***KAI’SA SEASON 8***

##### PASSIVE: SECOND SKIN = INNATE - LIVING WEAPON: Kai'Sa can evolve each of her basic abilities by gaining a set amount of permanent stats from items and stat growth, granting them additional effects. Evolving an ability causes her to enter a 2-second cast time. The upgrade is lost if the stat requirement is no longer met. INNATE - PLASMA: Kai'Sa's basic attacks on-hit and Void Seeker apply stacks of Plasma to enemies for 4 seconds, refreshing on subsequent applications and stacking up to 5 times. Basic attacks each apply 1 stack and Void Seeker applies 2 stacks, increased to 3 if it is evolved. Her and nearby allies' immobilizing effects and polymorphs against enemy champions will also apply a stack of Plasma. INNATE - CAUSTIC WOUNDS: Plasma stacks applied by Kai'Sa's basic attacks or Void Seeker deal 5 − 23 (based on level) (+ 1 − 12 (based on level) per Plasma stack before application) (+ 15% − 25% (based on Plasma stacks before application) AP) bonus magic damage. The fifth stack against a target consumes them all to deal additional bonus magic damage equal to 15% (+ 6% per 100 AP) of the target's missing health, capped at 400 against monsters.

##### Q : ICATHIAN RAIN = ACTIVE: Kai'Sa releases a swarm of 6 missiles that evenly distributes among nearby visible enemies, each one hitting their target after 0.4 seconds to deal physical damage. Minions below 35% health take double damage. EVOLUTION: Requires「 Attack damage icon.png 100 − 66 (based on level) attack damage from items 」to upgrade – Icathian Rain instead fires 12 missiles.

##### W : VOID SEEKER = ACTIVE: Kai'Sa fires a void bolt in the target direction that briefly grants sight around its trajectory as it travels, deals magic damage to the first enemy hit, applies 2 Plasma, and reveals them for 4 seconds. EVOLUTION: Requires Ability power icon.png 100 ability power from items to upgrade – Void Seeker applies 3 Plasma instead and refunds 77% of its cooldown it hits an enemy champion.

##### E : SUPERCHARGE = ACTIVE: Kai'Sa charges up over the cast time, during which she is still allowed to move, becomes ghosted, and gains bonus movement speed, with the effectiveness increased by 0% − 100% (based on bonus attack speed). After completing the charge, she gains bonus attack speed and reduces her basic attack windup percentage by 6.44% for 4 seconds. EVOLUTION: Requires「100% − 70% (based on level) attack speed from items 」to upgrade – Supercharge grants invisibility at the start of the cast time for 0.5 seconds

##### R : KILLER INSTINCT = ACTIVE: Kai'Sa grants herself a shield for 2 seconds and dashes to a target location near a visible enemy champion that was affected by Plasma within the last 4 seconds. The shield's duration is refreshed when the dash ends.