PASSIVE: POWER CHORD = INNATE - ACCELERANDO: Sona generates a stack of Accelerando each time she hits an enemy champion with Hymn of Valor Hymn of Valor and each time she mitigates sufficient damage or heals damaged allies with Aria of Perseverance Aria of Perseverance, stacking up to 120 times. At maximum stacks, she instead reduces the current cooldown of Crescendo by 1.5 seconds each time.

ACCELERANDO: For each stack, Sona gains Cooldown reduction 0.5 basic ability haste, up to 60 at maximum stacks.

INNATE - MELODY: Whenever Sona casts a basic ability, her other basic abilities incur a 0.5-second global cooldown and she generates a unique aura for 3 seconds that empowers herself and nearby allied champions.

INNATE - POWER CHORD: Sona's basic abilities generate a stack of Power Chord, stacking up to 3 times. At 3 stacks, her next basic attack is empowered to consume them all to have an uncancellable windup, deal 20 − 240 (based on level) (+ 20% AP) bonus magic damage, and apply an additional effect based on the last basic ability she casted:

Hymn of Valor Hymn of Valor - STACCATO: Deals 28 − 336 (based on level) (+ 28% AP) modified magic damage.

Aria of Perseverance Aria of Perseverance - DIMINUENDO: Reduces the target's size by 8% and damage dealt by 25% (+ 4% per 100 AP) for 3 seconds.

Song of Celerity Song of Celerity - TEMPO: Slows the target by 50% (+ 4% per 100 AP) for 2 seconds, capped at a maximum of 99%.

Q : HYMN OF VALOR = ACTIVE: Sona sends out bolts of sound to the two nearest visible enemies, prioritizing champions. Each bolt deals magic damage and grants sight of the area around the target for 1 second. Sona gains a stack of Accelerando for each bolt that hits an enemy champion. MELODY BONUS: Sona and tagged allied champions deal bonus magic damage on their next basic attack within 5 seconds.

W : ARIA OF PERSEVERANCE = ACTIVE: Sona heals herself and sends out a tone to heal the most wounded allied champion nearby. MELODY BONUS: Sona and tagged allied champions are granted a shield for 1.5 seconds.

E : SONG OF CELERITY = ACTIVE: Sona gains 20% (+ 2% per 100 AP) bonus movement speed for 7 seconds. If she takes damage during this time, the duration ends prematurely once or if 3 seconds have elapsed. MELODY BONUS: Tagged allied champions gain bonus movement speed for 3 seconds

R : CRESCENDO = ACTIVE: Sona strikes an irresistible chord in the target direction that deals magic damage to enemies hit and stuns them for 1.5 seconds.