***THALASSE -- BALANCE OF THE WATERS***

\*Jellymer -- a clipped word meaning jellyfish mermaid.

PRIMARY: Support

SECONDARY: Mage

Melee, via two predominant tentacles on her lower body

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| --- | --- | --- |
| GENDER | F | |
| HP | 450 | 45 |
| HP REGEN | 7 | 0.15 |
| MANA | 400 | 20 |
| MANA REGEN | 5 | 0.75 |
| ATTACK DAMAGE | 50 | 3 |
| ABILITY POWER | 70 | 0 |
| ARMOR | 10 | 0 |
| MAGIC RESIST | 0 | 0 |
| ATTACK SPEED | 0.65 | 0.05 |
| CRIT. CHANCE | 0 | 0 |
| RANGE | 600 | |
| MVMT SPEED | 350 | |

LONG BIO

*“There are other ways to achieve balance in contrast. Like water, you must be flowing yet stagnant.”*

*Thalassyrene Argossa, nee Thalasse, though she has dropped her last name now, is the supremo of the Thalassirens, a monastic order dedicated to creating beauty and order among denizens who live near and in the sea.*

Thalasse, as she is called by fellow Ma’Rai and Jel’Rai alike, has had an enjoyable life turned bleak. She was born into the affluent family of the Leader Jel’Rai along with her sister. While the Elders of the Jel’Rai were constantly thinking of ways to prevent their entire civilization from fading due to the lack of moonstones, Thalasse enjoyed life with her sister Carina as young Jel’Rai, playing with the fellow carefree Jel’Rai and Ma’Rai children and enjoying the no-boundaries attitude they carried.

The first time she met the future Tidecaller was during a playtime session in one of the grassier areas of the seas they were in. The Ma’Rai had just caught her tail in one of the more clingy grassy areas, and several Ma’Rai were mocking her for not being able to swim out of the area. Thalasse knew it was a call for her to help and invited her sister to join her in quelling the situation at hand. Carina wanted to beat up the older Ma’Rai for picking on the poor mermaid, but Thalasse decided against it, standing in the middle of the quarrel and using her tentacles to untangle the tail from the sea weed. However, once the Ma’Rai was freed, she joined Carina in taking down the older Ma’Rai kids but did thank Thalasse in the process. Despite this, the three remained inseparable.

Things took a toll for the worse for the two sisters and their Ma’Rai friend as time passed and reality set in, however. While Carina was intent on leading her Jel’Rai to war against the Ma’Rai --- led by the Tidecaller who was once their friend --- for the abyssal pearl, Thalasse advised against it and tried her hardest to stop the impending war from going on. It was no use to her, and Carina had given her an ultimatum: Continue with your campaign of harmony unreachable, or join me in the fight. Thalasse chose the former, angering her older sister. She bore the brunt of the decision, which reached even the ears of the Ma’Rai through secret sources. The current Tidecaller and the current Jel’Rai leader branded her as weak, questless, “unfit to travail these violent waters”, hurting her so quickly that she imposed upon herself a self-exile and left her once proud home in the dead of night.

She made refuge at a seaweed farm owned by an elderly couple, a Ma’Rai and his Jel’Rai spouse, far away from home. They were kind to her, even going so far to share what bountiful resources they have with her.

One night, Thalasse had told her story to the elderly couple, and they listened with intent. After she had finished, the old woman gave a sigh and said, “If only they would turn their weapons against those below than each other. This war is useless! Both the Ma’Rai and Jel’Rai could survive without moonstone!”

“If you seek unity and peace amongst our civilizations, I know of a place I have been to during my youth,” the elder Ma’Rai spoke, “Ionia, it is called. The wonders there are mystical, and some of the folks say that they hold the key to fending the horrors deep below. It is a long journey from here, and the path is arduous.”

“Then, I shall take it,” Thalasse replied, “No matter what the cost.”

Indeed the journey was long and arduous. Thalasse had to face the waters teeming with creatures unknown and pirates claiming to rule the seas. Nevertheless, she made it, thanks to her hydromancy.

While she rested upon the shore, Empress Darha, the Enlightened One, chanced upon her. Thalasse told her her story, and she was absolutely impressed, so impressed that she took the young Jel’Rai in as a student. If there was anything about Thalasse to be known, it was that she was a quick learner under Darha, learning to master her skills and the principles of balance from the libraries they went into. From there, she chose to learn more. With the blessing of Darha, she set off to learn how to control the other forms of water: Ice and Steam.

After five months of passing through the frigid lands of Freljord and the arid lands of Shurima, Thalasse returned to her masters and impressed her with what she could summon: an ice castle with rejuvenating properties meant to heal the body and the soul. Then, she told her story.

