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**Game Title: *League of Legends: Wild Rift***

**Game Object 1: Zed**

* **Attributes (21)**

- Level

- AD

- Ability Power

- Current HP

- Mana/Energy

- Armor

- MR

- AS

- Ability Haste

- Crit Rate %

- Crit Dmg

- HP Regen

- Mana/Energy Regen

- Armor Pen

- Magic Pen

- Armor Pen %

- Magic Pen %

- Phys Vamp

- Magic Vamp

- MS

- Tenacity

* **Methods (5)**

- **Passive: Contempt for the Weak**

**Innate:** **Zed's** basic attacks against enemies **below** 50% health deal 7 / 8 / 9 / 10 / 11% (based on level) of target's **maximum** health **bonus** magic damage.

- (1st Skill) Razor Shuriken

**Active:** **Zed** and his shadows throw their shurikens, each dealing physical damage to the first enemy they hit and 60% of the damage to other enemies in their path.

**- (2nd Skill) Living Shadow**

**Passive:** **Zed** gains energy whenever an ability strikes the same enemy twice. Energy can only be gained once per cast ability.

**Active:** **Zed's** shadow [Dash](https://leagueoflegends.fandom.com/wiki/Dash) [dashes](https://leagueoflegends.fandom.com/wiki/Dash) forward, remaining in place for 4.5 seconds. Reactivating [Living Shadow](https://leagueoflegends.fandom.com/wiki/Zed/LoL#Living_Shadow) [Living Shadow](https://leagueoflegends.fandom.com/wiki/Zed/LoL#Living_Shadow) will cause **Zed** to swap positions with his shadow.

**- (3rd Skill) Shadow Slash**

**Active:** **Zed** and his shadows slash, each dealing physical damage to nearby enemies and [Slow icon](https://leagueoflegends.fandom.com/wiki/Types_of_Crowd_Control_(Wild_Rift)#Slow) slowing them for 1.5 seconds. If enemies are hit by both slashes, the [Slow icon](https://leagueoflegends.fandom.com/wiki/Types_of_Crowd_Control_(Wild_Rift)#Slow) slow is increased by 50%.

Damage from subsequent slashes only deal 60% damage.

Each enemy champion hit by **Zed's** slash reduces [Living Shadow's](https://leagueoflegends.fandom.com/wiki/Zed/LoL#Living_Shadow) [Living Shadow's](https://leagueoflegends.fandom.com/wiki/Zed/LoL#Living_Shadow) cooldown by 2 seconds.

**- (Ultimate) Death Mark**

**Active:** **Zed** becomes [Untargetable icon](https://leagueoflegends.fandom.com/wiki/Untargetable) [untargetable](https://leagueoflegends.fandom.com/wiki/Untargetable) and [Dash](https://leagueoflegends.fandom.com/wiki/Dash) [dashes](https://leagueoflegends.fandom.com/wiki/Dash) to target enemy champion, marking them. After 3.5 seconds, the mark triggers, dealing physical damage to the target.

The [Dash](https://leagueoflegends.fandom.com/wiki/Dash) [dash](https://leagueoflegends.fandom.com/wiki/Dash) leaves a shadow behind for 6 second. **Zed** can reactivate [Death Mark](https://leagueoflegends.fandom.com/wiki/Zed/LoL#Death_Mark) [Death Mark](https://leagueoflegends.fandom.com/wiki/Zed/LoL#Death_Mark) to switch positions with this shadow.

**Game Object 2: Zed Skins**

* **Attributes (6)**

- Default Skin: Zed, The Master of Shadows

- Skin 1: Shockblade Zed

- Skin 2: Death Sworn Zed

- Skin 3: PROJECT: Zed

- Skin 4: Galaxy Slayer Zed

- Skin 5: Immortal Journey Zed

* **Methods (1)**

- Change Skin