

TFT Reckoning – Origins

Forgotten	Nightbringer	Coven	Hellion	Dragonslayer	Abomination	Redeemed
<p>Forgotten champions have bonus Health and Attack Damage. Each Shadow item worn by a Forgotten champion increases the bonus by 10% on all Forgotten champions, stacking up to 5 times.</p> <p>(1) Vayne, Warwick (2) Hecarim, Thresh, Viktor (3) Katarina (4) Draven, Ryze (5) Viego</p>	<p>Nightbringers gain a decaying shield equal to a percent of their maximum Health the first time they drop below 50%. When this shield is applied, that Nightbringer gain 35% bonus damage.</p> <p>(1) Vladimir (2) Sejuani (3) Lee Sin, Morgana, Yasuo (4) Aphelios, Diana (5) Darius</p>	<p>At the start of combat, the Champion nearest to the center of your Coven Champions is chosen as the Coven Leader, gaining 50% Bonus Ability Power. Each time a Coven unit casts their ability, a fraction of the cost is bestowed upon the Coven Leader as mana.</p> <p>(1) Lissandra (2) LeBlanc (3) Morgana</p>	<p>Hellions gain Attack Speed. Whenever a Hellion dies an imperfect Doppelhellion of the same type will leap from the Hellion portal and join the fight!</p> <p>(1) Ziggs, Kled, Poppy (2) Kennen (3) Lulu (5) Teemo</p>	<p>Dragonslayers gain bonus Ability Power After the first ally Dragonslayer scores a takedown on an enemy with at least 1400 maximum health each combat, all allies gain additional Ability Power for the remainder of combat.</p> <p>(2) Trundle (3) Pantheon (4) Diana, Mordekaiser</p>	<p>Abominations empower their creation, The Monstrosity gets stronger with every Champion death, gaining a percent of the dying champion's maximum Health. Upon reaching peak strength, or when no allied Abomination champions remain, the Monstrosity will be unleashed.</p> <p>(1) Kalista (3) Nunu (2) Brand (4) Ryze</p>	<p>Redeemed have increased Armor, Magic Resistance, and Ability Power. When they die, they pass this bonus split among living allied Redeemed.</p> <p>(1) Aatrox, Diana (2) Syndra, Varus (3) Lux (4) Rell, Vel'Koz (5) Kayle</p>
Dawnbringer	Verdant	Draconic	Ironclad	Eternal	Revenant	
<p>Dawnbringers rapidly heal a percent of their maximum Health the first time they drop below 50%. When this heal occurs, all allied Dawnbringer gain 10% bonus damage.</p> <p>(1) Gragas, Kha'Zix (2) Soraka (3) Nidalee, Riven (4) Karma (5) Garen</p>	<p>Champions that start combat adjacent to at least one Verdant Champion are immune to crowd control for the first 3 seconds of combat.</p> <p>(3) Ashe (4) Taric (5) Kayle</p>	<p>(3) At the end of each player combat, gain a dragon egg on your bench. Dragon eggs hatch into a Draconic Champion after 3 rounds (5) Dragon eggs are golden! Golden eggs can hatch into rare loot!</p> <p>(1) Udyr (2) Sett (3) Ashe, Zyra (5) Heimerdinger</p>	<p>All allies gain bonus Armor</p> <p>(2) Nautilus (4) Rell, Jax</p>	<p>Kindred deploys as Lamb and Wolf separately, each with their own abilities and gaining the effects of Kindred's items.</p> <p>(5) Kindred</p>	<p>Revenants revive after their first death each combat. Once revived, they take and deal 30% increased damage.</p> <p>(3) Nocturne (4) Ivern (5) Volibear</p>	

TFT Reckoning – Classes

Assassin	Ranger	Brawler	Legionnaire	Renewer	Invoker	Knight
<p>Innate: At the start of combat Assassins leap to the enemy backline.</p> <p>Assassins' abilities can critically strike and they gain bonus Critical Strike Chance and bonus Critical Strike Damage.</p> <p>(1) Kha'Zix (2) LeBlanc (3) Katarina, Nocturne (4) Diana (5) Viego</p>	<p>All Rangers gain Attack Speed for 2 seconds every 4 seconds.</p> <p>(1) Vayne (2) Varus (3) Ashe (4) Aphelios (5) Kindred</p>	<p>Brawlers gain additional maximum Health.</p> <p>(1) Gragas, Warwick (2) Sett (3) Nunu (5) Volibear</p>	<p>Legionnaires gain bonus attack speed, and their first attack after casting a spell heals them for 50% of the damage dealt.</p> <p>(1) Aatrox, Kalista (3) Riven, Yasuo (4) Draven, Mordekaiser (5) Kayle</p>	<p>Renewers heal for a percent of their maximum Health each second. If they're full health, they restore mana instead.</p> <p>(1) Lissandra, Vladimir (2) Soraka (4) Ivern (5) Heimerdinger</p>	<p>All allies gain increased Mana per Basic Attack.</p> <p>(2) Syndra (4) Ivern, Karma (5) Teemo</p>	<p>All allies block a flat amount of damage from all sources.</p> <p>(1) Leona, Poppy (2) Nautilus, Thresh (4) Taric</p>
Spellweaver	Skirmisher	Mystic	Cavalier	Cruel	God-King	Caretaker
<p>Spellweavers have increased Ability Power and get bonus Ability Power any time a champion uses an ability, stacking up to 10 times.</p> <p>(1) Ziggs (2) Brand, Viktor (3) Zyra (4) Vel'Koz</p>	<p>Skirmishers gain a shield at the start of combat, and gain Attack Damage each second.</p> <p>(1) Udyr (2) Kennen, Trundle (3) Lee Sin, Nidalee, Pantheon (4) Jax (5) Viego</p>	<p>All allies gain magic resist</p> <p>(3) Lulu, Morgana, Lux (4) Ryze (5) Kindred</p>	<p>Innate: Cavaliers charge quickly towards their target whenever they move.</p> <p>Cavaliers take reduced damage. At the start of combat and after charging, this effect is doubled for 4 seconds.</p> <p>(1) Kled (2) Hecarim, Sejuani (4) Rell</p>	<p>Cruel champions are purchased with Little Legend Health instead of gold.</p> <p>Never underestimate the hunger of a Cruel champion in one versus one combat.</p> <p>(5) Teemo</p>	<p>If you have exactly one God-King they deal 30% bonus damage to enemies with at least one of their Rival Traits.</p> <p>Garen's Rival Traits: <i>Forgotten, Nightbringer, Coven, Hellion, Dragonslayer, Abomination, Revenant</i></p> <p>Darius' Rival Traits: <i>Redeemed, Dawnbringer, Verdant, Draconic, Ironclad</i></p> <p>(5) Darius, Garen</p>	<p>Caretakers deploy with a Baby Dragon that can be placed anywhere on the battlefield. Baby Dragons gain 100% of their handler's Attack Speed and restore 50 mana to their Caretaker upon death.</p> <p>(5) Heimerdinger</p>