Zita Verda

| Short backstory |
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| Weapon- |
| --- |
| Clear chronicle |

| Artifact set- |
| --- |
| The Investigators toolsets |

| Constellation- |
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| Γεράκι  Geráki  Greek- Hawk |

| Vision |
| --- |
| Pyro |
| Location-  Clipped onto her waist |

| Physical attributes | |
| --- | --- |
| Hair-type | Curly |
| Hair-height | Long |
| Hair-Type-Split-Vertical | no |
| Hair-Type-Split-Horizontal | no |
| Hair-Type-Normal | Yes |
| Skin color | Rajah |
| Hair-color | Bulgarian Rose |
| 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 | Rose Ebony |
| 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 | Single |
| Eye-color-1 | Rose Madder |
| Eye-color-2 | Rose Madder |
| Eye-Pupils-Different/Matching | Matching |
| Eye-Pupils-1 | Flower |
| Eye-Pupils-2 | Flower |
| Extra/Other |  |

| Other Items or features | |
| --- | --- |
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| Height, age, and body type | |
| --- | --- |
| height | 5’4.5” |
| age | 20 |
| Body type | Medium Female |

| Ultimate Burst |
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| Fusion investigation arrows |
| Gemini Action-  Launch’s 2 arrows that home onto 2 different nearby enemies that after making contact with them will take damage equal to the distance of the trail times 4.  Leaves a red trail |
| Gemini Demolition-  Launch’s 2 arrows that home onto 2 different nearby enemies that after making contact with them will explode after the end of the trail reaches the arrow.  Leaves an orange trail |
| Lasting Binding-  Launch’s a homing arrow that targets the closest enemy that is binded in place  leaves a yellow trail |
| Lasting Demolition-  Launch’s a homing arrow that targets the closest enemy will take explosives damage equal to the length of the trail times 5.  Leaves a green trail |
| Delaying Binding-  Launch’s an arrow that will bind an enemy together with nearby enemies.  The max of enemies affected by this is 10.  Leaves a blue trail |
| Delaying action-  Launch’s an arrow that will damage the enemy equal to the length of the trail times 10.  Leaves a purple trail |

| Normal burst |
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| Four Search Investigation |
| Launch’s 4 times the amount of arrows of the currently selected arrow type, doubling the damage.  Can be used 3 times before going on cooldown. |

| Normal Attacks- |
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| Trailing arrows-  (The Information Below Doesn’t Change the fighting style, the only thing it changes is the arrow type used) |
| Gemini Binding Arrow-  Launch’s 2 arrows that home onto 2 different nearby enemies that after making contact with them will force them to come together. |
| Lasting Action Arrow-  Launch’s a homing arrow that targets the closest enemy, leaving an orange trail.  The targeted enemy takes damage equal to the distance of the trail times 2.  Cannot switch between arrows or cannot attack if the arrow hasn’t been in contact with the targeted enemy. |
| Delaying Demolition Arrow-  Launch’s an arrow that leaves a red trail.  Once the arrow makes contact with either an enemy or a surface that will explode after the end of the red trail reaches the arrow. |

| Talent |
| --- |
| investigating Investigator |
| Reduces time for all of the explorations in Fontaine |