NAVIA: SAVIOR OF GEO? REVIEW AND GUIDE

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Overview:

Navia is a 5-star playable character in *Genshin Impact*. She has a Geo vision and is a claymore user. This Fontainian icon is the president of Spina Di Rosula. She is a loyal companion to the traveler. She helps them with their case at the Opera House and considers them to be good partners. She is considered to be a well-written character due to her strength – physically and emotionally. A highlight of her physical strength is when she fights an army of Gardemeks with Clorinde's help. Her

emotional strength is proven through her ability to stay optimistic despite losing many loved ones. She uses these losses as motivation to become a better leader. Before becoming playable, fans were concerned about whether or not her strength in the story would translate over to her strength as a playable character because Geo has not kept up with the current meta. I will analyze her kit, builds, and team comps, and usage rate to see if she has truly saved Geo or if she is another unviable unit.

KIT:

Normal Attack: <u>Blunt Refusal</u> – This attack can perform up to 4 consecutive strikes. Her charged attack causes her to spin around, like most claymore users, and she ends with a strong slash.

Elemental Skill: <u>Ceremonial Crystalshot</u> – Navia gains one Crystal Shrapnel stack every time a party member obtains an Elemental Shard from a Crystallize reaction. She can hold up to 6 stacks at once. Each time a Crystal Shrapnel gain is triggered, the duration of the Shards you have reset. When she fires, she consumes all the stacks and opens her Gunbrella, firing multiple Rosula Shardshots that deal Geo damage. When o/1/2/3 or more stacks of Crystal Shrapnel are consumed, 5/7/9/11 Rosula Shardshots are fired. More damage is dealt to opponents when struck by more Rosula Shardshots.

Elemental Burst: As the Sunlit Sky's Singing Salute – Navia fires cannons to deal AOE Geo damage for a set time. Navia gains one stack of Crystal Shrapnel when attacks from her burst hit opponents (once every 2.4 seconds).

Her kit allows her to serve as a useful DPS, but she can also be viable as a sub-DPS.



BUILD:



The best artifact set for Navia is arguably 4-piece Nighttime Whispers in the Echoing Woods, which was released the same patch Navia. The 2-piece effect is "ATK +18%", while the 4-piece effect is "After using an Elemental Skill, gain a 20% Geo DMG Bonus for 10s. While under a shield granted by the Crystallize reaction, the above effect will be increased by 150%, and this additional increase disappears 1s after that shield is lost." This set is optimal for Navia because it increases her attack and Geo damage, making her a suitable DPS.

Her recommended main stats are ATK% Sands, Geo DMG Goblet, and Crit Rate or Crit DMG Circlet. Her recommended substats are Energy Recharge, Crit Rate, Crit DMG, and ATK%.

Her best weapon is her signature weapon – Verdict. Not only is it an axe that suits Navia's aesthetic; it also synergizes with her kit! The weapon "Increases ATK by 20%/25%/30%/35%/40%. When characters in your party obtain Elemental Shards from Crystallize reactions, the equipping character will gain 1 Seal, increasing Elemental Skill DMG by 18%/22.5%/27%/31.5%/36%. The Seal lasts for 15s, and the equipper may have up to 2 Seals at once. All of the equipper's Seals will disappear 0.2s after their Elemental Skill deals DMG."



TEAM COMPS:

Navia is a flexible character when it comes to team compositions. She has the ability to thrive in a solo Geo team, but double geo can also boost her attack. Due to the Geo Elemental Resonance effect, having 2+ Geo characters on a team, her damage dealt will be increased by 15%, and dealing damage will decrease opponent's GEO resistance. A popular team comp is Navia, Zhongli, Bennett, and Xiangling (as shown above). Pairing Navia and Zhongli triggers the Geo Elemental Resonance, and Zhongli is also useful for his shield. Xiangling's burst provides some extra damage, and Bennett provides attack buffs and healing. This is just one of the team comps for maximizing Navia's damage. She also works well in double cryo teams because a cryo sub-DPS can help defeat enemies quicker. She can also be paired with Furina for them to deal damage at the same time. The possibilities don't end there! Therefore, she can deal lots of damage in various teams, unlike some characters that rely on very specific team compositions.

USAGE AND SALES:

Throughout this guide, I have highlighted Navia's strengths, both as a playable character and in *Genshin Impact's* story. All of this is proven to be credible by looking at Navia's sales and usage in the Spiral Abyss. 54,922 players successfully pulled Navia, and 52.14% won

the 50/50. Therefore, many players decided to pull for her. Her banner was ran alongside Ayaka, and the banners made a total of \$17,431,738. In addition to having a successful banner, she is frequently used in the



Spiral Abyss, which is some of the only endgame content in the game. Recent Spiral Abyss reports show that 48.3%



of players used her in the Abyss in Version 4.5. She is one of the top 10 most used characters in the Spiral Abyss for that update. This shows that she is considered useful by many *Genshin Impact* Players.

Banner Sales Report: https://www.hoyolab.com/article/24129358
Spiral Abyss Usage Rates:

FINAL THOUGHTS:

Navia is not only a well-written dynamic character. She is also a good unit. She provides strong attacks and interesting mechanics, as well as increasing the viability of other Geo characters, which was lacking before her release. She can also work in a variety of team compositions, so players can likely use her with characters that they have already built. If anyone is looking for a strong and fun 5-star unity, especially if they like Geo characters, they should consider saving up for when Navia returns! For people who are not interested in the meta, a character who uses an umbrella as a gun and uses cannons is still sure to be appealing!

