

# TEAMFIGHT TACTICS GALAXIES

## CHEAT SHEET

### ORIGINS

**CELESTIAL** | All allies **heal** for 15% (2), 30% (4) 60% (6) of the damage they deal.



Xayah, Rakan, Xin Zhao, Ashe, Kassadin, Lulu

**REBEL** | At start of combat, Rebels gain a 150 (3), 225 (6) **health shield** for 8 seconds and 10% (3), 12% (6) increased damage for each adjacent Rebel.



Malphite, Ziggs, Sona, Yasuo, Master Yi, Jinx, Aurelion Sol

**CHRONO** | All allies gain 15% (2) 35% (4) 65% (6) **attack speed** every 4 seconds.



Caitlyn, Twisted Fate, Blitzcrank, Shen, Ezreal, Wukong, Thresh

**SPACE PIRATE** | 50% chance to drop 1g (2), and 15% to drop an **item** (4) whenever a Space Pirate lands a killing blow.



Graves, Darius, Jayce, Gangplank

**CYBERNETIC** | Cybernetics with an **Item** gain 35 **AD** and 350 **HP** (3), 80 **AD** and 800 **HP** (6).



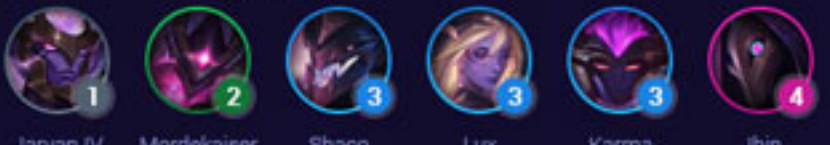
Fiora, Leona, Lucian, Vi, Irelia, Ekko

**STAR GUARDIAN** | Whenever a Star Guardian casts, distributes 30 (3) 60 (6) **mana** among all other Star Guardians.



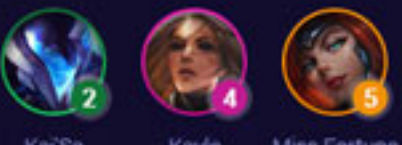
Poppy, Zoe, Ahri, Neeko, Syndra, Soraka

**DARK STAR** | When a Dark Star dies, it gives +50% (3), +80% (6) **increased damage**, plus previous stacks of this effect, to the nearest all Dark Star.



Jarvan IV, Mordekaiser, Shaco, Lux, Karma, Jhin

**VALKYRIE** | Valkyrie attacks and spells always **crit targets** below 50% health (2).




Kai'Sa, Kayle, Miss Fortune

**MECH-PILOT** | At the start of combat, 3 random Mech-Pilot champs are merged into a **Super-Mech** until it dies (3).



Annie, Rumble, Fizz

**VOID** | Void Champs deal **True Damage** (3).



Kha'Zix, Cho'Gath, Vel'Koz

### CLASSES

**BLADEMASTER** | 30% (3), 55% (6) **chance on hit** for Blademaster to attack two extra times.



Fiora, Xayah, Yasuo, Shen, Master Yi, Kayle, Irelia

**MYSTIC** | Mystics give 30 (2), 120 (4) **Magic Resist** for team.



Sona, Karma, Soraka, Lulu

**BLASTER** | Every fourth Blaster attack fires three (2), six (4) additional attacks which deal double damage.



Graves, Lucian, Ezreal, Jinx, Miss Fortune

**PROTECTOR** | Protectors gain a **shield** for 20% (2), +40% (4), +80% (6) increased **Spell Power**.



Jarvan IV, Rakan, Xin Zhao, Neeko

**BRAWLER** | Brawlers gain +300 (2), +750 (4) **health**.



Malphite, Blitzcrank, Vi, Cho'Gath

**SNIPER** | Snipers deal 12% **increased damage** (2) for each hex of distance between themselves and their target.



Caitlyn, Ashe, Jhin

**DEMOLITIONIST** | Demolitionists spells **stun targets** they hit for 1.5 seconds (2).



Ziggs, Rumble, Gangplank

**SORCERER** | All allies gain +20% (2), 40% (4), 80% (6) **Spell Power**.



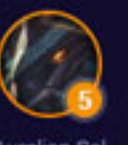
Twisted Fate, Zoe, Ahri, Annie, Lux, Syndra, Vel'Koz

**INFILTRATOR** | Infiltrators gain 60% (2), 80% (4) **Attack Speed** for the first 6 seconds of combat (2). Refreshed on takedown (4).



Kha'Zix, Kai'Sa, Shaco, Fizz, Ekko

**STARSHIP** | Starships gain 20 **mana** per second, maneuver around the board, and are **immune to movement impairing effects**, but don't Basic Attack.



Aurelion Sol

**MANA-REAPER** | Mana-Reavers' first attack (2), all attacks (4) increase the cost of their target's next **spell cast** by 40%.



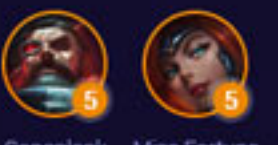
Darius, Kassadin, Irelia, Thresh

**VANGUARD** | Vanguards gain 60 (2), 250 (4) **armor**.



Leona, Poppy, Mordekaiser, Jayce, Wukong

**MERCENARY** | Mercenaries can be paid gold to **upgrade their abilities** (1).



Gangplank, Miss Fortune

\*Note that these synergies and stats are subject to change.