Thoroughly impressed, Empress Darha gave her a suggestion: to join those in the Rift in order to talk to those she had lost. At this point in time, Thalasse still contemplates about it, but still considers it to happen some time in the future.

EXTRA LORE:

Meanwhile, under the advice of fellow Ionians, Thalasse has started the Order of the Thalassirens, a society of harmony, peace, and balance. Word spread around about this society, and soon, sorcerers coming from as close as Ionia to as far as Mount Targon were willing to join her: not just sharing with her advocacy but also in training in the arts of hydromancy, vapormancy, and glaciomancy.

If there was anything Thalasse will believe in, it’s that balance is truly coming and unity is not far from home.

ORDER OF THE THALASSIRENS:

* Supremo: Thalassyrene Argossa (Mt. Targon)
* Honorary members:
  + Karma (Ionia)
  + Lee Sin (Ionia)
  + Shen (Ionia)
  + Diana (Mt. Targon)
  + Leona (Mt. Targon)
  + Taric (Demacia / Mt. Targon)
  + Garen (Demacia)
  + Vessaria Kolminye (Inst. of War.)
  + Luxanna (Demacia)
* Second-in-command:
  + Jolras (Ma’Rai)
  + Avind (Jel’Rai)
  + Noribus (Human)
  + Mantle (Yordle)
  + Ra’sho (Ma’Rai)
* Population:
  + Human: 120
  + Yordle: 100
  + Ma’Rai: 80
  + Jel’Rai: 80

SKILLS

*P: Thalassiren Mystery*

Thalassyrene’s health regeneration increases by 0.15 per 5 seconds for every additional 15 Ability Power she has above 100. Aside from this, her basic attacks deal additional effects:

* Chilling (If Q was the last skill used): slows enemies by 10% for 2.5 second (marked by a snowflake) .
* Drenching (If W was the last skill used): heals the most wounded ally for 5% of the damage dealt by basic attacks (rounded down).
* Scalding (If E was the last skill used): deals a bonus 20% Ability Power damage over 5 seconds.

*Q: Freezing Whip*

Thalasse’s tentacles arc in a 80/90/100/110/120 degree cone, dealing (20/30/40/50/60 + 60% Ability Power) magic damage to all enemies struck. Enemies receive an empowered 20% slow for 1.5 seconds, and all future basic attacks become Chilling.

If Freezing Whip hits a Chilled enemy, that enemy is Frozen, receiving a 1-second stun instead of an empowered slow and an additional (25% Ability Power) damage .

MC: 50/60/70/80/90 mana CD: 10/9/8/7/6 seconds

Cast Range: 600

*W: Jet Stream Currents*

Thalasse rushes in a direction until she reaches twice her range or until she bumps a wall, leaving a current of water that gives a 15/20/25/30/35% movement speed boost for 3 seconds to any allied champion that passes by this current. All future basic attacks become Drenching.

MC: 80/90/100/110/120 mana CD: 20/19/18/17/16 seconds

*E: Geyser Spout*

Thalasse channels for 0.25 second, calling up a geyser of hot steam which knocks enemies Airborne for 1 second and dealing (30/40/50/60/70 + 40% Ability power) magic damage to them. All future basic attacks become Scalding.

MC: 65/75/85/95/105 mana CD: 15/14/13/12/11 seconds

Geyser Area: 450

*R: The Energized Chateau*

Thalasse channels for 0.5 seconds, summoning a small ice castle at the cursor’s position which has (150/200/250 + 80% Ability Power) HP and lasts for 5 seconds before disintegrating. While the castle is active, it generates a water pool around it. Any allied champions, including her, in the aura get a 10%/13%/15% attack damage boost and restore (50/60/70 + 10% Ability Power) HP per second while still in the pool.

Bonuses and HP restoration are lost once the castle disintegrates.

MC: 150/170/200 mana CD: 190/150/110 seconds

Water Pool Area: 700 Range: Global

APPEARANCE

UPPER HALF: a pretty young human girl in her early 20s, with long pale gold flowing hair, royal blue eyes and finger nails, and silver translucent skin

LOWER HALF: very large silver jellyfish similar to this picture, but with innumerable long fine tentacles and two long silver “lower arms” (2 tentacles larger than the rest, usu. In the front part under her lower “bell”)

VOICE ACTRESS, SAMPLE LINES

Voice Actress: Janet Varney

* Selection: “It is time. Let’s go.”
* Banning: “Never lose hope, summoner. There is always next game.”
* (...more to follow)