

KAMISATO AYAKA

MAIN DPS TEAM COMPOSITIONS



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Special thanks to:

General build guide: [Genshin Impact Helper Team's Character Builds](#)

KQM TC: <https://keqingmains.com/>

AyakaMains Resources:

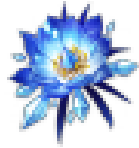
Damage Calculator: [Ayaka Stats Calculator](#) (no melt, no phys Build, AND NO PYRO AYA...)

Energy Calculator: [Energy calc v2.0](#)

FAQ: <https://reddit.com/r/AyakaMains/>

Build Help: <https://discord.gg/AyakaMains>

Credits: ClawofBeta#4125 , CobaltoNoBlu#2188, gaupi#4352, Pjoo#4958, and the many theorycrafters who entertained our persistent questions in the making of this guide <3. Please reach out to us if any of the information needs updating, or is incorrect.



****Freeze Teams****



The 4 Piece Blizzard Strayer is looking to be the best in slot artifact set for Ayaka. This set will utilize a freeze comp team to maximize the uptime on the bonus crit you can gain from the artifact set, so you can stack crit damage and atk% on your artifacts and weapons to maximize damage. Typically in the past, melee freeze comps (Kaeya or another one handed sword user as main dps) relied on Chongyun to infuse with the cryo element. Ayaka doesn't need this, which makes her options for team comps much larger.

As of now Ayaka will need some sort of a cryo support to take advantage of her 80 cost ultimate as a lot of her damage is stored there. In addition, a hydro applier is necessary for freeze. Lastly, a fill unit of your choice to whatever fits your team comp.

So in short, what's needed for a freeze team utilizing Ayaka is:

- * [Ayaka](#)
- * [Cryo Support/Battery](#)
- * [Hydro Applier](#)
- * [Fill](#)

Recommendations are ordered in ROUGH viability.

Ayaka Build



- ❖ Pros
 - 30% Normal and Charged Atk Bonus after using E
 - 18% Cryo Damage bonus after applying Cryo from dash onto enemies
 - 4300% Multiplier on Ult at Talent Level 10 if you can get all the ticks to connect
 - High Motion Values on combos
 - Comparatively low charged attack stamina cost
- ❖ Cons
 - High Energy Cost
 - Wants to dash more often than other dps units which takes getting used to
 - Limited AoE options
- ❖ Artifacts (Atk% Sands, Cryo Damage Goblet, CD/Atk% Circlet (depending on weapons and artifacts))
 - 4pc Blizzard Strayer
 - Just the best option overall
 - 2pc Blizzard Strayer/ 2pc Glad
 - Useful for Jade cutter if in excessive overcrit due to artifacts
 - 2pc Blizzard Strayer/ 2pc Noblesse
 - Not the best option, lose out on a lot of damage compared to 4pc blizzard strayer
 - Can be used in certain speedrunning comps
- Note her ER requirements are rather high. Usually at least 120%-140% depending on supports. Check the [Energy Recharge Calculator](#) and/or launch details for more exact amounts.
- ❖ Weapons (Dependent on artifacts, use calculator to double check)
 - https://keqingmains.com/ayaka/#Part_4_Weapon_Choices

Cryo Support/Battery

****Diona****



- ❖ Pros
 - Role consolidation, Diona takes up both healer and battery, which allows more flexibility for other units
 - Damage mitigation (Shields, heals, and enemy attack reduction)
 - C6 can increase Venti's swirl damage in morgana comp (as well as other anemo supports)
 - Shield gives 10% Movement speed and 10% Stamina reduction
- ❖ Cons
 - Heals are mediocre unless you go 4pc maidens with healing circlet (and if it spawns in a place you are actually near)
 - Diona's damage from her kit is negligible and the only increase in DPS you'll get is by running her with 4pc Noblesse Oblige
- ❖ Artifacts - HP% Main stat for shields, Healing Bonus for Heals, ER Sands if you can't get 100% uptime on Ult.
 - 4pc Noblesse Oblige (Sands ER/HP%, Goblet HP%, Circlet HP%/Healing Bonus)
 - 4pc Maidens Beloved (Sands ER/HP%, Goblet HP%, Circlet HP%/Healing Bonus)
 - 2pc Maidens/ 2pc Tenacity of the Millileth (Sands ER/HP%, Goblet HP%, Circlet HP%/Healing Bonus)
- ❖ Weapons (Sac Bow or Fav bow, depending on refines)
 - R5 Sac > R4 Sac > Any Refine Fav w/ 30%+ Crit Rate > R3 Sac > R2 Sac > R1 Sac
- ❖ Conclusions
 - Diona is a really good support character. Although her heals and shields may not be Jean or Zhongli level respectively, she provides an enormous amount of energy and utility to a freeze team comp and should be considered very highly if you can run her with Ayaka.

