



# Yuumi Support!



Your new best friend!  
:3



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Miri\_The\_Cat





# Summary!

## Runes:

I will run primarily two rune sets!



**Summon Aery** - is Yuumis staple rune! I will take this almost every game as it helps with keeping my team in the fight and securing missed kills with my Q ^-^



**Deathfire Touch** - I will only take this if I feel our team is lacking AP damage or we are against double AP botlane as a way to add a lil more of a kick were when we need it >:3



**Secondary Runes** - I will always take Mana Flow band for extra mana, transcendence for CDR, and Scorch for a lil extra damage ^-^



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## Your bestie can:

- Keep you in the fight way longer than you have any business being!
- Bring multiple useful summoner spells into battle!
- Provide multiple slowing effects/Buffs at very good range to laning phase and team fights!
- Can tank skill shots for you, and pairs well with both aggressive and safe ADCs!

## Your bestie cant:

- Tank CC for you! CC wont let me use my W which makes me very Vulnerable.. >-<
- Roam very well. Warding nearby is easy, but separating from my ADC Nerfs us both and on my own im easily picked off my anyone with CC.
- Start Engages! My Q is very optimal to give you the opportunity to do something, however having no hard cc in my kit and being squishy, it's up to you to take that step forward! <3

## Summoner Spells:



**Exhaust** - Exhaust is a go too because it offers both offensive and defensive uses!



**Heal** - Heal is very good and scales really well into the late game! Almost always a must





# Synergies

## \*S\* tier picks:



**Smolder** - Very safe early game, Very good ability Synergy. If given the time to scale is very oppressive late.



**Aphelios** - Can play both aggressive and safe, Good ability Synergy. Consistently Strong throughout the game.



**Draven** - Very aggressive, Very Good ability Synergy. Very Very snowbally and strong early game!

## \*A\* tier picks:



**Jinx** - Can play both aggressive and safe, Very Good ability Synergy. Very Strong mid to late!

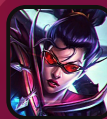


**Kog'Maw** - Safe early game, very good ability Synergy. Very good scaling throughout the game!



**Ashe** - Can play both aggressive and safe, Very Good ability Synergy. Very Strong mid to late!

## \*B\* tier picks:



**Vayne** - Weak early game but scales very well into late, decent ability Synergy. If given the time to scale is very oppressive late.



**Ezreal** - Very safe early game, decent ability Synergy. Scales really well throughout the game, but positioning in team fights issues >-<



**Yunara** - Safe early game, Good ability Synergy. Scales really well throughout the game!



**Twitch** - Very Safe, Good ability Synergy. Strong after level 6, Can share invisibility!



**Zeri** - Rough early game, decent ability Synergy. Scales insanely into the late game though!  
^\_^



## Also good picks!



## Bad Picks >-<



If you must :-.



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## Core Items:



### Echoes of Hella

2200

35 Ability Power  
200 Health  
20 Ability Haste  
125% Base Mana Regen

#### Soul Siphon

Gain 30% of pre-mitigation damage dealt to champions as Soul Charges. Healing or Shielding an ally consumes all Soul Charges to restore Health.

Given her built in Healing/Shielding % Yuumi pairs really well with Echoes, providing massive heals through out the game. Will always build 1st or 2nd!



### Moonstone Renewer

2900

35 Ability Power  
400 Health  
20 Ability Haste  
150% Base Mana Regen

#### Starlit Grace

Healing or shielding an ally chains the effect to another ally (excluding yourself), healing 30% or shielding 35% of the original amount.

With lots of heals and shields coming out with her E and R Moonstone works really well to help in team fights and ganks, pairs exceptionally well with Echoes and Diadem! I will usually take this second!



### Diadem of Solis

2250

200 Health  
8% Heal and Shield Power  
1000 Mana  
100% Base Mana Regen

#### Harmony

Gain 1% Heal and Shield Power.

#### Consequence

While you or any ally you've healed or shielded in the last 3 seconds is in combat with champions, each second, heal the lowest health nearby ally champion.

Diadem is really strong as a third item, Yuumi Q has massive range and hitting with it will give your team a constant stream of healing and shielding while also working really well to boost your team in fights and drawn out engages. Completing this trinity is a very big ramp to your team's sustainability! ^-^

## Itemization



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## Situational Items:



### Dawncore

2500

45 Ability Power  
18% Heal and Shield Power  
100% Base Mana Regen

#### First Light

Gain 2% Heal and Shield Power and 10 Ability Power per 100% Base Mana Regen.

Dawncore adds a lot of ramp to my healing and shielding, and I will usually build this 4th if we are ahead!



### Mikael's Blessing

2300

250 Health  
100% Base Mana Regen  
12% Heal and Shield Power  
15 Ability Haste

#### Purify

Remove all crowd control debuffs (excluding Airborne and Suppression) from an ally champion and restore 100 - 250 Health.

Mikael's is very powerful not only for its cleansing ability, but mid to late does massive healing lane, sometimes will be flexed into core, deepening on the amount of CC on the enemy team!



### Knight's Vow

2300

200 Health  
All Rener  
10 Ability Haste  
100% Base Health Regen

#### Sacrifice

While near your Worthy ally, take 14% of the damage they receive and heal for 12% of the damage they deal to champions. Pledge (On)

Designate an ally as Worthy.

Good for Assassins Being able to stop lots of burst damage!



### Ardent Censer

2200

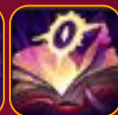
45 Ability Power  
10% Heal and Shield Power  
125% Base Mana Regen  
4% Move Speed

#### Serendipity

Healing or Shielding an ally enhances you both for 6 seconds, granting 25% Attack Speed and 20 magic damage On-Hit.

Good If you Snowball. Adding lots of damage when you're already ahead!

## Battle Cat: >:3





# Information

## Good to know:

My W has a cooldown, so there will be times I can't jump on you! Especially right after I get CC'd!

I can jump over walls with my W! This can be very useful for warding and getting in and out of fights!

I can stay on you in Zhonyas, but not for a TP or in Mord ult/GA! >-<

Yuumi can be played both aggressively and passively, communicate with me and I can hop off and scrap in aggressive fights, or sit back and snipe with my Q for more passive lanes!



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## Abilities:



My passive will give you a lil heal when I hit a Q or auto attack someone and jump on you, it's also gives me a buddy which will be the person I spend the most time with and will heal more with my ult!



My Q is a projectile I can control, it has massive range while im sitting on you! I can actually hit people out of vision with it which is very good for cleaning up kills! Hitting someone applies my passive heal to you, slows the target, and you will do on hit damage to them on your next attack! It will also allows me to utilize my item combo at range! ^-^



My W is what i use to jump between my allies! This is very useful for jumping in and getting out of sticky situations!



My E has a lot of benefits! First off its a shield! But also gives you attack speed/Movement Speed! On top of also giving you mana back! ^-^



My ult is really fun! It will provide waves of healing and shielding effects while slowing the enemy! Its very good at keeping my buddy up! ^-^





# Lets get that win! :3

(Thank you for your time! <3)



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