PASSIVE: RELENTLESS ASSAULT = INNATE: Jax's basic attacks generate a stack of Relentless Assault on-attack for 2.5 seconds, refreshing on subsequent attacks and stacking up to 8 times. Stacks expire by one every 0.25 seconds when the duration ends. RELENTLESS ASSAULT: For each stack, Jax gains 3.5% − 11% (based on level) bonus attack speed, up to a maximum of 28% − 88% (based on level).

Q : LEAP STRIKE = ACTIVE: Jax dashes to the target unit's location. If the target is an enemy and they are in range upon arrival, Jax deals them physical damage. Jax can cast any of his abilities during the dash.

W : EMPOWER = ACTIVE: Jax empowers his next basic attack or Leap Strike Leap Strike against an enemy within 10 seconds to deal bonus magic damage. If Empower is used on a basic attack, it will gain 50 bonus range. Empower resets Jax's basic attack timer.

E : COUNTER STRIKE = ACTIVE: Jax enters Evasion for 2 seconds: a defensive stance that causes him to dodge all incoming non- turret basic attacks and take 25% reduced damage from all area of effect abilities sourced from champions. Counter Strike can be recast after 1 second, and does so automatically after the duration. RECAST: Jax deals physical damage to nearby enemies, increased by 20% for each attack dodged, up to a 100% increase, and stuns them for 1 second.

R : GRANDMASTER'S MIGHT = PASSIVE: Jax's basic attacks generate a stack of Grandmaster's Might on-hit for 2.5 seconds, refreshing on subsequent hits, and stacking up to 2 times. At 2 stacks, his next basic attack is empowered to consume them all to deal bonus magic damage. ACTIVE: Jax gains bonus armor and bonus magic resistance for 8 seconds.