



Rappa



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Updated for version 3.1

Team Role	Main DPS
Damage type	Break damage

◆ Kit Overview ◆

Detailed Kit Explanation:

Any listed stats or multipliers assume lvl 10 abilities.*

Basic attack	Deals Imaginary DMG equal to 100% of Rappa's ATK to a single target enemy.
Enhanced Basic Attack	<p>The first 2 hits deal Imaginary DMG equal to 100% of Rappa's ATK to one designated enemy and Imaginary DMG equal to 50% of Rappa's ATK to adjacent targets, and the 3rd hit deals Imaginary DMG equal to 100% of Rappa's ATK to all enemies.</p> <p>Enhanced Basic ATK will not recover Skill Points. Attacking enemies that don't have Imaginary Weakness can still reduce Toughness, whose effect is equal to 50% of the original Toughness Reduction.</p>
Skill	Deals Imaginary DMG equal to 120% of Rappa's ATK to all enemies.
Ult	<p>Enters the [Sealform] state, immediately gains 1 extra turn, obtains 3 points of [Chroma Ink], and increases Weakness Break Efficiency by 50% and Break Effect by 30%.</p> <p>While in the [Sealform] state, Basic ATK is enhanced, and Skill and Ultimate cannot be used. After using Enhanced Basic ATK, consumes 1 point of [Chroma Ink]. When [Chroma Ink] is depleted, exits the [Sealform] state.</p>
Talent	<p>When allies Weakness Break an enemy, Rappa gains 1 Charge (store up to 10).</p> <p>When Rappa next launches the third hit of Ningu: Demonbane Petalblade, additionally deals Break DMG equal to 60% of Rappa's Imaginary Break DMG to all enemies. This DMG can ignore Weakness Type to reduce 2 Toughness,</p>

	<p>consuming all Charge.</p> <p>Each point of Charge increases the Break DMG multiplier by 50% and increases the Toughness Reduction that can ignore Weakness Type by 1.</p>
Technique	<p>After using Technique, enters the Graffiti state for 20 seconds. While in the Graffiti state, moves forward rapidly for a set distance and attacks any enemies touched. During the rapid movement, can block all enemies' attacks.</p> <p>Using an attack in the Graffiti state can end the state's duration early. After entering combat via attacking enemies, deals 30 Toughness Reduction regardless of Weakness Type and Break DMG equal to 200% of Rappa's Imaginary Break DMG to each enemy target, and deals Break DMG equal to 180% of Rappa's Imaginary Break DMG to adjacent targets. At the same time, this unit regenerates 10 Energy.</p>
A2 Trace	<p>When the Weakness of an elite-level or higher enemy is broken, Rappa additionally gains 1 point(s) of Charge and regenerates 10 Energy.</p>
A4 Trace	<p>While in the [Sealform] state, after Rappa uses Enhanced Basic ATK to deal DMG to a Weakness Broken enemy target, converts the Toughness Reduction from this instance of DMG to 1 instance of 60% Super Break DMG.</p>
A6 Trace	<p>When an enemy target becomes Weakness Broken, increases the Break DMG taken by 2%. If Rappa's current ATK is higher than 2400, for every 100 excess ATK, additionally increases this value by 1%, up to a max additional increase of 8%. This effect lasts for 2 turn(s).</p>

Note on A6 Trace: Try to reach 3200 Attack to gain the max value from the Break damage vulnerability.

This damage increase also benefits other characters in your team.

Additional tip for level priority: Leveling Basic Attack and Skill can be ignored for resource management.

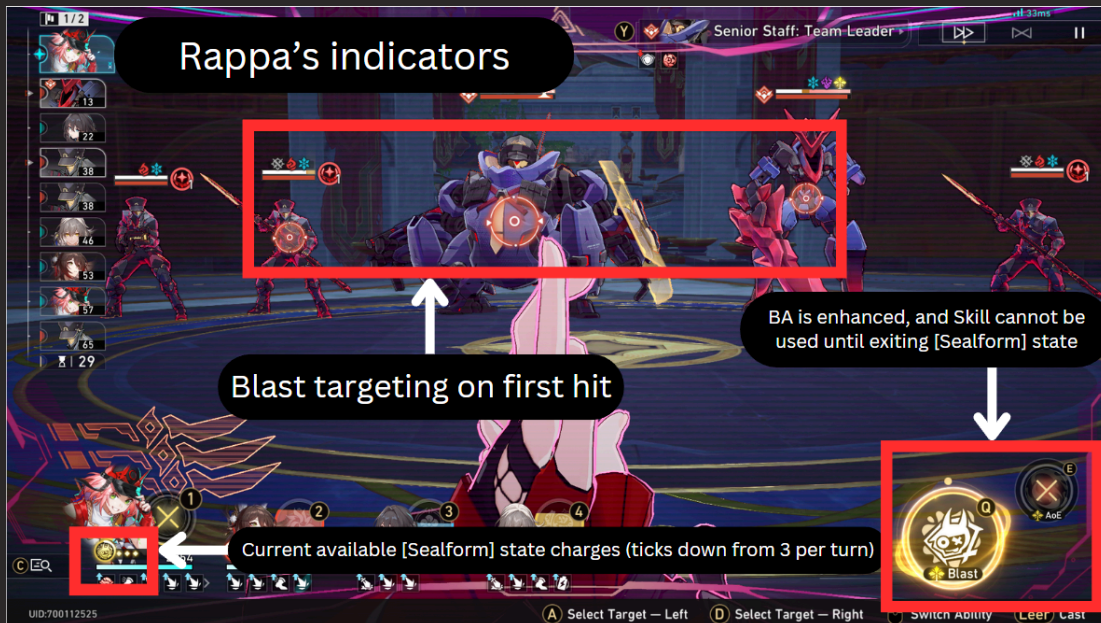
The former has very little impact on her total damage output (below 1%)!

