Bonus	0	3) If applicable, set number of stacks for items	200	20	20	0	0	0	0
HP Bonus	0	4) In all the way to the right	800	0	0	0	0	0	0
Group Stacks	0	5) You will see stats automatically change in	400	20	20	0	0	0	0
Group Stacks	0	confirm, stats below	400	20	20	0	0	0	0
Group Stacks	0	6) Scroll down to the damage calculator	400	20	20	0	0	0	0
Conditioning	1	7) Select which add-on you are using	350	0	40	0	0	0	0
Number of Legendaries Purchased	1	8) Set values for every HP bonus	400	50	0	0	0	0	0
		9) Ask friend to for calculating (Breathy/Thornmail) dmg.)	400	50	0	0	0	0	23.4
		10) You will see how much damage you do!	500	0	50	0	0	0	0
		11) If you are adding a group of items and the damage	500	0	0	0	5.89	39.6	0
		isn't going up, make sure you've bought the item	350	0	70	0	0	0	143, 105
			350	60	0	0	0	0	50, 213, 585
			400	35	17.5	0	0	0	11, 105

K'Stein's Combat Stats			
Base Armor	84,462	Base MR	52,991
Base Armor Bonus (Bonus)	182	Base MR Bonus (Bonus)	54
Conditioning Armor	0	Conditioning MR	0
Additional Bonus Armor (Jachia, Gargyle)	201,168,923	Additional Bonus MR (Jachia, Gargyle)	14,792
Total Bonus Armor	201,168,923	Total Bonus MR	69,834
Base HP	1748.8	Base AD	102,321
Bonus HP (Bonus, Bonus)	410	Bonus AD	50,821.4
Additional Bonus HP (Dragonheart)	0	Total AD	153,142.4
Maximum HP	2228.8		

Calculation Notes:

Bonus Armor and Bonus MR update effect from JaK'Dia and Gargyle's appear to cap at certain values, this is kinda hard to do in Excel so I'm assuming Gargyle's bonus applies after JaK'Dia is fully stacked, if applicable.

Conditioning's +8 resist count as bonus resist.

However, the +8 is not counted as a bonus... or as Base Spaghetti code unless you go down by 8 DR.

I have set total bonus resist to be down by 8 DR.

If JaK'Dia is fully stacked and we are not on JaK'Dia's Bonus Stack (see below).

Don't modify the base armor/MR values when all out even though it gets messy. Other than the dimensional DR decrease in bonus resist w/ JaK'Dia, it doesn't change damage rates.

If you want to zero out ramping immediate damage and start all full stacks for a rotation, you are going to have to set the ramping time to 1. To avoid that.

Item	Price	Armor	MR	DR	CR	DR	AD Base Price Damage
Bottom Guarded	400	50	0	0	0	0	100, 100
Breathhold	200	20	20	0	0	0	0
Thornmail (Starting power probably)	800	0	0	0	0	0	0
Southie Ankle (Strapless)	400	20	20	0	0	0	0
Allyl's Mask	350	0	40	0	0	0	0
Rainbow	400	50	0	0	0	0	0
Southie Ankle	400	20	20	0	0	0	23.4
Charmant	500	0	50	0	0	0	0
Thornmail	800	0	0	0	0	0	0
Flame Heart	300	0	30	0	0	0	0
Flame Heart's Phase	300	0	30	0	0	0	0
Flame of Nature	350	0	70	0	0	0	143, 105
Gargyle's Stoneplate	0	60	60	0	0	0	50, 213, 585
Thornmail	350	60	0	0	0	0	11, 105
Warrior's	800	0	0	0	0	0	0
Hullbreaker	400	35	17.5	0	0	0	0
Southie Ankle	400	0	0	0	0	0	0

Damage Calculator			
Champion Damage Sources	# of instances	Pre Mitigation Damage	Post Mitigation Damage
Plasma (Barricade resist)	1	341,506,023	341,506,023
Auto-Attack	0	0	0
Q: Southie Ankle	0	0	0
W: Path Maker (Charge)	0	0	0
W: Path Maker (Bespoke)	0	0	0
R: AI Out (Damage without terrain)	0	0	0
R: AI Out (Damage with terrain)	0	0	0
R: AI Out (Damage (Bespoke))	0	0	0
Item/Power Damage Sources	# of instances	Pre Mitigation Damage	Post Mitigation Damage
Immolate (Charge)	0	0	0
Immolate (Fully stacked)	0	0	0
Thorns	0	0	0
JaK'Dia Drain	0	0	0
Group Proc	0	0	0
Shenan Procs	0	0	0
Quick-Fire Procs	0	0	0
Grouped Damage Area	0	0	0
Enemy Champion Stats/Debuffs			
Item HP	1000		
Armor	0		
MR	46		
Attack/Second	2.5		
Plasma Stacks	0		
Black Crown Stacks	0		
Item/Power Debuffs			
Invisible Staff	0		
Southie Full Stack DPS (13)	0		
Southie Full Stack DPS (12)	0		
Southie Stacking Formula (13)	0		
Southie Stacking Formula (12)	0		
Total Physical Damage	341,506,023		
Total Magical Damage	0		
Total Fire Damage	0		
Total Damage	341,506,023		

