*JOULE -- QUEEN ON THE MECH. (Vainglory - League of Legends crossover)*

PREMISE: This is kinda stupid, but there are things to (try) to imagine and speculate.

1. What if Vainglory and League of Legends characters knew each other?
2. What if Joule was not just a human? What if her being a stray orphan is just a cover?
3. What if Joule was a \*cough\* termite queen centauress, a queen of an advanced tech race?
4. This is a fan-canon! Do not roast me!

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| --- | --- | --- |
| GENDER | F | |
| HP | 320 | 10 / 20 |
| HP REGEN | 4 | 0.125 |
| MANA | 360 | 20 |
| MANA REGEN | 5 | 0.1 |
| ATTACK DAMAGE | 50 | 0.2 |
| ABILITY POWER | 0 | 0 |
| ARMOR | 5 | 0 |
| MAGIC RESIST | 30 | 0 |
| ATTACK SPEED | 0.55 | 0.015 |
| CRIT. CHANCE | 0.0 | 0.015 |
| RANGE | 600 | |
| MVMT SPEED | 330 | |

LORE

*“I am the Queen of the Insetekh, and I will rule with much pewpew.”*

*Daughter of the Halcyon, Progenitor Queen of the Insetekh, and ??? are just some of the titles that decorate the name of Elixpeth’Czel Jou’Willia, more often known as Joule to a certain group of people. Having found her secret alien heritage, she has gone to exercise her royal and biological powers along with her innate technological skills. With her technoelectrical powers and mechanical mount by her side, Joule is clearly unstoppable, and she will do anything to express her reign, just in a more… childish manner.*

SKILLS

*P: Master of Tekh*

With a bit of effort and time, Joule spawns a little Larvatekh. This little creature has (0.02) \* lvl + (0.3) HP and deals (0.15) damage when pursuing an enemy minion. Regardless of whether she is on her mech or not, Joule can have at most 3 Larvatekh with her.

*Q: Hop On, Hop Off!*

Joule starts the match riding her mechanical mount. She can hop off it and send it off until she calls it back.

While off the mount, she gains 20/25/30/35/40 movement speed and 10/13/15/18/20% attack speed, but loses the defense boosts. While on the mount she gains 15/20/25/30/35 [+0.2] physical armor and magic resist, but loses the speed boosts as trade-offs.

The mech has 200/250/300/350/400 [+0.2] health. This ability gets disabled should the mech blow up; in this case, cooldown time is tripled.

MC: 40/45/50/55/60 CD: 10/9/8/7/6

*W: Grasshopper Jump / Rocket Leap*

Joule makes a 2 second jump to a certain area (landing area of 200) dealing 90/100/110/120/130 [+0.55] damage to anyone caught in the area and slowing them for 0.5/1/1/1.25/1.5.

Without her mech, her jump time is reduced to 1 second, her jump range increases by 20/30/40/50/60 and she spawns an additional 2 Larvatekh while her limit hasn't been reached yet. However, she only deals 75/80/85/90/95% damage, and enemies are only slowed by a mere 0.25 seconds --- because despite having so much eggs, she's still nimble and her weight is very light.

MC: 85/95/105/115/125 CD: 12/11/10/9/8

*E: Thundershock-ablooey*

Joule fires an electrical charge at a certain enemy, dealing 75/80/85/90/95 [+0.65] damage to an enemy. Should it kill the first enemy struck, it deals chain damage to the next 4 enemies, decreasing by 10% for each succeeding enemy stricken.

At max rank, Joule refunds half the cool down time and the entire mana cost if she successfully kills all five enemies with *Thundershock-ablooey*.

When she is on her mech, she gains a barrier which decays over time. This barrier protects her from 100/150/200/250/300 damage over 5 seconds.

MC: 70/80/90/100/110 CD: 12/11/10/9/8

*R: Electrosphere Launcher / Big Red Button*

Passive:

Joule fires a bolt of electro-technomancy at a certain enemy. It explodes on contact with the first enemy hit and lingers for 3/4/5, dealing 70/80/90 [+1.2] damage every half-second to enemies caught within the blast.

On the mech, Joule’s ability becomes Big Red Button. Her mech fires a continuous stream of laser particles for 3/4/5 seconds, dealing 70/80/90 [+1.2] damage every half second to enemies caught in the ray. She can move while casting, but with a 50/40/30% movement speed penalty.

MC: 105/120/130 CD: 110/100/90

LOOKS LIKE:

Joule (preferably the School Days one). from the waist up, termite queen from the waist down, glowing winged appendages at the back, and a tail-stinger at the end of her… abdomen.

JOKES, QUIPS, TAUNTS:

To an allied / enemy Wukong:

* “Oh, a monkey! Last time I met a monkey, he was quite… jumpy.”

To an allied / enemy Sona:

* “I wish I could learn sign language. Unfortunately, I only know binary.”
* (DJ skin) “I know some guy back at home. He’d be jealous of your get-up.”

To an allied Rengar:

* “Me-yow!”

To an enemy Rengar:

* “Oh! There’s a cat back at home I want you to meet. Be careful, though. He axes.”

To an