Kitegirl abilities

**RMB1:** Zeri W laser. Deals (50% AD) damage in a 4-meter-long medium area and slows enemies for 33% for 2 seconds. Cast time affected by attack speed. 0 range.

**RMB2:** Xerath W AoE. Deals (50% AD) damage in a medium area and slows enemies for 33% for 2 seconds. Cast time affected by attack speed. 10-meter range.

**RMB3:** Ziggs E. Throw out a bomb that explodes after 3 seconds, dealing (50% AD) damage in a medium area and pushing any units away 1 meter from the explosion. Recasting this ability activates the bomb instantly. 5-meter range.

**Q1:** Next 3 LMB cast bounces 3 times. Each bounce deals 20% less damage.

**Q2:** Next LMB cast applies titanic hydra effect. Deals 50% of the attacks damage.

**Q3:** Next 3 seconds, damaging an enemy grants 1 stack of deftness.

**W1:** Throw out a bomb that explodes after 2 seconds, dealing (60% AD) damage in a large area. and burning enemies. Damaging the bomb makes it explode instantly and crit. 5-meter range.

**W2:** Ziggs W. Deals (33% AD) damage and slows enemy for 33% for 1 second. 5-meter range.

**W3:** (passive) dealing damage to an enemy applies a sticky bomb. Sticky bombs explode after 2 seconds, dealing 10% of the attack’s damage in a small area.

**E1:** Perform a 1-meter dash. Your next LMB cast deals (100% AD) bonus damage. Dealing damage to an enemy decreases the cooldown of this ability by 2%.

**E2:** Drop a smokescreen and dash backwards 1 meter. Enemies that enter a smokescreen gain 10 stacks of fragile. Enemies are slowed by 33% while inside a smokescreen. If cast while dashing the backwards dash is negated.

**E3:** Dash over minor enemies, dealing (30% AD) damage in a small area. 1-meter range.

**R1:** For the next 10 seconds, your LMB cast fires 5 times (still counting as 1 cast). Enemies that are fragile or burning are executed. You are slowed by 50% for 10 seconds.

**R2:** Instantly gain 100 stacks of deftness.

**R3:** For the next 10 seconds, dealing damage to an enemy decrease all your normal ability cooldowns by 1%.

Deftness: Grants 1% movespeed and attackspeed. Max 100 stacks. Gaining a stack of deftness while at 100 stacks grants 1 stack of overpower instead. Lasts 10 seconds.

Overpower: Gain a 1% damage increase. Lasts 10 seconds.

Fragile: Take 1% more damage from all sources. Lasts 10 seconds.

Burning: Take (1% max HP) + (1% AD of applier) damage every second for 5 seconds.

Small area: 1m2

Medium area: 2m2

Large area: 4m2