

Wisdota Report for Match 2705787298

Spirit Breaker by Spdy

PLAYED ON 11/10/2016

Match Context Solo AP ranked. Spirit Breaker on offlane, roaming/initiator - Goal is to gain an advantage through kills and become strong enough to initiate fights with charge. Got an early advantage and snowballed to a win.

Summary

- ▲ Effective itembuild. Get Stout Shield, buy Quelling Blade at the sideshop.
- ▲ Good laning, punishing solo Sven
- ▲ Successful aggressive ganks.
- Unnecessary deaths to overconfidence, might have been able to escape with charge.
- ▼ Unused skills/abilities: Empowering Haste, sometimes Urn and Drums.

Highlight Tip Empowering Haste has an active part, use it to boost movespeed (and damage) in fights and to escape bad situations! Examples where you could have used this ability more are: 3:52, 8:34, 16:48.

Pro Example Fear video clip (20s total): <https://youtu.be/7-AWD0wb5Vk?t=4m21s>

Fear goes for a gank on invoker, it goes bad and he needs to escape. He uses the active Empowering Haste at 4:29 to escape from Earth Spirit and is back to safety by 4:39.



Highlight Tip Think about using Charge of Darkness to escape more often.

Pro Example Fear video clip (25s total): <https://youtu.be/7-AWD0wb5Vk?t=12m55s>

Fear charges Death Prophet and uses active Empowering Haste to chase. He gets caught by Mirana at 13:15, and tries to escape by charging to the bottom lane but gets killed by a Sunstrike.



Tip - Laning Don't walk into lane with low HP and no mana for a charge out. This nearly caused you to die to Sven at 9:36



Tip - Abilities Use Charge of Darkness earlier when ganking. For example: You missed a kill on Sven at 2:58 because you held charge too long and hoped for a Bash and Mirana misses her arrow.



Tip - Farming Only hero and tower damage cancels Urn regeneration, use it to stay healthy when tanking creepwaves. E.g., 20:15, 22:05. Urn is not cancelled by creeps!

Tip - Fighting When you have charges available, use Urn aggressively when you enter the fight. E.g., 12:43, 19:19, 21:57.

Tip - Farming Prioritise killing the ranged creep when pushing a lane. E.g., 12:00, 17:29, 22:46

Tip - Farming When farming your jungle make sure that you kill all of the creeps in a camp as otherwise this slows down next ally farming the camp. Eg., did not kill last creep in camp **14:01**.

Tip - Farming Missed free lasthits. Frequent problems: Ignored lasthit lost to own creeps **22:12, 25:13, 25:36**, and hit too early **17:20, 22:20, 25:10**.

Tip - Movement Charge out from fountain instead of walking to save time. E.g., **10:20** walk mid - charge either sven top or CM in mid.