

Detailed Character Breakdown

1. Basic Information

- **Name:** Umi Kanzato
- **Race:** Veena Viera
- **Class/Job:** Conjurer
- **City-State Origin:** The mountain forest

2. Appearance

- **Height:** 5 feet 2 inches
- **Build:** Plush and voluptuous, with a soft, inviting presence.
- **Hair Color:** Crimson red, long and short, with a feathered style.
- **Eye Color:** Blind, uses aetheric sight, which gives her eyes a mystical glow. Very faint, easy to miss.
- **Distinguishing Features:**
 - Long bunny ears that twitch.
 - An aura of aetheric energy.
 - Her clothing is a blend of practicality and style, often adorned with natural motifs that subtly highlight her connection to aether.

3. Personality Traits

- **Resilient:** Umi has endured profound trauma, from the massacre of her village to her gradual blindness and subsequent displacement. Despite these hardships, she adapts quickly, meeting challenges head-on and rarely letting obstacles deter her from her goals. Her resilience is quiet but unwavering, forming the backbone of her character.
- **Kind-hearted:** Deeply empathetic, Umi prioritizes the well-being of others, often putting their needs above her own. She offers comfort, guidance, and healing, both physically

and emotionally, though she rarely allows anyone to see the extent of the emotional weight she carries.

- **A Bit Lazy (Facade):** While she enjoys personal comfort, lounging, resting, and indulging in simple pleasures, Umi maintains a strong work ethic. To outsiders, she may appear relaxed or even lazy, but in truth, she is acutely aware of her responsibilities. This contrast sometimes fuels inner guilt, causing spikes of depression and temporary withdrawal when she fears she is not “doing enough.”
- **Flirty Attitude:** Umi uses playful teasing and flirtation as both a social tool and a shield. She flirts freely with anyone, regardless of gender or background, but does so sparingly, choosing moments where it feels natural or fun. This charm hides the intensity of her perfectionism and the emotional struggles she rarely shares.
- **Perfectionist:** Every task she undertakes is subject to her own high standards. Mistakes hit her hard, often leaving her in cycles of self-doubt or depression. Even when she outwardly appears confident or playful, internally she scrutinizes herself relentlessly, pushing to achieve flawless results in her healing, aetheric studies, and personal endeavors.
- **Risk-taker:** Umi enjoys calculated risks and the thrill of unpredictability. This manifests in gambling and playful wagers outside work, as well as daring but carefully planned maneuvers during missions. She is drawn to challenges that excite her curiosity and test her skills, balancing adventure with thoughtful preparation.
- **Emotionally Guarded:** Beneath her playful exterior lies a person grappling with depression, self-doubt, and harsh self-criticism. Thoughts of failure and, at times, suicidal contemplation are constant shadows, though she rarely reveals them to anyone outside of her husband. She masks these struggles with humor, flirtation, and a warm demeanor to protect both herself and those around her.
- **Loyal and Protective:** When Umi forms deep bonds, particularly with her husband, close friends, or trusted comrades, her loyalty is absolute. She will go to extraordinary lengths to support and protect those she loves, often placing their safety and happiness above her own comfort.
- **Nature-bound Serenity:** Despite her enjoyment of urban pleasures like gambling or tavern games, she draws deep strength from nature. Quiet forests, flowing streams, and secluded groves help her reset emotionally, providing a grounding counterbalance to the intensity of her inner life.
- **Playful Strategist:** Even in flirtation or minor risks, Umi thinks several steps ahead. Her charm and levity are rarely accidental; they are part of a carefully balanced persona that allows her to navigate both social and professional spaces effectively.

4. Backstory

- **Early Life:** Raised in the secluded Skatay Range, Umi lived a peaceful life among her tribe. Her connection with nature and the aether was nurtured from a young age.
- **Catastrophic Event:** Her tribe's attempt to harness voidsent magic went wrong, leading to madness and destruction. Umi was chosen as a sacrifice, but a neighboring tribe intervened, saving her just in time. The voidsent energy exposure led to her gradual blindness.
- **Discovery of Aetheric Sight:** Despite losing her sight, Umi developed the ability to perceive aetheric flows, which she honed through rigorous training.
- **Journey to Gridania:** Seeking to master her abilities, Umi traveled to Gridania, where she trained as a conjurer, learning to channel aether for healing and protection.
- **Deep Early Background:** Umi was born in a secluded Viera settlement deep within the untouched woodlands of the Skatay Range. Her people lived in harmony with nature, guided by ancient traditions and an unspoken bond with the aether-rich forest that sustained them. From a young age, Umi displayed an unusual sensitivity to the flow of aether, able to sense subtle shifts in energy currents where others perceived nothing. Her elders regarded this as a blessing from the forest itself, one that would shape her destiny.

