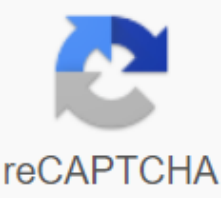




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Soraka guide s6 series

Pick Rate Win Rate 55.9% 8,728 51.87% 23.98% 3,744 51.07% Pick Rate Win Rate W Q E 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 Q E W W R W Q W Q R Q Q E E 11.25% 205 72.68% Pick Rate Win Rate Starter Items 70.29% 10,750 52.33% 22.85% 3,495 49.81% Recommended Builds 15.3% 290 66.9% 4.43% 84 66.67% 4.06% 77 67.53% 3.96% 75 74.67% 2.96% 56 64.29% Boots 34.99% 5,160 52.91% 30.96% 4,566 51.75% 18.92% 2,791 54.5% 13th /38 51.5 6% Support Soraka Win Rate 20th /38 3.66% Support Soraka Pick Rate Soraka Win Rate by Game Length Major She Can Set Up Picks on You Easy and often. Major your silence is pretty useless against ants since they updated his combo. Abuse his weak level 1 and press level 2 first, then passively play. What you need to be careful of in Aferios is his gravity (a purple gun blowing at the roots). Please respect him when he has it. Extreme Bird trades you out in the lane and roams much better than Soraka. Your mid-lanner and jungle are not happy. Launch Relic Shield and take the Guardian Rune page. Extreme big kill threats with lanes and good roaming. Do not choose Solaca as a Blitz Crank. Minor you will easily keep his sticking out. Take a second wind and MR rune. Start the Lyric Shield. small thrusting him out. One of Solaca's best matchups (unless Braum is paired with Lucian, it will be rough). You can start spell thieves and relic shields, depending on who the ADC is. The range of major Kate's automatic attacks and the net makes it really difficult to land a star call or even automate her. Start the Lyric Shield. Extreme she can easily dive you. Build .Zhounya over and over again and hope for the best. Even you can Q his axis to land. Draven is still very strong in the lane, so respect his damage (especially if he is paired with aggressive support). Start the Lyric Shield. All small tank/immovable juggernack notes are free star calls in skirmishes and later game battles. Minor it's a little hard to land Qs on him, but his shift is a long enough CD so that he doesn't shift every Q you shoot. Ezreal tends to play very passively in a good lane for Soraka. Start the Lyric Shield. Extreme big diving threat. Consider buying Zhounya for his fish. Tiny You Out can easily keep Janna and cancel her R on your Higan. The main diving threat, however, is not a big enough threat on your own to justify buying Zhounya.Minor Jinx can only be scary if your ADC is weak early with heavy engagement support. Otherwise, you should not lose lane 2v2 against the jinx. Major respects the possibility of his pick. Minor only worry if you only allow Kaisa to get cc'd and kill you with ult behind your backline. Kai's sa is quite short-distance, so if a 2v2 match is advantageous, you can harass her early on. Depending on who your ADC is and who Kai Sa's support is, you can start spell thieves and relic shields. Extreme strong early lanes, easily dodge your Q, the possibility of scary picks on her R/E throw. Start relicsMajor Karma has a stronger lane and a late game, Solaka has a stronger mid. Avoid choosing Soraka for Start Reric Shield.Karma. Small pick potential, weak lane. Consider dodge with extreme champion select. Soraka gets drawn from level 1-18. Launch Relic Shield and take the Guardian Rune page. Major he can easily dodge your Q and has one of the best lane phases for ADC. Respect his initial damage and push level 2. Minor outs keep poking her lane. Lulu will start to scale you with about 2 items. Even she's okay to pick the possibilities, but it's a skill matchup. If you dodge her binding, you will have to win the lane. Start the Lyric Shield. Consider buying Michael's. All small tank/immovable juggernack notes are free star calls in skirmishes and later game battles. Consider buying a Crucible for his W/R minor MF doesn't have one slow, the other CC. She's really scared when paired with Leona/Nautilus/J4. Save your Higan to cancel MF's ult. Soraka gets drawn from level 1-18. Launch Relic Shield and take the Guardian Rune page. The Crucible is also not very useful for Nautilus. Crucible Depth Charge can be stanned, but knock-up is not possible (knock-up lasts for 1 second flat and stun lasts 1/1.5/2 seconds based on rank). Minor Build Crucible or QSS if he continues to wither you. The Crucible removes [j][not]/[i] which is slow but attacks slowly. It may be more valuable to build your own QSS for the ADC to use wither. All Tank/Immovable Juggernads are free star calls in skirmishes and later game battles. Minor you can R his R. consider buying a rocket. Major diving threats. Consider buying a rocket. All small tank/immovable juggernack notes are free star calls in skirmishes and later game battles. Also save your e to put it under him before he go to R2. You can easily cancel Ornn ult every time. All small tank/immovable juggernack notes are free star calls in skirmishes and later game battles. Consider buying a Crucible for use by people against poppies being stuck in walls. Tiny you can cancel his Q with your E. All Tank/Immovable Juggernads are free star calls in skirmishes and later game battles. Consider buying a Crucible for Rammus provocation. Cancel his Q channel with a small your E. All Tank/Immovable Juggernads are free star calls in skirmishes and later game battles. You can use the Crucible on the person