Einar Eindride

| Short backstory |
| --- |
|  |

| Weapon- |
| --- |
| Rouge Harvest  (Designed after the Rapier Sword) |

| Artifact set- |
| --- |
| Crystallized wave |

| Vision |
| --- |
| Hydro |
| Location-  On his Necklace |

| Physical attributes | |
| --- | --- |
| Hair-type | straight-split |
| Hair-height | short |
| Hair-Type-Split-Vertical | yes |
| Hair-Type-Split-Horizontal | no |
| Hair-Type-Normal | no |
| Skin color | Burly Wood |
| Hair-color | no |
| Hair-Type-Split-Vertical-Left-Color | Lemon Curry |
| Hair-Type-Split-Vertical-Right-Color | Lemon Curry |
| Hair-Type-Split-Horizontal-Front-Color | no |
| Hair-Type-Split-Horizontal-Back-Color | no |
| Hair-Color-Gradient | yes |
| Hair-Color-Gradient-Color | no |
| Hair-Type-Split-Vertical-Left-Color  -Gradient-Color | Pale Aqua |
| Hair-Type-Split-Vertical-Right-Color  -Gradient-Color | no |
| Hair-Type-Split-Horizontal-Front-Color  -Gradient-Color | no |
| Hair-Type-Split-Horizontal-Back-Color  -Gradient-Color | no |
| Eye-Heterochromia/Single | Heterochromia |
| Eye-color-left | Royal Azure |
| Eye-color-right | Deep Pink |
| Eye-Pupils-Different/Matching | Different |
| Eye-Pupils-left | Diamond |
| Eye-Pupils-right | None |
| Extra/Other |  |

| Other Items or features | |
| --- | --- |
| His natural hair color is Lemon Curry along with his natural eye color being Deep Pink, but due to being the Hydro archon, the tips of his hair changed into Pale Aqua and his eyes changed into a Royal Azure, but now after retiring it's just his left side | He prefers to be called Ein |
|  |  |

| Height, age, and body type | |
| --- | --- |
| height | 5’8.5” |
| age | +500 |
| Body type | tall male |

| Ultimate Burst |
| --- |
| crazy punishment wheel  (both Einar and Focalors have similar normal burst, but with Focalors having an additional effect and having slightly different effects) |
| Selects 1 effect out of these 7 effects which represent the 7 sin:  1- sin of Wrath:  (Chance: 6%)  surge of violence-  Triples both attack damage and movement speed of the active party member while all of the nearby enemies are weakened for the duration of this burst but afterwards the attack damage and movement speed is decreased by ⅓ for 90 sec  2- sin of Gluttony:  (Chance: 10%)  Devouring Venus-  Manifests a giant flower that absorbs any elemental energy nearby for the duration of this burst before exploding all of the elemental energy that it absorbed.  3- sin of Envy:  (Chance: 4%)  Wicked Karma-  Grants the active party member to deal twice damage that was dealt to them to a single enemy, but the attack consumes all of the stamina and will have to attack before cooldown ends or else they will lose the damage that they have accumulated.  4- sin of Sloth:  (Chance: 10%)  Sleepy Rain-  Manifests both a Shield around the active party member grants immunity to the second part.  The second part is that a rainstorm is also manifested that drains both the stamina and the damage of any nearby enemies for the duration of this burst.  This also temporarily cancels any elemental attacks or skills from both the player and enemies.  Also grants the active party member unlimited stamina for the duration of this burst.  5- sin of Greed:  (Chance:30%)  Life theft-  Regenerates the health of party members by stealing the health of all nearby enemies.  6- sin of Pride:  (Chance: 20%)  Pity for victory-  Decreases all of the stats(except health) and damage of the active party member by half plus their current level and cannot activate their elemental abilities for the duration of this burst.  The active party member needs to Defeat 5 enemies before the end of the duration to instantly defeat all of the nearby enemies.  7- sin of Lust:  (Chance: 20%)  Lovely riot-  Forces all nearby enemies to attack each other for the duration of this burst. |

| Normal burst |
| --- |
| crazy praising wheel  (both Einar and Focalors have similar normal burst, but with Focalors having an additional effect and having slightly different effects) |
| Selects 1 effect out of these 7 effects which represent the 7 virtues:  1- virtue of Patience:  (Chance: 17.5%)  Peaceful blessing-  Slowly Regenerates health of the active party member while standing idle for the duration of this burst.  2- virtue of Temperance:  (Chance: 17.5%)  Fortify-  Grants the active party member complete immunity to elemental effects and doubles both elemental and physical resistance for the duration of this burst.  3- virtue of Kindness:  (Chance: 5%)  Noble wish-  Sacrifices a character that is not in the active party to revive 1 fallen member from the active party, but this increases the cooldown duration after this event is done and only applies to this event.  4- virtue of Diligence:  (Chance: 17.5%)  Surge-  Grants the active party member double both physical and elemental attack damage and double elemental mastery and effects for the duration of this burst.  5- virtue of Charity:  (Chance: 17.5%)  Fortify, guard-  Manifests a Shield around the active party member that absorbs half of damage for the duration of this burst.  6- virtue of Humility:  (Chance: 14%)  Therapeutic review-  Creates a small area that will cause any enemy that either is in the area or wanders into the area to be confused and hallucinate for the duration of this burst.  7- virtue of Chastity:  (Chance: 11%)  Noble aid-  Ends all of the cooldowns of all of the active party members Normal bursts but increases this cooldown duration after this event is done and only applies to this event. |

| Normal Attacks- |
| --- |
| Style’s of justice-  These are attacks that flow into a single fluid attack that both Einar and Focalors share, but with Focalors having an additional strike |
| 1st strike-  Einar spins his body to generates enough momentum to release a singular, concentrated slash |
| 2nd strike-  Einar somersaults forwards through the air while simultaneously spinning and delivering slashing attacks |
| 3rd strike-  Einar releases a singular slash towards the ground with full force by moving with his body |
| 4th strike-  Einar springs into a backflip while performing a singular vertical slash |
| 5nd strike-  Einar dashes forward and unleashes a singular forward slash at a low stance |
| 6rd strike-  Einar leaps forwards while performing a singular slash utilizing a spiraling motion |
| 7th strike-  Einar spins and twists his upper body in a circular motion, releasing a 360° slash. |

| Talent |
| --- |
| Random Randomization Aid |
| Once the active party member loses more than 50% of their health will cause a random buff to occur for a short duration.  Can happen every 240 seconds after being activated and won’t activate again until the end duration of the previous buff. |