

	Units	Items	Econ	Positioning	Scouting	“Luck”
Gold	<ul style="list-style-type: none"> <li>Learning all the units, their ults, and their traits</li> <li>Learning which small team comps work well together (ex: Voli + Orn + Braum)</li> </ul>	<ul style="list-style-type: none"> <li>Still learning the item combinations</li> <li>Best to use an item chart for reference while playing</li> <li>Ignore item combo effects until Gold I-II, and just place them based on their base stats</li> </ul>	<ul style="list-style-type: none"> <li>Just trying not to run out of gold</li> <li>Generally aiming to end turns at multiples of 10</li> <li>Often roll without really knowing what they're looking for</li> </ul>	<ul style="list-style-type: none"> <li>Wardens and tanky units on the front</li> <li>DPS units in the back</li> <li>Generally quality or itemized units using the hexes</li> </ul>	<ul style="list-style-type: none"> <li>All scouting is harmful to improving</li> <li>Should be playing solitaire for best results</li> </ul>	<ul style="list-style-type: none"> <li>Not good enough to accurately perceive the impact of variance</li> <li>All discussion of “luck” is incorrect and severely limits improvement</li> </ul>
Platinum	<ul style="list-style-type: none"> <li>Know all the units, their traits, and which late game compositions are strong</li> <li>Difficulty finding strong comps in the midgame which require non late game units</li> <li>Underprioritize quality midgame units and overprioritize final comp units</li> </ul>	<ul style="list-style-type: none"> <li>May still need an item chart, but generally aware of all items and their combos</li> <li>Aware which items synergize well together</li> <li>Aware of the general rankings of items; the good vs the mostly useless</li> <li>Often sacrifice way too much HP trying to create perfect items</li> <li>Not great at completing sub-optimal but strong items off carousel</li> </ul>	<ul style="list-style-type: none"> <li>Aggressively (often too aggressively) finish turns at multiples of 10</li> <li>Generally level “on curve”</li> <li>Understand that getting to and staying at 50g is good</li> <li>Typically strongly undervalue the 1g from winning a round</li> <li>Often roll with too few outs to be worth it on 6 and 7</li> <li>Occasionally forget you can sell the carousel unit to make interest</li> <li>Never think more than one turn in advance</li> <li>Familiar with win/loss streaks, but likely overrate the benefit of loss streaks</li> </ul>	<ul style="list-style-type: none"> <li>Units more spread out to better play around AoE</li> <li>Carries in the back middle to avoid assassins</li> <li>Rarely consider taking units off hexes</li> </ul>	<ul style="list-style-type: none"> <li>Playing mostly solitaire is still optimal</li> <li>Can occasionally find and play around Zephyrs</li> <li>Can occasionally identify and play around enemy assassins</li> </ul>	<ul style="list-style-type: none"> <li>Still not good enough to perceive all but the most egregious of variance (Azir 1/8ing your carry)</li> <li>95% comments on luck are incorrect and severely limit improvement</li> <li>Strong tunnel vision while rolling leads to the perception of unluckiness</li> <li>Incorrectly rolling leads to the perception of “not hitting”</li> </ul>
Low (III/IV) Diamond	<ul style="list-style-type: none"> <li>Better at using midgame units; has started to integrate the concept of a “midgame carry”</li> <li>Still too dependent on units in the final comp</li> <li>Can typically piece together effective early game comps, but sometimes struggle to transition afterwards</li> <li>Some understanding of prioritizing units based on items</li> <li>Tunnel vision on specific units while rolling</li> </ul>	<ul style="list-style-type: none"> <li>Aware of all items, their relative strength in a vacuum, and what units they work well on</li> <li>Occasionally make strong items early, but still unsure until late game</li> <li>Often don't realize they're stuck with a suboptimal item until Raptors, and end up sacrificing HP unnecessarily</li> <li>Beginning to understand midgame carries and item holders; can use simple ones</li> <li>Very dependent on “carries” to use items effectively</li> </ul>	<ul style="list-style-type: none"> <li>Often econ correctly until lvl 6, where they roll with insufficient outs to get stronger</li> <li>Overvalue HP when HP is high, not sacrificing enough</li> <li>Will often sell high priority units for