

Albedo as an offfield DPS and support

Intended Playstyle: Take advantage of multi-hit playstyles to stack as many procs of his Solar Isatoma as possible, trading elemental applications/would be reactions for strong shields.

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Normal Attack:

Damage: one physical x2

Cost: one geo and two any dice

Effect: Hit twice for one damage per

Skill:

Damage: one geo

Cost: three geo

Effect: summon Transient Blossom. Casting this skill with an active Transient Blossom will refresh it's duration.

Transient Blossom:

Duration: two turns

Damage: none

Effect: the first and every third damage instance (not skill cast) dealt by your characters or summons each round proc an additional one geo damage. If your active character is Albedo, every second hit after the first proc per round instead of every third hit after the first proc per round will trigger this effect.

Effect: this card has three uses which refresh each round. Consume one when triggering a damage instance with Transient Blossom. When none are left, this card will no longer trigger its effect for the remainder of this round.

Burst:

Damage: four geo

Cost: two energy and three geo dice

Effect: deal +1 geo damage with this ability if Solar Isotoma is active.

Passive:

Effect: Albedo does one less damage when activating crystallize but generates crystallize shields with double the health.

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Talent Card (skill): the third time Albedo's Transient Blossom deals geo damage from it's effect, generate one energy for the active character or one for the next character without max energy.

Note: might be kinda clunky to use and unstable... not sure yet.

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Notes: I estimate Albedo's skill will deal damage about twice per round while he is offfield, but crystallize would double his damage potential so he needs a passive to negate this. He will still provide 1-3 geo damage and grant a shield on crystallizes every round which seems balanced enough. This will, however, "cleanse" enemies which is a tradeoff for the crystallize shield, making him more viable in non-geo-reactactable/non-reaction-reliant decks.

Damage calculations assume no talent cards or items:

Round one: 1skill + 1na for 6 dice, dealing $(1)+(1+1+1) = 4$ damage, 0.67 damage per die.

Round two: 1burst + 1na for 6 dice, dealing $(5+1)+(1+1+1) = 9$ damage, 1.5 damage per die.

Buffing Tally:

Skill: ~3 damage (considering two procs second round and one proc on the first) and generating 6 shield over the duration BUT cleanses enemies!!

Talent (skill): +1 energy on the third proc.

Patch notes:

- Talent too specific, changed to an energy passive