***Alteza, the Weaver of Triangles***

PRIMARY: Mage

Mage

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| GENDER | F | |
| HP | 585 | 36 |
| HP REGEN / 5s | 8.1 | 0.18 |
| ATTACK DAMAGE | 51 | 4.5 |
| ABILITY POWER | 63 | 0 |
| ARMOR | 40 | 0 |
| MAGIC RESIST | 0 | 0 |
| ATTACK SPEED | 0.625 | 0.005 |
| CRIT. CHANCE | 0 | 0 |
| RANGE | 540 | |
| MVMT SPEED | 360 | |

BIO

Alteza Sophia Dimatenna was not the child Aspects Father-Time-and-Space and The Cosmic Dream Weaver expected when they copulated, if ever copulation existed between two beings of ultimate powers. Sure, she was humanoid from the waist up and spider from the waist down, but the thing was that she had an extra spider leg in exchange for one of her thumbs.

Like her parents, she had powers no Runeterran could ever question nor describe, but her intelligence (and wisdom) exceeds far beyond the unquestionable dimensions of the universe. These had tradeoffs as well: she could not mingle with the other aspects and cosmic beings normally, she had some frequent emotional outbursts of cosmic proportions, and she would often spend her time talking (and weaving) about triangles, the number 3, and the number 9, up to the point that she experimented her powers with them, conjuring up three triangular beings she called her friends: Locus, Tempus, and Somnium, all named after the powers she inherited from her parents.

This was a problem for her family for the Cosmic Weaver’s time was almost over and she was ailing fast. The other Aspects were not sure whether Alteza could replace her mother in weaving the cosmic tapestries and help her father oversee time and space. With quick thinking, the Aspect of Twilight suggested that she be transported to Runeterra in order to test her for the time being.

And that was what happened. An angry and lost Alteza woke up with Locus, Somnium, and Tempus inside Mount Targon, where she experienced ridicule and anger of mortals for the first time. She was angry, overwhelmed, bent on destroying the Targonians and ripping the fabric of time and space, and she would have done it, if not for the human manifestation of the Aspect of Protection and the Starchild. Both of them listened to her story (after some struggle and whining from Alteza) and offered to help her regain her place as soon as possible. Now with two celestial beings alongside her, Alteza ventures across Runeterra, hoping to prove her worth not only to the Aspects but also to the inhabitants of this new realm.

(TL;DR: She is an Aspect with, in the Runeterrans’ words, Autism Spectrum Disorder)

SKILLS

*P: Triangular Trio*

Floating near her are three sentient triangles, Tempus, Somnium, and Locus. These three serve as her primary form of attack, and allow her to attack three enemies at once. Each triangle’s projectile deals 33% reduced damage. When Alteza casts a basic skill, she gains a blessing.

*Q: Threads of Sweet Dreams*

Alteza fires 1/1/2/2/3 threads from her spinnerets towards her enemies, dealing an initial 45/54/63/72/81 (+0.33 AP) damage to said enemies. These threads linger for three seconds before dissipating. While the threads are active, Alteza re-cast the ability to pull the threads to shatter them, dealing an additional 45/48/51/54/57 (+0.33 AP) damage and making them fall **Asleep** (directly) for 0.9 seconds.

**Blessing of Somnium**: For the next 9 basic attacks following ability cast, every projectile fired from the triangles has a 1/9 chance to inflict **Drowsy** debuff to enemies (minions included) for 0.33 seconds.

Cost: 72/81/90/99/105 mana

CD: 18/16.5/15/13.5/12 seconds

Cast Range: 630 units

*W: Temporal Hourglass Fieldwaves*

Alteza fuses with Tempus, gaining a blue complexion and triggering the **Blessing of Tempus** for 6 seconds.

**Blessing of Tempus:** A faint blue hourglass field appears below Alteza and fires linear waves of magic from the front and behind. These lines grow wider as they follow the triangular pattern. Waves deal 33% AD + (3/6/9/12/15 % AP) damage and have a ⅓ chance to **slow** the enemy by 33% for 0.3 seconds. If attacking enemy champions, waves also have a 1/3 chance to **stun** them for 0.45 seconds.

(imagine an hourglass with the champion at the center. Waves emanate from the champion from the front and back, expanding as they run along the length of the hourglass).

Hourglass length: 630 units

Hourglass width: 300 units

Cost: 81/87/93/99/105 mana

CD: 12/12/11/10/9 seconds

*E: Supreme Spider Sentry*

Alteza turns Locus into a nine-legged spider for 9 seconds which fires webs from a stationary location dictated by the cursor. Webs deal 30/45/60/75/90 (+0.45 AP) damage to enemies and are fired at 0.6/0.75/0.9/1.05/1.2 attacks per second.

**Blessing of Locus**: While Locus is a spider, Alteza’s other triangles gain 9/18/27/36/45% attack speed.

Range: 650 flat

Cost: No cost

CD: 0.5 seconds

*R: T3 - Triple Threat Triangulum (3 charges)*

Alteza sends each of her triangles (Somnium, Tempus, Locus in that order) towards her cursor, blowing up enemies in a triangular area and leaving a small star in the location where the detonation happened for 3 seconds before returning to her. Explosions deal 33/66/99 + (33/45/60% AP) to all enemies in the triangular area.

If three stars are present, they form a triangular field called **Warped Reality** for 3 seconds**.** Enemy champions inside **Warped Reality** get inflicted with either **Rooted**, 66% **Slowed**, or **Asleep** for 0.9 seconds.

**Curse of Triangulum:** Every triangle on the field disables the ability and removes the AA it is associated with.

**Blessing of Triangulum**: While **Warped Reality** is active, gain (111% AD) armor and (99% AP) magic resist.

Triangle area “radius”: 300 units

Cost: 80/90/100 mana per charge

CD: 54/45/39 seconds per charge

APPEARANCE

UPPER HALF: A silver haired woman with starry white skin, two heterochromic eyes which cycle along yellow, cyan, violet, and white, and a “triforce” like symbol on her forehead. She wears a long-sleeved garment made of stars and triangles. One of her hands has a missing thumb.

LOWER HALF: An orb-weaver spider with nine legs and a massive bulbous abdomen. Triangle markings appear on the legs and on the abdomen.

TRIANGLES: Three triangles colored purple (Somnium), cyan (Tempus), and yellow (Locus). Each has one eye and one hand.

VOICE ACTRESS, SAMPLE LINES

Voice Actress: Ashly Burch (of Borderlands and HAWP fame)

* Selection: “Thanks for choosing me, but you must know. I’m a spider centauride with nine fingers and nine legs.”
* Banning: “I was going to redeem myseeeeellllf. Next time.”
* Respawning: “Arrgh! I lost a lot of time because of my incompetence and trigonometric mistakes---It’s okay, summoner. I still love you.”