Her early years were defined by rigorous training in healing and herbalism. The Viera healers believed in a seamless integration of physical remedies and aetheric guidance, a philosophy Umi absorbed completely. She spent countless hours in the dense undergrowth, learning to identify rare medicinal plants and channel the forest's natural energies into restorative spells. Life was calm, its rhythm dictated by the rising and setting sun, until whispers of danger began to seep into the settlement.

The threat came not from prowling beasts or Garlean patrols, but from something far darker.

One hunter returned from a long expedition bearing a shard of ancient, corrupted crystal, an artifact steeped in void magic. At first, it was hailed as a potential tool to strengthen their borders against outside threats. But the magic's influence spread slowly and insidiously, twisting thoughts, stoking paranoia, and bending wills to its service. Before long, the once-harmonious village had split into factions: those enthralled by the artifact's promises of power, and those who resisted.

The corruption grew too strong to contain. The enthralled turned on their kin, slaughtering any who would not submit to the void's will. Children were not spared. Umi's affinity for aether made her a rare prize, one the void-tainted leaders decreed should be the *last* to die, believing her sacrifice would cement their pact with the void. She was

locked away in a cold, dark chamber, forced to listen to the screams of her people being hunted down one by one. The sound of that night carved itself into her mind, leaving wounds far deeper than any physical injury...

Days later, a neighboring Viera tribe long allied with her people noticed the absence of expected patrols. They sent a small rescue party to investigate, only to find the village reduced to a scene of unspeakable horror. Corpses lay scattered among the moss and roots, many bearing signs of unnatural aetheric corruption. In the center of the village, atop a ritual stone stained dark with blood, they found Umi alive, but bound and moments away from sacrifice.

She was freed and taken in by the neighboring tribe, who did their best to give her shelter and safety. But the light in her eyes never fully returned. Even among her kin, Umi moved like a shadow, quiet and withdrawn, carrying the weight of memories she could not share.

On the day she reached adulthood, she slipped away without ceremony or farewell, traveling alone to Gridania. There, among the conjurers and scholars, she sought not only to hone her healing arts but to find some measure of control over the aether that had once marked her for death.

5. Motivations

- **Mastering Aetheric Energies:** Umi is driven by a dual desire: to achieve personal mastery and to maximize her ability to help others. This tension between self-improvement and altruism is a constant internal struggle; she often worries that pursuing knowledge for herself alone is selfish, yet she cannot ignore her personal drive. Every advancement in her aetheric skills reinforces her sense of purpose and allows her to operate at the highest level in healing and protection.
- **Preventing Suffering:** The memory of her village's downfall and the horrors of voidsent magic fuel a deep moral imperative. Umi is willing to intervene in any situation where suffering is evident, provided she has both proof of need and the means to protect herself from being deceived. She approaches these situations cautiously, ensuring that she can act effectively without being exploited, yet her commitment to helping others is unwavering.
- **Transcending Conventional Healing:** Umi strives to expand the boundaries of healing beyond traditional and aetheric methods. She experiments extensively on herself, refining techniques that could improve recovery and resilience for others while minimizing risk. She also seeks ways to make advanced healing more accessible, bridging the gap between experimental aetheric practices and everyday remedies,

aiming for a balance between innovation and safety.

- **Ethical Mastery:** Umi's work is guided by a strong ethical framework. She refuses to exploit aetheric energy recklessly or engage in morally gray practices for gain. This dedication ensures that every advancement she makes benefits others without compromising her integrity, even if it comes at personal cost or delays her progress.
- **Perfection in Service:** A constant self-imposed pressure drives her to do better, whether helping a patient, refining a spell, or navigating a dangerous mission. Mistakes weigh heavily on her conscience, and her perfectionism motivates her to learn from every outcome, success or failure, in pursuit of the ideal balance between skill, responsibility, and compassion.

