

Statistic of all champions

All parameters and spells of all champions were put together in a single excel file. Information was got from “wiki” site http://leagueoflegends.wikia.com/wiki/League_of_Legends_Wiki. It has taken significant amount of time but the gathered results will definitely be useful in future. Every champion holds 4 lines in the excel file, each of them corresponds to a particular active spell. It is possible to divide stats on groups.

Group of offense stats is presented in B-N columns.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
1	Champion	atk_dmg	atk_dmg/lvl	AD10	AS10	AD15	AS15	dps15	AP18	AD18	atk_spd	atk_spd/lvl,%	AS18	DPS18	HP	HP/lvl	HP18	HPreg	HPreg/lvl
2	Thresh	46	2,2	65,8	0,822	76,8	0,931	71,520	0,000	83,4	0,625	3,5	0,997	83,139	411	89	1924	6	0,55
3																			
4																			
5																			
6	Garen	52	3,5	83,5	0,788	101	0,879	88,754	0,000	111,5	0,625	2,9	0,933	104,043	455	96	2087	7	0,5
7																			
8																			
9																			
10	Trundle	55	3	82	0,845	97	0,942	91,376	0,000	106	0,67	2,9	1,000	106,033	455	96	2087	8	0,85
11																			
12																			
13																			
14	Orianna	44	2,6	67,4	0,865	80,4	0,980	78,826	0,000	88,2	0,658	3,5	1,050	92,567	385	79	1728	5,95	0,55
15																			
16																			
17																			
18	Heimerdinger	53	2,7	77,3	0,702	90,8	0,744	67,555	0,000	98,9	0,625	1,36	0,770	75,104	350	75	1625	0	0,6
19																			
20																			
21																			
22	Zyra	50	3,2	78,8	0,744	94,8	0,810	76,752	0,000	104,4	0,625	2,11	0,849	88,655	355	74	1613	4,85	0,5
23																			
24																			
25																			
26	Twitch	49	3	76	0,886	91	1,000	91,028	0,000	100	0,679	3,38	1,069	106,915	389	81	1766	5	0,5
27																			
28																			
29																			
30	Lucian	46	3	73	0,827	88	0,933	82,083	0,000	97	0,638	3,3	0,996	96,604	390	80	1750	5,1	0,65
31																			
32																			
33																			
34	Tristana	46,5	3	73,5	0,892	88,5	1,023	90,567	0,000	97,5	0,656	4	1,102	107,453	415	82	1809	5,1	0,65
35																			
36																			
37																			
38	Kha'zix	50	3,1	77,9	0,83	93,4	0,921	85,975	0,000	102,7	0,668	2,7	0,975	100,093	430	85	1875	6,25	0,75
39																			
40																			
41																			
42	Miss Fortune	46,5	3	73,5	0,834	88,5	0,932	82,521	0,000	97,5	0,656	3,01	0,992	96,688	435	85	1880	5,1	0,65
43																			
44																			
45																			
46	Master Yi	55	3	82	0,801	97	0,869	84,305	0,000	106	0,679	2	0,910	96,445	444	92	2008	6,5	0,65
47																			
48																			
49																			

Column B – attack damage at first level without any items.

Column C – the value that attack damage is increased when champion gets level up.

Column D – attack damage at 10th level without any items.

Column E – attack speed at 10th level without any items.

Column F – attack damage at 15th level without any items.

Column G – attack speed at 15th level without any items.

Column H – damage per second at 15th level without any items.

Column I – ability power at 15th level without any items.

Column J – attack damage at 18th level without any items.

Column K – attack speed at first level without any items.

Column L – the percent value of increasing attack speed when champion gets level up.

Column M – attack speed at 18th level without any items.

Column N – damage per second at 18th level without any items.

Group of health points stats is presented in O-T columns.