◆ Skill Rotations ◆

Spam Skill outside of her [Sealform] state to enter/re-enter it as fast as possible. Use Basic Attack when your SP economy demands it.

Use Ultimate as soon as possible to waste as little energy as possible. Use your Blast hit EBAs as needed to spread Toughness damage equally.

◆ UI Indicators ◆





◆ Builds and Example Teams ◆

[General best build can be referenced here.](#)

Two out of the following provide the highest damage output in teams with a sustain:

Fugue, RM, HMC, E1 Tribbie

Pick any depending on the situation:

Slot 2 should always be Fugue.

Slot 3 is between HMC, RM and E1 Tribbie.

-> HMC for when the enemy is **Imaginary** weak.

-> RM when you need the extra Weakness Break Efficiency for reducing toughness.

-> E1 Tribbie for 3+ targets.

If no Fugue, that slot 2 is always HMC and you just switch between RM/Tribbie.

The sustain is usually Lingsha or Gallagher.

If you do not have Fugue, Ruan Mei or Tribbie use HMC + Jiaoqiu/Pela/Silver Wolf.

◆ Situational Teams ◆

Sustainless Break: Rappa + Fugue + HMC + Ruan Mei (or a situational E1 Tribbie at 3+ targets)

Contrary to popular belief, sustainless teams aren't just a thing for hardcore players. Break is an archetype that allows even casual players to use it. The enemy's action value, once weakness broken, gets delayed with Imprisonment, Ruan Mei's **[Thanatoplum Rebloom]** effect from her Ultimate, Fugue's A2 Trace **[Verdantia Renaissance]**, HMCs **[Hat of the Theater]** (AV delay gets amplified by Fugue's **[Cloudflame Luster]**).

However, only consider sustainless Break with at least Fugue or Ruan Mei for the combined AV delay.

HMCs delay alone isn't enough for fairly casual clears.

The combined action value delay gives the team enough time to kill the enemy before they could even recover.

Additionally, if you use **[Dance! Dance Dance!]** on HMC, your allies get advanced too, allowing for even more time to kill the enemy.

Do note that there are occasions where one member of the team can get targeted heavily by the enemy if they are not weakness broken. These situations are fairly rare, though.

If you do miss Ruan Mei or Tribbie, you can also use Jiaoqiu/Pela/Silver Wolf instead for similar damage output. Do note that you will miss **[Thanatoplum Rebloom]**, however.

◆ Speedtuning ◆

Fundamental approach: Every other team member moves before Rappa to apply buffs/debuffs. Then Skill with Rappa to get [Sealform] as soon as possible and proceed as per usual.

There isn't any special speedtuning beyond the fundamental approach.

If you have the means to do so, make her as fast as humanly possible with Speed sub stats, Ruan Mei's Talent [Somatotypical Helix] which provides a 10% speed buff and any form of AA (Action Advance), e.g. her own Signature Light Cone [Ninjutsu Inscription: Dazzling Evilbreaker] or [Dance! Dance! Dance!] from her teammates.

This allows her

- to get as many EBAs as possible
- enter/re-enter [Sealform] state faster

◆ Tips / Other ◆

Rappa is not exclusive to Pure Fiction/AoE situations. Although she thrives in those, her single target damage is really good, contrary to what her path entails.

The first two hits of EBA (Enhanced Basic Attack) are Blast; manage it well to distribute your Toughness Reduction more evenly.

When using Ultimate during her active turn, Rappa can use two instances of [Sealform] state consecutively. If you cannot abuse this mechanic without wasting energy, it is also fine to Ult earlier.

Since Rappa does not implant weakness, she would have a slower clear time if enemies' weaknesses don't match with Rappa or other teammates.

Vertical investment value:

First priority: E0 Fugue >= S1 Rappa > E1 Fugue = E0 Ruan Mei = E1 Tribbie

This is a good stopping point. However, if you do want to invest further:

Secondary priority: E2 Rappa > S1 Fugue >= E2 Fugue > S1 Ruan Mei = E1 Ruan Mei

Issues

Like every Break character, Rappa struggles against enemies with the ability to lock their Toughness Bar.

Depending on circumstances, Rappa may have energy issues and thus problems maintaining her Ultimate uptime. This can be prevented with her Signature Light Cone [\[Ninjutsu Inscription: Dazzling Evilbreaker\]](#) or the 4* Light Cone [\[Make the World Clamor\]](#) which provide a 1 turn Ultimate upon using Skill for the first time in battle.

After exiting her Ultimate, you may encounter further issues re-entering it, depending on the enemy lineup. Even though her damage is still really good against a lower quantity of targets, it also hinders her energy gain.

Link to calculations: [Rappa](#)

◆ Changelog ◆

Date	Update
21.03.2025	-added some potential issues with her gameplay -added Technique, EBA and Ascension Trace overview
30.03.2025	-added Splashart -some wording changes