

Atasha

Stat	Base	per level	Max
Health	537	99.6	1931
Health Regen	1.3	0.1	2.7
Armor	20	3.6	70
Attack Power	54	2.9	95
Attack Rate	0.6	0.02	0.81
Mana	375	65.0	1285
Mana Regen	1.7	0.1	3.4
Magic Resistance	30		
Movement Speed	2.43		
Range	6.8		

Innate Passive: Resolute Sovereign

Restores 0.4% of her missing mana per second.

Q: Immolation

Mana Cost	60/65/70/75
Cool Down	9.5/9/8.5/8
Range	6.25
DoT Duration	4
Total Magic Damage	80/160/240/320 + 0.8 Special Power
Total Splash Damage	40/80/120/160 + 0.4 Special Power

W: Smoke Screen

Mana Cost	100
Cool Down	20
Duration	5/6/7/8
Magic Damage	48/84/128/180 + 0.45 Special Power
Radius	3
Note: provides stealth until Atasha attacks.	

E: Dragon's Breath

Mana Cost	65/80/95/110
Cool Down	9/8.5/8/7.5
Magic Damage	85/150/215/280 + 0.75 Special Power
Radius	6.5
Angle of Effect	45

Ultimate: Meteor Storm

Mana Cost	40/55/70
Cool Down	10
Range	6
Magic Damage	76/121/167 + 0.23 Special Power per second
Radius	3.3
Deactivation Range	9.3
Note: toggled ability.	

Beroth

Stat	Base	per level	Max
Health	622	102.0	2050
Health Regen	1.6	0.1	3.2
Armor	27	4.9	95
Attack Power	52	3.4	99
Attack Rate	0.62	0.02	0.84
Mana	275	45.0	905
Mana Regen	1.3	0.1	2.3
Magic Resistance	30		
Movement Speed	2.52		
Range	1.3		

Innate Passive: Renewing Carapace

Gains a shield (10% of max health) which regenerates after avoiding damage for a short duration.

Q: Vine Grab

Mana Cost	110
Cool Down	18/17/16/15
Range	8.5
Magic Damage	70/130/190/250 + 0.8 Special Power
Note: pulls target to Beroth.	

W: Flailing Vines

Mana Cost	10/11/12/13 per second
Cool Down	4
Magic Damage	30/45/60/75 + 0.25 Special Power
Note: toggled ability.	

E: Power Crush

Mana Cost	45
Cool Down	16/15/14/13
Stun Duration	1
Magic Damage	60/90/120/150 + 0.4 Special Power
Splash Damage	30/45/60/75 + 0.2 Special Power
Note: triggers on next basic attack.	

Ultimate: Sap Flood

Mana Cost	150/200/250
Cool Down	140/120/100
HoT Duration	8
Heal	40/50/60% + 0.08 Special Power
Slow	40%

Drengar

Stat	Base	per level	Max
Health	604	97.5	1969
Health Regen	1.3	0.1	2.5
Armor	21	3.4	68
Attack Power	60	3.5	109
Attack Rate	0.68	0.03	1.06
Mana	270	45.0	900
Mana Regen	1.3	0.1	2.3
Magic Resistance	33	1.5	54
Movement Speed	2.6		
Range	0.9		

Innate Passive: Bloodthirsty

Kills and critical attacks increase attack speed by 2.5/3/4.5/6/7.5% for 15 seconds (can stack up to eight times)

Q: Lunging Sweep

Mana Cost	65/80/95/110
Cool Down	9
Attack Damage	90/140/185/220 + 0.9 Attack Power + 1.0 Special Power
Radius	4
Angle of Effect	120

W: Intimidating Leap

Mana Cost	70/75/80/85
Cool Down	10/9.5/9/8.5
AD Boost	0.5/0.5/0.5/0.5
Magic Damage	66/93/128/163 + 0.5 Attack Power + 0.7 Special Power

E: Furious Attacks

Mana Cost	60/65/70/75
Cool Down	21/19/17/15
Duration	10
Crit% Boost	5/10/15/20%
Note: also passively grants 2.50/5/7.50/10% critical chance.	

