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Fizz mid build guide

Pick ratio 96.76% 23,808 51.5% 2.74% 675 45.48% pick rate odds E W Q 1 2 3 4 5 6 7 9 10 11 12 12 14 15 E W E W Q 2 6.4 1% 2,934 60.67% Pick Rate Win Rate Starter Item 79.84% 16,571 51.11% 10.6% 2,201 53.02% Recommended Build 15.07% 1,484 56.74% 1 33.0 89% 1,368 57.24% 8.02% 790 57.09% 6.17% 608 51.64% 5.92% 583 58.66% Boots 63.54% 12,217 53.59% 3 0.92% 5,946 53.57% 3.64% 700 51.43% 16th /52 51.33% Medium Piz Win Rate 7th /52 7.78% Middle Peaks Pick Ratio Piz Odds Game Length to get this build for Direct Bloods. Save 5 minutes on search, rune settings, and movement between tabs. League of Legends Wild Rift Fizz is a rare assassin champion in Middle Lane. When we play this assassin in mid lane, we rate it as an A-Tier pick. Most of the bloods perform Magic damage and are highly maneuverable. Depending on the style of play, we consider this champion difficult to play. The best runes for fizz in Wild Rift are electric cute keystones, brutal, hunter titans, mana flow band minor runes. Keystone Runes and minor runes, what items do I build on in The Wild Crack in Fizz? In Wild Rifts, the best items based on blood are those that maximize the explosion of attack damage from abilities. The first item to build should be Rich Bain, then the second, if you want to complete Gluttonous Greaves as a proto-belt magic dot and complete the core item build, build infinity Orb.123456EnBest entry VS AD Assassin Champions Best Item Build VS AP Champions Best Item Build VS Tank Champions is what skill I want to level up from Wild Rift to Fizz? Level up your prank/trickster at level 1, and you'll continue to level the prank/trickster up to the max. After that, you can start the Sea Stone Trident level after Sea Turtle Strike.>> Sea Stone Trident Attack adds 22 magic damage (22 + 40% AP) for 3 seconds or more. Urchin Strike 1 stAbilityDashes through target enemies, dealt 10 magic damage (10 + 55% AP) plus 58 physical damage (100% AD) plus 58 physical damage (100% AD) plus 58 physical damage. Wave 2 ranked ability 1st can take 50 Bonus Magic damage (50+50%AP) with the following attacks: Additional attacks within 5s deal 10 bonus magic damage (10 + 35% AP). Defeating a unit with the first attack reduces rending Wave's cooldown to 1s. After 1.2s, Fizz does 70 magic damage (70 + 70% AP) and jumps into a big splash that slows the enemy down to 2-to-40%. Res cast: Deal damage with a small splash that descends early towards the direction but doesn't slow down the enemy. Chum the Waters fourth ability attaches to the first champion hit and releases them and starts the fish in the target direction. After 2s, the fish knocks off the target and knocks out the surrounding enemies. 150 to 350 magic damage (150 + 60% AP to 350 + And depending on the size of the shark, it is slowing down its hit rate from 40% to 80% of the enemy. What does Fizz do? The most popular role to play Fizz is in mid lane, in some cases with support, mainly because this is mainly because the champion is an assassin with magic depide. If you want to learn about the weaknesses of this champion, you can see our Fizz Champion Counter Guide. Super Galaxy Fizz Boyd Fizzclick / Wild Lift Tap the icon below to see another mid-lane champion similar to Fizz in Fizz Lun Wild Lift FizzFiz Mid Build 52.45% WR (12,206 matches) Summoner Order 52% WR (42,626 matches) Skill Priority EWQSkill Path Most Popular Ability Leveling OrderQUrchin StrikeW WatersPNemble Fighter Start ItemVest For most matchups, build shoes and core items, all game fourth item options core build fifth item option start and key item option optional first item option selection select best 1 item option for most matchups This all game fourth item option build season 11 guide build daily build. Guide update with meta-stabilization votes: 2,935 views: 8,269,603 Bapora Dark's Grand Master Mid-Fizz Guide Season 11 Votes: 402 Views: 1,078,999 [Preseason Prep - 10.25] Quantum Dolls ¶S11 FIZZ Full Damage Mead¶ xracrer2's Challenger Mid-Fizz Guide Season 11 Fizz Top: Nasty Bruises (Patch 10.24) (Pre-Season WIP) The Bible of Fizz - Fish Can Bring Hell For You. Season 11 build a 1 shot Monst FrogSbiz Jungle! 