****Kaeya****



- ❖ Pros
 - Great damage on Ult (Especially at C2)
 - Great battery in freeze comp (45ppm with A4)
 - Faster Cryo Application than Rosaria
 - Higher single target damage than Rosaria
- ❖ Cons
 - Less AoE Damage than Rosaria
 - Needs to freeze enemy to get higher ppm
 - Ult can bug out and not hit on multiple mobs
- ❖ Artifacts (Sands - Atk%/ER, Goblet - Cryo Damage, Circlet - Crit Rate/Damage)
 - 4pc Noblesse Oblige
 - 4pc Blizzard Strayer
 - 2pc Blizzard Strayer/ 2pc Noblesse Oblige
- ❖ Weapons
 - Skyward Blade / R1 5 Stars
 - Festering Desire
 - Sacrificial Sword
 - Favonius Sword
 - Skyrider Sword
- ❖ Conclusions
 - Kaeya is an amazing sub-dps and battery for a freeze comp, his ability to generate particles and deal damage while off-field is underrated and you can get a lot out of him for not that much investment.

****Rosaria****



- ❖ Pros
 - Good cryo application on skill and burst
 - Great damage on ult
 - Can increase team's crit rate
 - Good battery
- ❖ Cons
 - E inconsistency in terms of repositioning behind enemies
 - Needs a couple of constellations to reach full potential (C2, C4) for support capabilities
- ❖ Artifacts (Sands - Atk%/ER , Goblet - Cryo Damage , Circlet - Crit Rate/Damage)
 - 4pc Blizzard Strayer
 - 4pc Noblesse Oblige
 - 2pc Noblesse / 2pc Blizzard Strayer
- ❖ Weapons
 - Staff of Homa
 - Primordial Jade Winged Spear
 - Vortex Vanquisher
 - Deathmatch
 - Skyward Spine
 - Blackcliff Pole
 - Fav Lance/Prototype Starglitter
- ❖ Conclusions
 - Rosaria is an excellent support and has a lot of off-field damage built into her kit as well as utility. Her crit buffs can be overkill, however, with 4pc Blizzard strayer so you'll have to keep that in mind when farming for her artifacts.

****Shenhe****



- ❖ Pros
 - Lifts Ayaka's damage ceiling
 - Improves one cycle (given necessary investment) by frontloading damage
- ❖ Cons
 - Overall rotational damage is limited compared to rosaria/kaeya
 - Quills don't buff all the duration
 - Much lower particle generation than other cryo supports
 - Damage contributions suffers in AoE situations
- ❖ Artifacts (Sands - Atk%, Goblet - Atk%, Circlet Atk%) aim for 180% ER minimum
 - 4pc Noblesse
 - 2pc Glad/2pc Shimenawa
- ❖ Weapons (Fav for ER, others for damage)
 - Favonius Lance (25%+ crit rate subs)
 - 5 Star Polearms
 - Lithic Spear
 - Wavebreaker's Fin
 - Blackcliff Polearm
 - Deathmatch
- ❖ Conclusion
 - Shenhe is indeed a damage buff for Ayaka, however, she has some drawbacks to keep in mind. Her personal damage (or lack thereof) means that other cryo sub-dps units in a rotation are near the damage increase she allows Ayaka to have. Her ppm is the lowest (barring Qiqi) meaning you'll have to invest more in ER for your Ayaka or shove Fav Lance onto her. As her buffs aren't able to completely cover Ayaka's abilities the rotation has to be done right to ensure as much possible buff time.
- ❖ Rotation
 - Hydro E + Q > Shenhe E + Q > Anemo E (+ Q) > Ayaka Dash E + Q + 2 x N2C > Shenhe E > Ayaka Dash E N2C > Repeat

