*DIA -- THE DIAMOND WARRIOR*

PREMISE: Based off of *Steven Universe’s* The Great Diamond Authority, most specifically the three Diamonds and their Pearls. Not much is known about the White Diamond, so I took the liberty of assigning the Crystal Gem Pearl as the Aspect of the White Diamond (please tell me if this is canon).

Much dedicated to Rebecca Sugar and Lazuli.

(everything begins next page)

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| --- | --- | --- |
| GENDER | F | |
| HP | 380 | 50 |
| HP REGEN | 6 | 0.15 |
| MANA | 340 | 10 |
| MANA REGEN | 5 | 0.75 |
| ATTACK DAMAGE | 40 | 3 |
| ABILITY POWER | 0 | 0 |
| ARMOR | 25 | 0 |
| MAGIC RESIST | 15 | 0 |
| ATTACK SPEED | 0.6 | 0.05 |
| CRIT. CHANCE | 0.0 | 0.025 |
| RANGE | 550 | |
| MVMT SPEED | 340 | |

LORE

*“Runeterra… is rightfully ours!”*

*Diamanda is a Gem warrior and bounty hunter created by the Diamond Authority in hopes that she would find them a new planet to conquer. She is fierce,cunning, and mysterious at the same time, excelling in the art of battle wherever she is needed most. Not knowing her true purpose, various Valoran city-states want her as part of their army, and the League has seen her as a formidable candidate. And to the League she steps forth, knowing full well that sooner or later , all of Runeterra would lay under the Diamonds’ feet, one city-state at a time.*

SKILLS

*P: A Warrior’s Best Friend*

Every two minutes, Dia Marks an allied champion and an enemy champion. If she and the Marked ally successfully take down the Marked enemy champion, they gain 1.5 times the gold and XP awarded, and another two champions are randomly marked.

*Q: Diamond Thrust*

Dia lunges a distance with her pike in a direction, dealing 50/55/60/65/70/75 (+0.6) damage and piercing up to 4 enemies. Succeeding enemies are dealt 10% less damage (min 40% of ability damage). She also gains the Aspect of the Yellow Diamond upon casting this ability, and it lasts until another ability other than this one has been casted.

Aspect of the Yellow Diamond: Dia deals 5/7/9/11/13/15 bonus base attack damage.

Mana: 60/70/80/90/100/110 CD: 16/15/14/13/12/11 seconds

*W: Diamond Throw*

Dia throws her pike, dealing 50/55/60/65/70/75 (+0.6) damage to the first enemy struck. It explodes, and enemies caught in its 250-range blast will suffer 70% damage. She also gains the Aspect of the Blue Diamond upon casting this ability, and it lasts until another ability other than this one has been casted.

Aspect of the Blue Diamond: Dia gains 5/8/11/14/17/20 Magic Resist.

Mana: 60/70/80/90/100/110 CD: 16/15/14/13/12/11 seconds.

*E: Diamond Shockwave*

Dia slams her pike down, sending a shockwave that travels for 300 units in a 70 degree cone. Enemies hit are dealt 15/20/25/30/35 (+0.4) (+0.4) damage and stunned for 0.5/0.5/0.75/0.75/1 seconds. She also gains the Aspect of the White Diamond upon casting this ability, and it lasts until another ability other than this one has been casted.

**Aspect of the White Diamond:** Dia gains 2/2.5/3/3.5/4 bonus health and mana regen.

Mana: 70/80/90/100/110 CD: 16/15/14/13/12 seconds.

*R: Diamond Resurgence*

Dia channels her inner gem strength, and all her Aspects become one. All Aspects’ passives are activated for 15 seconds, and she gains 30% attack speed during this time.

Mana: 150 CD: 120 seconds

***EVERYTHING ELSE (LOOKS, CHARACTER) IS UP TO YOU!!!!***