10.25 Updated Season 11 | Fizmead Guide! Quantum Fijis [S11 Fizz Mid-Guide] FIZZ Tank Fizz Ad Fizz Lift Maker Fizz 3 Side Fizz Tank/ap/off Actual Fizz Build [Update] S11 Rating Pending View: 751 fizz Guide fizz One Shot Fizz 1 Shot Jassin Guide Rating Pending View : 469 Fizz Guide Build Fizz Skin Ability Fizz GuideDegan Fizz Skin Ability Questions The Best Fizz Guide builds up fizz skin ability issues, allowing you to ignore unit collisions with the dexterity of agile fighter fizz in the highest ability range, reducing 4 (+1% ability power) less from all damage causes and reducing it by up to 50%. Q Urchin Strike Fizz's Q Ability 550 50 8/7.5/7/6.5/6 Fizz dashes a fixed distance in the direction of the target, treating total attack damage with physical damage and an additional 10/25/40/55/70 (55% of the power). W Seastone Trident Pez W Ability Self 30/40/50/60/60 7/6.5/5 Passive: Fizz's primary attack is to defend the enemy, deal with 20/30/40/50/60 (40% of ability) Magic damage 3 seconds, invigorating about 0.5 seconds magic damage. Active: This becomes the next default attack for The Bloods. Trade 50/70/90/110/130 (+50% of your ability) and get a 50 bonus range. Seastone Trident kills targets, reducing the wait time to 1 second and refunding 20/28/36/44/52 mana. Otherwise, if Seastone Trident doesn't kill the target, Fizz's base attack will take 10/15/20/25/30 (+35% of ability power) for 5 seconds of hit magic damage; Seastone Trident resets The Bloods' default attack timer. E Prank / Trickster Piz's E Ability 400 90/95/100/105/110 16/14.5/13/10 Prank (Active): Fizz hops on his trident from a nearby location, getting the ability to use the trickster before the effect ends being targeted for 0.75 seconds. If you don't use a piztrixter, he will hit the ground below it, handling 70/120/170/220/270 (+75% of your ability strength) and slowing nearby enemies down to 40/45/50/55/60% for 2 seconds. Trickster (Active): Fizz jumps from Trident to a nearby location, dealing 70/120/170/220/270 (+75% of ability strength) and magically damaging nearby enemies in areas smaller than a prank; this ability doesn't slow down enemies. R Chum The Waters Fizz's Ultimate (R) ability 1300 100 100/85/70/70/70 fizz throws bait in the direction of the target pulling the shark, dealing magical damage that appears after 2 seconds, knocking down surrounding enemies and slowing down for 2 seconds. As the bait moves further away from the initial flight, the larger the shark increases slower, the eruption radius and the knock distance. Chum the Waters will deal 150/250/350/350 (+80% power) magic damage in 200 effects areas when driving fewer than 455 vehicles, knocking down enemy units and summoning goofy sharks that slow down 40%. If Chum the Waters moves between 455 and 910 units, it will deal magic damage of 225/325/425 (+100% ability power) in 325 effect areas, summoning ordinary sharks to knock down 250 units of enemies and slow them down by 60%. Chum the Waters moves between at least 910 units, handling 300/400/500 (+120% ability) magic damage in 450 effect areas, summoning giant gigaalodon sharks to knock down enemy 350 units and slow them down by 80%. When an enemy champion flies, the bait is intercepted, and the bait is tied to them and the shark appears in his position. The holder of the bait slowed down for a period of time and instead of being far away, it was placed for a second. The Fizz Guide builds your Piz Skin skills questions to the top top

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