PASSIVE: ARCANE MASTERY = Ryze gains an Arcane Mastery stack for 6 seconds every time he uses an ability, stacking up to 5 times. At 5 stacks, Ryze becomes supercharged for his next 5 ability casts or for 2.5 − 5 (based on Overload's Rank) seconds, shielding himself for 25 − 110 (based on level) (+ 8% maximum mana) and causing his supercharged ability casts to reduce each of his cooldowns by Overload's amount.

Q : OVERLOAD = PASSIVE: Arcane Mastery's supercharged effect gains increased duration. ACTIVE: Ryze unleashes a runic blast in the target direction, dealing magic damage to the first enemy struck.

W : RUNE PRISON = ACTIVE: Ryze instantly deals magic damage and roots the target enemy for a short duration.

E : SPELL FLUX = ACTIVE: Ryze hurls an orb of runic energy at the target enemy, dealing magic damage and and reducing their magic resistance for 5 seconds, stacking up to 3 times. After striking the target, the orb splits and bounces to Ryze and up to 6 nearby enemies around the primary target, dealing the same magic damage to each. The secondary orbs then bounce back to the primary target (deals half the initial damage)

R : DESPERATE POWER = PASSIVE: Ryze permanently gains cooldown reduction. ACTIVE: For 6 seconds, Ryze gains bonus spell vamp, 80 bonus movement speed, and his basic abilities deal half their damage to all nearby enemies around the primary target