***GANGPLANK SEASON 9***

##### PASSIVE: TRIAL BY FIRE = INNATE: Periodically, Gangplank empowers his next basic attack to set the target on fire, dealing them「 55 − 310 (based on level) (+ 100% bonus AD) bonus true damage over 2.5 seconds, increased by 0 − 200 (based on critical strike chance). 」Turrets are dealt 50% damage. If Gangplank successfully hits a target with Trial by Fire, he gains 15% − 30% (based on level) bonus movement speed for 2 seconds. Every time a Powder Keg explodes, the cooldown for Trial by Fire resets and Gangplank gains its bonus movement speed.

##### Q : PARRRLEY = ACTIVE: Gangplank fires a shot at the target enemy that deals physical damage and applies on-hit and on-attack effects at 100% effectiveness as a ranged attack. Parrrley can critically strike for (175% + 35% 35%) total damage. If Parrrley kills the target, Gangplank plunders Gold and Silver Serpents. Each enemy killed by a Powder Keg explosion that was originally set off by Parrrley also counts for the plunder.

##### W : REMOVE SCURVY = ACTIVE: Gangplank consumes a large quantity of citrus fruit, cleansing himself from all crowd control and healing himself.

##### E : POWDER KEG = ACTIVE: Gangplank consumes a charge to place a powder keg at the target location that lasts for 25 seconds and will connect to other kegs with overlapping connection radius through a trail of black powder. The keg starts with 3 health and loses 1 every 2 / 1 / 0.5 (based on level) seconds until it is left with 1 health. Gangplank periodically stocks a Powder Keg charge, up to a maximum amount. Kegs can be basic attacked by enemies or Gangplank (including his Parrrley), dealing 1 damage to it. When an enemy destroys it, it is safely defused. When Gangplank destroys it, it explodes and also triggers a chain reaction that explodes other nearby connected kegs with a 0.33 seconds-delay between explosions. The explosions also grant sight of their radiuses for 2 seconds. Enemies caught in an explosion are slowed for 2 seconds, and are dealt the triggering attack's damage, dealing bonus physical damage against champions. Each enemy can only be hit once per chain and the damage dealt ignores 40% of the target's armor.

##### R : CANNON BARRAGE = ACTIVE: Gangplank shoots a flare into the air, signaling his ship off-shore to fire upon the target location for 8 seconds, calling down 12 waves of cannonballs in clusters of 3 every 2 seconds, and granting sight of the area for the duration. Each wave deals magic damage to all enemies within the area and slows them by 30% for 0.5 seconds. DEATH'S DAUGHTER: A large cannonball lands in the center of the barrage after the first cluster of waves occur, dealing a cluster's worth of true damage to enemies within the impact and slowing them by 60% for 1.5 seconds. FIRE AT WILL: Cannon Barrage fires「 6 additional waves 」 over its duration; 18 waves of cannonballs are called down in clusters of 3 every 1.33 seconds. RAISE MORALE: Cannon Barrage grants Gangplank and all allies within the area 30% bonus movement speed, lingering for 2 seconds.