T1		HPreg18										U	V	W	X	Y	Z	AA	AB	AC	AD	AE
1	A	N	O	P	Q	R	S	T														
2	Champion	DPS18	HP	HP/M	HP18	HPreg	HPreg/M	HPreg18														
3	Thresh	83,139	411	89	1924	6	0,55	15,35				200	44	948	5	0,7	16,9	12	0	12	30	
4																						
5																						
6	Garen	104,043	455	96	2087	7	0,5	15,5	No resource									19	2,7	64,9	30	1
7																						
8																						
9																						
10	Trundle	106,033	455	96	2087	8	0,85	22,45				206	45	971	6,5	0,6	16,7	19	2,7	64,9	30	1
11																						
12																						
13																						
14	Orianna	92,567	385	79	1728	5,95	0,55	15,3				250	50	1100	7	0,5	15,5	8	3	59	30	
15																						
16																						
17																						
18	Heimerdinger	76,104	350	75	1625	0	0,6	10,2				240	40	920	6	0,6	16,2	10	3	61	30	
19																						
20																						
21																						
22	Zyra	88,655	355	74	1613	4,85	0,5	13,35				250	50	1100	7,1	0,75	19,85	11	3	62	30	
23																						
24																						
25																						
26	Twitch	106,915	389	81	1766	5	0,5	13,5				220	40	900	6,5	0,45	14,15	14	3	65	30	
27																						
28																						
29																						
30	Lucian	96,604	390	80	1750	5,1	0,65	16,15				230	41	927	7	0,7	18,9	15	3	66	30	
31																						
32																						
33																						
34	Tristana	107,453	415	82	1809	5,1	0,65	16,15				193	32	737	6,45	0,45	14,1	15	3	66	30	
35																						
36																						
37																						
38	Kha'zix	100,093	430	85	1875	6,25	0,75	19				260	40	940	6,75	0,5	15,25	15	3	66	30	1
39																						
40																						
41																						
42	Miss Fortune	96,688	435	85	1880	5,1	0,65	16,15				212	38	858	6,95	0,65	18	15	3	66	30	
43																						
44																						
45																						
46	Master Yi	96,445	444	92	2008	6,5	0,65	17,55				180	42	894	6,5	0,45	14,15	15	3	66	30	1
47																						
48																						
49																						

Column O – maximum quantity of health points at first level without any items.

Column P – value on that increasing maximum of HP when champion gets level up.

Column Q – maximum quantity of health points at 18th level without any items.

Column R – quantity of health points that champion regenerates at first level per 5 seconds without any items.

Column S – value on that increasing quantity of health points that champion regenerates at first level per 5 seconds when one gets level up.

Column T – quantity of health points that champion regenerates at 18th level per 5 seconds without any items.

Group of mana points stats is presented in U-Z columns.

U1	A	R	S	T	U	V	W	X	Y	Z	AA	AB	AC	AD	AE	AF	AG	AH	AI
	Champion	HPReg	HPReg/M	HPReg18	MP	MP/M	MP18	MPReg	MPReg/M	MPReg18	armor	armor/M	ARM18	Mres	Mres/M	MR18	mov_spd	range	spell
1	Champion				200	44	948	5	0,7	16,9	12	0	12	30	0	30	335	475	Death senten
2	Thresh	6	0,55	15,35															Dark passage
3																			Flay
4																			The box
5																			
6	Garen	7	0,5	15,5	No resource						19	2,7	64,9	30	1,25	51,25	345	125	Decisive Strik
7																			Courage
8																			Judgment
9																			Demacian jus
10	Trundle	8	0,85	22,45	206	45	971	6,5	0,6	16,7	19	2,7	64,9	30	1,25	51,25	350	125	Chomp
11																			Frozen Doma
12																			Pillar of Ice
13																			Subjugate
14	Orianna	5,95	0,55	15,3	250	50	1100	7	0,5	15,5	8	3	59	30	0	30	325	525	Command: Ai
15																			Command: Di
16																			Command: pr
17																			Command: Sl
18	Heimerdinger	0	0,6	10,2	240	40	920	6	0,6	16,2	10	3	61	30	0	30	335	550	Turret
19																			Rocket
20																			Grenade
21																			Upgrade
22	Zyra	4,85	0,5	13,35	250	50	1100	7,1	0,75	19,85	11	3	62	30	0	30	325	575	Tiger stance
23																			Turtle Stance
24																			Bear Stance
25																			Phoenix Stan
26	Twitch	5	0,5	13,5	220	40	900	6,5	0,45	14,15	14	3	65	30	0	30	330	550	Ambush
27																			Venom cask
28																			Expunge
29																			Spray&Pray
30	Lucian	5,1	0,65	16,15	230	41	927	7	0,7	18,9	15	3	66	30	0	30	330	550	Piercing light
31																			Ardent Blaze
32																			Relentless pu
33																			The Culling
34	Tristana	5,1	0,65	16,15	193	32	737	6,45	0,45	14,1	15	3	66	30	0	30	325	550	Rapid fire
35																			Rocket Jump
36																			Explosive Sh
37																			Buter Shot
38	Kha'zix	6,25	0,75	19	260	40	940	6,75	0,5	15,25	15	3	66	30	1,25	51,25	350	125	Taste Their F
39																			Void Spike
40																			Leap
41																			Void Assault
42	Miss Fortune	5,1	0,65	16,15	212	38	858	6,95	0,65	18	15	3	66	30	0	30	325	550	Double Up
43																			Impure Shots
44																			Make It Rain
45																			Bullet Time
46	Master Yi	6,5	0,65	17,55	180	42	894	6,5	0,45	14,15	15	3	66	30	1,25	51,25	355	125	Alpha Strike
47																			Meditate
48																			Wuju Style
49																			Highlander