6. Relationships

- **Allies:**
 - Fellow conjurers and adventurers within the conjurers' guild.
 - Members of the neighboring tribe who saved her life, with whom she shares a deep bond.
 - The pirate and mercenary free company she has joined, where she has become the head healer.
- **Enemies:**
 - **Voidsent Cultists:** Those who continue to experiment with voidsent magic, posing a constant threat to her and others.
 - **Aetheric Abusers:** Individuals and groups who exploit aetheric energies without regard for the consequences, causing harm to the natural balance and living beings.
 - **Past Exploiters:** The individuals and organizations in Ul'dah and Limsa Lominsa who once exploited her, still seeking to reclaim her for their nefarious purposes.

7. Goals and Ambitions

- **Becoming a Renowned Healer:** Umi aims to leave a lasting mark on the world through her mastery of aetheric healing. Her goal is not personal fame alone; she wants to create accessible healing methods so that even those with limited resources can benefit. By

refining both traditional remedies and advanced aetheric techniques, she hopes to ensure that quality care is not reserved for the wealthy or privileged, making healing a right rather than a luxury.

- **Uncovering Voidsent Secrets:** Driven by the trauma of her past, Umi is committed to studying voidsent magic thoroughly and responsibly. She meticulously documents every finding, from ancient shards to dangerous practices, to ensure knowledge is preserved without being exploited. While her husband often accompanies her to handle the physically dangerous aspects, Umi is prepared to intervene when people or creatures are endangered; for instance, stopping cultists from summoning voidsent or primals in inhabited areas. Her approach combines careful observation, scholarly rigor, and ethical intervention.
- **Inspiring Responsible Use of Aether:** Umi seeks to educate and guide others in the proper handling of aetheric energy. She prefers to teach through dialogue, explanation, and example rather than grand gestures or self-sacrifice. By sharing historical context, recounting past mistakes, and providing reasoned guidance, she hopes to encourage thoughtful, responsible use of aether among adventurers, healers, and the general populace. Titles and recognition are unimportant to her; her ambition is purely to foster understanding and prevent unnecessary harm.

8. Faults and Flaws

- **Overambitious Risk-Taker:** Umi's relentless pursuit of mastery in healing and aetheric manipulation often tips into recklessness. She accepts missions that others would decline simply for the challenge, convinced she can handle whatever comes. While this drive has earned her remarkable successes, it has also left her injured, exhausted, or forced into desperate improvisation, and sometimes those risks affect her allies as much as herself.
- **Masking Through Charm:** Years of survival in unfamiliar worlds taught Umi that a warm smile, flirtation, and quick wit disarm people faster than honesty about her pain. It's an effective shield, but one that traps her in a performance she can't always maintain. This façade hides exhaustion, doubt, and moments of deep loneliness, all while leaving her to quietly wonder if those drawn to her are seeing the real woman or only the mask.
- **Aether Dependency:** Her reliance on intense aether channelling pushes her body beyond safe limits. Umi will willingly burn through her own life force to heal the critically injured or overpower dangerous magic, even knowing it accelerates the shortening of

her lifespan. The recovery periods leave her drained, withdrawn, and irritable, though she rarely admits to the cost.

- **Measured Distrust:** Suspicion is Umi's default state. She assumes others want something from her until proven otherwise, a mindset born from years of being exploited for her talents. This guardedness makes betrayal rare, but also delays meaningful connection, as every new bond must pass her silent, meticulous evaluation.
- **Conflict Avoidance:** When interpersonal tensions arise, Umi's instinct is to sidestep rather than engage head-on. She tells herself it keeps the peace, but unresolved conflicts linger beneath the surface, quietly fraying ties over time. Her patience can sometimes be mistaken for disinterest, even when she deeply values the relationship.
- **Gil-Driven Indulgence:** Though not greedy, Umi has a soft spot for gil and for the little pleasures it can buy. She enjoys wagering on games, splurging on rare teas, or buying impractical trinkets simply because they amuse her. While she never harms innocents for money, this playful compulsion sometimes undermines her otherwise disciplined nature.

