



GRANDMASTER AT ARMS

JAX

Runeterra's greatest weapon master, Jax is the only survivor of the Kohari — champions sworn to the defense of Icathia. But when the Void was unleashed against the Shuriman empire's Ascended Host, Icathia was destroyed, leaving Jax without a home or purpose. He gathered the "last light of Icathia", a symbol of his hope to one day defeat the Void, and now travels the world, searching for warriors strong enough to face the coming darkness by his side.

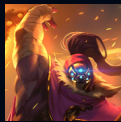
[Quoted from Jax's Legends of Runeterra bio]

JAX ABILITIES RUNDOWN



Ability Resource - Mana

This champion uses Mana to cast their abilities. Mana is drawn from a large pool and passively regenerates over time at a slow rate.



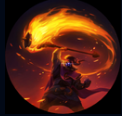
Passive - Grandmaster's Prowess

Jax has four basic abilities. His damaging abilities are treated as Attacks and his attacks build stacking bonus Attack Speed.



Q - The Light of Icathia

Jax's lantern staff deals bonus magic damage On-Hit, scaling with Attack Speed. When cast, his next attack gains bonus Attack Range and Attack Speed.



W - Heat of Battle

Jax spins his lantern staff, damaging and knocking back nearby enemies. Enemies hit take bonus magic damage over time and are revealed.



E - Counter Strike

Jax shields himself to deflect incoming damage with his lantern staff. All damage he deflects empowers his next damaging ability for a stunning counterattack.



R - Evasion

Jax leaps to a target location, dodging all incoming attacks and projectiles while midair.