Column U – maximum quantity of mana points at first level without any items.

Column V – value on that increasing maximum of mana points when champion gets level up.

Column W – maximum quantity of mana points at 18th level without any items.

Column X – quantity of mana points that champion regenerates at first level per 5 seconds without any items.

Column Y – value on that increasing quantity of mana points that champion regenerates at first level per 5 seconds when one gets level up.

Column Z – quantity of mana points that champion regenerates at 18th level per 5 seconds without any items.

Also there are 19 champions, that don't use mana to cast their abilities. Five champions use own health points: Aatrox, Dr. Mundo, Mordekaiser, Vladimir and Zac. Five champions use energy: Akali, Kennen, Lee Sin, Shen and Zed. All this champions have 200 energy at any level and regenerate it with speed 50 energy per 5 seconds. Four champions don't use any resource to cast abilities: Garen, Katarina, Riven and Yauso. Three champions use fury: Renekton, Shyvana and Tryndamere. Fury behaves uniquely on each champion that utilizes it. Also there are two champions with unique sources – Rengar that uses ferocity and Rumble that uses heat.

Group of defense stats is presented in AA-AF columns

	A	Z	AA	AB	AC	AD	AE	AF	AG	AH	AI	AJ	AK	AL	AM	AN	AO	▲
1	Champion	MPreg18	armor	armor/M	ARM18	Mres	Mres/M	MR18	mov. spd	range	role	spell	cd, sec18	Mdmg18	Pdmg	mp_cost	Mi	
2	Thresh	16,9	12	0	12	30	0	30	335	475	Support/Fighter	Death sentence	12	240	0	80	10808,119	
3												Dark passage	16	0	0	70	8231,5556	
4												Flay	9	352	0	80	0,43	
5												The box	130	550	0	100	130	
6	Garen		19	2,7	64,9	30	1,25	51,25	345	125	fighter/tank	Decisive Strike	8	0	175	0	16321,416	
7												Courage	20	0	0	0	525	
8												Judgment	9	0	703	0	0,03	
9												Demacian justice	60	525	0	0	80	
10	Trundle	16,7	19	2,7	64,9	30	1,25	51,25	350	125	Fighter/Tank	Chomp	4	0	227	30	9769,9716	
11												Frozen Domain	15	0	0	60	0	
12												Pillar of Ice	11	0	0	60	0,00	
13												Subjugate	60	0	0	75	60	
14	Orianna	15,5	8	3	59	30	0	30	325	525	mage/support	Command: Attack	3	180	0	50	8331,0104	
15												Command: Dissor	9	250	0	110	10000	
16												Command: protec	9	180	0	60	0,55	
17												Command: Shock	90	300	0	150	90	
18	Heimerdinger	16,2	10	3	61	30	0	30	335	550	mage/support	Turret	1	192	0	20	4566,213	
19												Rocket	11	180	0	110	13821,818	
20												Grenade	10	220	0	85	0,75	
21												Upgrade	60	0	0	100	60	
22	Zyra	19,85	11	3	62	30	0	30	325	575	mage/support	Tiger stance	6	0	0	35	531,93105	
23												Turtle Stance	6	0	0	35	275	
24												Bear Stance	6	0	0	35	0,34	
25												Phoenix Stance	6	275	0	35	6	
26	Twitch	14,15	14	3	65	30	0	30	330	550	Marksman/Assassin	Ambush	16	0	0	60	14316,534	
27												Venom cask	9	0	0	50	0	
28												Expunge	8	0	290	90	0,00	
29												Spray&Pray	100	0	0	150	100	
30	Lucian	18,9	15	3	66	30	0	30	330	550	Marksman	Piercing light	5	0	316	80	10774,452	
31												Ardent Blaze	10	278	0	60	1391	
32												Relentless pursuit	10	0	0	0	0,11	
33												The Culling	50	0	2780	100	50	
34	Tristana	14,1	15	3	66	30	0	30	325	550	Marksman/Assassin	Rapid fire	20	0	0	50	6447,168	
35												Rocket Jump	14	250	0	80	2583,9286	
36												Explosive Shot	16	270	0	90	0,29	
37												Buter Shot	60	500	0	100	60	
38	Kha'zix	15,25	15	3	66	30	1,25	51,25	350	125	Assassin	Taste Their Fear	3,5	0	344	25	20537,212	
39												Void Spike	8	0	338	75	0	
40												Leap	14	0	226	50	0,00	
41												Void Assault	80	0	0	100	80	
42	Miss Fortune	18	15	3	66	30	0	30	325	550	Marksman	Double Up	5	0	524	90	21419,333	
43												Impure Shots	16	60	0	50	2441,6667	
44												Make It Rain	15	310	0	80	0,10	
45												Bullet Time	100	0	1273	1000	100	
46	Master Yi	14,15	15	3	66	30	1,25	51,25	355	125	Assassin/Fighter	Alpha Strike	14	0	271	110	8685,1727	
47												Meditate	35	0	0	50	0	
48												Wuju Style	14	0	0	0	0,00	
49												Highlander	75	0	0	100	75	