Level	Base HP	Base AD	Component AD/Stack	Base Arm Base MR	Plasma Pre Mit Damage	Plasma Post Mit Damage	Q Base Damage	W Path Maker Damage (Charge)	W Path Maker Damage (Bespoke)	R: AI Out (Damage (Bespoke))	R: AI Out (Damage)	Hullbreaker Armor	Hullbreaker MR
1	632	64	1.2	31	30	30	0	0	0	0	0	0	0
2	668.88	66.32	1.26	38.384	31.522	10.89	26	0	0	0	0	0	0
3	703.4	69.2628	1.38	49.9224	32.0975	13.76	35	0	0	0	0	0	0
4	745.56	73.2976	1.48	63.6624	32.7925	17.65	45	0	0	0	0	0	0
5	793.36	78.415	1.55	81.7224	33.489	22.53	55	0	0	0	0	0	0
6	845.84	84.7252	1.64	105.5624	33.979	28.41	65	0	0	0	0	0	0
7	903.08	92.2376	1.73	137.7716	34.374	35.29	75	0	0	0	0	0	0
8	965.16	100.952	1.83	181.6478	34.6975	43.17	85	0	0	0	0	0	0
9	1032.08	110.879	1.93	240.4778	34.969	52.05	95	0	0	0	0	0	0
10	1104.84	122.018	2.04	319.7276	35.208	61.93	105	0	0	0	0	0	0
11	1183.44	134.468	2.16	426.0476	35.423	72.81	115	0	0	0	0	0	0
12	1267.88	148.23	2.29	567.0476	35.615	84.69	125	0	0	0	0	0	0
13	1358.16	163.308	2.43	750.4476	35.795	97.57	135	0	0	0	0	0	0
14	1454.28	179.696	2.58	985.0476	35.962	111.45	145	0	0	0	0	0	0
15	1556.36	197.396	2.74	1281.6476	36.116	126.33	155	0	0	0	0	0	0
16	1664.4	216.408	2.91	1650.0476	36.258	142.21	165	0	0	0	0	0	0
17	1778.48	236.732	3.09	2101.2476	36.389	159.09	175	0	0	0	0	0	0
18	1898.56	259.368	3.28	2646.0476	36.509	176.97	185	0	0	0	0	0	0

Jak'Sho All-Out Stat Loss (12.22)						
Items Purchased	Zero-Stack Bonus Resists	Full-Stack	Post All-Out Bonus Resists		Percentage Change in Bonus Resists (Base -> All Out)	
	92	145	136		-6.206896552	
	192	255	240		-5.882352941	
	322	398	374		-6.030150754	
	402	486	457		-5.967078189	
	472	563	529		-6.039076377	
Jak'Sho All-Out Stat Loss (12.22b)						
Items Purchased	Zero-Stack Bonus Resists	Full-Stack	Post All-Out Bonus Resists		Percentage Change in Bonus Resists (Base -> All Out)	Percent Change in All-Out Bonus Resists (12.22 -> 12.22b)
Jak'Sho, Tabis	92	175	159		-9.142857143	16.91176471
Jak'Sho, Tabis, FH	192	290	264		-8.965517241	10
Jak'Sho, Tabis, FH, Gargoyle's	322	439	400		-8.883826879	6.951871658
Jak'Sho, Tabis, FH, Gargoyle's, FoN	402	531	484		-8.851224105	5.90809628
Jak'Sho, Tabis, FH, Gargoyle's, FoN, Thornmail	472	611	557		-8.83797054	5.293005671
Conclusion: Bonus Resist loss percentage increased, but still a net buff as expected.						
Updating Jak'Sho full stack bonus resist formula to decrease by ~8.9% as a decent estimate						

V1.0: Created using from LoL 12.22b	
To Do for V1.1	
- Add effect from armor shred	
- Add effect from plated steelcaps	
- Update Jak'Sho bonus stat loss	
- Make calculating immolate damage more intuitive	
- Add promising bruiser items (Sunderer, Death's Dance, Maw)	
To Do for V1.2	
- Create macro to generate graphs	
- Add way to somehow calc Heartsteel value	
- Create sheet for effective HP	
- Add Winter's Approach + Fimbulwinter	

