

# SEVIKA CHAMPION ANALYSIS AND DESIGN

(Summoners Rift)

## Sevika lore/arcane kit

**Background and Beliefs:** Sevika had a **strained** relationship with her father. Growing up in Zaun, she became frustrated with the relentless attacks from Piltover's Enforcers and came to believe that only forceful rebellion could earn their respect.

**Hexgem Explosion:** Initially aligned with **Vander**, she turned to Silco, who aimed to lead an armed revolt. During a catastrophic explosion caused by Jinx/Powder, she shielded Silco but lost her left arm in the process.

**Rise to Power:** Sevika **climbed** the ranks to become Silco's right-hand woman, gaining a Shimmer-infused mechanical arm. **She was skeptical of Jinx's erratic behavior** and often had to deal with the chaos she created, though Silco ignored her warnings.

**Loyalty and Betrayal:** As the Chem-Barons plotted against Silco, Baron Finn attempted to persuade Sevika to betray him. Instead, she eliminated Finn, reaffirming her commitment to Silco and maintaining control over the Barons.

**Fights with Vi:** She battled Vi twice—winning the first encounter but losing the rematch when Vi tore off her mechanical arm.

**Aftermath of Silco's Death:** Left in charge while Silco met with Jayce, Sevika awaited his return, unaware that Jinx had killed him.

**Physical Traits:** A strong, dark-skinned woman with short black hair and grey eyes. Her chemtech arm is copper-colored, and prolonged Shimmer use leaves visible scars, making her veins and eyes glow purple.


**Personality:** A fearsome and authoritative figure, she enforces discipline within Silco's operations. She considers Jinx a liability but still offers Silco reassurance regarding her.




**Skills and Enhancements:** A formidable hand-to-hand fighter, Sevika's chemtech arm **enhances her strikes and can extend her reach**. It features a built-in shimmer injector and a heated blade but was heavily damaged in her second fight with Vi.



## Sevika TFT kit

### Active:

Randomly cast 1 of 3 spells, with a chance of a Jackpot!

**Flamethrower:** Deal (240 / 240 / 1500% AD + 20 / 30 / 500%  AP) as true damage to target every second until death. Enemies in a cone around them take 50% less as physical damage.

**Extendo-Punch:** Deal (720 / 720 / 4500% AD + 60 / 90 / 1500%  AP) as physical damage to target and  knock them away. Then, dash to them and deal (312 / 312 / 1950% AD + 26 / 39 / 650%  AP) as physical damage in a 1 hex radius around them.

**Chomp:** Deal (768 / 768 / 4800% AD + 64 / 96 / 1600%  AP) as physical damage to target. If they are left with less than 15% Health,  execute them and cast again on the lowest Health target within 2 hexes, dealing 80% damage.

## Sevika Summoners rift kit (design)

### Bruiser AP/AD Toplane

### Passive:

#### Toxic Shimmer Effect:

Every third attack or ability Sevika lands on an enemy applies the "Toxic Shimmer" status.

**Duration:** 4 seconds

**Effect:** The target takes **increased damage from all sources** and experiences **reduced healing**.

**Stacks:** Can be refreshed but not stacked.

### Q – Shimmer Strike

Sevika **dashes forward** a short distance, hurling her mechanical arm at the enemy.

- If the attack hits, her next basic attack is empowered, dealing bonus damage and applying 2 stacks of Toxic Shimmer instead of 1.

## W – Shimmer Technology

Sevika's mechanical arm randomly activates one of its three embedded technologies, each with a unique effect:

1. **Flamethrower** – Sevika releases a **burst of flames** from her arm for a few seconds, dealing continuous damage to enemies in front of her.
2. **Rocket Punch** – Sevika launches her arm forward, **knocking** the enemy back. If the target **collides** with a wall or another enemy, they are **stunned** for a few seconds.
3. **Chomp** – Sevika's arm extends sharp metallic jaws, biting the enemy. This attack heals Sevika while causing the target to **bleed** for a few seconds, **taking damage** over time.

## E – Lethal Vial

Sevika throws a **vial of Shimmer** at a targeted area, creating a toxic cloud that lingers for a short duration.

- Effect: Enemies standing **inside** the cloud take damage over time and are slowed.
- **Area of Effect:** The toxic cloud persists for a few seconds, creating a dangerous zone that punishes enemies who stay too long.

## R – Sevika Frenzy

Sevika raises her arm to the sky, summoning a toxic cloud that envelops her in a large radius.

- Effect: Enemies within the cloud are blinded, unable to see anything outside the area. Additionally, they take damage over time as long as they remain inside the cloud.
- Duration: The cloud lasts for a few seconds, continuing to deal damage and disorient enemies.
- Toxic shimmer is at maximum stacks for the ultimate duration

## Ultimate Interaction with Jinx

In the event that an enemy **Jinx** is present in the match, **Sevika's ultimate—Sevika Frenzy**—has a special interaction:

- **If Sevika kills Jinx** (or vice versa), the **cooldown of the ultimate** is **reduced by a few seconds**.

## Why this design?

With the skills I've acquired during my studies and my passion for character design, I decided to create this document to showcase my approach to designing a character like Sevika. My focus here is on designing a well-rounded character that is not only visually appealing but also has a strong identity in terms of abilities, personality, and narrative function.

This design is a product of my desire to explore the balance between gameplay mechanics and character development. Sevika's abilities, her backstory, and how her design contributes to her role in the game were all considered in creating a cohesive and engaging character. Through this work, I aim to demonstrate my understanding of how character design contributes to the overall player experience and narrative immersion.