Column AA – champion's armor at first level without any items.

Column AF – champion's magic resistance at 18th level without any items.

Group of additional information is presented in AG – AI columns

AG1																	
A	AF	AG	AH	AI	AJ	AK	AL	AM	AN	AO	AP	AQ	AR	AS	AT	AU	
1	Champion	MR18	mov spd	range	role	spell	cd_sec18	Mdmg18	Pdmg	mp_cost		Magic DPS	Physical DPS				
2	Thresh	30	335	475	Support/Fighter	Death sentence	12	240	0	80	10808,119	63,32	83,14				
3						Dark passage	16	0	0	70	8231,5556						
4						Flay	9	352	0	80	0,43						
5						The box	130	550	0	100	130						
6	Garen	51,25	345	125	fighter/tank	Decisive Strike	8	0	175	0	16321,416	6,56	204,02				
7						Courage	20	0	0	0	525						
8						Judgment	9	0	703	0	0,03						
9						Demacian justice	80	525	0	0	80						
10	Trundle	51,25	350	125	Fighter/Tank	Chomp	4	0	227	30	9769,9716	0,00	162,83				
11						Frozen Domain	15	0	0	60	0						
12						Pillar of Ice	11	0	0	60	0,00						
13						Subjugate	60	0	0	75	60						
14	Orianna	30	325	525	mage/support	Command: Attack	3	180	0	50	8331,0104	111,11	92,57				
15						Command: Dissor	9	250	0	110	10000						
16						Command: protec	9	180	0	60	0,55						
17						Command: Shock	90	300	0	150	90						
18	Heimerdinger	30	335	550	mage/support	Turret	1	192	0	20	4566,213	230,36	76,10				
19						Rocket	11	180	0	110	13821,818						
20						Grenade	10	220	0	85	0,75						
21						Upgrade	60	0	0	100	60						
22	Zyra	30	325	575	mage/support	Tiger stance	6	0	0	35	531,93105	45,83	88,66				
23						Turtle Stance	6	0	0	35	275						
24						Bear Stance	6	0	0	35	0,34						
25						Phoenix Stance	6	275	0	35	6						
26	Twitch	30	330	550	Marksman/Assassin	Ambush	16	0	0	60	14316,534	0,00	143,17				
27						Venom cask	9	0	0	50	0						
28						Expunge	8	0	290	90	0,00						
29						Spray&Pray	100	0	0	150	100						
30	Lucian	30	330	550	Marksman	Piercing light	5	0	316	80	10774,452	27,62	215,49				
31						Ardent Blaze	10	278	0	60	1391						
32						Relentless pursuit	10	0	0	0	0,11						
33						The Culling	50	0	2780	100	50						
34	Tristana	30	325	550	Marksman/Assassin	Rapid fire	20	0	0	50	6447,168	43,07	107,45				
35						Rocket Jump	14	250	0	80	2583,9286						
36						Explosive Shot	16	270	0	90	0,29						
37						Buter Shot	60	500	0	100	60						
38	Kha'zix	51,25	350	125	Assassin	Taste Their Fear	3,5	0	344	25	20537,212	0,00	256,72				
39						Void Spike	8	0	338	75	0						
40						Leap	14	0	226	50	0,00						
41						Void Assault	80	0	0	100	80						
42	Miss Fortune	30	325	550	Marksman	Double Up	5	0	524	90	21419,333	24,42	214,19				
43						Impure Shots	16	60	0	50	2441,6667						
44						Make It Rain	15	310	0	80	0,10						
45						Bullet Time	100	0	1273	1000	100						
46	Master Yi	51,25	355	125	Assassin/Fighter	Alpha Strike	14	0	271	110	8685,1727	0,00	115,80				
47						Meditate	35	0	0	50	0						
48						Wuju Style	14	0	0	0	0,00						
49						Highlander	75	0	0	100	75						