who hit with the charged Sion Q to purify the stun, but you can't clean up the knock-up part. Knock-up lasts 0.5 - 1 seconds (based on channel time) and stun continues for 1.25- 2.25 (based on channel time). All small tank/immovable juggernack notes are free star calls in skirmishes and later game battles. You can consider buying crucibles for Shen's taunts. Major his wind wall blocks your Q and he is a big diving threat if the enemy team has AoE knock-ups like Gragus, Orianna, or Marfite ults. Major diving threats.The building of Zonia. OK Soraka allows a weak Lanning ADC to get out of the lane in a reasonable amount of CS. To almost guarantee that your Higan will become a snare, Ash Arrow can be anyone on the Higan. No one needs to lane in support Caitlin helps her land trap. No one Koki will jump in his package through the enemy team and you can catch up with him to heal him. His package will also knock off all the people from your E zone. Road Raven's goal is to win hard in the lane, and Solaka's goal is to stab it. Soraka can't put as much pressure on Draven to succeed. Most Ezreal's with low solo cues are just bad and all support me agrees. This is really safe, but it's a really weak lane. OK Gin is pretty weak right now. The only redemption quality is that Jhin's W route duration (1-2 seconds based on rank) works well with snare landing at E. Your E lasts 1.25 seconds, which is the same time that Jhin's Rank 2 W lasts. The strong Solaca allows the weak Lanning ADC to get out of the lane in a reasonable amount of CS. In addition, anyone caught in the chongper of the flame can higan. OK Soraka allows a weak Lanning ADC to get out of the lane in a reasonable amount of CS. Lucian's goal is to win the lane hard through all of his raw early powers. Soraka can't put enough pressure on Lucian to catch up. Low MF prefers lanes with heavy CC support to set up a big bullet times. The ideal Senna is usually not as good as the range support, but the healing circle allows you to stay in the lane indefinitely. She can also peel you off later. Strong Solaca allows a weak Lanning ADC to get out of the lane in a reasonable amount of CS. The strong Solaca allows the weak Lanning ADC to get out of the lane in a reasonable amount of CS. Ensure that his R and your E go together very well and kill. The strong Solaca allows the weak Lanning ADC to get out of the lane in a reasonable amount of CS. Strong Solaca will make your life very low if the weak Lanning ADC becomes a reasonable amount of CS. Extreme Blitz Gab, Knock, Silence Combo will eupund your death or miss your life. Please avoid it at all times. Extreme Nauts hook, very sticky to get out of root and slow. Please avoid it at all times. Extreme Sona, poke a very heavy early game and if you're not careful, it can be overwhelming. Plus her healing is on par with yours. Like extreme Sona, Vel is very heavy and can burst you if you're not aware of Major Lux, some will argue that you should be in the next level threat, but for experienced players, fending off her rotation and punishing cooldowns is almost a second nature. But if you don't.She lasers your bananas. The rotation of Major Morgue's ability can be predictable, but if you're not careful, she can land Q and kiss your banana goodbye so she can chain you to death. All you have to do is calm down and keep the silence of the land. Extreme karma is the most def B'ch, her polk is too realistic and her kit allows her to move forward and leave easily #PhreakMoment. It's not as strong as the blitz hook combo and it's easy to escape, but it's very dangerous when kicked out. The minor passive stand is stationary until one side decides to break it, and if either side is more aggressive than the other, it can be on one side more. Even Nami is an ok matchup, her rotation doesn't change from person to person, so she pays for the wear and tear and dodges whatever she sends your way. Even the new Jill, I faced him only once, so I don't know where to put him, and it was both good and bad, so I put him in the middle. Clear these bombs and keep track of his ult. Extreme perms will ban her if possible.As Solaka GG legal Keshi meets the lane but stays away from the wall, but still you are too squishy early game to face her. Minor Gems! Lord cc and tanks are a problem they can bully you back under the lane tret, but the threat of kills is not high, so sit back and wait for the gunk. Major Ali is certainly a lane bully, but the threat of killing is not as high as Bram's. His combo is strong, but you can live through it. Extreme Annie's base dmg is high and her bursts can be instantaneous, so watch out for passive stuns. Extreme Lulu is an annoying champion who lanes for every pork she can put out, it will be a high threat level, but gladly we can keep her pork and the mana cost will cost to back her up. Extreme if possible, keep him at arm length and make passive play so they take advantage if you give him a chance to land Q. His tank is a problem as well. Kench is a hard lane of many senses of words. Extreme means your death if you allow Leo to stunlock you to step over the most likely steps. Major Bird's Lulu is annoying to play against for every polk he can lie down, but killing the threat is not so high, but with his right hand he watches over him and watches when he can punish adc when he leaves. Leaves.

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