****Ganyu****



❖ Pros

- E generates some particles and can taunt
- Passive gives 20% Cryo Damage Bonus while inside Ult
- Good Sub-Dps damage with Burst (Needs CC from Venti or Sucrose to take full advantage of her bursts potential damage output)
- Essential for Morgana team comps (with Venti)

❖ Cons

- Ganyu is a DPS, so you'll be losing out on a lot of damage by running her as a support
- Particle generation is okay but you'll need a lot of ER subs on Ayaka compared to other batteries

❖ Artifacts

- 4pc Blizzard Strayer (crit bonus still applies off-field for ult)
- 2pc Blizzard Strayer/2pc Noblesse
- 4pc Noblesse if you don't have anyone else to hold it (will tank damage output a lot)

❖ Weapons (Specifically for Freeze comp - reverse melt sub-dps is different)

- Skyward Harp (for Damage)
- Battery Ganyu: Favonius/Sacrificial
- Amos, Alley Hunter, Stringless
- Elegy, Blackcliff, Viridescent
- Windblume Ode, Prototype Crescent

❖ Conclusions

- Running Ganyu as a support is definitely not common, but is a viable option as long as you aren't sacrificing her DPS on the other side of the abyss. Ganyu has worse energy generation, Cryo application, and single target DPS as a support than Kaeya. Her value in quickswap as a sub-DPS /support role is largely reliant on keeping enemies grouped. A Morgana comp (Ayaka, Ganyu, Venti, Mona) would be her best option for a permafreeze sub-dps role.

Chongyun



❖ Pros

- 100% uptime on 4pc Noblesse
- WGS Buff Holder
- Can battery with Sacrificial Greatsword
- 15% CDR with C2 (requires you to use abilities in E Field)*
- 10% Cryo Res Shred (Only when A4 Drops)
- 8% Atk Speed while in E

❖ Cons

- Needs Sacrificial Weapon to battery which trades sub-dps damage output for particles
- Lower MV's on burst, however, burst hits instantly and does not need same scenarios to hit enemies as kaeya and rosaria (their ults can be moved away from or walked out of respectively)
- Atk Speed buff is mitigated by hitlag which doesn't add too much
- Shatters on E & Q which can be problematic for Freeze comps (although using them at the beginning of the rotation alleviates this)

❖ Artifacts (Sands - Atk%/ER , Goblet - Cryo Damage , Circlet - Crit Rate)

- 4pc Noblesse Oblige
- 2pc Blizzard Strayer/ 2pc Noblesse

❖ Weapons

- Wolf's Gravestone
- Sacrificial Greatsword
- Skyward Pride
- Favonious Greatsword

❖ Conclusions

- Chongyun has a lot of things he can offer, unfortunately, compared to other cryo supports he lacks particle generation (without Sacrificial Greatsword). He is still a perfectly viable option, especially if you have another cryo support on the opposite of the abyss (i.e Eula and Diona). *His CDR will bring Ayaka's Burst down to a 17 second cooldown and her Skill to a 8.5 second cooldown, which combined with C1 might be able to give you 100% uptime on her A1 Passive.**

****Aloy****



- ❖ Pros
 - Free unit
 - Okay particle generation
- ❖ Cons
 - Replaceable by everyone else
 - Skill CD is 20 seconds
 - Negligible damage in freeze comp
 - Please don't
- ❖ Artifacts (Sands - ATK%, Goblet - Cryo Damage, Circlet - Crit Rate)
 - 4pc Noblesse Oblige
 - 4pc Blizzard Strayer
 - 4pc Emblem of Severed Fates
- ❖ Weapon
 - Sacrificial Bow
 - Favonius Bow
- ❖ Conclusions
 - Aloy is only usable as a cryo battery that needs sacrificial bow, without it her particle generation becomes too low to function in any realistic rotation. Her lack of damage and buffs also makes her hard to run over any other cryo supports. If you're just starting out and want to use the free 5 star go for it but it's just not worth it.