Column AI – conventional champion’s role in battle.

Group of spells is presented in AJ – AN columns.

AJ1	R spell																
A	AF	AG	AH	AI		AJ	AK	AL	AM	AN	AO	AP	AQ	AR	AS	AT	AU
Champion	MR18	mov_spd	range	role	spell	cd_sec18	Mdmg18	Pdmg	mp_cost			Magic DPS	Physical DPS				
1	Thresh	30	335	475	Support/Fighter	Death sentence	12	240	0	80	10808,119	63,32	83,14				
2						Dark passage	16	0	0	70	8231,5556						
3						Flay	9	352	0	80	0,43						
4						The box	130	550	0	100	130						
5																	
6	Garen	51,25	345	125	fighter/tank	Decisive Strike	8	0	175	0	16321,416	6,56	204,02				
7						Courage	20	0	0	0	525						
8						Judgment	9	0	703	0	0,03						
9						Demacian justice	80	525	0	0	80						
10						Trundle	51,25	350	125	Fighter/Tank	Chomp						
11					Frozen Domain	15	0	0	60	0							
12					Pillar of Ice	11	0	0	60	0,00							
13					Subjugate	60	0	0	75	60							
14	Orionna	30	325	525	mage/support	Command: Attack	3	180	0	50	8331,0104	111,11	92,57				
15						Command: Dissor	9	250	0	110	10000						
16						Command: protec	9	180	0	60	0,55						
17						Command: Shock	90	300	0	150	90						
18	Heimerdinger	30	335	550	mage/support	Turret	1	192	0	20	4566,213	230,36	76,10				
19						Rocket	11	180	0	110	13821,818						
20						Grenade	10	220	0	85	0,75						
21						Upgrade	60	0	0	100	60						
22	Zyra	30	325	575	mage/support	Tiger stance	6	0	0	35	531,93105	45,83	88,66				
23						Turtle Stance	6	0	0	35	275						
24						Bear Stance	6	0	0	35	0,34						
25						Phoenix Stance	6	275	0	35	6						
26	Twich	30	330	550	Marksman/Assassin	Ambush	16	0	0	60	14316,534	0,00	143,17				
27						Venom cask	9	0	0	50	0						
28						Expunge	8	0	290	90	0,00						
29						Spray&Pray	100	0	0	150	100						
30	Lucian	30	330	550	Marksman	Piercing light	5	0	316	80	10774,452	27,82	215,49				
31						Ardent Blaze	10	278	0	60	1391						
32						Relentless pursuit	10	0	0	0	0,11						
33						The Culling	50	0	2780	100	50						
34	Tristana	30	325	550	Marksman/Assassin	Rapid fire	20	0	0	50	6447,168	43,07	107,45				
35						Rocket Jump	14	250	0	80	2583,9286						
36						Explosive Shot	16	270	0	90	0,29						
37						Butter Shot	60	500	0	100	60						
38	Kha'zix	51,25	350	125	Assassin	Taste Their Fear	3,5	0	344	25	20537,212	0,00	256,72				
39						Void Spike	8	0	338	75	0						
40						Leap	14	0	226	50	0,00						
41						Void Assault	80	0	0	100	80						
42	Miss Fortune	30	325	550	Marksman	Double Up	5	0	524	90	21419,333	24,42	214,19				
43						Impure Shots	16	60	0	50	2441,6667						
44						Make It Rain	15	310	0	80	0,10						
45						Bullet Time	100	0	1273	1000	100						
46	Master Yi	51,25	355	125	Assassin/Fighter	Alpha Strike	14	0	271	110	8685,1727	0,00	115,80				
47						Meditate	35	0	0	50	0						
48						Wuju Style	14	0	0	0	0,00						
49						Highlander	75	0	0	100	75						

