

WILD RIFT



CHAMPION



ITEM



VOICE

WildRift WALLPAPERS





JINX



LUX



GAREN



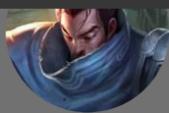
AHRI



YASUO



YASUO



YASUO



YASUO

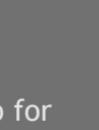
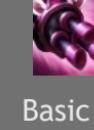


JINX THE LOOSE CANNON

Base Statistics :

Health	610+86	Mana	610+86
Health regen	3.75+0.5	Mana regen	3.75+0.5
Armor	28+3.5	Att. damage	28+3.5
Magic resist	30+0.5	Crit. damage	200%
Mov. speed	325	Att. range	325
Att. speed	0.625	AS. bonus	1%

SKILL DESCRIPTION



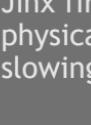
Whenever an enemy Champion champion, Monster epic monster, Turret turret or inhibitor dies within 3 seconds of being damaged by Jinx, she gains Movement speed 175% bonus movement speed which decays over 6 seconds.

Additionally, she gains Attack speed 15% total attack speed and is allowed to exceed the attack speed cap for the same duration.



POW-POW!

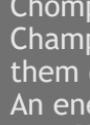
Basic attacks with Pow-Pow grant Jinx a stack of Rev'd up for 2.5 seconds, stacking up to 3 times, with the duration refreshing on subsequent attacks with Pow-Pow. Rev'd up grants bonus attack speed, with the first stack being twice as potent as the others. Stacks decay one at a time as they time-out.



FISHBONES

Basic attacks with Fishbones cost mana on-attack to deal 110% AD modified physical damage to the main target as well as splash the damage to all enemies within a 150-radius area. The damage is affected by critical strike modifiers. While using Fishbones, Jinx gains Range icon.png bonus range but loses 25% of her bonus attack speed.

Attacks with Fishbones will not refresh the stack timer on Rev'd up and only the first attack after switching to it will benefit from Rev'd up's bonus attack speed.



ZAP!

Jinx fires a shock blast in the target direction that deals physical damage to the first enemy it hits, revealing and slowing them for 2 seconds.



FLAME CHOMPERS!

Jinx tosses out 3 Chompers at the target location perpendicular to her facing, which arm after 0.7 seconds and explode after 5 seconds, dealing magic damage to all enemies within a small area.

Chompers prematurely explode on contact with an enemy Champion icon.png champion, Knockdown icon.png knocking them down and Root icon.png rooting them for 1.5 seconds. An enemy champion can only set off and be damaged by one Chomper.



JINX



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GAREN



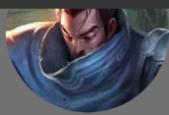
AHRI



YASUO



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"Rules are made to be broken... like buildings! Or people!"



"Aww, c'mon, what's the worst that could happen?"



"Let's just behave... said no one, ever."



"Wait, I'm thinking! Urgh... how do people do this?"



"I'm trying to care but I just can't!"



"Jinx? Stands for Jinx! Durr."



"Whatever, let's just start shooting!"



"Now where was I? Oh, right, wreaking havoc!"





JINX



LUX



GAREN



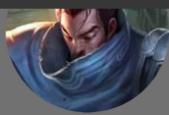
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PHYSICAL



MAGICAL



DURABILITY



BOOTS





ITEM DESCRIPTION

Death's Dance

+15 ability haste
+40 armor
+50 attack damage



UNIQUE - IGNORE PAIN: Stores all post-mitigation physical damage received, which is successively taken as damage over time true damage instead, dealing one-third of the stored damage every second.

UNIQUE - DEFY: Champion Damage takedowns grant you 30% bonus movement speed for 2 seconds, remove Ignore Pain's remaining damage, and Heal you for 10% of your maximum health over the duration.





Aplikasi ini ditujukan untuk mempermudah player Wild rift untuk dapat lebih mengenal champion, item, wallpapers, voice line champion.





POLINEMA

Nama : Mohammad Ferry Julyo
Kelas : TI-3D
Nim : 1941723008

