PASSIVE: FLEET OF FOOT = INNATE: Sivir's basic attacks and ability hits against enemy champions grant her 55 − 75 (based on level) bonus movement speed decaying over 1.5 seconds, refreshing on subsequent hits.

Q : BOOMERANG BLADE = ACTIVE: Sivir hurls her crossblade in the target direction, dealing physical damage to enemies within its path, increased by 0% − 50% (based on critical strike chance). Boomerang Blade's damage is reduced by 0% − 60% (based on non-champions hit). Upon reaching maximum range, the crossblade returns to her, resetting the damage modifier and dealing the same damage to enemies on its way back.

W : RICOCHET = ACTIVE: Sivir empowers her crossblade for the next 4 seconds, gaining bonus attack speed and causing her basic attacks to bounce to additional surrounding enemies, dealing them physical damage. If the triggering attack critically strikes, the bounces will do so as well. Ricochet deals 65% damage against minions and executes them if they would be left below 15 health. ounces occur only up to 8 times and can target each enemy up to one additional time per empowered attack. They prioritize the nearest new target, then the nearest target if no new targets are available. Ricochet resets Sivir's basic attack timer. The target does not have to be visible to be bounced to.

E : SPELL SHIELD = ACTIVE: Sivir gains a spell shield for 1.5 seconds. Upon successfully blocking a hostile effect, she heals herself and activates Fleet of Foot after 0.25 seconds.

R : ON THE HUNT = ACTIVE: Sivir gains On the Hunt for a duration and grants it to nearby allied champions for the remaining duration. ON THE HUNT: Gain bonus movement speed. While active, Sivir's basic attacks on-attack reduce her basic abilities' current cooldowns by 0.5 seconds each. On the Hunt's duration is refreshed whenever Sivir scores a takedown against an enemy champion within 3 seconds of damaging them