

Psychless's League of Legends team stats & analytics spreadsheet

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Starting out

Main roster

The very first thing you do is fill out your roster with your in-game names. OP.GG and soloQ ranks are optional

WARNING: Don't manually fill won/lost/winrate. Those are automated by excel formula

Main Roster			
Role	IGN	OP.GG Link	SoloQ Rank
Top			
Jungle			
Middle			
Bottom			
Support			
Won	0		
Lost	0		
Winrate	0 Played		

Example:

Main Roster			
Role	IGN	OP.GG Link	SoloQ Rank
Top	MT Psychless	Psychless	Diamond baby
Jungle	MT Jumpy	Jumpy	Diamond 4
Middle	Farradise	Farradise	Diamond 4
Bottom	MT Liquish	Liquish	Platinum 3
Support	MT Bam bam	Youribam	Diamond 2
Won	23		
Lost	17		
Winrate	57.50%		

Weekly schedule

Your recently filled roster will now show up in the schedule.

Team captain should now update the week dates and schedule's time-zone (whatever your team agreed on). After that, players fill out their availability and team captain sets up events (practice, scrims, tournament etc.) and writes them down on left side

Weekly Schedule (CET / GMT + 1)								
This Week 30th-5th								
Day	Start/End Time	Event	MT Psychless	Jungler	Mid laner	Bottom	Support bot	Coach
Monday								
Tuesday								
Wednesday								
Thursday								
Friday								
Saturday								
Sunday								
Next Week 6th-12th								
Monday								
Tuesday								
Wednesday								
Thursday								
Friday								
Saturday								
Sunday								

Example:

Weekly Schedule (CET / GMT + 1)								
This Week 2nd-8th								
Day	Start/End Time	Event	MT Psychless	MT Jumpy	Farradise	MT Liquish	MT Bam bam	Coach
Monday	20:00	JET League	19:00	Any	x	19:00	19:00	After 20:00
Tuesday			19:00	Any	20:00	Not sure	Not sure	After 21:00
Wednesday			19:00	Any	20:00	Not sure	Not Sure	17:00
Thursday			19:00	Any	20:00	Not sure	Not Sure	17:00
Friday			19:00	Any	20:00	19:00	19:00	not sure
Saturday			18:00	Any	20:00	Not sure	19:00	not sure
Sunday		Clash?	18:00	Any	20:00	18:00	Any	any
Next Week 9th-15th								
Monday								
Tuesday								
Wednesday								
Thursday								
Friday								
Saturday								
Sunday								

Coach sub in

Champion pool

Here is where each player lists their champ pool, skill level of them and notes about them (if there’s any)

Champion pool										Skill level legend		Notes
Top		Jungle		Mid		ADC		Support		Legend		
Level	Notes	Level	Notes	Level	Notes	Level	Notes	Level	Notes	Masterful		
										Comfortable		
										Playable		
										Needs Work		
										Top		
										Jungle		
										Middle		
										Marksman		
										Support		

Example:

Main Roster										Notes	
Top		Jungle		Mid		ADC		Support			Legend
Level	Notes	Level	Notes	Level	Notes	Level	Notes	Level	Notes		Masterful
Swain	Clumsy	Lee Sin	King	Ryze	Ryze	Kai'Sa	Out of Practice	Leona	Perma banned		Comfortable
Yorick		Hecarim		Vladimir	Xayah	Nami		Playable			
Wukong		Jarvan IV		Syndra	Lucian	Lulu		Needs Work			
Pantheon		Ekko		Ahri	Sivir	Thresh		Top			
Shen		Malphite		Cassiopeia	Vayne	Rakan		Learning gnar, kled			
Mordekaiser		Qiyana		Veigar	Tristana	Brand					
Vladimir		Nocturne		Leblanc	Caitlyn	Karma					
Kennen		Gragas		Tristana	Kog'maw	Nautilus					
Kled		Xin Zhao		Ekko	Jinx	Janna					
Kayle		Elise		Kayle	Ashe	Lux					
Malphite	Taliyah	Yasuo	Ezreal	Braum							
Garen		Akali	Jhin	Janna							
Gangplank	Clumsy	Veigar	Varus	Morgana	Practice more						
Gnar	Practice	Orianna	Draven	Zyra							
Ryze		Aurelion Sol	Kalista	Alistar	Practice more						
Aatrox	Weak TFs	Azir	Miss Fortune	Blitzcrank							
Ornn	Practice	Lissandra	Twitch	Sona							
Renekton	Weak TFs	Karma		Taric							
Jax		Gallo		Pyke							
Camille		Corki		Gallio							
Fiora		Zoe		Zilean	Yolo						
Irelia		Twisted Fate									
Akali	Weak TFs										