9. Additional Past Events

Adversity Post-Forest:

- After leaving the neighboring Viera tribe, Umi found herself alone for the first time, needing to navigate the outside world with entirely new concepts like gil, rent, and social dynamics that did not exist in her secluded upbringing.
- She was hired for various jobs due to her exceptional healing abilities, but she often found herself forced into work beyond her understanding of proper labor, simply to survive and earn her next meal.
- For a time, Umi was homeless, wandering the Black Shroud and moving whenever war or danger encroached. She eventually became a field medic in wartime, using her skills to heal wounded soldiers. The experience hardened her, exposing her to the realities of human nature, both noble and cruel, and teaching her the harsh but necessary lessons of survival and responsibility in conflict zones.

Courtesan Era:

- This extended period was initially difficult, but over time, Umi adapted and learned to assert herself, using flirtation and charm as tools to survive and connect with clients.
- While she occasionally hoped to find lasting companionship, her nomadic lifestyle and constant movement meant her relationships were fleeting. Despite this, she developed a keen ability to open people emotionally, which allowed her to better understand and “heal” them beyond physical needs.
- Her husband was already a part of her life before this period, and their open understanding allowed her to navigate the courtesan world without personal conflict. His presence provided emotional grounding, while she balanced charm, professionalism, and empathy with her duties.

Joining the Free Company:

- Following her time as a courtesan and field medic, Umi and her husband joined a pirate and mercenary free company. Her skills, experience, and emotional intelligence quickly elevated her to the position of head healer.
- She earned the respect and trust of her comrades by combining tactical acumen, healing expertise, and the ability to connect with people under stress, demonstrating leadership forged through adversity.
- After running into some issues, after taking a break for health reasons, she came back to a different company that just didn't feel the same. It was more cold, quiet, so her and Joundi decided to leave. Even though her heart was heavy at the choice, she knew it would be better for her mental health.

10. Additional Details

- **Equipment:** Umi's staff is imbued with aetheric crystals, enhancing her healing abilities. Her attire is practical for travel and combat but retains an elegant, natural aesthetic.
- **Hobbies:** Enjoys meditative practices to enhance her aetheric senses, quiet moments in nature, and leisurely activities with friends and her husband.
- **Quirks:** Umi's laid-back nature and playful demeanor often bring calm and relaxation to those around her. Despite her serious responsibilities, she enjoys moments of levity and

fun.

- **Trades:** Umi is a skilled weaver and herbalist, using her knowledge of herbs and natural materials to create potions, remedies, and textiles. However, she is notably bad at cooking and can barely boil water, often relying on others for meals.

11. Spiritual and Magical Beliefs

- **Nature Connection:** Umi believes deeply in the natural world and its balance. Her upbringing in the Skatay Range instilled in her a profound respect for nature, which influences her approach to healing and magic.
- **Aetheric Philosophy:** Umi views aether as a sacred force that must be used responsibly. She believes in the symbiotic relationship between life and aether, striving to maintain harmony and prevent its abuse.
- **Spiritual Practices:** Engages in rituals that honor the spirits of nature and the ancestors of her tribe. These rituals involve offerings, chants, and meditations that strengthen her connection to the aetheric realm.

12. Social Dynamics

- **Leadership Role:** In her free company, Umi holds a position of respect and authority as the head healer. She is seen as a guiding figure, balancing compassion with discipline.
- **Mentorship:** Umi takes on apprentices, teaching them the intricacies of aetheric healing and the ethical use of their powers. She is patient and nurturing, fostering a supportive learning environment.
- **Friendships:** Maintains close bonds with fellow healers and adventurers. Her playful nature endears her to many, creating a network of allies who trust and rely on her.

13. Psychological Profile

- **Survivor's Guilt:** Having lived through the annihilation of her village, Umi carries the silent burden of questioning why she was spared. This shapes both her protective instincts and her occasional willingness to take dangerous risks for others.
- **Hypervigilance:** Always alert to her surroundings, she instinctively seeks vantage points or positions where no one can approach her unseen. Even during moments of

relaxation, she's attuned to shifts in mood, sound, and intent.

