

# Tips to play Yasuo DTCL season 15 extremely effectively

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Yasuo season 15 TFT is a 3-gold champion with the ability to deal strong physical damage, especially when combined with the Sensei and Saint Pretend clans. With the skill "Draw the Sword of the Storm" and the ability to glide flexibly.

"The One" is still a great choice to carry the team in the mid and late game if equipped properly. Below is a detailed guide on how to build Yasuo DTCL season 15, the right team and tips to optimize the power of "The One".

## Yasuo DTCL season 15 build

To maximize Yasuo's power, you need to equip items that increase physical damage, resistance, and sustain long-term combat. Here are the recommended equipment:

### Standard item combination for Yasuo



### 1. **Bloodthirster**

1. **Ingredients** : BF Sword + Silver Cloak
2. **Effect** : Full lifesteal and shield, helping Yasuo maintain health in combat and stand longer.
3. **Priority** : High, especially when Yasuo is the main carry.

### 2. **Titan's Resolve**

1. **Ingredients** : Armor + Wooden Bow
2. **Effect** : Increases armor and damage when taking or dealing damage, suitable for Yasuo's continuous attack playstyle.
3. **Priority** : High, gives Yasuo both durability and increased damage.

### 3. **Sterak's Gage**

1. **Ingredients** : BF Sword + Giant Belt
2. **Effect** : Like Blood Sword, provides additional health and shield when health is low, increasing Yasuo's survivability in long fights.
3. **Priority** : Medium, suitable when extra resistance is needed.

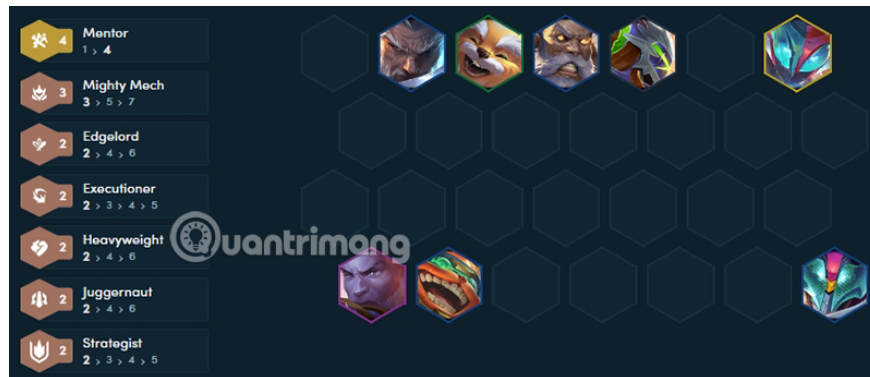
Besides these 3 items, you can also give Yasuo **the Cloak of Darkness**, which is also an item that helps him live longer and deal better damage.

## **Replacement equipment**

1. **Infinity Edge** : Increases critical strike damage, extremely effective when combined with Yasuo's skills to deal massive damage.
2. **Hand of Justice** : Provides both damage and healing, making Yasuo more versatile in combat.
3. **Last Whisper** : Reduces enemy armor, suitable when the opponent has many tank champions.
4. **Red Buff** : Deals additional damage over time and inflicts deep wounds on enemies, great against tanks or strong healers.

