

Template

Constance | HSR Kit Sheet

Designed by [Hypernova224].

Template Info

This template was designed by jas (happy_ice_cream). **Please do not remove this attribution.**

The most up-to-date version of the template can be found here: [HSR Fankit Template](#).

For some examples of completed versions of this template, see [HSR Fankit #2: Shifu \[Nihility, Physical\]](#) and [HSR Fankit #6: Sylux \[Harmony, Lightning\]](#).

This template includes many sections that will not apply to every single kit — if they aren't relevant to your character, just remove them.

Basic Information

Name: **Constance**

Path: **Nihility**

Type: **Fire**

Rarity: **5-Star**

Profile

Gameplay Notes

A super break support that could work as a Ruan Mei replacement or alongside Ruan Mei in sustainless. I'm hoping that she turns out to be universal support for all three current break DPS Units(Firefly, Boothill, Rappa.) while also having some respectable personal damage herself. In terms of Buff/Debuffs, she'll give Break effect, Weakness break efficiency, Toughness Regeneration Reduction, dispel toughness lock, Toughness Damage increase and Def shred

Base Stats

Base HP: **1150**

Base ATK: **590**

Base DEF: **500**

Base SPD: **110**

Max Energy: **130**

Character Abilities

Values that change with Level are given at Level 1/10/12 (1/6/7 for Basic ATK).

Basic ATK | Cinders and Ashes

Single Target | Energy Regeneration 20 | Toughness Reduction 10 | SP +1

Deals Fire DMG 50%/100%/110% of Constance's ATK.

Skill | Everburning Flame

Bounce | Energy Regeneration 8 | Toughness Reduction 12 | SP -1

Deals Fire DMG equal to 30%/60%/66% to one designated enemy and additionally deals 4 instance(s) of DMG. Each instance of DMG deals Fire DMG equal to 30%/60%/66% of Constance's ATK to one random enemy, prioritizing Bouncing to enemy targets that have not been hit by this instance of Skill. If this skill deals damage to a weakness broken enemy or breaks an enemy's weakness, apply 1 Stack of "Soul Scorched" (Unremovable.) per instance of damage, stacking up to 10 times. Each stack of "Soul Scorched" decreases the target's DEF by 4%.

Ultimate | O Sorrowful World, Burn in the flames of Destruction AoE | Energy Regeneration 5 | Energy Cost 130 | Toughness Reduction 20

Activates a Zone, Dispels Toughness Lock and deals Fire DMG equal to 110%/220%/240% of Constance's ATK. While the zone lasts, Multiply all allies break effect by 1.25 and all enemies get the "Spirit burned to Cinders" Debuff. While Enemies have the "Spirit burned to Cinders" debuff they take 5 additional Toughness damage per instance of toughness Damage and whenever they would recover from being weakness broken their toughness may only regenerate to 75%/50%/40% of their max toughness or 180/125/100, whichever is lower. The Zone lasts for 3 turn(s). This duration decreases by 1 at the start of this unit's every turn.

Talent | Blazing entropy Support | Energy Regeneration N/A | Toughness Reduction N/A

Increases Weakness break efficiency of all allies by 20%/40%/50% and increases all instances of Super break damage multipliers by 15%/30%/45%. Whenever an Ally deals break DMG, Constance deals to the target(s) Super Break DMG equal to 40%/80%/100% of her Fire Break Damage.

Technique | Skill Name

Impair |

Sends forward a wave of blue flames and inflicts all enemies hit with “Prelude to immolation”. enemies inflicted with “Prelude to Immolation” do not chase or attack you. When entering a battle against that enemy, increase all allies Break Effect by 30%.

Bonus Abilities (Traces)

A2 Bonus Ability | Waltz into Hells Flames

Whenever an enemy is broken, inflict the weakness break effects of all other combat types on that enemy using the character that initially broke the target's break effect. At

A4 Bonus Ability | Weep tears of flowing gold

When battle starts, if this unit's break effect is equal to or greater than 230%, then increase all allies break Damage delt by 20%. .

A6 Bonus Ability | Rejoice in the baptism of flames

All enemies inflicted with “Soul Scorch” take 20% increased Super break Damage and When gaining a stack of “Soul Scorch” their actions are delayed by 3%

Stat Trace Totals

2x Trace: **ATK** (10%)

3x Trace: **Speed**(9)

5x Trace: **Break effect**(37.3%)

Eidolons

Eidolon 1 | Memories of Blazing Sun

While an enemy is inflicted with “Spirit burned to Cinders”, reduce their All-type-Res by 24%. At the start of each wave, implant the Enemy with the Highest HP with 1 Weakness of an on field ally's type (prioritizes implanting the Weakness corresponding to the first ally target in the lineup) that the enemy isn't already weak to.

Eidolon 2 | Memories of shattered Sky.

Increase the Def reduction of the “Soul Scorched” Debuff by 2%. While Zone is active, all allies get 16% Def ignore.

Eidolon 3 | Memories of Scorched Earth

- Ultimate Lv. +2, up to a maximum of Lv. 15.
- Talent Lv. +2, up to a maximum of Lv. 15.

Eidolon 4 | Memories of Hellish World

All allies with break effect that equals or exceeds 250% get 15% increased speed.

Eidolon 5 | Memories of Dashed dreams

- Skill Lv. +2, up to a maximum of LV. 15
- Basic Attack LV. +1, up to a maximum of LV. 10

Eidolon 6 | Recollection that all's for 'Naught'

Increase Talent's break DMG multiplier to 180% and all Super break multipliers are increased by 60%. Enemies inflicted with "Spirit burned to Cinders" has their toughness recovery reduced to 50 toughness and while in zone, allies toughness damage is increased by 10 for Single-target,Blast and AoE and 2 for bounce.

Signature Light Cone | When Inferno falls to 'Nihility'

Base HP: 1058
Base ATK: 582
Base DEF: 529

"A Duke Extinguished"

Increases the wearer's Break Effect by 60/70/80/90/100%. Whenever super-break damage is delt, the wearer gains 5/6/7/8/10 energy for every instance of Super-break Damage delt. when the wearer uses Ultimate, inflicts all enemies with "Flammability". Enemies with flammability gets 24% vulnerability.

Template Changelog

Date	Change
2025/02/17	<ul style="list-style-type: none">- Updated for Remembrance characters.- Changed "Toughness DMG" to "Toughness Reduction" and "Energy Generation" to "Energy Regeneration" to match correct in-game terms.- Changelog added.
2025/04/19	<ul style="list-style-type: none">- Small formatting changes to make the template easier to use.

2025/05/19

- Moved template information into a collapsible [Template Info](#) section.
- Expanded note on Max Energy.
- Added a second tab for kit design guidelines, to be expanded in the future.
- Various minor wording changes to better match in-game terms.

Some helpful guidelines for kit design

Section WIP

Plans:

- explanation and examples of the patterns behind scaling for level-able skills and light cone superimpositions
- explanation and examples of standard toughness reduction values for various types of attacks
- notes on Energy and alternate Energy-like systems
- some principles behind what makes a good kit
- a style guide for hoyo-like wording (this may be too ambitious, but it is sorely needed)