Team comps

After your champ pool is filled, scroll further down and there you'll see team comp section. The team captain, coach or whoever can start building specific team comps from the champ pool resources

Teamcomps										
Top		Jungle		Mid		ADC		Support		Notes
Teamfight										
Skirmish										
Split										

Example:

[illegible]

Filling out games

There are 2 ways you can fill out game info – manually or using my python script which fetches data from Riot's API and fills out all the match details automatically

After you've played a game that you want to keep stats of (usually scrims, tournaments and not casual 5v5's), head down to "Game stats" sheet and start filling out the info

Manual fill

Sheet "Game stats"

Here we fill all the main data about the match that was played. Since we're covering manual input, we ignore the grey columns as they're additional info for the automation script

Info: No need to color cells manually, Excel takes care of it automatically

fx

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	
1	GAME STATS										Match ID	Top	Jgl	Mid	Ade	S
	Date	Details	Opponent	Game Time	Game Time (Secs)	Result	Side (Blue / Red)	Teamcomp								
2	1															
3	2															
4	3															
5	4															
6	5															
7	6															
8	7															
9	8															
10	9															
11	10															

Example:

	A	B	C	D	E	F	G	H	I	
1	<div><div>GAME STATS</div><div>Date</div><div>Details</div><div>Opponent</div><div>Game Time</div><div>Game Time (Secs)</div><div>Result</div><div>Side (Blue / Red)</div><div>Teamcomp</div></div>									
2	1	14.10.2019	JET League	MDG	26.57	1617	L	B		4
3	2	16.10.2019	JET League	VEX	25.06	1506	W	R		4
4	3	18.10.2019	JET League	DIY	24.08	1448	W	R		4
5	4	21.10.2019	JET League	DIY	21.41	1301	W	B		4
6	5	24.10.2019	Scrim	Ju	26.34	1594	W	B		4
7	6	24.10.2019	Scrim	Ju	36.51	2211	L	R		4
8	7	24.10.2019	Scrim	Ju	24.40	1480	W	B		4
9	8	26.10.2019	JET League	VEX	24.07	1447	W	B		4

Individual player stats

This is the slow and tedious part with the manual input.

After you filled out a completed game, it will show up in each player's sheet and you start filling out all the empty fields. All other fields are calculated automatically with Excel formulas

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
	Result	Side (Red / Blue)	Champion (1)	Kills (1)	Deaths (1)	Assists (1)	KDA Ratio	Kill participation (%)	Damage to champions (1)	Damage per minute	Damage taken (1)	Wards placed (1)	Wards destroyed (1)	Control wards bought (1)	Vision Score	Vision Score per hour	Creep score (1)	Creep score per min	Gold earned (1)	Team's gold %	Team's dam		
	L	B																					
	N/A	N/A					N/A	N/A								N/A		N/A		N/A	N/A		
	N/A	N/A					N/A	N/A								N/A		N/A		N/A	N/A		
	N/A	N/A					N/A	N/A								N/A		N/A		N/A	N/A		
	N/A	N/A					N/A	N/A								N/A		N/A		N/A	N/A		
	N/A	N/A					N/A	N/A								N/A		N/A		N/A	N/A		
	N/A	N/A					N/A	N/A								N/A		N/A		N/A	N/A		
	N/A	N/A					N/A	N/A								N/A		N/A		N/A	N/A		

You can see individual player stats in League client -> Match details -> Stats

DEFEAT

Summoner's Rift

Ranked Solo/Duo

29:33

14/01/2020

B+ / 165 XP

OVERVIEW

SCOREBOARD

STATS

GRAPHS

RUNES

View on the web

COMBAT

KDA	4/8/5	4/7/8	6/4/2	0/9/6	5/7/7	8/6/7	4/8/10	2/2/15	14/2/12	7/1/11
Largest Killing Spree	3	3	4	0	0	3	3	0	7	4
Largest Multi Kill	1	2	2	0	1	1	1	1	2	1
Crowd Control Score	5	16	27	36	41	5	15	28	13	19
First Blood	0	0	0	0	1	0	0	0	0	0

