Thoreau

Maddening | Manipulative | Malignant

Thoreau Lore

Thoreau Machiavelli was among the many to have been afflicted with vampirism. Which for him, was a saving grace, seeing as how he was on his deathbed.

Thoreau was among the elite of vampires, having worked alongside the, to create the law and order that all vampires would follow. However, Thoreau himself was among the few to support the belief of vampires being their own rulers, to harness power beyond that of mortal comprehension, and force the feeble of men to bow down to them.

His idea was coldly received.

This did not alter Thoreau's judgement, so he decided to live his own life, outside of the Barony's politics, but close enough to still know all the common gossip.

Along the years of him living on the edge of the high societal riff-raff, Thoreau came into tune with the ability to control one's will and read one's mind. Which he used to mentally torture and feed on the memories whomever he pleased. With this, he formed a deliberate plan to overthrow every vampiric Barony in the world, and it all started in New York.

He began to convince every "willing" mortal that would have donated their blood to vampires to instead detest and fight against the idea. And once a major quantity of the blood stopped coming in, vampires started to feed on unwilling participants to stay fed.

As Thoreau predicted, the Viscount ordered a Venary on those who fell out of the expected margins. And that is where he offered these wayward prey a home that accepted them for who they are.

Vampires. The hunters made to feed on the weaknesses of humanity.

Thoreau is succeeding in his motions, but the one thing that holds it from succeeding in the long term is his own frailty of the illness that ravaged him so long ago. If only there was a way to cure him of such a problem…

“The mind is one’s greatest strength. I make it a greater weakness.”

Thoreau is a psychological mindgame Hero that excels at weakening his foe's mental state making them start to lose their mind as the rest of his team does the courtesy of putting them out of their misery.

Mr. Machivelli is a frail, yet powerful vampire that excels at afflicting his rivals with **Mind Tear**, weakening their will in the fight and keeping himself invigorated. **My Pleasure** momentarily flashes enemies with their worst fears and he can project clones of himself to confuse and hinder them further with his own **Illusory Ways**. And all the while his enemies struggle to keep their will standing, he forces it back down with **A Novelty**. The **Art Of Suggestion**, his final mental turnaround where he forces the enemy to fight against their own allies.

Thoreau Machiavelli believes that vampires should prey on humans, not belittle themselves by bending a knee to beg for blood. Once he mastered the art of unlocking one's psyche, he began to make that world a reality. The one thing that will hold him from achieving this is that soon, people will learn, and more will try to stop him, which has already begun and he may be strong mentally but physically, far from unbreakable. And when an opportunity to rid himself of weakness arose, he didn’t hesitate to achieve it.

Thoreau has a passive that alters his aerial movement.

- **-15%** Gravity Scale

Mind Tear: Reduces an enemies **Spirit Resist**, **Bullet Resist**, and deafens their volume. Enemies suffer Mind Tear for 12 seconds before losing all stacks. Each time a new stack is acquired, the Mind Tear duration is reset. Thoreau additionally gains **damage to heal** per stack on enemies afflicted with Mind Tear. The maximum number of Mind Tear stacks an enemy can have is 6.

My Pleasure (1)

Channel a surge of energy that deals **spirit damage** and afflicts enemies hit with **Mind Tear**.

17s

3.5s

1.5m radius

0.7s Channel Time

50 Spirit Damage ***x*1.1**

↔**15**m Energy Range

My Pleasure Upgrades

Can now go through surfaces, but does not afflict Mind Tear if damaged in this way

–0.3s Channel time, +1 charge, improved spirit scaling

Damaged enemies now gain 2 stacks of Mind Tear, if damaged while on the opposite side of a surface they instead gain 1

“The pleasure is all mine.”

Illusory Ways (2)

Summon clones of yourself that move diagonally from where they were summoned from. When clones are damaged or get close, enemies will be temporarily blinded and afflicted with **Mind Tear**, reducing their Spirit Resist, Bullet Resist, and deafening volume, as well as **healing you when they take damage**.

6s

34s

Clone Time: 6s

0.9s Channel Time

Volume Deafen: **+12**% per stack

-2.5% Bullet Resist per stack

-2.5% spirit resist per stack

+5% Damage To Heal per stack

Illusory Ways Upgrades

Bullets from clones build-up to afflict enemies with Mind Tear

-7s Cooldown, +2s Clone Time

Two additional clones are summoned

“They will question their sanity.”

A Novelty (3)

Visible enemies afflicted with a debuff around you suffer **spirit damage over time**, **reduced spirit damage**, and **reduced debuff resistance**. This ability stacks for every debuff an individual enemy has, excluding the debuffs from A Novelty.

