KQM GI [Character] Infographic Request

Instructions for how to make the infographic request and notes on each section are in boxes like this. Do not deviate from the template format.

Writing

- Edit the purple parts of the template. All content for the infographic must be in purple.
- Designers take the purple content and apply it to their infographic design template.
- The content of the infographic should not conflict with the Quick Guide.

Verification

- After writing is finished, verification is done in the order of TC first, then readability. Make a forum post here for requests that need verification.
  - **If using a mix of custom and pre-verified content**: only the custom content needs verification.
  - **When using only custom content**: the entire infographic needs 1 TC and 1 Readability verification.
  - *Guidelines for what qualified as pre-verified or custom content for verification purposes is found here*
- After receiving feedback, revise the draft and check to make sure everyone involved has their concerns properly addressed.
  - **If the feedback results in different information from the Quick Guide**:
    - For minor changes: adjust the Quick Guide by rewriting the relevant sentence(s), get them verified, and submit the change in feedback-n-fixes.
    - For larger changes: same process but the changes are sent for transcription.

After Verification

- **Create Design Request**
  - Make an infographic request here (staff server) once the request content is finalized.
    - Content feedback will not be accepted after the design request has been made, with the exception of emergencies (e.g. misinformation).
  - Ping @Designer.
- **After Design**
  - Ping the previous readability verifier to check for typography consistency.

- Ping @QC Design (GI).
- Lockout Period: Until designers and editors involved are satisfied with the design and formatting.

This is how the final infographic will look.

Metadata

- If using partially pre-verified content: credit the Quick Guide author(s) too.

Writer: [Name]

Designer: [Name]

Basic Info

- Role labels are provided, but other words can be used if applicable.
- If there are multiple major roles, they can be separated with a vertical pipe | .
- Region is based on the character's Vision. Used to determine background design.

Updated for #.#

Character: [Full Name]

Rarity: [5★ / 4★]

Element: [Element]

Role: [On-Field / Off-Field / Quickswap]

[DPS / Healer / Shielder / Buffer / Enabler / Driver / Support]

Region: [Mondstadt / Liyue / Inazuma / Sumeru / Fontaine / Natlan / Snezhnaya]

Guide Link: kqm.gg/character

Discord: discord.gg/keqing

Weapons

If applicable, each weapon should have one of the following labels:

- Best   *Best-in-Slot option*
- 2nd   *Second-best option*
- 3rd   *Third-best option*
- Wish   *Gacha-exclusive*
- BP   *Battle Pass–exclusive*
- Craft   *Craftable using billets*

- Event   *Rewarded through a Version-exclusive event*
- Free   *Freely obtainable through story progression, fishing, or exploration.*

List 2–5 recommended weapons in order of team DPS. This should match the order they are listed in the Quick Guide.
- **The list must include:**
    - The overall Best-in-Slot weapon.
    - The best 4-star weapon.
    - The best Free-to-Play weapon (Event weapons do NOT count as free).
- **Options for the remaining 2 slots:**
    - The 2nd best weapon overall + the 3rd best weapon overall *if* the best 4-star is standard banner.
    - The 2nd best weapon overall + The 2nd best 4-star *if* the best 4-star is BP/Gacha Exclusive.
- If all CRIT 5-star or 4-star weapons are within 4–5% of each other, a gold or purple weapon icon labeled CRIT Weapons can be used to consolidate them.
- Characters who use e.g. Favonius but otherwise build for personal DPS, can list the support weapon with a |
- The [Best] label is optional for characters with weapons that are the best in different scenarios.

1. <Overall Best-in-Slot Weapon> [Best]
2. <Weapon> [label]
3. <Best 4-star Weapon> [label]
4. <Weapon> [label]
5. <Best F2P Weapon> [Free]

[Level and] Talent Priority

This section should use the priority listed in the Quick Guide, which follows the Quick Guide Talent and Level comparison standards.
- Permitted symbols are > , ≥ , and = .

- Omit a Talent/Lv. 90 if it is irrelevant and should not be leveled. Remove "Level and" if Lv. 90 is not included in the priority.

Since this section follows the Quick Guide 1:1 it does not need verification as long as the Quick Guide is verified.

Normal ~ Skill ~ Burst ~ Lv. 90*

Artifact Sets

List 1–4 recommended artifact sets. Use > , ≥ , >> , or = to show relative strength. Use | for alternative/supportive sets with no clear comparison.
- If only listing 1 set, include a 1 sentence blurb explaining why, and mention a placeholder.
- The sets should be listed in the order they are listed in the Quick Guide.
    - **For damage dealers**: List the sets in order of DPS
        - Do not include sets that are below 90% DPS of the best set.
        - Alternative sets which significantly boost team DPS can be included at discretion.
    - **For supports**: unless impossible, list the sets in the following order:
        - Best for the support's intended team/playstyle, *if* if they are designed to cater to a specific playstyle (e.g. Citlali lists her set for Mavuika teams, Aino for lists for Flins/Nefer, Iansan for Varesa).
        - Best generalist support set.
        - Then list other options/niche options in order of relevance.

Possible footnotes:
- (Best to Farm)   *if there is a recommended set to farm.*
- ([Archetype])   *for sets which only work in one team archetype.*
- (Support)   *for sets which boost team DPS but have lower personal DPS.*
- (1–2 Words)   *for other notes.*

1. [4pc] <Best Artifact Set> (Best to Farm)

   =

2. [2pc] <Artifact Set> + [2pc] <Artifact Set>

   >

3. [4pc] <Artifact Set> (Freeze)

   |

4. [4pc] <Niche Artifact Set> (Support)

Main Stats

List 1–2 recommended main stats for Sands, Goblet, and Circlet. For 2 possible main stats, note which one is preferred with >. If it depends, use | as a separator.

