PASSIVE: FROST SHOT = INNATE - FROST SHOT: Ashe's basic attacks and ability hits apply Frost to enemies, which Slow slows them by 20% − 30% (based on level) for 2 seconds. Basic attacks against enemies with Frost are modified to deal 110% (+ (75% + 35% 35%) of critical strike chance) damage. INNATE - CRITICAL SLOW: Ashe's critical strikes do not deal any additional damage, instead they double Frost's slow strength to 40% − 60% (based on level), decaying over 1 second to its normal strength.

Q : RANGER'S FOCUS = PASSIVE: While Ranger's Focus is inactive, Ashe's basic attacks on-attack generate a stack of Focus for 4 seconds, which refreshes on subsequent attacks and stacks up to 4 times. Stacks expire by one every 1 second. ACTIVE: For 4 seconds, Ashe gains bonus attack speed and empowers her basic attacks to fire a flurry of five arrows. Each arrow deals modified physical damage that benefits from Frost Shot and life steal. Flurries trigger on-hit effects only once.

W : VOLLEY = ACTIVE: Ashe shoots a volley of arrows in a cone in the target direction, each dealing physical damage to the first enemy hit, and applying Critical Slow to enemy champions hit.

E : HAWKSHOT = ACTIVE: Ashe sends a hawk spirit toward the target location, granting sight of the area along its path「 repeatedly for 0.5 seconds after every 100 units traveled 」and at its destination for 5 seconds.

R : ENCHANTED CRYSTAL ARROW = ACTIVE: Ashe fires a massive arrow of ice in the target direction, granting sight of the area it flies through each for 1 second. The arrow shatters upon hitting an enemy champion, dealing them magic damage, Stun stunning them for 1 − 3.5 (based on distance traveled) seconds, and granting sight of the area around them for 1 second.