- **Guarded Trust:** Friendships are earned slowly, but once Umi commits, her loyalty is unwavering. Betrayal is not something she forgives easily, and when it happens, she cuts ties permanently.
- **Love of Wealth:** Having grown up in a society where coin was nearly meaningless, Umi associates gil with independence, security, and pleasure. She delights in spending it, whether on fine clothing, rare artifacts, or lavish meals, not out of greed, but because she knows exactly what it means to live without.
- **Calculated Gambler:** Her enjoyment of games of chance is more than a vice; it's a form of controlled chaos she can willingly step into. She thrives on the adrenaline, often using her keen observational skills to read opponents and turn the odds in her favor. Losses sting, but the thrill of the wager always calls her back.
- **Need for Control:** Though she embraces risk at the gaming table, in most areas of life, she prefers structure. Missions are meticulously prepared for, and her equipment is always in order, as if keeping chaos at bay in the field compensates for the chaos she allows at the card table.
- **Nature as Sanctuary:** Despite her embrace of urban pleasures, she still retreats to forests and quiet glades when she needs to center herself. Nature remains her true anchor, the one place untouched by coin, chance, or deceit.

14. Daily Routine

- **Morning:** Begins with a ritual of aetheric attunement, followed by tending to the free company's medical needs. She performs healing sessions and checks on the health of her comrades.
- **Afternoon:** Devotes time to training and studying aetheric theory. She conducts experiments to explore new healing techniques and refines her skills.
- **Evening:** Spends time with her husband and friends, sharing stories and relaxing. Engages in hobbies like weaving and herbalism to unwind.
- **Night:** Ends the day with meditation, reflecting on her progress, and setting intentions for the future. Occasionally, she takes on night shifts to ensure round-the-clock care for the free company. On rarer occasions, she'll go to venues or the company bar for a drink and food.

15. Long-term Aspirations

- **Aetheric Mastery:** Umi aims to unlock the full potential of aetheric healing, discovering methods that could revolutionize the field. She seeks to create a legacy that future healers will follow.
- **Voidsent Eradication:** Driven by the trauma of her past, Umi is determined to eliminate the threat of voidsent magic. She researches ways to neutralize voidsent energies and prevent their misuse.
- **Restoring Balance:** Umi's ultimate vision is a world where aetheric energy is used harmoniously, enhancing life without causing harm. She dreams of a future where her knowledge and practices restore the natural balance.

16. Challenges and Conflicts

- **Cultural Displacement:** Moving from the insulated traditions of her Viera homeland to the bustling, opportunistic culture of Gridania left Umi constantly navigating social and professional misunderstandings. Where her people valued barter and communal sharing, the city prioritized contracts, coin, and hierarchy, a system she had to adapt to quickly.
- **Balancing Morals and Profit:** Umi has a well-known love for gil, seeing it as a symbol of freedom and self-reliance. She eagerly accepts high-paying jobs from almost anyone, provided the work doesn't violate her ethics. This willingness to deal with morally gray employers sometimes draws suspicion from more idealistic adventurers.
- **Risk Addiction:** Alongside her fondness for wealth comes a taste for gambling. While rarely reckless enough to endanger her survival, Umi enjoys the rush of betting big whether at a Triple Triad table, on chocobo races, or informal wagers in taverns. Though she knows when to quit, she loves Gil more than gambling.
- **Prejudice and Mistrust:** As an outsider, she often faces skepticism from Gridanian locals and even other adventurers. Her quick embrace of city luxuries, especially gambling halls and merchant districts, only fuels whispers that she has "gone soft" since leaving the woodlands.
- **Political and Aetheric Tensions:** The continued threat of voidsent incursions and the political games between forest tribes and city authorities force her to navigate shifting alliances, sometimes requiring her to choose between profit and long-term stability.

- **Lingering Trauma:** Encounters with void magic or situations resembling her village's downfall can trigger intense stress, threatening her ability to focus in the field.

17. Symbolic Representations

- **Staff and Crystals:** Her staff, adorned with aetheric crystals, represents her dedication to healing and the natural world. It is both a tool and a symbol of her connection to aether.

