***CAMILLE SEASON 8***

##### PASSIVE: ADAPTIVE DEFENSES = INNATE: Periodically, Camille's next basic attack against an enemy champion is enhanced to grant her a shield equal to 20% of her maximum health for 2 seconds from either exclusively physical damage or magic damage, based on which type the target has previously dealt most of against champions as well as on Camille's current armor and magic resistance.

##### Q : PRECISION PROTOCOL = ACTIVE: Camille empowers her next basic attack within 4 seconds to have an uncancellable windup, gain 50 bonus range, deal bonus physical damage and grant her bonus movement speed for 1 second. After 0.25 seconds, Precision Protocol can then be recast within the next 3.5 seconds at no additional cost. RECAST: Camille mimics the first cast's effects. If Precision Protocol is recast after 1.5 seconds of the first attack, then the bonus damage is doubled, and 40% − 100% (based on level) of the attack's total damage will be dealt as true damage.

##### W : TACTICAL SWEEP = ACTIVE: Camille sweeps her leg in a cone in the target direction over 1.1 seconds, during which she is ghosted and unable to declare basic attacks. Afterwards, she deals physical damage to all enemies within. Enemies hit by the outer half of the cone take additional physical damage, capped at 300 damage against monsters, and are slowed by 80% decaying over 2 seconds. Camille is healed for 100% of this additional damage post-mitigation against enemy champions in the outer half.

##### E : HOOKSHOT = ACTIVE: Camille fires a grapple in the target direction. If the grapple collides with terrain, Camille will dash toward and attach to the terrain for 0.75 seconds, during which she gains the ability to cast Wall Dive. Camille will be knocked down by any immobilizing or polymorphing crowd control, excluding sleep(bug), during the dash. Other abilities can be cast during the ability. Casting The Hextech Ultimatum will cause the grapple to disappear if it is in flight. Camille is able to cast Hookshot during her basic attack animation. ACTIVE: Camille dashes in the target direction, dealing physical damage to enemies near the landing location. Wall Dive's range is doubled towards enemy champions within 1400 units. Camille grants ghosting to non-champions she passes through for 4 seconds. Camille stops prematurely upon colliding with an enemy champion, knocking back all nearby enemy champions, though not through terrain, as well as stunning them for 0.75 seconds, while also gaining bonus attack speed for 5 seconds.

##### R : THE HEXTECH ULTIMATUM = ACTIVE: Camille becomes untargetable and leaps with displacement immunity towards the target enemy champion over 0.5 seconds, revealing them for the duration and disrupting their ongoing channels. Upon landing on the target, she becomes targetable again and creates a hexagonal zone around her current location for a duration, knocking away all other nearby enemies on impact, though not through terrain. The target cannot escape the zone through any means. While within the zone, Camille's basic attacks deal bonus magic damage.