***ZOE SEASON 11***

##### PASSIVE: MORE SPARKLES! = INNATE: After casting an ability, Zoe empowers her next basic attack or Spell Thief Spell Thief bolt within 5 seconds to become non-projectile and deal 16 − 130 (based on level) (+ 20% AP) bonus magic damage.

##### Q : PADDLE STAR! = ACTIVE: Zoe shoots a star in the target direction that explodes upon hitting an enemy, dealing magic damage to nearby enemies hit, reduced to 80% for enemies hit beyond the first. The total damage is increased by 0% − 150% (based on distance traveled). The star lingers at maximum range for 1 second, during which Paddle Star can be recast after 0.25 seconds in the duration. RECAST: Zoe redirects the star in the target path, empowering it with increased speed and radius, and resetting its damage modifier on cast. The redirected star can travel until it reaches 800-units outbound from Zoe.

##### W : SPELL THIEF = PASSIVE - WHEEEEE: Whenever Zoe casts Spell Thief or a summoner spell, she gains bonus movement speed for a duration, and summons three bolts that orbit her for the next 10 seconds. If Zoe is not affected by complete crowd control, she shoots one bolt at a time at the nearest non-sleeping enemy in range, prioritizing her attack target, dealing magic damage with each bolt. PASSIVE: Whenever an enemy champion casts a summoner spell summoner spell or item active item active, they drop the corresponding Spell Shard Spell Shard onto the ground that grants sight over a 100-radius area and remains for 40 seconds. Enemy minions have a 10% chance to spawn with a random Spell Shard that drops and remains for 20 seconds if Zoe kills them. Allied champions that kill them will cause the orb to drop only if Zoe is nearby. Zoe can collect a Spell Shard for 60 seconds, and replace it by moving directly onto another Spell Shard. ACTIVE: Zoe mimics the active of the collected Spell Shard.

##### E : SLEEPY TROUBLE BUBBLE = ACTIVE: Zoe kicks a bubble in the target direction that bursts upon the first enemy hit, otherwise lingering at maximum range over 1 second, then becoming a trap for 5 seconds that bursts upon enemy contact. The bubble can move through terrain only once, but travels the entire distance as bonus range, and will fall short if it would enter terrain again. The burst deals magic damage and inflicts drowsy for 1.4 seconds, which gradually slows them until they fall asleep for 2.25 seconds. The next instance of non-persistent damage that the sleeping target takes from champions, large monsters or structures consumes the debuff to deal bonus true damage equal to the post-mitigation damage dealt, capped at Sleepy Trouble Bubble's damage. The bonus damage is dealt before the triggering damage.

##### R : PORTAL JUMP = ACTIVE: Zoe blinks in the target direction and remains there for 0.75 seconds, during which she sets her movement speed to a static 0 and has unobstructed vision. Afterwards, she blinks back to her casting position. Portal Jump resets Zoe's basic attack timer. Zoe is unable to basic attack and cast her abilities and movement spells for 0.75 seconds after casting Portal Jump and for 0.5 seconds after blinking back.