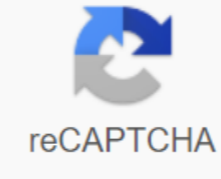




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## Zac guide jungle

Import Runes, Summoners, and builds into League. Automatically. 53.20% Winning Rate | 1094 Games 55.91% Win Rate | 127 Games 59.04% Win Rate | 188 Games &gt; &gt; &gt; &gt; 45.44% Win Rate | 493 Games &gt; &gt; &gt; &gt; &gt; 50.71% Win Rate | 140 Games 51.71% Winning Rate | 2282 Games 51.71% Win Rate | 2282 Games 51.21% Win Rate | 744 Game Display matchups with at least Show all 100 + 250 + 500 + 1000 + 10000+ games. Champion.gg are not endorsed by Riot Games and do not reflect the views or opinions of Riot Games or anyone officially involved in producing or managing league of legends. League of Legends and Riot Games are trademarks or registered trademarks of Riot Games, Inc. League of Legends © Riot Games, Inc. Zac Build 10.22 ranks as a B-tier choice for the Jungle role in season 10. This champion currently has a win rate of 51.68% (Average), Pick Rate of 4.2% (High), and a Ban Rate of 0.75% (Low). Use Loose Runer and a tank element build, combining with Vanguard playstyle, this is an easy to play champion in the league of legends.#2 Best Tank #1 Highest Healing #2 Most PlayedStatsLast Patch Average (10.21) Current Patch (10.22) Rank ChangeRole RankWin Rate52.3651.68-1.12/4.9Play Rate3.044.2+19.2 / 49Ban Rate0.490.75+16.7 / 49Gold Earned96099833-1.46 / 49Kills4.184.2-2.2.2.2.46 / 49Dead4.434.33.49 / 49Assists11.0110.79-1.4 / 49Injured Treated1239712843+3.39 / 49Damage Taken36073.35828-1.2 / 49Minions Killed30.735.1+4.28 / 49Role Ranking1211+1.11 / 49The best item Zac build Season 10 starts with a Hunter's Talisman and Refillable Potion purchase. The first item you want to build is Enchantment: Cinderhulk followed by a Ninja Tabi purchase. The last items you need to complete your master object by guide are a Spirit Visage and or Knight's Vow. Be sure to use Flash and Smite as your summoner magic. Enchantment: CinderhulkNinja TabiWarmog's ArmorRanduin's OmenSpirit VisageKnight's VowZac Item Build Patch 10.22What runs to Zac S10? The best Zac runner for Jungle is Resolve as a primary and inspiration as secondary. Within the Solve tree, the best Keystone Rune used Aftershock.Patch 10.22 Zac RunesScaling Cooldown ReductionSkill OrderThis section will explain what abilities you level up for this Zac Build S10. Your first ability for level 1 should be E Elastic Slingshot, and then you should start maxing out E Elastic Slingshot. After that, you can start leveling up W Unstable Matter followed by Q Stretching Strikes.>Skill Order – What to level123456789101112131415161718WEEREWEWQQQQQQHwOw To play GuideDue to the lane phase of this pick, it is commonly played in jungle position. This election has yet to see any meaningful play in other ways. Ranking as the #4 Best Pick In the Jungle role for patch 10.22, place it within our B-Tier Rank. A solid choice, but there is better in terms of difficulties, this is an easy to play champion for new players in Legends. How do I build Zac S10 Patch 10.22? Since this season 10 Zac Build and Runes will help you deal with Magic injuries, you will focus on building tank elements that will allow you to absorb as much damage as possible for your team. Recommended choices that play as Vanguard characters are as follows. Our first choice is Alistar, which is a really good option, along with Malphite and Sion.You also like Zac RunesZac Jungle Rune Build51.5% WR (17,195 Matches) Summoner Spells50.6% WR (37,271 Matches)Priority Path Popular Ability Leveling BewUnstable MatterElastic SshotLetR's Bounce! PCell DivisionStarting ItemsBest for most matchupsCore ItemsBuild this every gameFourth Item OptionsOptions after core buildFifth Item OptionsSixth Item OptionsGame Statistics Avg Per Game Role Rank G Gold Earned 10,781 47/51 K Kills 4.8 47/51 D Deaths 4.8 2 / 51 A Assists 12.5 2 / 51 DD Injuries Treated 15,194 45 / 51 Page 2 Game Statistics Avg Per Game Role Rank G Gold Earned 10,781 47 / 51 K Kills 4.8 47 / 51 D Deaths 4.8 2 / 51 A Assists 12.5 2 / 51 DD Injuries Treated 15,194 45 / 51 Page 3 Game Statistics Avg Per Game Role Rank G Gold Earned 10,781 47 / 51 K Kills 4.8 47 / 51 D Deaths 4.8 2 / 51 A Assists 12.5 2 / 51 DD Injuries Treated 15,194 45 / 51 Page 4 Games Av Statistics Per Game Rolle G Gold Earned 10,781 48 / 53 K Kills 4.8 48 / 53 D Deaths 4.8 2 / 53 An Assists 12.5 2 / 53 DD Injuries Treated 15,194 46 / 53 Page 5 Game Statistics Avg Per Game Role Rank G Gold Earned 10,781 48 / 53 K Kills 4.8 48 / 53 D Death 4.8 2 / 53 A Assists 12.5 2 / 53 DD Injuries Treated 15,194 46 / 53 Page 6 Game Statistics Avg Per Game Rolle Rank G Gold Earned 10,664 46 / 49 K Kills 4.7 7 0 45 / 49 D Deaths 4.6 2 / 49 A Assists 12 4 / 49 DD Injuries Treated 14,513 44 / 49 Page 7 Game Statistics Avg Per Game Role Rank G Gold Earned 10,664 46 / 49 K Kills 4.7 45/49 D Deaths 4.6 2/49 A Assists 12 4/49 DD Injuries Treated 14,513 44/49 WIP Stalker's Blade - Runic Echoes - This is standard for AP jungles. It's great for cooldown reduction, AP, and passive delivered from it. I choose Stalker's Blade as the slow just adds even more crowd control to your already crowd control heavy kit. Wizard's Shoes - More Speed, More Magic Pen. If you go full AP, this makes most sense Ninja Tabi – Great for a bruising build against an AD heavy hold with a lot of auto attacks. Mercury's Slidads - Great for a bruising build against an AP heavyweight team with a lot of crowd control. Morellonomicon - Magic Pen, Health and AP are all super useful. Best to upgrade from Orb if they have a good amount of healing for the serious wounds. Zhonya's Zhonya's - Zac's cooldowns will be short at this point in the game so the passive can keep you alive until they are up. Combined with armor to survive, cooldown reduction, and AP, it's a good choice in AD comps, especially with assassins. Banshee's Veil - Best if they have heavy AP or a master like an AP Malphite who will rely on a shutting you from full health. The passive is super useful, and combined with the stats it's an overall solid option in heavy AP teams. Liandry's Pine - More health and AP, as well as a burn and more damage as you survive. Even if you build the AP, you can often live long enough to stack up the extra damage from the passive, especially when combining this element with more tanky elements like Banshee's Veil or Zhonya's Hourglass. Rylai's Crystal Scepter - Great for slowing down the enemy. It is cheap and provides Health and AP. It will help you keep on enemies while using Let's Bounce! Rabador's Deathcap - Good for a full AP build as it just gives you even more. Best for late games when you already have a good amount of AP to take the most advantage of the passive. Spellbinder - Allows you to catch up with enemies with the extra motion speed, and you can spam unstable matter due to the low cooldown when picking up your goo. Void Staff - Useful against teams with a lot of magic resist. Hextech Protobelt-01 - Let's you catch up with the enemy while providing good health and AP and even more cooldown reduction. Lich Bane - More of a fun item, but can add to your high burst with electric shock if you have a good amount of AP. I don't build it that personally. Also has good statistics. Shurelya's Reverie - More Health, CDR, Regen, and an Asset That Can Be Used To Combo With Let's Bounce! extremely well or can be used to start matches. Mejai's Soulsteals – This isn't that great as it can be a big waste of gold if you fall off, but if you maintain a head start, it can also give you a ton of AP and movement speed. Spirit Visage – Great with Zac's blobs as he will just get more and more health out of them. Thornmail – A useful element that is an alternative way to apply Grievous wounds and be tanky. Sunfire Cape - More Health, Armor, and a Burn. Overall a good option if you want to be tanky as you don't want the passive from Cinderhulk. Dead Man's Plate - Good tank item with a bit of mobility. Randuin's Omen - Well if they have a lot of crit or if you want to slow them down when you go in with Elastic Slingshot Warmog's Armor - Insane Regen if you have at least 3k health to keep you from backing up. You don't have to worry about mana like Zac, so this will do so, so you only ever have to back to use gold really. Season 10 Guides [10.22] Let's Boogie! Zac Jungle Guide - KingStix - Challeng Zac , Jungle