DAMAGE DEALT

Total Damage to Champions	18,474	12,075	17,744	11,433	21,624	16,884	17,752	8,072	33,556	18,791
Physical Damage to Champions	16,635	8,353	14,905	10,255	1,476	16,884	1,118	965	26,233	2,921
Magic Damage to Champions	802	2,771	2,839	499	19,481	0	15,590	5,670	6,269	14,184
True Damage to Champions	1,036	950	0	678	665	0	1,044	1,435	1,054	1,685
Total Damage Dealt	99,659	151,331	133,773	32,975	108,316	143,743	101,327	26,956	159,341	215,246
Physical Damage Dealt	93,239	115,862	119,057	31,794	11,054	136,685	8,992	6,137	144,248	50,692
Magic Damage Dealt	5,384	24,201	8,191	499	94,995	0	88,451	15,705	11,374	154,029
True Damage Dealt	1,036	11,267	6,525	682	2,265	7,058	3,884	5,113	3,718	10,525
Largest Critical Strike	0	0	763	309	0	0	0	0	0	0
Total Damage to Team	706	304	970	1,074	1,747	7,054	540	0,000	6,640	4,510

Filled example:

General17118																																							
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z														
VZ Position		Seat		Chairman (%)		Vice (%)		Deputies (%)		KIA Ratio		No participation (%)		Damage to damaged (%)		Damage per minute		Damage taken (%)		Waste placed (%)		Waste destroyed (%)		Control waste brought (%)		Victim Score		Victim Score per hour		Crews / 10 to 10		Crews / 10 to 10		Crewscore (%)		Crewscore per min		Cost saved (%)	
L	R	B	Pantheon	1	3	1	0.67	26.57%	6.877	255.18	14.624	11	3	3	28	62.34	8.8	6.5	199	7.38	8.762	2																	
W	R	B	Gnar	1	1	5	6.00	26.57%	11.330	451.39	11.686	10	1	2	25	59.76	6.6	4.3	151	6.02	8.489	10																	
W	R	B	Wukong	10	4	7	4.25	56.67%	14.920	618.23	14.366	8	4	3	25	62.15	5.6	4.2	109	4.52	11.446	2																	
W	B	B	Pantheon	6	1	4	10.00	33.33%	11.287	520.54	14.002	8	2	2	18	49.81	5.7	5.8	135	6.23	9.048	10																	
W	B	B	Gnar	5	0	12	0.00	58.62%	18.977	714.32	18.197	10	6	3	37	83.56	7.2	8.0	180	6.78	12.095	2																	
L	R	B	Yorick	5	5	4	1.00	33.33%	28.868	781.76	38.473	16	4	4	34	54.36	6.0	3.2	88	9.28	16.905	2																	
W	B	B	Pantheon	8	2	6	6.00	62.00%	16.805	643.30	15.252	13	3	7	23	62.95	5.0	6.7	154	6.24	10.563	2																	
W	B	B	Pantheon	4	1	7	11.00	37.93%	12.052	499.74	13.240	7	5	2	30	74.64	5.4	8.8	154	6.39	9.419	10																	
W	B	B	Pantheon	3	1	8	11.00	42.31%	9.033	326.10	14.930	12	11	4	44	95.31	5.3	6.7	170	6.14	10.732	10																	
L	R	B	Shen	6	2	11	8.50	68.00%	23.296	720.49	25.674	13	2	3	25	46.39	5.4	5.9	204	6.31	13.888	2																	
W	B	B	Pantheon	6	3	6	4.00	30.00%	14.609	486.43	21.913	12	3	3	33	66.93	5.5	7.9	177	5.89	12.141	1																	
L	R	B	Yorick	6	3	6	1.75	50.00%	22.346	639.68	25.102	15	7	5	39	66.98	6.5	9.4	290	8.30	15.484	2																	
W	R	B	Kennen	6	5	8	2.80	53.85%	18.147	501.07	19.882	15	6	2	33	54.67	7.0	5.0	213	5.98	12.422	2																	
W	R	B	Pantheon	2	5	11	2.60	61.90%	13.224	425.44	17.935	2	2	25	25	45.95	5.9	6.3	172	5.55	10.803	10																	
L	R	B	Shen	1	2	6	3.50	50.00%	5.312	195.89	11.020	14	7	5	32	70.81	6.7	7.8	183	6.75	8.582	10																	
L	B	B	Kled	1	2	1	1.00	33.33%	5.997	226.44	17.663	11	2	3	24	54.37	5.9	5.8	159	6.00	7.799	2																	
W	B	B	Gnar	3	3	10	4.33	68.42%	12.272	519.63	15.973	9	2	3	25	63.51	6.9	3.6	143	6.06	9.374	10																	

Automated fill (advanced)

Setting up automation

This section needs to be done only when just starting out and launching the project for the first time

Python download

First thing – download and install Python 3.x:

<https://www.python.org/downloads/>

Project(script) download

Download the project and unzip it wherever

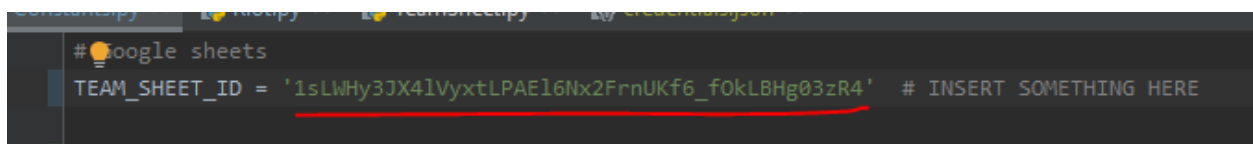
<https://github.com/Psychless/league-auto-stats/archive/master.zip>

Project configuration

First off, double-click on a file called 'install.sh' in the main folder. It will look like it's hacking the mainframe of pentagon's security defenses but what it actually does, it installs the necessary python packages that the script uses (programmer jibber jabber... I know)

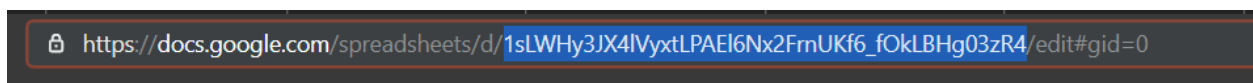
After that, open up the project's folder and open ./Common/Constants.py file with any text editor

First thing, insert your Google sheet's ID



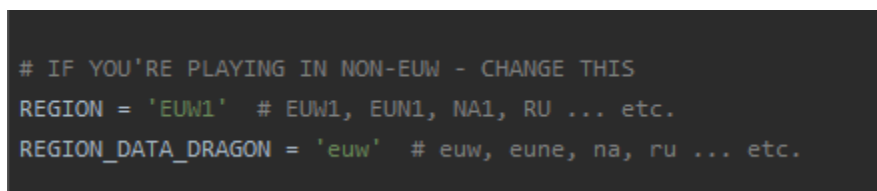
```
# google sheets
TEAM_SHEET_ID = '1sLWHy3JX4lVyxLPAEl6Nx2FrnUKf6_fOkLBHg03zR4' # INSERT SOMETHING HERE
```

You can get the sheet's ID by opening the sheet in browser and copying this part from the URL



```
https://docs.google.com/spreadsheets/d/1sLWHy3JX4lVyxLPAEl6Nx2FrnUKf6_fOkLBHg03zR4/edit#gid=0
```

If you're team is not playing on EUW region, change these parameters accordingly to your region:



```
# IF YOU'RE PLAYING IN NON-EUW - CHANGE THIS
REGION = 'EUW1' # EUW1, EUN1, NA1, RU ... etc.
REGION_DATA_DRAGON = 'euw' # euw, eune, na, ru ... etc.
```

Setting up Google Sheets API

First off, go to this link and login with your google account -

<https://console.cloud.google.com/apis/library/sheets.googleapis.com?q=sheets&id=739c20c5-5641-41e8-a938-e55ddc082ad1&project=api-6840244764871064192-812587&pli=1>

Next step – creating a new project:

The image shows two screenshots from the Google Cloud Platform console. The top screenshot displays the 'Google Sheets API' page, which includes a green spreadsheet icon, the title 'Google Sheets API', the provider 'Google', and a description: 'The Sheets API gives you full control over the content and appearance of your spreadsheet data.' Below this are two buttons: 'ENABLE' and 'TRY THIS API'. A red circle highlights the 'Select a project' dropdown menu in the top navigation bar. The bottom screenshot shows the 'Select a project' dialog. It features a search bar labeled 'Search projects and folders', tabs for 'RECENT' and 'ALL', and a table with columns 'Name' and 'ID'. The table contains one entry: 'No organization' with ID '0'. A red circle highlights the 'NEW PROJECT' button in the top right corner of the dialog.

Google Cloud Platform Select a project

API Library

Google Sheets API

Google

The Sheets API gives you full control over the content and appearance of your spreadsheet data.

ENABLE TRY THIS API

Select a project

NEW PROJECT

Search projects and folders

RECENT ALL

Name	ID
No organization	0

Put in any name in the “Project name” input. Doesn’t matter at all

New Project



You have 12 projects remaining in your quota. Request an increase or delete projects. [Learn more](#)

[MANAGE QUOTAS](#)

Project name *

Auto sheets yo



Project ID: auto-sheets-yo. It cannot be changed later. [EDIT](#)

Location *



No organization

[BROWSE](#)