Column AJ – abilities that champion can use.

Column AK – ability's cooldown in seconds, when ability has maximum level.

Column AL – magic damage that champion deals when uses ability.

Column AM – physical damage that champion deals when uses ability.

Column AN – quantity of mana points that champion spends when uses ability.

All abilities are unique but most of them deal magic or physical damage. Calculating ratio between these types of damage was the head goal of this week. Intermediate and final results of this calculation are presented in last group.

Group of calculation is present in AO-AQ columns.

A01	A	AF	AG	AH	AI	AJ	AK	AL	AM	AN	AO	AP	AQ	AR	AS	AT	AU
1	Champion	MR18	mov_spd	range	role	spell	cd_sec18	Mdmg18	Pdmg	mp_cost		Magic DPS	Physical DPS				
2	Thresh	30	335	475	Support/Fighter	Death sentence	12	240	0	80	10808,119	63,32	83,14				
3						Dark passage	16	0	0	70	8231,5556						
4						Flay	9	352	0	80	0,43						
5						The box	130	550	0	100	130						
6	Garen	51,25	345	125	fighter/tank	Decisive Strike	8	0	175	0	16321,416	6,56	204,02				
7						Courage	20	0	0	0	525						
8						Judgment	9	0	703	0	0,03						
9						Demacian justice	80	525	0	0	80						
10	Trundle	51,25	350	125	Fighter/Tank	Chomp	4	0	227	30	9769,9716	0,00	162,83				
11						Frozen Domain	15	0	0	60	0						
12						Pillar of Ice	11	0	0	60	0,00						
13						Subjugate	60	0	0	75	60						
14	Orianna	30	325	525	mage/support	Command: Attack	3	180	0	50	8331,0104	111,11	92,57				
15						Command: Dissor	9	250	0	110	10000						
16						Command: protec	9	180	0	60	0,55						
17						Command: Shock	90	300	0	150	90						
18	Heimerdinger	30	335	550	mage/support	Turret	1	192	0	20	4566,213	230,36	76,10				
19						Rocket	11	180	0	110	13821,818						
20						Grenade	10	220	0	85	0,75						
21						Upgrade	60	0	0	100	60						
22	Zyra	30	325	575	mage/support	Tiger stance	6	0	0	35	531,93105	45,83	88,66				
23						Turtle Stance	6	0	0	35	275						
24						Bear Stance	6	0	0	35	0,34						
25						Phoenix Stance	6	275	0	35	6						
26	Twitch	30	330	550	Marksman/Assassin	Ambush	16	0	0	60	14316,534	0,00	143,17				
27						Venom cask	9	0	0	50	0						
28						Expunge	8	0	290	90	0,00						
29						Spray&Pray	100	0	0	150	100						
30	Lucian	30	330	550	Marksman	Piercing light	5	0	316	80	10774,452	27,82	215,49				
31						Ardent Blaze	10	278	0	60	1391						
32						Relentless pursuit	10	0	0	0	0,11						
33						The Culling	50	0	2780	100	50						
34	Tristana	30	325	550	Marksman/Assassin	Rapid fire	20	0	0	50	6447,168	43,07	107,45				
35						Rocket Jump	14	250	0	80	2583,9286						
36						Explosive Shot	16	270	0	90	0,29						
37						Buter Shot	60	500	0	100	60						
38	Kha'zix	51,25	350	125	Assassin	Taste Their Fear	3,5	0	344	25	20537,212	0,00	256,72				
39						Void Spike	8	0	338	75	0						
40						Leap	14	0	226	50	0,00						
41						Void Assault	80	0	0	100	80						
42	Miss Fortune	30	325	550	Marksman	Double Up	5	0	524	90	21419,333	24,42	214,19				
43						Impure Shots	16	60	0	50	2441,6667						
44						Make It Rain	15	310	0	80	0,10						
45						Bullet Time	100	0	1273	1000	100						
46	Master Yi	51,25	355	125	Assassin/Fighter	Alpha Strike	14	0	271	110	8685,1727	0,00	115,80				
47						Meditate	35	0	0	50	0						
48						Wuju Style	14	0	0	0	0,00						
49						Highlander	75	0	0	100	75						