Ultimate: Unstoppable

Mana Cost	150
Cool Down	75
Duration	5.5/6/6.5
Attack Power Boost	35/55/75
Speed Boost	15%

Ermuk

Stat	Base	per level	Max
Health	537	99.6	1931
Health Regen	1.3	0.1	2.7
Armor	20	3.6	70
Attack Power	54	2.9	95
Attack Rate	0.62	0.02	0.83
Mana	310	55.0	1080
Mana Regen	1.7	0.1	3.4
Magic Resistance	30		
Movement Speed	2.41		
Range	6.8		

Innate Passive: Refuge in Nature

Gains bonus ability cool down (5/7.5/10/12.5/15%) and mana regen (1/2/3/4/5 per second) while in the grass.

Q: Kickbox

Mana Cost	90/95/100/105
Cool Down	16/15/14/13
Magic Damage	60/90/120/150 + 0.65 Special Power
Note: knocks down target.	

W: Helping Hand

Mana Cost	80/100/120/140
Cool Down	13/12/11/10
Speed Boost Duration	3
Healing	70/120/170/220 + 0.7 Special Power
Speed Boost	15/18/21/24%

E: Razor Vine Trap

Mana Cost	70/75/80/85
Cool Down	24/22/20/18
Trap Lifetime	10
Magic Damage	60/110/160/210 +0.5 Special Power
Armor Reduction	5/10/15/20
Magic Resistance Reduction	5/10/15/20
Debuff Duration	5

Ultimate: Forest Guide

Mana Cost	100
Cool Down	100/90/80
Duration	8/10/12
Radius	11
Speed Boost	15/17/20%

Grugg

Stat	Base	per level	Max
Health	746	122.4	2460
Health Regen	1.6	0.1	3.2
Armor	27	4.9	95
Attack Power	52	3.4	99
Attack Rate	0.65	0.02	0.87
Mana	275	45.0	905
Mana Regen	1.3	0.1	2.3
Magic Resistance	30		
Movement Speed	2.52		
Range	0.9		

Innate Passive: Massiveness

Increases Grugg's maximum hit points by 20% from all sources of HP.

Q: Ham Fisted

Mana Cost	70
Cool Down	9
Magic Damage	140/190/240/290 + 0.7 Special Power
Magic Damage Boost	25/35/45/55 + 0.5 Special Power (every 5th basic attack)
Stun Duration	0.3 (every 5th basic attack)

W: Ground Pound

Mana Cost	90
Cool Down	14
Stun Duration	1/1.2/1.4/1.6
Magic Damage	95/125/160/195 + 0.7 Special Power
Radius	1.75/2/2.25/2.5

E: Guarded Stance

Mana Cost	65
Cool Down	24/22/20/18
Duration	10
Magic Damage	25/40/55/70
Damage Blocked	5/10/15/20 (from all sources)
Note: the magic damage is a counter-attack to basic attacks from enemies.	

Ultimate: Pummel

Mana Cost	125
Cool Down	90
Duration	3
Attack Damage	35/40/45 + 0.04 Special Power per charge
Radius	1.5
Max Targets	4
Charges	25
Note: these attacks also apply the passive of Ham Fisted.	

Khagas

Stat	Base	per level	Max
Health	528	90.0	1788
Health Regen	1.3	0.1	2.5
Armor	21	3.4	68
Attack Power	52	3.3	98
Attack Rate	0.65	0.03	1.02
Mana	265	45.0	895
Mana Regen	1.4	0.1	2.4
Magic Resistance	30		
Movement Speed	2.41		
Range	7.1		

Innate Passive: Relentless Hunter

Attacking a target three times grants 12/20/28/36/44 addition physical damage against that target for ten seconds and grants Khagas 6/8/10/12/14% movement speed for the duration.

