PASSIVE: FROST SHOT = INNATE - FROST SHOT: Ashe's basic attacks and ability hits apply Frost to enemies, which slows them by 20% − 30% (based on level) for 2 seconds. Basic attacks against enemies with Frost are modified to deal 110% (+ (75% + 35%) of critical strike chance) damage. INNATE - CRITICAL SLOW: Ashe's critical strikes do not deal any additional damage, instead they double Frost's slow strength to 40% − 60% (based on level), decaying over 1 second to its normal strength.

Q: RANGER'S FOCUS = PASSIVE: While Ranger's Focus is inactive, Ashe's basic attacks on-attack generate a stack of Focus for 4 seconds, which refreshes on subsequent attacks and stacks up to 4 times. Stacks expire by one every 1 second. ACTIVE: For 4 seconds, Ashe gains bonus attack speed and empowers her basic attacks to fire a flurry of five arrows. Each arrow deals modified physical damage that benefits from Frost Shot and life steal. Flurries trigger on-hit effects only once. Ranger's Focus resets Ashe's basic attack timer.

W: VOLLEY = ACTIVE: Ashe shoots a volley of arrows in a cone in the target direction, each dealing physical damage to the first enemy hit, and applying Critical Slow to enemy champions hit. Enemies can intercept multiple arrows but do not take damage from any beyond the first.

E: HAWKSHOT = ACTIVE: Ashe fires a massive arrow of ice in the target direction, granting sight of the area it flies through each for 1 second. The arrow shatters upon hitting an enemy champion, dealing them magic damage, stunning them for 1 − 3.5 (based on distance traveled) seconds, and granting sight of the area around them for 1 second.

R: ENCHANTED CRYSTAL ARROW = Ashe fires a missile of ice in a straight line. If the arrow collides with an enemy Champion, it deals damage and stuns the Champion, stunning for longer the farther arrow has traveled. In addition, surrounding enemy units take damage and are slowed. Enemies surrounding the primary target are dealt 50% damage and afflicted with Frost Shot Frost Shot.