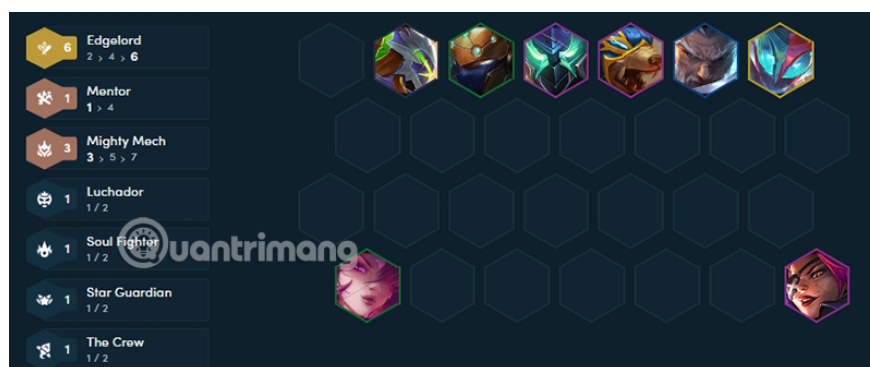
## Yasuo TFT lineup season 15

### Recommended lineup: 4 Sensei



1. **Main champions** : Yasuo (main carry), Kobuko, Udyr, Ryze.
2. **Secondary Champions**: Any champions you can combine, but get an extra Raze and Mech to end up with Yone.
3. **Objective** : Activate 4 Sensei to upgrade Yasuo's skills and 4 Pretend Saints to increase total lifesteal and physical damage for all Sensei. Kobuko or Shen can be the main tank, while Yasuo and Xayah take on the role of damage dealers. You can also roll for Udyr if you have many items similar to Yasuo because he is also a good damage dealer in the mid game.

### Alternative lineup: Saint Pretend



1. **Main champions** : Yasuo, Samira, Shen, Volibear, Xayah, Yone.
2. **Secondary champions** : Add other tank champions besides Shen and Volibear to thicken the tank line.

3. **Objective** : Utilize 6 Saints to maximize physical damage and total lifesteal, helping Yasuo and other Saints become blood-striking machines for enemy tanks. At the same time, provide other tank champions like Aatrox and Jarvan IV to thicken your tank lineup.

## Tips for playing

1. **Early Game** : Find Yasuo early and prioritize 3 stars, especially if you have a Chosen Yasuo. Combine with low-cost Saints like Samira or Shen to trigger the 2 or 4 Saints milestone.
2. **Mid Game** : Slow roll at level 7 to find a 3-star Yasuo. Get Bloodthirster and Titan's Power early to ensure Yasuo can carry the team.
3. **Late Game** : Complete your comp with 4 Sensei or 6 Pretend Saints. If you have a tech core like 'Pandora' or 'Unyielding Will', prioritize buffing Yasuo.
4. **Yasuo placement** : Place Yasuo in the front or second row, making sure enemy champions focus on tanks so Yasuo can freely deal damage.

## Yasuo DTCL Season 15 Stats, Clans and Skills



### Yasuo Stats

1. **Blood** : 850 / 1530 / 2754
2. **Damage** : 70 / 105 / 158
3. **DPS** : 63 / 98 / 142
4. **Magic Resistance** : 60
5. **Armor** : 60
6. **Attack speed** : 0.9
7. **Energy** : 0 / 40
8. **Attack range** : 1 cell

### Clan

## Sensei

The Sensei system only works when you have exactly **1 or 4** unique Sensei generals on the field:

1. **Kobuko** : Reduces damage taken by 7%.
2. **Udyr** : Increases physical and magical damage by 10%.
3. **Yasuo** : Increases attack speed by 12%.
4. **Ryze** : Gain 2 additional mana per attack.
5. **1 Sensei** : Allies receive the effects of the selected Sensei.
6. **4 Sensei** : Sensei generals receive all the above effects and upgrade their skills. Other allies do not receive effects.



## Saint Pretend

Saintly Champions gain bonus **lifesteal** and **physical damage** . Attack speed increases by **40%** when attacking enemies below **50% health** .

1. **2 Saints of Pretend** : 10% total lifesteal, 15% physical damage.
2. **4 Saints of Pretend** : 12% total lifesteal, 35% physical damage.
3. **6 Saints Pretend** : 15% total lifesteal, 60% physical damage.

## Skill: Wind Sword Draw

Yasuo deals **physical damage** to the 3 nearest enemies based on **his attack damage** :

1. **Damage** : 160/240/385 (+40/60/100% attack damage)
2. **Form 4 Sensei** : 180/270/430 (+40/60/100% attack damage)

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