Guide for Season 10 [ Patch ] Votes: 901 Views: 2,247,184 [10.22] AP Zac in season 10! Middle and Jungle! [10.22] S10 Chall | How How Urself To Challenger Zac Jungle Guide (10.20) Rating Awaiting views: 1,167 lbnBattuta Guide to Zac: Your friendly neighborhood, goo? Zac, he was made for this... Literally. SEASON 10.16 UPDATED In-depth Zac Jungle Guide to Help Clim Voices: 304 Views: 753,724 Zac Top Aftershocks = Climb Easily! Zac Support Super Strong CC (Season 10.9) [10.9] Platinum Zac Main Guide in-depth rating awaiting views: 3,829 Zac, The Spherical God (Off-Meta Top/Support guide) Zac 852k points (best jungle)+3 videos as proof + comment Ultimate In-depth Zac Guide - Season 10 (Patch 10.1) Zac Jungle - Inescapable WarMachine - SEASON 10 UPDATED SEASON 10 Builds [10.21] zac, the green slim jungle and support builder Rating Pending Views: 2,771 Giant Blob (Jungle) Zac Top 2020 Worlds Super-pick Guide Rating Awaiting views: 431 zac guide Rating Awaiting views: 119 Zac +6,000 Health Jungle Guide 9.1 5 Zac Guides Build Zac Skins Abilities Questions for Top Zac Guides Build Zac Skins Abilities Questions for Top Skin Release Wish List Popularity Cost 1350 1350 975 Zac Guides Build Zac Skins Skills Questions for Top Ability Range Cost Cooldown Cell Division Zac's Passive Self Every time Zac hits an enemy with a ability , he throws a chunk of himself that can be reabsorbed to restore 4% of his maximum health. After taking the fatal injury, Zac splits into 4 pieces, trying to recombine. If any of these pieces remain after 8/7/6/5/4 seconds, he will revive with 10-50% health depending on the health of the surviving chunks. Each chunk has 12% of Zac's maximum health, and 50% of his armor and magical resistance. This ability has a static cooling and is unaffected by the chilling reduction. The resuscitation rate increases every 4 years. Q Stretching Strikes Zac's Q Ability 550 8 13 / 11.5 / 10 / 8.5 / 7 Zac stretches his left arm in the targeting, Employs 40/55/70/85/100 (+30% of the ability power) (+2.5% of Zac's maximum health) magical damage and slow down the first enemy hit by 40% for 0.5 seconds, as well as attach it to the target in 2 seconds. While his arm is attached, his next basic attack is replaced by another Stretching Strike, gaining 125 bonus attack range and dealing with the same magical damage and slow. If both Stretching Strikes affect two different targets, he hurled them at each other, dealing with the initial magical damage around the crash site and applying the slow again. W Unstable Matter Zac's W Ability 350 4 5 Zac body erupts, employing magical damage equivalent to 25/40/55/70/85 plus 4/4.5/5/5.5/6% (+2% per 100 ability power) of their maximum health to all nearby enemies (max 200 injuries against minions and monsters). If you download a chunklet, Unstable Matters reduces cooling by one second. Hitting a jungle monster gives at gå gennem dem. E Elastic Slingshot Zac's E Ability 1800 4 24 / 21 / 18 / 15 / 12 Zac faces the cursor and begins charging charging up to 1 second. By reactivating the ability, he launches himself toward the target location, dealing with 60/110/160/210/260 (+90% of ability power) magical damage to all enemies hit and knocking them back to 0.5-1 second (s), based on how long Zac Elastic charged Slingshot. Zac creates extra pieces for every extra champion he hits with this ability. Can be cancelled by moving or after 0.9/1/1.1/1.2/1.3 seconds of channeling, reimbursement 50% of the health cost and halving of cooling. R Let's jump! Zac's Ultimate (R) Ability 300 0 130/115/100/100/100 Passive: Increases Cell Division's healing from chunks by 1/2/3% of Zac's maximum health. Active: Zac jumps 4 times, knocks back and deals with 140/ 210/280 (+40% of ability power) magical damage to the enemies he hits. While bouncing, Zac gains 20% - 50% bonus movement speed and can throw unstable matter. Enemies hit by Let's Bounce! has declined by 20% for 1 second after being knocked back. Enemies hit by multiple bounces take 50% less damage for each jump beyond the first and are not displaced more than once. Zac Guides Build Zac Skins Skills Questions to Top Top

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