***CAITLYN SEASON 12***

##### PASSIVE: HEADSHOT = INNATE: Caitlyn's basic attacks generate a stack of Count on-attack, doubled when attacking from brush. At 6 stacks, or 5 while in brush, her next basic attack consumes all stacks to become a Headshot. HEADSHOT: Caitlyn's basic attack is empowered to have an uncancellable windup and deal (60 / 90 / 120% (based on level) + (131.25% + 26.25% 26.25%) critical strike chance) AD bonus physical damage, increased to (110 / 115 / 120% (based on level) + (131.25% + 26.25% 26.25%) critical strike chance) AD against non-champions. Caitlyn may fire more than one Headshot until it hits a target, which consumes all stacks. Enemies that step over a Yordle Snap Trap or are hit by 90 Caliber Net 90 Caliber Net can grant an additional Headshot against them at 1300 range within 1.8 seconds, without consuming stacks. Each method grants only one Headshot at a time.

##### Q: PILTOVER PEACEMAKER = ACTIVE: Caitlyn fires a piercing shot in the target direction that deals physical damage to the first enemy it passes through, after which it expands in width but deals only 50% damage to enemies it hits thereafter. Enemies revealed by Yordle Snap Trap always take full damage from Piltover Peacemaker.

##### W: YORDLE SNAP TRAP = ACTIVE: Caitlyn sets a visible trap at the target location that is untargetable and arms after 1 second, lasting for a duration. The trap grants sight of the area for 1 second after being placed. Caitlyn periodically stocks a Yordle Snap Trap charge, up to a maximum amount. Deploying traps beyond the maximum destroys the oldest one. The next enemy champion that springs the trap is rooted for 1.5 seconds, revealed for 3 seconds, takes additional damage from Headshot, and becomes immune to further Yordle Snap Traps for 3 seconds.

##### E: 90 CALIBER NET = ACTIVE: Caitlyn fires a net in the target direction and recoils 390 units in the opposite direction. The net deals magic damage to the first enemy hit and slows them by 50% for 1 second. Caitlyn will not dash backwards if she is immobilized or grounded during the cast time. She can cast any of her abilities during the dash.

##### R: ACE IN THE HOLE = ACTIVE: Caitlyn locks onto the target enemy champion and channels for 1 second, revealing them as well as revealing herself. Ace in the Hole is placed on a 5-second cooldown if canceled. Once Caitlyn completes the channel, she fires a homing bullet toward the target that deals physical damage to the first enemy champion it hits, increased by 0% − 25% (based on critical strike chance).