Zhenya Evgeniy

| Short backstory |
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| Weapon- |
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| Araneae Nexus |

| Artifact set- |
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| Fragrance Silk pattern |

| Constellation- |
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| αράχνη  Aráchni  Greek - Spider |

| Vision |
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| Cryo |
| Location-  Designed like a Pendant that is over his heart |

| Physical attributes | |
| --- | --- |
| Hair-type | Straight |
| Hair-height | Short |
| Hair-Type-Split-Vertical | no |
| Hair-Type-Split-Horizontal | no |
| Hair-Type-Normal | Yes |
| Skin color | Navajo White |
| Hair-color | Rosy Brown |
| Hair-Type-Split-Vertical-Left-Color | no |
| Hair-Type-Split-Vertical-Right-Color | no |
| Hair-Type-Split-Horizontal-Front-Color | no |
| Hair-Type-Split-Horizontal-Back-Color | no |
| Hair-Color-Gradient | yes |
| Hair-Color-Gradient-Color | Silver Pink |
| Hair-Type-Split-Vertical-Left-Color  -Gradient-Color | no |
| 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-1 | Shocking Pink |
| Eye-color-2 | Laser Lemon |
| Eye-Pupils-Different/Matching | Different |
| Eye-Pupils-1 | None |
| Eye-Pupils-2 | X |
| Extra/Other |  |

| Other Items or features | |
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| He Has a Russian Accent | He doesn’t make a sound when walking and running |
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| Height, age, and body type | |
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| height | 5’4” |
| age | 21 |
| Body type | medium male |

| Ultimate Burst |
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| Illusionary patterns, Masterpieces |
| The effect Depends on what Burst Is currently selected and this is only working for 3 of them.  If Illusionary patterns, Mimic is selected, then-  weave a random enemy that you have in your encyclopedia and it fights alongside you in battle, but it does have the following rules:   1. It can only choose a single enemy from the following Categories; Enemies of note or is considered a boss 2. the chosen enemy cannot use any elemental attacks if it can 3. The Enemy will disappear If either the timer runs out, or it is defeated in battle.   If Illusionary patterns, Trick is selected, then-  weaves a random furnishing set from the serenity pot that you have unlocked and It will explode when an enemy comes close to it, Dealing Cryo damage, but it does have the following rules:   1. the chosen set Is also chosen based on the type of region 2. The object will disappear If either the timer runs out, or it explodes.   If Illusionary patterns, Double is selected, then-  then weaves 8 random Characters that you have unlocked in your Character Archive and it fights alongside you in battle, but it does have the following rules:   1. the chosen Character cannot use any elemental attacks unless the Character is Cryo, it can only use normal attacks, you cannot clone Catalyst type characters unless they are Cryo. 2. Once you cannot change a clone's weapon after you summon it. 3. The clone will disappear If either the timer runs out or if they are defeated in battle. |
| End of day, apocalyptic sun |
| Zhenya creates a ball of string in his hands before making it levitate high into the air the ball grows in size the higher it goes, and at a certain height the ball will explode, releasing thousands of extremely swift sharp threads that will annihilate any enemies caught in the explosion. |

| Normal burst |
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| Illusionary patterns, Armed |
| Zhenya Does a knocking motion, then weaves a random weapon that you have collected and uses it in a battle, but it does have the following rules:   1. It can choose any weapon type but Catalysts types 2. Any effects or abilities of said weapon are disabled while in use 3. The weapon will disappear If either the timer runs out or you switch to another character. |
| Illusionary patterns, Mimic |
| Zhenya Does a knocking motion, then weaves a random enemy that you have in your encyclopedia and it fights alongside you in battle, but it does have the following rules:   1. It can only choose from the following Categories; Hilichurls, Automation, Other Human factions or any not boss-type enemies. 2. the chosen enemy cannot use any elemental attacks if it can 3. The Enemy will disappear If either the timer runs out, or it is defeated in battle. |
| Illusionary patterns, Trick |
| Zhenya Does a knocking motion, then weaves a random object from your serenity pot that you have unlocked and It will explode when an enemy comes close to it, Dealing Cryo damage, but it does have the following rules:   1. It can only choose from the following Categories; Landform-rock, tree, or shrub 2. the chosen Object Is also chosen based on the type of region 3. The object will disappear If either the timer runs out, or it explodes. |
| Illusionary patterns, Double |
| Zhenya Does a knocking motion, then weaves either a clone of Zhenya or a random Character that you have unlocked in your Character Archive and it fights alongside you in battle, but it does have the following rules:   1. the chosen Character cannot use any elemental attacks unless the Character is Cryo, it can only use normal attacks, you cannot clone Catalyst type characters unless they are Cryo. 2. you cannot change a clone's weapon after you summon it. 3. The clone will disappear If either the timer runs out or if they are defeated in battle. |
| Illusionary patterns, vanish |
| Zhenya Does a knocking motion, then he becomes invisible, but it does have the following rules:   1. If an attack or elemental fusion affects you while being invisible, then you will become visible. 2. Depending on your surrounding environment, enemies can track you or can be alerted of your presence.   (Ex: Walking through a puddle, leaving footprints in sand or mud, etc)   1. You will also become visible If either the timer runs out or if you attack. |
| Great ventriloquist puppeteer |
| Zhenya Does a waving motion, then he Controls a random Enemy in the area before turning invisible, causing enemies to become focused on the controlled Enemy, but it does have the following rules:   1. You cannot Force kill your controlled enemy. (Ex: Walking off a cliff to die by fall damage, Burning, Drowning, Etc) 2. You can control any enemy except if it’s considered a boss. 3. Your control will weaken if the controlled enemy is affected by Pyro But will strengthen if it’s affected by Hydro. 4. Your control will disconnect if either the timer runs out or if you switch to another character. 5. When your control disconnects, you will steal half of the enemy’s current Health. |
| Frozen Web, Capture |
| Zhenya Does a snapping motion, then he covers an Area with Ice and strings, Trapping and freezing any enemies that were caught inside. |

| Normal Attacks- |
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| Deadly Patterns, Web woven |
| Zhenya Creates and manipulates strings to be used for Attacks, But He can also Bind enemies together and can also use them to grapple onto Solid surfaces like walls, floors, and ceilings.  Deals Cryo Damage |

| Talent |
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| Silent pattern, inverted echo |
| All party members become invisible to all enemies while walking or running unless they are either in the enemy's line of sight or were already alerted.  If the talent, “quiet style, Hollow chained echo”, is currently active  Increase stamina and movement speed by 25% |