Parent organization or folder

CREATE

CANCEL

After it’s created, select the project

Select a project



NEW PROJECT

Search projects and folders

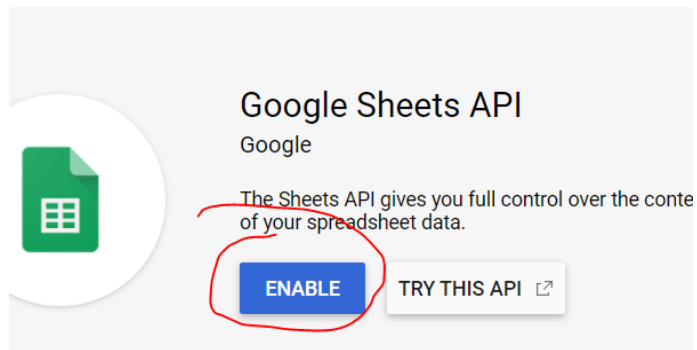


RECENT

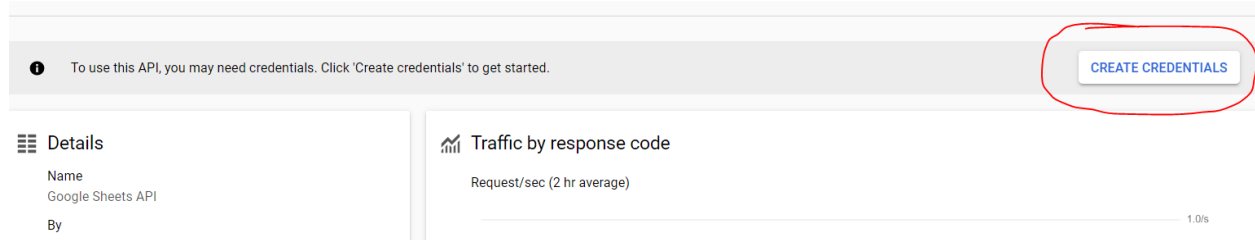
ALL

Name		ID
✓	Test project ?	test-project-265207

And enable the Google sheets API



Create credentials



Fill out the form

Add credentials to your project

1 Find out what kind of credentials you need

We'll help you set up the correct credentials

If you wish you can skip this step and create an [API key](#), [client ID](#), or [service account](#)

Which API are you using?

Different APIs use different auth platforms and some credentials can be restricted to only call certain APIs.

Google Sheets API ▼

Where will you be calling the API from?

Credentials can be restricted using details of the context from which they're called. Some credentials are unsafe to use in certain contexts.

Other non-UI (e.g. cron job, daemon) ▼

What data will you be accessing?

Different credentials are required to authorize access depending on the type of data that you request.

☐ User data

Access data belonging to a Google user, with their permission

☒ Application data

Access data belonging to your own application

Are you planning to use this API with App Engine or Compute Engine?

Applications running on GCE and GAE can use application default credentials and don't require that you create a credential.

☐ Yes, I'm using one or both

☒ No, I'm not using them

What credentials do I need?

Service name doesn't matter – write anything

Add credentials to your project

✓ Find out what kind of credentials you need
Calling Google Sheets API from a platform without a UI

2 Create a service account

3 Get your credentials

Service account name ?
whatevs

Service account ID
whatevs @test-project-265207.iam.gserviceaccount.com

Key type
Downloads a file that contains the private key. Store the file securely as it cannot be recovered if lost.
☒ JSON Recommended
☐ P12 For backward compatibility with code using the P12 format

Continue

Role ?
Editor

Selected
✓ Editor

Project
Actions
App Engine
BigQuery
Billing
Cloud Security Scanner
Cloud Trace
Datastore
Error Reporting
IAM
Logging
Monitoring

Owner
✓ Editor
Viewer
Browser

Cancel

After this step, it will save a .json file to your computer. Rename it to 'credentials.json' and replace the one in the project's main folder with this one

After that is done, you need to get the API's e-mail address.

APIs & Services

Dashboard

Library

Credentials

OAuth consent screen

Domain verification

Page usage agreements

Credentials

Create credentials

Delete

Create credentials to access your enabled APIs. For more information, see the [authentication documentation](#).

Service account keys




ID	Creation date	Service account
279297eb9fdd3a35e240a7f2418405ef03f44663	Jan 15, 2020	whatevs

