Passive: HEXTECH MUNITIONS = INNATE - HEXTECH SHRAPNEL SHELLS: Corki's basic attacks are modified to deal 80% AD magic damage and 20% AD physical damage. INNATE - THE PACKAGE: After 10:00, The Package is delivered to both corners of the allied fountain, which can be selected by Corki to pick up after channeling for 1 second. Upon completion of the channel, Corki gains one cast of Special Delivery Special Delivery for 60 seconds, replacing Valkyrie Valkyrie for the duration. While holding the The Package, Corki gains 40% bonus movement speed out of combat and ghosting.

Q : PHOSPHORUS BOMB = ACTIVE: Corki launches a bomb at the target location that explodes upon impact, dealing magic damage to enemies hit. The bomb also grants sight of the area for 6 seconds and reveals enemy champions hit for the same duration.

W : VALKYRIE = ACTIVE: Corki dashes to the target location and drops bombs that leave up to 3 blazing patches along his path, depending on the distance traveled. Each patch lasts 2 seconds. Enemies within the patches are dealt magic damage every 0.25 seconds. Gatling Gun Gatling Gun can be cast during the dash. Valkyrie will cast at max range if cast beyond that. SPECIAL DELIVERY = ACTIVE: Corki dashes with displacement immunity to the target location, knocking aside all enemies in his path 500 units and leaving behind a trail of fire for 5 seconds, which grants sight of the area for its duration and for 3 seconds afterwards. Enemies hit by Corki's dash or within the trail are burned and slowed by 90% for 2 seconds, refreshing every 0.25 seconds while inside the area. The burn deals 7.5 − 25 (based on level) (+ 50% bonus AD) (+ 6% AP) magic damage every 0.25 seconds. Casting Special Delivery instantly resets Valkyrie's cooldown. Special Delivery will cast at max range if cast beyond that.

E : GATLING GUN = ACTIVE: Corki sprays bullets in a cone toward his facing direction for 4 seconds, dealing equal parts physical and magic damage every 0.25 seconds to all enemies hit, and reducing the targets' armor and magic resistance with each tick, lasting for 2 seconds, refreshing on subsequent ticks, and stacking up to 8 times.

R : MISSILE BARRAGE = ACTIVE: Corki fires a missile in the target direction that explodes upon the first enemy hit, dealing magic damage to enemies within the area. Corki periodically stocks a Missile Barrage charge, up to a maximum of 7. He gains maximum charges upon respawning. Every third missile Corki fires is a Big One Big One, dealing 100% increased damage as well as gaining increased range and explosion radius.