Q: Heroic Shot

Mana Cost	40
Cool Down	9/8/7/6
Range	7.75/7.95/8.15/8.35
Attack Damage	20/40/60/80 + 1.0 Attack Power

Note: this ability also uses his total Attack Power for scaling (including base Attack Power).

W: Blinding Arrow

Mana Cost	70
Cool Down	9/11/13/15
Duration	5/6/7/8
Magic Damage	60/90/120/150 + 0.7 Special Power
Radius	1.75/2/2.25/2.5

E: Deft Hands

Mana Cost	60
Cool Down	25
Duration	12
Attack Rate Boost	25/40/55/70%

Ultimate: Volley

Mana Cost	120
Cool Down	90
Duration	20
Magic Damage	40/60/80 + 0.4 Special Power
Max Targets	3/4/5

Note: this ability works in conjunction with his basic attacks and Heroic Shot.

Lassidar

Stat	Base	per level	Max
Health	528	90.0	1788
Health Regen	1.3	0.1	2.5
Armor	21	3.4	68
Attack Power	53	2.8	92
Attack Rate	0.68	0.02	1
Mana	302	57.0	1100
Mana Regen	1.5	0.1	2.8
Magic Resistance	30		
Movement Speed	2.41		
Range	6.8		

Innate Passive: Electrify

Every fifth attack grants Lassidar a Charge token, which add additional effects to his abilities (can stack three times).

Q: Chain Lightning

Mana Cost	50/55/60/65
Cool Down	6
Magic Damage	70/125/180/235 + 0.7 Special Power
Max Targets	5

Note: Additional targets take reduced damage. When Electrify is charged, all targets receive full damage.

W: Static Field

Mana Cost	75
Cool Down	12
Duration	10
Attack Damage Boost	12/20/28/36
Radius	3.5

Note: Attack Damage boost is only against enemies within the field. When Electrify is charged, this ability can be activated again to pull enemies to the center.

E: Thunder Clap

Mana Cost	80/90/100/110
Cool Down	12
Magic Damage	110/170/230/290 + 0.8 Special Power
Radius	1.5
Time to trigger	1

Note: When Electrify is charged, enemies are also stunned for 1 second.

Ultimate: Tempest

Mana Cost	160
Cool Down	120
Duration	15
Attack Rate Boost	30/45/60%
Magic Damage	90/120/150 + 0.12 Special Power
Special Power Boost	40/60/80
Radius	7.3

Note: targets within the Tempest are hit randomly.

Lithoron

Stat	Base	per level	Max
Health	622	102.0	2050
Health Regen	1.6	0.1	3.2
Armor	27	4.9	95
Attack Power	52	3.4	99
Attack Rate	0.65	0.02	0.88
Mana	275	45.0	905
Mana Regen	1.3	0.1	2.3
Magic Resistance	30		
Movement Speed	2.52		
Range	0.9		

Innate Passive: Aftershock

Deals 12/30/48/66/84 + 0.15 SP magic damage in a radius of 2.5 around Lithoron after casting an ability (1.5 second delay).

Q: Landslide

Mana Cost	100
Cool Down	16/15/14/13
Magic Damage	65/110/155/200 + 0.5 Special Power

W: Stone Shield

Mana Cost	90/95/100/105
Cool Down	20/18/16/14
Duration	15
Magic Damage	90/150/210/270 + 0.9 Special Power
Magic Resistance Boost	12/24/36/48
Armor Boost	12/24/36/48

Note: the shield can be detonated by activating the ability again, inflicting the magic damage.