interest</li> <li>Best results often when forcing comps; have trouble determining what units are worth holding otherwise</li> <li>Still don't really value the 1g from winning the round, but beginning to value the HP</li> </ul>	<ul style="list-style-type: none"> <li>Beginnings of watching fights and adjusting to the result</li> <li>Will position around enemy assassins and zephyrs, moving carries to the corners if no assassins are present</li> <li>Will sometimes take a unit off a hex</li> </ul>	<ul style="list-style-type: none"> <li>Frequently able to play around Zephyr and Assassins</li> <li>Can typically place own assassins and Zephyr well</li> <li>Can occasionally prioritize mystic/cloud based on enemy teams</li> <li>Still likely derive far more benefit from mental effort spent on their own board than on scouting</li> </ul>	<ul style="list-style-type: none"> <li>Can correctly perceive some luck, but still far too dependent on meta comps and meta items</li> <li>Choose exact late game units too early, leading to “my items suck”</li> <li>Don't complete enough Zephyr's off carousel, leading to “my items suck”</li> <li>Still too much tunnel vision while rolling</li> </ul>
High (I/II) Diamond	<ul style="list-style-type: none"> <li>Good at constructing early game and late game comps, but can get lost in the mid or mid-late game</li> <li>Generally move into comps that benefit from their items</li> <li>Occasionally incorrectly sell quality units or pairs too early, limiting options</li> <li>Likely still too much tunnel vision while rolling</li> </ul>	<ul style="list-style-type: none"> <li>Proficient with midgame carries and item holders</li> <li>Comfortable making strong early game items for winstreak/hp</li> <li>Still struggle when given “bad items”, and occasionally get too greedy on carousel</li> <li>Starting to become less dependent on “carries” as the only effective way to use items</li> </ul>	<ul style="list-style-type: none"> <li>Starting to understand the importance of winning rounds</li> <li>Typically correctly sacrifice for gold HP where HP is plentiful, but occasionally too much</li> <li>Still sometimes roll with insufficient outs, but less often</li> <li>Sometimes sell high priority units for interest</li> <li>Still often incorrectly pass on off-meta mid game 2* units</li> </ul>	<ul style="list-style-type: none"> <li>Typically watch fights and improve positioning based on sub-optimal outcomes</li> <li>Will frequently avoid hexes where there are greater benefits to positioning elsewhere</li> <li>Occasionally take units off hexes incorrectly</li> </ul>	<ul style="list-style-type: none"> <li>Plays around Zephyr and Assassins on all but the most complex turns</li> <li>Usually has own assassins and zephyrs placed for maximum effect</li> <li>Can quickly prioritize mystic and/or cloud</li> <li>Will play Preds far less often when contested</li> <li>Can occasionally scout around for contested comps/units, but will often overreact</li> <li>Can occasionally adjust late game item priority based on scouting (ex: strong light player = morello)</li> </ul>	<ul style="list-style-type: none"> <li>Can typically perceive after the fact <i>that</i> they were lucky or unlucky, but have trouble identifying it with time to adapt</li> <li>Often tilt after unlucky streaks</li> <li>Some lack of flexibility leads to more “unlucky” games than at higher levels</li> </ul>
Master/GM	<ul style="list-style-type: none"> <li>Still slightly too dependent on late game comps</li> <li>Can almost always transition from strong early game units into strong late game ones</li> <li>Knows the strong early, mid, and late game units for chosen comps</li> <li>Occasionally incorrectly pass up strong though not optimal 2* midgame units</li> <li>Always aiming at comps that maximize their items</li> <li>Can often adapt while rolling</li> </ul>	<ul style="list-style-type: none"> <li>Still somewhat overdependent on “carries”</li> <li>Occasionally create items aiming too far in the late game, passing up something stronger now</li> <li>Can usually identify items will be suboptimal quickly and build them to preserve HP</li> <li>Almost always use carousel and use carousel to offset lowrolled items (ex complete Zephyr)</li> </ul>	<ul style="list-style-type: none"> <li>Sometimes think more than one turn in advance</li> <li>Typically have good outs to get stronger, but occasionally roll with insufficient outs</li> <li>Occasionally roll too much