Hydro Support

Xingqiu



- ❖ Pros
 - Best source for single target hydro application
 - Synergizes great with freeze comps
 - High off-field damage output
 - High ppm
 - Damage mitigation
- ❖ Cons
 - Needs Sac/Fav Sword or C6 to have reliable uptime on ult
 - Mediocre, if any AoE hydro application
 - Xingqiu is irreplaceable in many comps which may affect where he will be better off
- ❖ Artifacts
 - 4pc Emblem of Severed Fates
 - 2pc HoD/ 2pc Noblesse
 - 4pc Noblesse (If your team does not have it)
- ❖ Weapons (Can change on C6)
 - Sacrificial Sword
 - Favonious Sword
 - Skyward Blade
 - Festering Desire
 - Anemona Kageuichi
- ❖ Conclusions
 - Xingqiu is just one of the best support units in the game. There are really no downsides to using him for a freeze comp unless you don't have the gear quite ready or he is being used in another comp. You'll have to keep his cooldowns in mind but his ult is one of the best off-field damage sources and element appliers in the game.

****Mona****



- ❖ Pros
 - 42%-60% Damage increase from Omen
 - Freeze extension tech allows Omen debuff to be extended from 5 seconds to 11-13 seconds (9 seconds practically).
 - AoE Hydro application with E and Q
 - Can run 4pc ToTM and TToDS for full support*
- ❖ Cons
 - Single target Hydro application not as good as Xingqiu
 - Needs to stack ER for 100% uptime on burst
 - Precise rotations to maximize omen freeze extension
- ❖ Artifacts (Aim for 200% ER or whatever gives you 100% uptime on burst)
 - 4pc Tenacity of the Millileth (Full support)
 - 4pc Emblem of Severed Fates (Damage)
 - 2pc HoD / 2pc Noblesse (Sub-Dps orientated)
 - 4pc Noblesse Oblige (Full Support)
- ❖ Weapons (Widsith doesn't get much use in freeze comp)
 - High Refinement (HR) Favonius Codex
 - Thrilling Tales of Dragon Slayers (tanks her personal damage but boosts Ayaka)
 - HR Atlas >= HR Memory of Dust > HR Lost Prayer
 - Favonius Codex
 - R1 5* Weapons
 - Solar Pearl
 - Mappa
- ❖ Conclusions
 - Mona is an amazing buffing support for freeze comps because of her omen extension tech. It does require a specific setup for it, but the damage increase is a lot. As for the debate between full support mona vs sub-dps mona, it is up to preference, the overall increase in damage you'd get from support mona could be made up by a well-invested mona's burst damage. At the end of the day in a freeze comp specifically, Mona's personal damage is irrelevant. Mona also has a huge part in Morgana comps.

****Kokomi****



- ❖ Pros
 - Off-field AoE Hydro Application
 - Lots of Heals
 - Low investment Plug and Play
 - Access to ToTM and TToDS
 - 100% uptime on E due to A4 passive resetting the jellyfish
- ❖ Cons
 - Low damage floor and ceiling
 - Has some energy issues
 - Can't buff as much as Mona or deal as much damage as Xingqiu
- ❖ Artifacts (Sands - HP/ER, Goblet - HP/Hydro Damage, Circlet - Healing Bonus)
 - 4pc Tenacity of the Millileth
 - 4pc Ocean Hued Clam
 - 4pc Maidens Beloved
- ❖ Weapons
 - Thrilling Tales of Dragon Slayers
 - Prototype Amber
 - Hakushin Ring
 - Everlasting Moonglow
- ❖ Conclusions
 - Kokomi is not bad. Her role is to support and she does a good job at that. Access to both Tenacity of the Millileth, Thrilling Tales and good hydro application is great for a freeze comp and allows you to remove diona/jean/sayu/barbara which can open up many more options. There are definitely drawbacks as Mona can use all the aforementioned buffs along with Omen but the comfort and options that Kokomi provides is nothing to downplay.