E: Tremor

Mana Cost	70/75/80/85
Cool Down	18/16/14/12
Magic Damage	80/135/290/245 + 0.7 Special Power
Time to Trigger	1

Note: the "290" value for level 3 is incorrectly shown in-game (should be "190")

Ultimate: Epicenter

Mana Cost	150/175/200
Cool Down	120/110/100
Magic Damage (Edge)	105/150/195 + 0.18 Special Power
Magic Damage (Center)	131.25/187.5/243.75 + 0.3 Special Power
Radius	6
Charges	4

Lord Dekain

Stat	Base	per level	Max
Health	528	95.5	1865
Health Regen	1.3	0.1	2.7
Armor	20	3.6	70
Attack Power	54	2.9	95
Attack Rate	0.62	0.02	0.84
Mana	310	55.0	1080
Mana Regen	1.7	0.1	3.4
Magic Resistance	30		
Movement Speed	2.43		
Range	6.8		

Innate Passive: Festering Plague

Abilities and every fifth basic attack add a Plague Token to enemies. Upon receiving three Plague Tokens, the target gains Outbreak which slows by 50% and deals 10/45/80/115/150 magic damage over time.

Q: Contagion

Mana Cost	60
Cool Down	10/9/8/7
Dot Duration	5
Total Magic Damage	80/150/220/290 + 1.0 Special Power

W: Choking Breath

Mana Cost	80
Cool Down	12
Silence Duration	1.75/2/2.25/2.5
Magic Damage	75/120/165/210 + 0.4 Special Power
Radius	5.75
Angle of Effect	60

E: Swarm

Mana Cost	80/90/100/110
Cool Down	16/15/14/13
Magic Damage	70/115/160/205 + 0.65 Special Power
Note: only attacks targets affected by Festering Plague.	

Ultimate: Toxic Bile

Mana Cost	125/225/325
Cool Down	120
DoT Duration	6
Total Magic Damage	420/720/1020 + 0.9 Special Power
Radius	4

Rachna

Stat	Base	per level	Max
Health	622	102.0	2050
Health Regen	1.6	0.1	3.2
Armor	27	4.9	95
Attack Power	52	3.4	99
Attack Rate	0.65	0.02	0.93
Mana	275	45.0	905
Mana Regen	1.3	0.1	2.3
Magic Resistance	30		
Movement Speed	2.52		
Range	1.3		

Innate Passive: Carrion Feeder

Healed for 3/3.5/4/4.5/5% of the max health of enemy minions or Cavernlings that die within a radius of 5.0.

Q: Larval Feast

Mana Cost	35/40/45/50
Cool Down	15/14/13/12
DoT Duration	5
Total Magic Damage	20/40/60/80 + 0.5 Special Power
HoT Duration	5
Total Healing	80/150/220/290 + 0.5 Special Power
Passive Cool Down	16

Note: The DoT is applied from her basic attack every 16 seconds, and this is reduced by one second for every basic attack she lands. Once the DoT is complete, a soldier is spawned. The ability can be activated on a targeted soldier in order to gain the healing. Half of the healing is granted immediately, and the other half is a HoT.

W: Adrenal Pheromones

Mana Cost	35
Cool Down	22/20/18
Duration	10
Attack Rate Boost	30/40/50%

Note: her soldiers receive the full buff, and other allies receive half of the buff.

E: Snapping Charge

Mana Cost	90/95/100/105
Cool Down	16/15/14/13
Magic Damage	80/100/120/140 + 0.3 Special Power
Radius	2.5
Angle of Effect	120

Note: all affected targets are knocked in the air.

Ultimate: Frenzied Birth

Mana Cost	130/140/150
Cool Down	120
Duration	15
Radius	8
Speed Boost	20%
Soldier Count	8/11/14
Soldier Lifetime	45

Serewyn

Stat	Base	per level	Max
Health	537	99.6	1931
Health Regen	1.3	0.1	2.7
Armor	20	3.6	70
Attack Power	54	2.9	95
Attack Rate	0.6	0.02	0.81
Mana	310	55.0	1080
Mana Regen	1.7	0.1	3.4
Magic Resistance	30		
Movement Speed	2.41		
Range	6.8		

Innate Passive: Living Army

Summons a leaf scorpion every 4th ability cast

Q: Leaf Burst

Mana Cost	65/70/75/80
Cool Down	8/7/6/5
Magic Damage	80/145/210/275 + 0.9 Special Power
Note: if the target dies from this ability, a soldier is spawned.	