For characters with drastically different build options in different playstyles, those should have separate infographics.

Correct Terms and Abbreviations:
- ATK% | DEF% | HP%
- Flat ATK | Flat DEF | Flat HP
- EM
- ER | ER until req. | ER Requirements (do not use %)
- CRIT (CRIT Rate | CRIT DMG if only one)
- [Element] DMG% (Element% if shared line)
- Healing Bonus (Heal% if shared line)

Since this section follows the Quick Guide 1:1 it does not need verification as long as the Quick Guide is verified.

- **Sands**:   [ATK% > DEF% | HP% | EM | ER]
- **Goblet**:   [ATK% > DEF% | HP% | EM | Element DMG%]
- **Circlet**:   [ATK% > DEF% | HP% | EM | CRIT | Healing Bonus]

Substats

Stat Priority:

List up to 4 stats in order of priority.

- CRIT Rate (Favonius) fits on 2 lines.
- CRate (Fav.) fits on 1 line. You need the period to show it's an abbreviation.
- For applicable characters, add the line: "Prioritize ER substats over artifact main stats."

Since this section follows the Quick Guide 1:1 it does not need verification as long as the Quick Guide is verified.

1. ER until req.
2. CRIT
3. ATK%
4. EM

ER Requirements:

The ER requirements used should match the Quick Guide. If they conflict, the Quick Guide must be updated first. They can be abbreviated for space reasons.
- The ER values should be a range and must apply to the recommended teams in the playstyle.
- Favonius should be assumed on teammates when it is optimal. Favonius should be assumed on the character if that is their best weapon.
  - Deviations in Favonius assumptions should be listed as an increase not a decrease (e.g. "+20% er if…" not "20% less er if…")
- If Bursting every rotation is not recommended due to high ER requirements, *only* ER values for Burst every other rotation should be included.
- If Signature weapons or Constellations decrease ER requirements, this should be listed. The sentence should be above the ER table, not below.
- For situations with same Element characters lowering ER requirements, it should be written like "-40% less with +2 Hydros" rather than "with 3 Hydros".

- [Signature/C# decrease ER by ~##%]
- [###-###% as Solo Element]
- [###-###% with +1 Element / +2 Element / Fischl]
- [~##% more per missed Fav proc / etc.]

Teams [and Synergies]

This section can be composed in two ways. Adjust the header to fit the content.

Reference the Quick Guide if you are unsure what teams should be noted here. **If a character has a variety of teams that perform similarly, it's probably best to default to the two most common general team archetypes.**

Option 1
- List 2 of the strongest or most recommended team compositions. 1 archetype + 1 composition can work too.
  - Archetypes can use a mix of characters, Elements, or Flex. Compositions should use exact characters.
  - The first team listed must be the most recommended or strongest.
- Split images for 2 characters/Elements in 1 team slot are possible, but:
  - Not all icons can be split
  - Only one three-way split is allowed per team, the rest can at most be two-way splits
  - Four-way splits are not allowed

Option 2

- Preferably used **only** for characters with 1 primary archetype that cannot fit into two team examples in Option 1.
- The first line is the character's primary archetype with a team note.
- The second line is for up to 6 characters which fit into the first team slot of the archetype. There is no note.
- Split images for 2 characters/Elements in 1 slot are possible, but:
    - Not all icons can be split.
    - Only two-way splits are allowed; four-way and three-way splits are not.

- Example for Furina:
    - Teamwide Healer + Flex + Flex
        - A teamwide healer is strongly preferred to counteract Furina's HP drain.
    - → Kokomi / Jean / Baizhu / Mika / Charlotte / Noelle

Team notes should not be longer than 3 lines in the infographic, or approximately 100 characters. Shorten text if necessary.

1. Team 1
    - Teammate A
    - Teammate B
    - Teammate C
    - [One sentence about a requirement, tip, or recommendation; or, a short description of the team.]
2. Team 2
    - Teammate A
    - Teammate B
    - Teammate C
    - [One sentence about a requirement, tip, or recommendation; or, a short description of the team.]

Please read [character]'s guide on kqm.gg for more team and build info.

Changelog:
- 7 November 2023: Template creation

- 8 November 2023: Formatting
- 11 November 2023: Infographic design Version 4.0 completed
- 13 November 2023: Short forms of Element% and Heal%, ER no % sign
- 21 November 2023: Team descriptions limited to 3 lines
- 24 November 2023: Codification of footnotes and inequalities for artifact sets added, Option 2 for team section added
- 27 November 2023: Codification of infographic verification process
- 21 December 2023: Infographic design Version 4.3 completed
- 22 December 2023: 3-star weapons are an alternative requirement to free or craftable weapons
- 26 December 2023: Vertical pipes | are used to separate artifact main stats if inequalities are inappropriate
- 30 December 2023: Added region to the basic info section
- 2 January 2024: Added changelog
- 15 January 2024: Added note about Best weapons for support characters. Removed Recommended from the Teams section.
- 4 February 2024: Added note about CRIT Rate (Favonius) and CRate (Fav.)
- 12 November 2025: Added new guidelines to set clearer criteria for all sections

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NB: Definitions

Pre-verified content: some characters have pre-made content for infographic use in their Quick Guide, marked with green *text and this ✦ symbol. This content is meant to be directly copy-pasted into infog request templates and does not need to be re-verified as long as it is up to date.*

Up-to-date: content is up-to-date as long as the character has not received new teammates/discoveries/gear since the content was verified.

Custom content: for characters who either don't have pre-verified content marked in their Quick Guides, or whose Quick Guide is no longer up-to-date.