PASSIVE: RAGE GENE = INNATE - RAGE GENE: Mini Gnar Mini Gnar generates 4 / 7 / 11 (based on level) Rage Rage over 2 seconds upon dealing or receiving damage. Against non-champions, basic attacks and Boomerang Throw instantly generate「 0.5 / 0.875 / 1.375 (based on level) Rage. 」 Against champions, Boomerang Throw instantly generates「 1 / 1.75 / 2.75 (based on level) Rage, 」and basic attacks instantly generate「 2 / 3.5 / 5.5 (based on level). 」Boomerang Throw can only generate Rage once per cast, and grants Rage based on the first enemy hit. Gnar's Rage decays after being out of combat for 13 seconds. At maximum Rage, Gnar's abilities are switched to Mega Gnar's Mega Gnar's abilities for 4 seconds. Casting one of Mega Gnar's abilities will cause him to transform into Mega Gnar Mega Gnar, else he will transform automatically after the 4 seconds have elapsed. Gnar's Mega form lasts for 15 seconds, with his Rage bar depleting as an indication of remaining time. Rage cannot be generated while in this form. Afterwards, Gnar returns to Mini Gnar, retaining his current percentage health and becoming too tired to generate Rage for 15 seconds. Gnar gains different stat bonuses based on whether he is in Mini or Mega form. Both of Gnar's forms share their ability cooldowns

Q : BOOMERANG THROW / BOULDER TOSS = ACTIVE: Gnar throws a boomerang in a line in the target direction that deals physical damage to enemies in its path and Slow icon.png slows them for 2 seconds. After reaching its maximum range or hitting an enemy, the boomerang flies back toward Gnar based on his current movement, dealing 50% damage to subsequent targets. Catching the boomerang while it is returning back refunds 40% of the ability's Cooldown total cooldown. ACTIVE: Gnar throws a boulder in the target direction that stops upon hitting an enemy, dealing physical damage to nearby enemies upon impact and slowing them for 2 seconds. The boulder then remains on the ground for 6 seconds. After 0.3 seconds, Gnar can pick up the boulder by moving within 90 units of it, refunding 70% of the ability's total cooldown.

W : HYPER / WALLOP = PASSIVE: Gnar's basic attacks on-hit and ability hits apply a stack of Hyper to enemies for 3.5 seconds, refreshing on subsequent applications and stacking up to 3 times. The third stack against a target consumes them all to deal bonus magic damage, capped at 300 against monsters, and grant Gnar 20 / 40 / 60 / 80% (based on GNAR!'s rank) bonus movement speed that decays over 3 seconds. ACTIVE: Gnar slams his arm down in the target direction, dealing physical damage to all enemies struck within the area and stunning them for 1.25 seconds.

E : HOP / CRUNCH = ACTIVE: Gnar leaps to the target location, then gains bonus attack speed for 6 seconds. If Gnar lands on a unit he will bounce 500 units further in the same direction. Landing on an enemy deals them physical damage and slows them by 80% for 0.5 seconds. Gnar will not bounce if he is immobilized, excluding from Sleep sleep(bug), during the first leap. ACTIVE: Gnar leaps to the target location and deals physical damage to nearby enemies upon impact. After a 0.25-second delay, additional enemies in a larger radius also take the same damage. If Crunch is used to transform, Gnar will still be able to bounce as per Hop. Crunch's area of effect occurs in both areas, though enemies can only be damaged once. Enemies Gnar lands directly on top of are affected by Hop's slow.

R : GNAR! = Mega Gnar - ACTIVE: Gnar thrusts in the target direction, knocking away nearby enemies up to 590 units in that direction, though not through terrain, and afterwards dealing them physical damage, as well as slowing them by 45% after a 0.4-second delay for a duration. Enemies that collide with terrain take 50% increased damage instantly and are stunned instead of Slow slowed.