W: Undergrowth

Mana Cost	100/110/120/130
Cool Down	16/15/14/13
Duration	5
Total Magic Damage	150/200/250/300 + 1.0 Special Power
Magic Resistance Boost	8/12/16/20
Armor Boost	8/12/16/20
Radius	2.8/3/3.3/3.5
Slow	33%
Note: the Magic Resistance and Armor boosts only apply to his soldiers.	

E: Life Bloom

Mana Cost	80/85/90/95
Cool Down	14/13/12/11
Duration	5
Total Healing	75/100/125/150 + 0.4 Special Power
Radius	2.3

Ultimate: Thorn Barrage

Mana Cost	150/175/200
Cool Down	90/80/70
Range	7
Magic Damage	225/300/375 + 0.3 Special Power
Charges	3

Skalla

Stat	Base	per level	Max
Health	528	90.0	1788
Health Regen	1.3	0.1	2.5
Armor	21	3.4	68
Attack Power	52	3.3	98
Attack Rate	0.69	0.03	1.08
Mana	310	55.0	1080
Mana Regen	1.7	0.1	3.4
Magic Resistance	30		
Movement Speed	2.43		
Range	6.9		

Innate Passive: Vicious Stalker

Her abilities apply bleeding to her targets, causing 45/67.5/90/112.5/135 physical damage over eight seconds. Additionally, she gains 0.21 flat movement speed when moving towards a bleeding hero.

Q: Serrated Spear

Mana Cost	55
Cool Down	9/8.5/8/7.5
Attack Damage	65/100/135/170 + 0.9 Attack Power

W: Crippling Trap

Mana Cost	45
Cool Down	16/15/14/13
Duration	150/180/210/240
Attack Damage	60/110/160/210 + 0.7 Attack Power

E: Predatory Instincts

Mana Cost	75
Cool Down	22/20/18/16
Duration	8
Attack Damage Boost	12/16/20/24%

Ultimate: Harpoon

Mana Cost	150
Cool Down	90/80/70
Duration	3
Attack Damage	300/425/550 + 1.0 Attack Power

Slag

Stat	Base	per level	Max
Health	604	97.5	1969
Health Regen	1.3	0.1	2.5
Armor	21	3.4	68
Attack Power	60	3.5	109
Attack Rate	0.62	0.02	0.84
Mana	270	45.0	900
Mana Regen	1.3	0.1	2.3
Magic Resistance	33	1.5	54
Movement Speed	2.56		
Range	0.9		

Innate Passive: Out with a Bang

When Slag reaches zero health, he gains 20% movement speed for five seconds, after which he explodes dealing 100/200/300/400/500 true damage to all enemies within a radius of 2.3 the explosion.

Q: Fire Grenade

Cool Down	8.5/7.8/7/6.3
Magic Damage	90/155/220/285 + 0.9 Special Power
Radius	2.3
Time to trigger	1

W: Bombing Run

Mana Cost	50/55/60/65
Cool Down	24/23/22/21
Duration	5
Magic Damage	160/260/360/460 + 1.0 Special Power
Radius	1.6
Damage Blocked	12/16/20/24% (all sources)

E: Tar Ball

Mana Cost	60
Cool Down	12
Duration	6
Magic Damage	40/50/60/70 + 0.15 Special Power per second
Slow	20/30/40/50%
Tar Lifetime	40
Note: the slow is reduced if the tar is set on fire.	

Ultimate: The Big One

Mana Cost	150/175/200
Cool Down	100/90/80
Magic Damage	225/350/475 + 1.0 Special Power
Radius	3
Note: all affected targets are knocked back.	