18. Skills and Abilities

- **Aetheric Sight:** Her heightened sensitivity to aether lets her "see" flows of energy like threads woven into the world. This allows her to detect disturbances, voidsent influence, or hidden enchantments before others notice. While invaluable in both healing and combat, the constant input is draining; prolonged use can cause severe headaches or temporary disorientation.
- **Voidsent Knowledge:** Her studies into voidsent magic are as much a survival tool as a scholarly pursuit. She can recognize summoning rituals, identify corrupted aether, and anticipate the behavior of voidsent creatures. This makes her a valuable consultant in situations where dangerous magic may be involved, especially when quick decisions mean the difference between containment and disaster.
- **Adaptive Combat Support:** Though not a front-line fighter, Umi excels in turning the tide of battle through support magic, slowing enemies, shielding allies, or creating aetheric diversions. She works best when partnered with someone who can keep threats away from her physically while she dismantles them strategically.
- **Cultural Diplomacy:** Her travels and varied alliances have made her skilled at navigating cultural nuances. Whether negotiating with merchants, smoothing over tensions between adventuring parties, or securing cooperation from otherwise hostile factions, she can often get people to lower their guard, especially if there's gil or mutual benefit involved.
- **Gambling and Probability Reading:** Years of casual betting have sharpened her instincts for risk assessment. She's not infallible, but her quick reading of odds often

extends beyond games to tactical situations, deciding whether to hold position, press an advantage, or withdraw before losses mount.

- **Alchemy and Crafting:** In addition to her healing work, Umi can craft potions, salves, and charms that bolster allies or weaken enemies. Many of her creations are improvised on the spot using available materials, a skill born of necessity during her early travels when gil was tight.

19. In Character Questions/Interview

1. What's the first thing you smelled when you woke up today?

Answer: *"Breakfast. Joundi always cooks for me in the morning since I'm blind. He'll even bring it to bed if I pretend to be asleep enough!"*

2. When you're walking somewhere new, do you look up first or down first?

Answer: *"I look forward~ But in all seriousness, I tend to look upwards. I've always been taught that looking down makes you appear to be an easy target. So I keep my head up to appear more confident."*

3. What's one little comfort you always keep on you, even if it's impractical?

Answer: *"Candies. You never know when something sweet will make someone's bad day better."*

4. Who was the first person to make you laugh today?

Answer: *"My husband, Joundi! He likes to pretend I'm more blind than I am. He hates the aetheric sight. So he'll try to lead me around the house by hand... maybe he just likes holding hands though?"*

5. If I gave you a drink right now, would you pick something sweet, bitter, or strong enough to knock you flat?

Answer: *"Something sweet is the best! The way the sugar melts in your mouth, the rush of it when it's finally in your system, and the way your mouth waters when you are getting ready for a taste."*

6. Who's the last person you lied to, and why?

Answer: *"A merchant and Ul'dah. Gil runs the world there, so of course one wants more than what an item is worth... but that's the gamble, I suppose."*

7. When's the last time you felt genuinely safe, and where were you?

Answer: *"At home. Joundi and I were sitting in front of the fireplace, relaxing together. He had his arms wrapped around me, and for a moment, there was a brief peace. Like nothing could stop us... At times, I wonder if we could just stay home forever."*

8. Do you think most people see the real you, or the version you let them see?

Answer: *"I believe that most people will see what they want to believe. Rather, that's someone flirting with them or someone hating them. In truth, my version will probably be overlooked for their versions."*

9. If you could erase one thing you've done and all its consequences, would you?

Answer: *"Probably going to the Ul'dah Black Market. Dangerous people are there, and if you make a mistake... well, they remember."*

10. Whose voice would you still hear in your head if they were gone tomorrow?

Answer: *"My husband's... He's everything to me."*

11. When you look at the people around you, do you feel closer to them... or like you're still on the outside?

Answer: *"Ah, that's a hard question... I feel like I am on the outside of things, peering inward. There are always so many new people, and I see my old friends less and less as they age and I stay the same."*

12. What's one thing you're terrified someone in your group might find out about you?

Answer: *"Probably... Oh, probably my desire for physical contact. While I try to stay away from it as much as possible, I do enjoy a good hug or having my hand held. It's comforting."*