Vita Ginata

| Short backstory |
| --- |
|  |

| Weapon- |
| --- |
| Floral lantern |

| Artifact set- |
| --- |
| Fragment flowers |

| Constellation- |
| --- |
|  |
|  |

| Vision |
| --- |
| Anemo |
| Location-  Apart of her dress |

| Physical attributes | |
| --- | --- |
| Hair-type | Curly |
| Hair-height | Long |
| Hair-Type-Split-Vertical | no |
| Hair-Type-Split-Horizontal | no |
| Hair-Type-Normal | yes |
| Skin color | Wood Brown |
| Hair-color | Dirt |
| 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 | Sage |
| 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 | Dark Sea Green |
| Eye-color-2 | light Sea Green |
| Eye-Pupils-Different/Matching | Different |
| Eye-Pupils-1 | Flower |
| Eye-Pupils-2 | Leaf |
| Extra/Other |  |

| Other Items or features | |
| --- | --- |
| Her vision is has a crack because of her being the unknown god of life |  |
|  |  |

| Height, age, and body type | |
| --- | --- |
| height | 5’10.5” |
| age | unknown |
| Body type | tall female |

| Ultimate Burst |
| --- |
| Temporal Dimensional Vertex, Lapse |
| Vita Manifests a large incomplete vortex above her that absorbs anything nearby (projectiles, elemental energy, enemies, etc) and automatically defeats the enemies if they are not considered a boss type.  Needs to gather double the normal amount of elemental particles |
| Temporal Dimensional Vertex, Awaken |
| This ultimate burst has a passive and active part.  Passive-  After Vita absorbs a certain amount of elemental particles will manifest a glowing orb that orbits around Vita.  Can manifest 3 orbs at the same time.  Vita needs to absorb 4 times the amount of elemental particles to manifest a single orb and if the player activates “Temporal Dimensional Vertex, Lapse”, it will consume the stored particles as well because it shares the Particles with “Temporal Dimensional Vertex, Lapse”.  Active-  When this burst activates, by sacrificing 1 orb, Vita can revive 1 fallen party member to full health and will manifest a Shield that protects the revived party member for a short period before disappearing.  The orb that was sacrificed enters her vision.  Has a 120-second cooldown before you can sacrifice another orb |

| Normal burst |
| --- |
| Temporal dimensional meadow |
| covers the surrounding environment with randomly manifested vortexes that teleports not only enemies and the active party member but also all projectiles that can teleport through the vortexes for the duration of the burst.  Also forces the player into elemental vision mode to see the flow of vortex |
| Temporal dimensional hollow orbit |
| Manifests 4 small vortexes that orbit around the active party member that redirects all projectiles and elemental projectiles in random directions for the duration of the burst. |
| Temporal dimensional rift |
| Manifests a vortex that teleports anything that walks into another manifested vortex for the duration of the burst unless the player brakes 1 of these rules:   1. If the player teleports to a waypoint 2. If the player teleports to a statue 3. If the player enters the abyss   This can be used 2 times before going on cooldown. |
| Temporal dimensional Middlemist bloom |
| Manifest a giant glowing flower that resembles a Middlemist Red flower that releases petals in a wide area that slowly regenerates the health of the active party member for the duration of the burst. |

| Normal Attacks- |
| --- |
| Temporal dimensional discharge |
| Vita launches glowing spheres and waves of energy that home onto the nearest enemy and if she concentrates enough she can manifest a vortex vacuum that absorbs and destroys all projectiles that are targeting her. |

| Talent |
| --- |
| Lifetime style |
| Decreases the resource conversion amount and furnishings crafting time by 50%  (Not stackable)  This only works if Vita is visiting the teapot. |