Slivus

Stat	Base	per level	Max
Health	606	96.4	1955
Health Regen	1.3	0.1	2.5
Armor	21	4.3	81
Attack Power	60	3.6	111
Attack Rate	0.68	0.03	1.04
Mana	280	50.0	980
Mana Regen	1.5	0.1	2.5
Magic Resistance	32	1.5	53
Movement Speed	2.65		
Range	0.9		

Innate Passive: Snake in the Grass

Gains 5/7.5/10/12.5/15% additional attack power while in grass and lasts for eight seconds after leaving grass.

Q: Lethal Strike

Mana Cost	90
Cool Down	16/15/14/13
Attack Damage	80/135/190/245 + 0.9 Attack Power

W: Caustic Venom

Mana Cost	70
Cool Down	10
Slow Duration	4
Magic Damage	90/110/130/150 + 0.4 Special Power
Slow	25/28/30/33%

E: Invigorating Molt

Mana Cost	65
Cool Down	18/16/14/12
Duration	5
Attack Rate Boost	15/25/35/45%
Total Healing	150/175/225/275 + 0.4 Special Power

Ultimate: Tail Whip

Mana Cost	80
Cool Down	140/120/100
Range	0.9
Attack Damage	200/250/300 + 1.0 Attack Power + 29/33/40% of target's missing health

Torrace

Stat	Base	per level	Max
Health	528	90.0	1788
Health Regen	1.3	0.1	2.5
Armor	21	3.4	68
Attack Power	52	3.3	98
Attack Rate	0.69	0.03	1.08
Mana	310	55.0	1080
Mana Regen	1.7	0.1	3.4
Magic Resistance	30		
Movement Speed	2.43		
Range	6.9		

Innate Passive: Side Bounties

Gains 1/2/3/4/5 additional gold for every minion kills, and 10/20/30/40/50 extra gold for every hero kill.

Q: Piercing Bolt

Mana Cost	70/80/90/100
Cool Down	12
Duration	6
Attack Damage	55/90/125/160 + 0.9 Attack Power
Armor Reduction	12/18/24/30

W: Triple Shot

Mana Cost	45
Cool Down	13/12/11/10
Attack Damage Boost	10/20/30/40
Attack Rate Boost	50%
Radius	0.75
Splash Damage	0 + 0.5 Attack Power
Charges	3
Note: the splash damage scales off of his total Attack Power (including base).	

E: Rocket Bolt

Mana Cost	50
Cool Down	18/16/14/12
Attack Damage	80/120/160/200 + 0.9 Attack Power
Knockback distance	1
Self-Knockback distance	3

Ultimate: Bombardment

Mana Cost	55
Cool Down	3/2.3/1.5
Range	10.5/12/13.5
Duration	4
Magic Damage	160/240/320 + 0.3 Special Power
Radius	1.25
Note: half of the Magic Damage is applied as a DoT over the duration of the ability.	

Vallamere

Stat	Base	per level	Max
Health	607	99.0	1993
Health Regen	1.4	0.1	2.8
Armor	21	3.4	68
Attack Power	65	4.1	122
Attack Rate	0.65	0.02	0.99
Mana	270	45.0	900
Mana Regen	1.2	0.1	1.9
Magic Resistance	33	1.5	54
Movement Speed	2.52		
Range	0.9		

Innate Passive: Champion's Breast Plate

When reaching 20% HP, Vallamere gains a shield that absorbs 100/160/220/280/340 damage for ten seconds (60 second cool down).

Q: Shield Bash

Mana Cost	75
Cool Down	13/12/11/10
Stun Duration	1.55/1.7/1.85/2
Magic Damage	140/180/220/260 + 0.7 Special Power

W: Chivalrous Defense

Mana Cost	70
Cool Down	15
Duration	10
Attack Damage Boost	16/22/28/34
Magic Resistance Boost	25/35/45/55
Armor Boost	25/35/45/55
Shielding	90/130/170/210 + 0.6 Special Power

Note: the Armor, Magic Resistance, and Shielding only apply to the allied target, while the Attack Damage boost is only applied to Vallamere.