****Barbara****



- ❖ Pros
 - Heals! Lots of them!
 - TToDS Holder
- ❖ Cons
 - No Damage (outside of initial E proc)
 - Hydro AoE is small
 - Applies wet to character which can get tricky against certain mobs
- ❖ Artifacts (Sands - ER/HP, Goblet - HP, Circlet - Healing Bonus)
 - 4pc Ocean Hued Clam
 - 4pc Maidens Beloved
- ❖ Weapons
 - Thrilling Tales of Dragon Slayers
 - Favonious Codex
- ❖ Conclusions
 - If your Xingqiu is on another team and you don't have Mona or Kokomi, Barbara does the bare minimum for a freeze comp - applies hydro. Access to TToDS helps her boost damage and heals are not a bad thing, although in a freeze team which is relatively safe, they may not be as needed.

VV/Fill Supports

Venti



- ❖ Pros
 - High personal (AoE) damage
 - Helps with Energy Problems with his A4 talent
 - Allows Ayaka to hit multiple enemies at once and mitigates Ayaka's AoE problems
- ❖ Cons
 - Might not work well against some bosses
- ❖ Artifacts
 - 4pc VV (preferred for freeze comps since so much damage is from cryo)
 - EM/EM/EM or EM/Atk/EM
 - EM/Anemo/Crit (for some weapons)
- ❖ Weapons
 - R5 Elegy > R5 Stringless
 - Low Refinement (LR) Stringless
 - R5 Skyward Harp (BiS for dmg builds, underperforms in EM builds)
 - R5 Windblume > R5 Alley Hunter
 - LR Elegy > LR Harp > LR Alley Hunter
- ❖ Conclusions
 - Venti is just one of the best supports to exist. CC, Shred, Damage, Utility, Energy, you name it, he's got it. Ayaka can fully hit everything in his burst and their synergy is top-tier.

****Kazuha****



❖ Pros

- A4 provides elemental damage boost (best damage boost for team out of all VV supports)
- Low Cooldown CC on E + Plunge
- Can swirl both hydro and cryo with 2U E hit
- Synergy with Mona for Omen

❖ Cons

- Not as much CC as Venti
- High field time
- Plunge does break freeze, but considering you swirl cryo or hydro it won't matter in the long run.

❖ Artifacts

- 4pc VV
 - Triple EM for full support
 - EM/Anemo/EM for Hybrid

❖ Weapons

- Freedom Sworn
- Iron Sting
- Sacrificial/Favonious
- Alley Flash

❖ Conclusions

- Kazuha is an amazing anemo support character, essentially filling the gap in Sucrose's inability to provide damage buffs with EM stacking at the cost of some CC. His relatively cheap investment (not having to focus on crit or atk) makes him an easy unit to slot in.

****Sucrose****



❖ Pros

- Good CC (not as good as Venti)
- Allows Ayaka to hit multiple enemies at once and mitigates Ayaka's AoE problems
- Low field time
- Can equip TToDS

❖ Cons

- Her EM bonus does not provide anything for a freeze comp

❖ Artifacts (Sands - EM/ER, Goblet - EM, Circlet - EM)

- 4pc VV (ER sands is preferable since EM buff is useless in a freeze comp, but there's no need to spend more resin if you already have enough ER)

❖ Weapons

- Thrilling Tales of the Dragonslayer (If you can burst on cooldown)*
- Sacrificial Fragments
- Favonius Codex

❖ Conclusions

- While Sucrose is an amazing support, her full potential doesn't shine in a freeze team due to EM not providing anything for Ayaka in a freeze comp (EM is still really good for swirl post 1.6 buffs). Her main purpose will be grouping and providing CC and VV with the potential for the TToDS buff if you have enough ER to burst on cooldown.

****Jean****



- ❖ Pros
 - Amazing Healing and Cleanse
 - E has very high MV's
- ❖ Cons
 - E can potentially move enemies too far away
 - Damage is not as consistent for swirls as other supports
- ❖ Artifacts (Er/Atk% Sands, Anemo/Atk% Goblet, CR/CD/Atk% Sands) Atk% for heals
 - 4pc VV
- ❖ Weapons
 - Primordial Jade Cutter
 - Skyward Blade
 - Aquila Favonia
 - Summit Shaper
 - Festering Desire
 - Flute/Lions Roar
 - Blackcliff Longsword
 - Sacrificial/Favonious
- ❖ Conclusions
 - Jean is all in all a great support unit. Her heals and cleanse are some of the best in the game and her damage is not to be underestimated as well, although you won't get as much utility as kazuha or venti, she will still play a perfectly good role in a freeze team comp.