Afflicted enemies that die **heal** you and they don't have to be in your sight range.

20m  ***x*0.08**

-3.5% spirit damage output per debuff

4 spirit damage per second per debuff  ***x*0.055**

5% debuff resist per stack

+20% missing health restored

A Novelty Upgrades

Debuffed enemies within 7.5m of you are afflicted with another stack of A Novelty

Gain self-healing equal to a quarter of spirit damage dealt by A Novelty

Enemies A Novelty's stacks are multiplied by a factor of 1.5 if they are afflicted with 3 or more stacks of Mind Tear

"I love the taste of trauma."

Art Of Suggestion (4)

Mind control a nearby enemy to gain control of their actions for up to 30s and making both Thoreau and the enemy  **hidden on the minimap**. The mind controlled enemy has **increased Damage Resistance** which lingers for 6s after Art Of Suggestion ends.

Upon using an enemy's ability, the ability cannot come off cooldown.

When Art Of Suggestion ends, the mind controlled enemy and nearby enemies are afflicted with 3 stacks of **Mind Tear**.

180s ↔ **3.5**m

30s

Mind Controlled Enemy Damage Resistance: **99**%

Art Of Suggestion Upgrades

-40s Cooldown

+3.5 meter cast range, enemies caught in the area are Silenced for 4.5s

Upon ending Art Of Suggestion, you gain a barrier equal to a third of your maximum health

"They all will be mine."

Weapon
Ancient Dread

Medium Range Rapid Fire

Ancient Dread has no damage falloff and deals no damage beyond its max range.

BASE STATS	
Weapon Stats	
Damage Per Second:	**28.2**
Bullet Damage:	**8**+0.45
Ammo:	**10** x0.4
Bullets per sec:	**3.52**
Reload Time:	**1.7s**
Bullet Velocity:	**1104m/s**
Light Melee:	**51.5**+1.2
Heavy Melee:	**116**+2.91
Falloff Range:	**28m → 28m**

Vitality Stats	
Health:	**670**+22
Health Regen:	**1.75**
Debuff Resist:	**+12%**
Move Speed:	**7.2m/s**
Sprint Speed:	**1.6m/s**
Dash Speed:	**14.7m/s**
Stamina:	**2**
Stamina Cooldown:	**4.5s**

Spirit Stats	
Spirit Power:	**0**+1.6

Thoreau Notes:

- My Pleasure:
  - Starts with 2 charges.
  - T2 Upgrade:  ***x*1.5**

- Illusory Ways:
  - Summons 2 clones that move straight in the intercardinal directions from where Thoreau casted Illusory Ways and will mimic all of his movements going in those directions. Clones will also shoot when Thoreau shoots but don't do damage.
  - If clones come within 4.5m of an enemy, the clone dissipates before blinding their vision for 0.25s and afflicts that enemy with 2 stacks of Mind Tear. Damaged clones dissipate after a single instance of damage and afflict the enemy who killed it with 1 stack of Mind Tear and blinds them for 0.05s.
  - T1 Upgrade: Shots from clones now build-up to afflict enemies with Mind Tear, each shot that lands builds up 10% of a Mind Tear stack.
  - T3 Upgrade: Two additional clones are summoned to the left and right of Thoreau.

- A Novelty:
  - Debuffs affected by A Novelty include:
    - Affliction, Bleed, Burn, Curse, Damage Output Reduction, Disarm, Eternal Night, Fixation, Healing Reduction, Lethal Venom, Malice, Mind Tear, Movement Silence, Movement Slow, Petrified, Rabbit Hex, Silence, Sleep, Tether, Time-Stop, and Wrecked.
  - Debuffs that stack are only counted once for A Novelty's stacks and A Novelty itself does not count towards its own stacks.

- Art Of Suggestion:
    - Mind controlled enemies take damage from both allies and enemies including troops, guardians, walkers, base guardians, shrines, patrons, and base turrets.
    - Thoreau can only force a mind controlled enemy to use an ability once before he is locked out of using it again.
    - Abilities for a mind-controlled enemy do not start regenerating until Art Of Suggestion ends.
    - All enemies within 12m of the mind-controlled enemy are afflicted with 3 stacks of Mind Tear upon Art Of Suggestion ending. This effect does not happen if Thoreau dies while using Art Of Suggestion.
    - The abilities for an enemy after Art Of Suggestion has their cooldowns quartered until they come off cooldown again.
    - Art Of Suggestion's cooldown does not begin until it ends.

- Mind Tear:
    - The deafen from Mind Tear are whispers that grow louder with each stack acquired. Some heroes having their deepest regrets be the whispering instead.