E: Might of the Empire

Mana Cost	65
Cool Down	28/26/24/22
Duration	14
Radius	1.5/1.7/1.9/2.1
Splash Damage	24/30/36/42%

Note: passively grants 6/9/12/15 to Attack Power

Ultimate: Battle Standard

Mana Cost	150/200/250
Cool Down	12
Duration	10
Attack Rate Boost	8/17/25%
Total Healing	250/400/550 + 1.0 Special Power
Radius	8

Vexie

Stat	Base	per level	Max
Health	445	75.0	1495
Health Regen	1.3	0.1	2.5
Armor	20	3.6	70
Attack Power	54	2.9	95
Attack Rate	0.62	0.02	0.83
Mana	315	55.0	1085
Mana Regen	1.7	0.1	3
Magic Resistance	30		
Movement Speed	2.41		
Range	7.3		

Innate Passive: Energizing Prank

Casting spells on an enemy grants +6% mana regen for ten seconds (can stack five times).

Q: Resize

Mana Cost 60/70/80/90

Cool Down 8

Duration 6

Allied Target

Attack Damage Boost 18/24/30/36

Speed Boost 9/11/13/15%

Enemy Target

Attack Damage Reduction 18/24/30/36

Slow 9/11/13/15%

W: Encasing Bubble

Mana Cost 65/75/85/95

Cool Down 13/12/11/10

Allied Target

Shielding 140/200/260/320 + 0.5 Special Power

Duration 5

Enemy Target

Silence Duration 1.5 1.75 2 2.25

E: Mirth & Mischief

Mana Cost 80/95/110/125

Cool Down 9

Allied Target

Healing 80/145/210/275 + 0.8 Special Power

Enemy Target

Magic Damage 80/145/210/275 + 0.8 Special Power

Ultimate: Faerie Ring

Mana Cost 150/200/250

Cool Down 120

Magic Damage 75/100/125 + 0.5 Scaling

Radius 3.25

Note: grants one stack of Energizing Prank for each enemy caught in the ring.

Xeros

Stat	Base	per level	Max
Health	606	96.4	1955
Health Regen	1.3	0.1	2.5
Armor	21	4.3	81
Attack Power	57	3.5	106
Attack Rate	0.72	0.03	1.09
Mana	280	50.0	980
Mana Regen	1.5	0.1	2.5
Magic Resistance	32	1.5	53
Movement Speed	2.65		
Range	0.9		

Innate Passive: Spell Sense

Gains bonus damage of 12/15/18/21/24 +0.08 SP against any nearby enemy hero that casts an ability.

Q: Slayer's Mark

Mana Cost	70
Cool Down	10
Duration	6
Magic Damage	60/100/140/180 + 0.4 Special Power

W: Detonate

Mana Cost	90/100/110/120
Cool Down	14/13/12/11
Duration	3
Magic Damage	100/150/200/250 + 0.7 Special Power
Note: each basic attack and spell cast adds a Detonation stack.	
With five stacks	
Magic Damage	100/150/200/250 + 0.7 Special Power
Slow	30%

E: Counterspell Armor

Mana Cost	60
Cool Down	25/22/19/16
Shield Duration	4
Silence Duration	2.5
Magic Damage	70/110/150/190 + 0.6 Special Power
Passive Magic Resistance Boost	10/20/30/40
Note: the silence applies to the first enemy that attacks the shield with a spell.	

Ultimate: Spellbane Dagger

Mana Cost	150/200/250
Cool Down	90/75/60
Magic Damage	60/90/120 + 0.4 Special Power + 30% of target's Special Power
Charges	3
Note: Magic Damage triggers on next three basic attacks.	