Manage service accounts

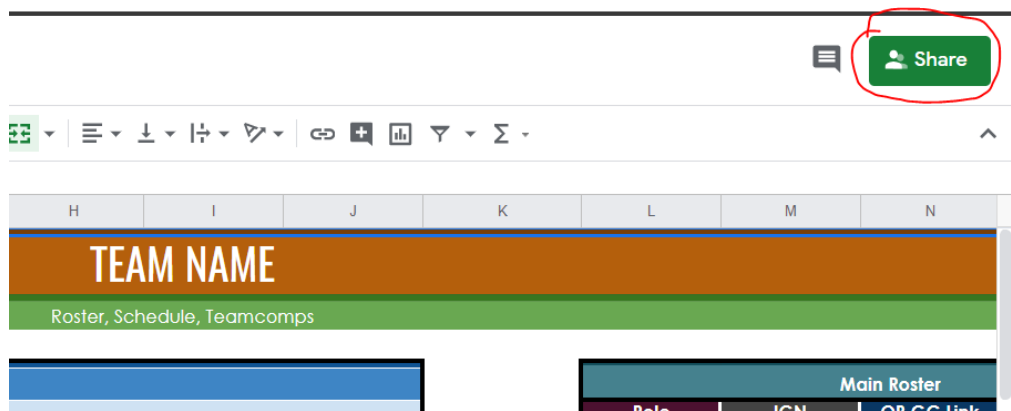
Copy the e-mail address

Service accounts for project "Test project"

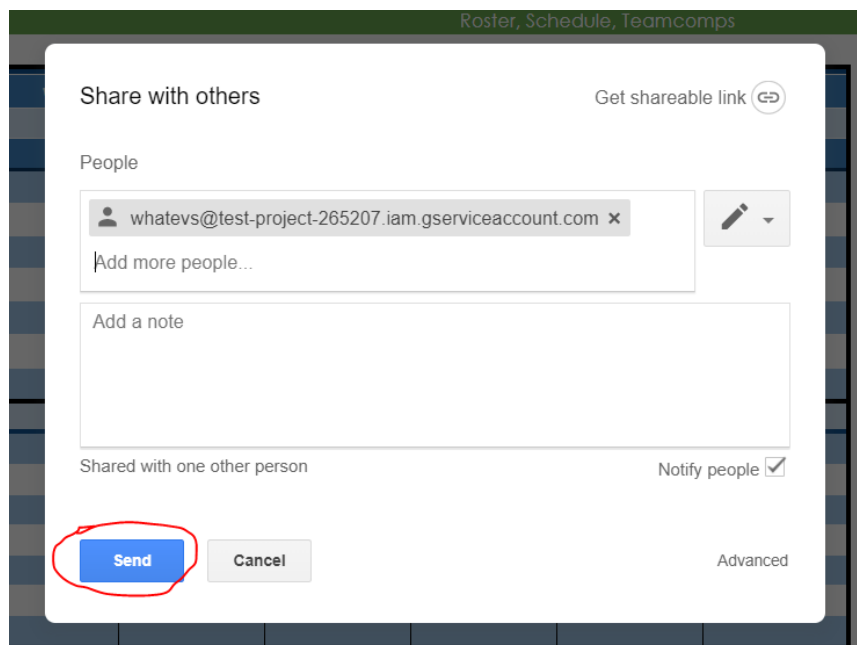
A service account represents a Google Cloud service identity, such as code running on Compute Engine VMs, App Engine apps, or systems running outside Google. [Learn more](#)

Filter table							
Email	Status	Name	Description	Key ID	Key creation date	Actions	
 whatevs@test-project-2652071am.gserviceaccount.com		whatevs		279297eb9fdd3a35e240a7f2418405ef03f44663	Jan 15, 2020		

Open your spreadsheet



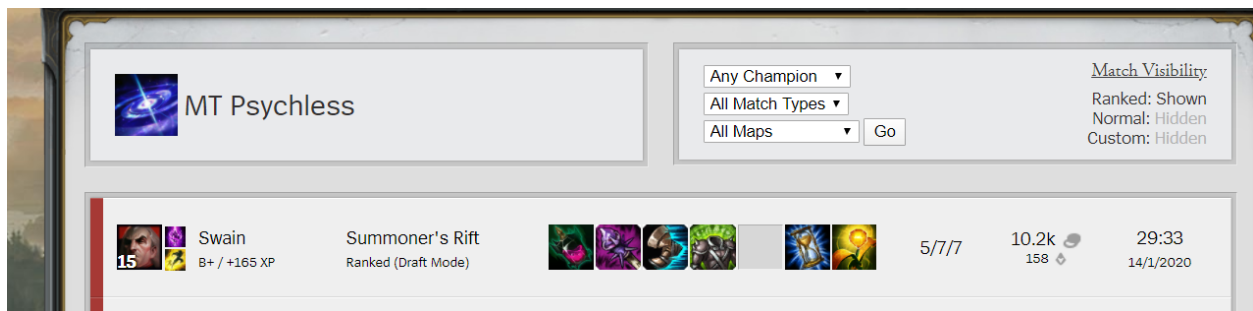
And share it with the API's e-mail



Now when the script is all set up, we can start filling out games

[illegible]

