PASSIVE: MARTIAL CADENCE = INNATE: Jarvan IV's basic attacks are empowered to deal additional physical damage equal to 8% of the target's current health, with a minimum threshold of 20 and capped at 400 against all targets.

Q : DRAGON STRIKE = ACTIVE: Jarvan IV extends his lance in the target direction, dealing physical damage to enemies hit and inflicting them with armor reduction for 3 seconds.

W : GOLDEN AEGIS = ACTIVE: Jarvan IV slows all nearby enemies for 2 seconds. Jarvan IV also grants himself a shield for 5 seconds, increased by 1.3% of his maximum health for each enemy champion hit by Golden Aegis.

E : DEMACIAN STANDARD = ACTIVE: Jarvan IV throws a Demacian flag to the target location, dealing magic damage to enemies within the area. The flag then remains for 8 seconds, granting sight of its surroundings and providing an aura that grants bonus attack speed equal to Demacian Standard's passive to Jarvan IV and all nearby allied champions. Demacian Standard will cast at max range if cast beyond that

R : CATACLYSM = ACTIVE: Jarvan IV leaps with displacement immunity to the target enemy champion's location over 0.35 seconds, dealing physical damage to all nearby enemies upon arrival. Upon impact, he creates a circle of impassable terrain that initially pulls units inside it, though not rendering them airborne. The terrain lasts for 3.5 seconds and grants sight of the area. Cataclysm can be recast after 1 second while the terrain is active. RECAST: Jarvan IV destroys the terrain created by Cataclysm.