Sayu



- ❖ Pros
 - Low investment unit
 - Fair amount of healing
 - Access to WGS to buff party members while increasing healing
- ❖ Cons
 - No grouping
 - Lots of ER if only anemo on team (200%)
 - Lots of field time
- ❖ Artifacts (Sands - ER, Goblet - ATK, Sands - Healing/ATK)
 - 4pc VV
 - 4pc Noblesse
- ❖ Weapons
 - Wolfs Gravestone
 - Favonius (CR circlet if needed to proc)
 - Sacrificial Greatsword
 - Katsuragiki Nagamasa
 - Bloodstained Greatsword/Rainslasher
- ❖ Conclusions
 - Overall Sayu isn't the best VV unit for freeze comps as you can't take advantage of most of her best attributes due to how little field time she would realistically have in this comp. You also need C1 to lift the restriction on her Q. Focus on her Q heals as that will minimize her field time and maximize her effectiveness (ATK% artifacts). Apply Cryo, swirl, swap, repeat, heal when necessary.

****Anemo Traveler****



- ❖ Pros
 - 20% Res shred from C6 combined with VV makes for a debuff
 - E can break shields
 - Low investment
- ❖ Cons
 - Damage is subpar
 - Tornado is RNG with it's aim at times
 - Doesn't provide too much use outside of resistance shredding
 - Using Tornado might be a DPS loss due to having to chase smaller enemies
- ❖ Artifacts
 - 4pc VV
 - 4pc Noblesse
- ❖ Weapons
 - 5 star weapons
 - Blackcliff/Blacksword
 - Flute
 - Favonious/Sac (need ER)
 - Festering Desire
- ❖ Conclusions
 - Anemo traveler definitely isn't a bad option, 20% res shred on top of VV isn't anything to laugh at, just not as good of an option as the other anemo supports. It's at the bottom of the list for a reason, but it is on the list.

Fill

****Bennett****



- ❖ Pros
 - Provides very high atk boost
 - Heals tick very fast
- ❖ Cons
 - Needs really high ER since minimal time will be spent with him on field
 - Can break freeze in suboptimal situations if not used properly
 - Kazuha will absorb Pyro if not careful
- ❖ Artifacts (Sands - ER, Goblet - Pyro Damage/HP, Circlet - Healing/Crit)
 - 4NO (ER% >>> everything else)
- ❖ Weapons
 - Aquila Favonia
 - Skyward Blade
 - Alley Flash
 - Summit Shaper
 - Blackcliff/Prototype
 - Festering Desire
 - Favonius Sword
- ❖ Conclusions
 - Yes, he breaks Freeze. But Bennett is a top support in the game for a reason. He can heal and grants a massive Attack buff. Use with caution. When it comes to speedrunning he's gonna be one of the best for Ayaka.

****Zhongli****



- ❖ Pros
 - 20% Resistance Shred on Jade Shield (E)
 - Best shield in the game
 - Okay burst damage with petrification as CC
 - Relatively easy to build
- ❖ Cons
 - Pillar will break freeze if not placed properly
- ❖ Artifacts (Prioritize HP/ER for shield bot, and ADC for burst support)
 - 4pc Tenacity of the Millileth
 - 2pc Archaic Petra 2pc Noblesse (Nuke Support)
- ❖ Weapons
 - Staff of Homa (Both)
 - Primordial Jade Wing Spear (Sub-Dps)
 - Vortex Vanquisher (Sub-Dps)
 - Deathmatch (Sub-Dps)
 - Skyward Spine (Support)
 - Favonius Lance (Support)
 - Black Tassel (Support)
- ❖ Conclusions
 - Zhongli is one of the best supporters in the game for a reason. He has a massive shield, decent CC on a low cooldown and resistance shred that few units in the game have access to (let alone at c0). The main problem with a freeze comp is the pillar placement as that will break freeze each tick and can mess up the 4pc Blizzard Strayers effect. You'll need to manually place the pillar or position yourself accordingly.