Column AO – intermediate calculations: physical damage by auto-attack and abilities per time of maximum cooldown, magic damage by auto-attack and abilities per time of maximum cooldown, percent value of magic damage in sum of physical and magic damage, maximum cooldown.

Column AP – damage per second that champion deals by magic damage.

Column AQ – damage per second that champion deals by physical damage.

There is average magic damage per second in 476th line AP column. It's value is 76.78 damage. Average physical damage per second is presented in 476th line AQ column. It's value is 134.91 damage. So percent ratio of magic and physical damage is next: magic damage – 36.27% of all damage, physical damage – 63.73%.

AN476		# average values																			
	A	AE	AF	AG	AH	AI	AJ	AK	AL	AM	AN	AO	AP	AQ	AR	AS	AT				
	Champion	Mres/M	MR18	mov_spd	range	role	spell	cd.sec18	Mdmg18	Pdmg	mp_cost		Magic DPS	Physical DPS							
446	Swain	0	30	335	500	Mage/Fighter	Decrepify	8	255	0	100	849,1875	95,33	84,92							
447							Nevermove	10	240	0	120	953,25									
448							Ravenous Flock	8	90	0	25/sec	0,53									
449							Torment	10	282	0	85	10									
450	Udyr	1,25	51,25	345	125	fighter/tank	Tgier Stance	6	0	402	35	1017,6551	45,83	169,61							
451							Turtle Stance	6	0	0	35	275									
452							Bear Stance	6	0	0	35	0,21									
453							Phoenix Stance	6	275	0	35	6									
454	Shen	0	30	335	125	Tank/Fighter	Vorpal Blade	4	220	0	60NRG	18388,276	78,75	114,93							
455							Faint	5	0	0	50NRG	12600									
456							Shadow Dash	8	190	0	120NRG	0,41									
457							Stand United	160	0	0	0	160									
458	Hecarim	1,25	51,25	345	175	fighter/tank	Rampage	4	0	266	40	20136,44	16,83	201,36							
459							Spirit of Dread	18	240	0	90	1683,3333									
460							Devastating Charge	16	0	470	60	0,08									
461							Onslaught of Sha	100	350	0	100	100									
462	Poppy	0	30	345	125	Fighter/Assassin	Devastating Blow	4	358	0	55	11382,744	142,54	113,83							
463							Paragon of Demac	12	0	0	90	14254,375									
464							Heroic Charge	8	425	0	80	0,56									
465							Diplomatic Immun	100	0	0	100	100									
466	Maokai	0	30	335	125	Tank/Mage	Arcane Smash	6	250	0	55	2155,8225	121,92	107,79							
467							Twisted Advance	13	220	0	95	2438,4615									
468							Sapling Toss	12	460	0	110	0,53									
469							Vengeful Maelstro	20	500	0	75	20									
470	Vel'Koz	0	30	340	525	Mage	Plasma Fission	7	240	0	60	7276,8999	243,45	80,85							
471							Void Rift	1,5	275	0	70	21910,714									
472							Tectonic Disruptio	12	190	0	70	0,75									
473							Lifeform Disintegr	90	900	0	100	90									
474																					
475																					
476	minimum	0	30	3,45	125						average values		76,78	134,91							
477	maximum	1,25	71,25	355	650						percent ratio		36,27	63,73							
478																					
479																					
480																					
481																					