where HP is plentiful</li> <li>Occasionally incorrectly sell key units for interest</li> <li>Occasionally incorrectly pass up 2* units in the midgame for interest</li> <li>Value the 1g and HP from winning, but not quite enough</li> </ul>	<ul style="list-style-type: none"> <li>4-5 out of the 7 challenger points implemented</li> </ul>	<ul style="list-style-type: none"> <li>Aware of all assassins and Zephyrs</li> <li>Evaluate the other 7 boards before committing to Preds</li> <li>Typically scout before pivoting, but often don't have time</li> <li>Can usually infer what someone will play based on bench/items</li> <li>Generally aware of how contested/free certain units are in the pool</li> <li>Can often adjust late game item priority by scouting, and deny others optimal items on carousel</li> </ul>	<ul style="list-style-type: none"> <li>Still often reluctant to re evaluate a roll down's correctness after missing</li> <li>Frequently get genuinely unlucky, but let it effect the subsequent games too</li> <li>Sometimes identify lowrolls too late and don't play for 4th early enough</li> <li>Sometimes identify highrolls too late and don't correctly play for 1st</li> </ul>
Challenger	<ul style="list-style-type: none"> <li>Can play multiple comps early, mid, and late game optimally</li> <li>Frequently hold units for two comps with significant overlap and pivot to whichever one hits</li> <li>Able to piece together strong 5, 6 and 7 unit comps using what the game gives them</li> <li>Abuse small, strong synergies like lunar</li> <li>Aggressively hold pairs of units in order to make 2*</li> <li>When rolling down, will pivot to the high impact 2*s they're offered</li> <li>Will prioritize early, mid, and lategame units based on items</li> </ul>	<ul style="list-style-type: none"> <li>Not dependent on “carries”</li> <li>Willing to itemize multiple units with strong items</li> <li>Value less vivid but strong items properly (thieves gloves and locket)</li> <li>Taylor item decisions to what you have, not what you want</li> <li>Good at evaluating which item components are never going to end up optimal, and slamming those early</li> <li>Understand when to play for 1st and hold items, and when to slam them for hp/winstreak</li> <li>Frequently complete strong, but sub-optimal items off carousel</li> </ul>	<ul style="list-style-type: none"> <li>Frequently think more than one turn in advance and take “free” rolls or levels early in the game that won't cost interest the next two turns</li> <li>Always ensure they have sufficient outs to get stronger before rolling (or are desperate)</li> <li>STRONGLY value the 1g and HP from winning rounds</li> <li>Often level off curve where appropriate</li> <li>Sacrifice interest for key units you'll end up rolling for later</li> <li>Willing to sacrifice HP for gold where HP is plentiful</li> </ul>	<ul style="list-style-type: none"> <li>Poison units are spaced out to effectively poison the entire team</li> <li>Glacial units are spaced out such that the two freezes target different units</li> <li>Units like Annie are positioned to take exactly 1 aggressor when possible</li> <li>Early game units positioned to avoid being multi-hit by AoE where possible</li> <li>When possible, carry is out of the path of enemy Singed</li> <li>Watch fights, and adjust positioning based on sub-optimal outcomes</li> <li>Positioning is totally team dependent</li> </ul>	<ul style="list-style-type: none"> <li>Can predict last minute Zephyr or carry position changes</li> <li>Won't roll for critical units if there are only 1 or 2 left in the pool</li> <li>Position poison units to counter individual enemies with strong ults</li> <li>Position AoE melee units to multi-hit certain enemy boards</li> <li>When pivoting in the mid-game, can infer by items/bench units what someone is playing</li> <li>Always understand their and other's item priority, and whether it's more impactful to deny or take</li> </ul>	<ul style="list-style-type: none"> <li>Re evaluate every roll down after missing to determine whether it was actually correct</li> <li>Frequently complete sub-optimal, but strong items off carousel and build them early</li> <li>Identify truly bad item/unit offerings and aggressively play for 4th</li> <li>Identify highrolls quickly and play hard for 1st</li> <li>Always open to pivoting or using substitute 2* units while rolling</li> <li>Play strong mid game comps, so not nearly as dependent on “hitting”</li> </ul>