<https://matchhistory.euw.leagueoflegends.com/en/#match-history>



<https://matchhistory.euw.leagueoflegends.com/en/#match-details/EUW1/4364493419/2289495677691328?tab=overview>

[illegible]

Since Riot can't detect which player plays what role, you'll have to point it out yourself. Write in which slot (1-5) the role was playing in

Player	K/D/A	CS	Gold	XP
pflanzenkundler	0/9/6	22	6.5k	11.
Tortue Cuillere	6/4/2	213	11.6k	10
MT Psychless	5/7/7	158	10.2k	8.
Papa It Wont Fit	4/7/8	144	10.1k	15.
Cluxxi	4/8/5	178	9.9k	13.

Bans: [Icons of banned champions]

Blue team: 1 [Icon], 0 [Icon], 0 [Icon], 2 [Icon], 1 [Icon]

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1	<div>GAME STATS</div> <div>Date</div> <div>Details</div> <div>Opponent</div> <div>Game Time</div> <div>Game Time (Secs)</div> <div>Result</div> <div>Side (Blue / Red)</div> <div>Teamcomp</div>										<div>Match ID</div> <div>Top</div> <div>Jgl</div> <div>Mid</div> <div>Adc</div> <div>S</div>				
2	1	15.01.2020	Scrims	Team Test				B		4364493419	3	4	5	2	1
3	2														
4	3														

After this has been done, we can launch the script...

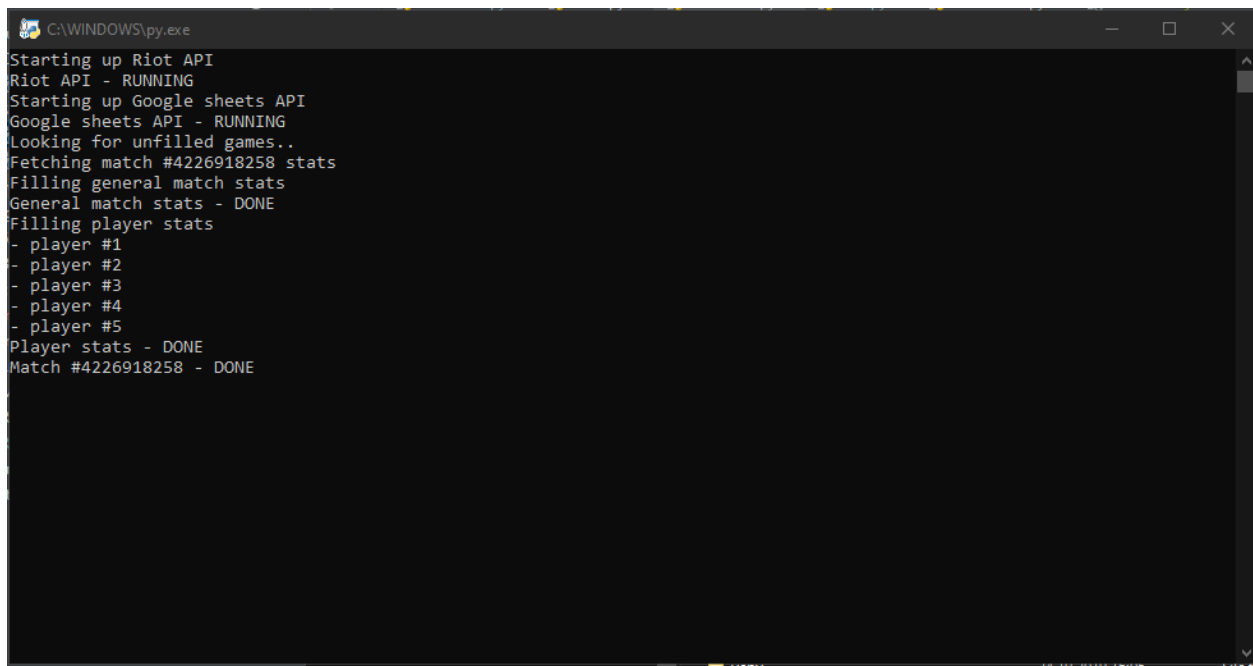
Launching the script (and how it works)

The way it works: it's going through the list of games in the "Game stats" sheet. If the game has a filled out "Side" column and an empty "Result" column, the script will see it as an unfilled match and start its job on it. So if you need to re-do a specific match, just remove the result and it will grab and fill it again.

After each match, it will take a 100 second break, because the Google sheets API has some tight quotas and it would exhaust its resources and the script would crash.

To launch the script, you right click the Main.py file -> Open with -> Python

If everything has been done correctly, you should see something like this:



```
C:\WINDOWS\py.exe
Starting up Riot API
Riot API - RUNNING
Starting up Google sheets API
Google sheets API - RUNNING
Looking for unfilled games..
Fetching match #4226918258 stats
Filling general match stats
General match stats - DONE
Filling player stats
- player #1
- player #2
- player #3
- player #4
- player #5
Player stats - DONE
Match #4226918258 - DONE
```

After it's done, it will automatically close. If something's not working, contact me (Psychless)

Average stats

Important: Everything's automated there, don't directly edit anything there

	A	B	C	D	E	F	G	H	I	J	K	L
1			Top	Jungle	Mid	Bot	Support					
2	Player		MT Psychless	MT Jumpy	Farradise	MT Liquish	MT Bam bam					
3	KDA											
4	Kills		3.76	5.39	5.90	5.63	1.20					
5	Deaths		2.54	4.71	4.27	3.41	4.41					
6	Assists		6.98	9.78	6.68	5.20	11.71					
7	KDA Ratio (Over all time)		4.23	3.22	2.95	3.17	2.92					
8	Damage											
9	Damage Dealt (To Champions)		13,957.15	13,631.54	19,749.98	13,805.54	5,899.10					
10	Damage per minute		468.24	460.75	670.33	465.99	202.04					
11	Damage per death		5,502.34	2,895.82	4,627.14	4,043.05	1,336.26					
12	Damage taken		20,903.98	28,005.12	19,573.59	12,848.29	14,165.41					
13	Creep score											
14	Creep score		185.95	155.98	207.61	215.78	33.34					
15	Creep score/minute @20		6.50	1.96	7.39	7.38	1.10					
16	Creep score per minute		6.32	5.36	7.06	7.41	1.15					
17	Vision											
18	Wards placed		11.88	11.68	12.85	10.00	31.71					
19	Wards destroyed		3.24	3.85	3.27	4.10	8.05					
20	Control wards purchased		2.85	3.90	5.39	3.41	7.59					
21	Vision Score per hour		53.14	55.99	49.51	48.14	124.87					
22	KP/DMG %											
23	Kill participation (%)		50.39%	68.71%	58.21%	49.45%	59.11%					
24	Damage (%)		20.68%	20.02%	29.83%	20.54%	8.94%					
25	Gold											
26	Gold earned		11,001.98	11,380.20	11,797.66	12,202.56	7,758.39					
27	Team's Gold (%)		20.28%	21.03%	21.81%	22.53%	14.35%					
	Add	1000	more rows at bottom.									

Overall Pick/Winrate

If you're interested on how certain champions perform, head over to "Overall Pick/Winrate" sheet

Important: Everything's automated there, don't directly edit anything there

	A	B	C	D	E	F	G
1	Our Picks					Games Played	
2	Champion	Pick Rate (%)	Win Rate (%)	# Picked	Won Games	41	
100	Ashe	2.44%	100.00%	1	1		
101	Caitlyn	2.44%	100.00%	1	1		
102	Ekko	7.32%	100.00%	3	3		
103	Jinx	2.44%	100.00%	1	1		
104	Kalista	2.44%	100.00%	1	1		
105	Karma	2.44%	100.00%	1	1		
106	Kayle	2.44%	100.00%	1	1		
107	Mordekaiser	2.44%	100.00%	1	1		
108	Morgana	4.88%	100.00%	2	2		
109	Nami	2.44%	100.00%	1	1		
110	Veigar	2.44%	100.00%	1	1		
111	Wukong	2.44%	100.00%	1	1		
112	Pantheon	19.51%	87.50%	8	7		
113	Cassiopeia	21.95%	77.78%	9	7		
114	Leona	26.83%	72.73%	11	8		
115	Jarvan IV	41.46%	70.59%	17	12		
116	Gnar	14.63%	66.67%	6	4		
117	Hecarim	7.32%	66.67%	3	2		
118	Lucian	7.32%	66.67%	3	2		
119	Kai'Sa	41.46%	64.71%	17	11		
120	Kled	12.20%	60.00%	5	3		
121	Rakan	29.27%	58.33%	12	7		
122	Lee Sin	17.07%	57.14%	7	4		
123	Vladimir	21.95%	55.56%	9	5		
124	Azir	4.88%	50.00%	2	1		
125	Braum	4.88%	50.00%	2	1		
126	Elise	4.88%	50.00%	2	1		
127	Sejuani	9.76%	50.00%	4	2		
128	Swain	9.76%	50.00%	4	2		
129	Syndra	24.39%	50.00%	10	5		
130	Xayah	21.95%	44.44%	9	4		