

Benediction Guide

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Benediction is an important role in Tower of Fantasy - not just for providing heals to keep people alive in difficult content, but also to give a huge amount of offensive support through buffs, allowing you to increase your team's damage output by significant amounts. While DPS has to face constant powercreep, supports don't - all Benediction weapons are useful, and different weapons shine depending on your team's needs. We'll start out with an overview of all healer weapons, and then also look at options for traits, matrices, and then look at what to focus on during gameplay!



[Discord](#) - Feel free to join my community and ask questions!



[Youtube](#) - I make video versions of guides and whatnot here!

“Video guide doko?”

I'm really busy! I'll work on it as soonTM as possible, but for now, here's the text guide!

Contents

[Contents](#)

[Basics](#)

[Weapon Guide](#)

[Overview](#)

[Pepper \[SR\]](#)

[Cocoritter \[SSR\]](#)

[Zero \[SSR\]](#)

[Nemesis \[SSR\]](#)

[Lyra \[SSR\]](#)

[Fiona \[SSR\]](#)

[Brevey \[SSR\]](#)

[Summary incl. Advancements](#)

[Honorable Mentions](#)

[Echo \[SR\]](#)

[Bailing \[SR\]](#)

[Saki Fuwa \[SSR\]](#)

[Icarus \[SSR\]](#)

[Traits](#)

[Matrices](#)

[Relics](#)

[Teambuilding](#)

[Pure Buffing](#)

[Trait](#)

[Relics](#)

[Matrices](#)

[Simulacra](#)

[Gameplay](#)

[Survivability Focused](#)

[Trait](#)

[Relics](#)

[Matrices](#)

[Simulacra](#)

[Gameplay](#)







[Additional Resources](#)

Basics

Equipping two **Benediction** weapons increases healing by **100%**, or **200%** in team play. Furthermore, in certain content, the healing done by non-Benediction users is further reduced, making the **Benediction** role very important.



When **Benediction Resonance** is activated, each SSR healer weapon equipped will grant a teamwide **ATK %** boost depending on the weapon's element:

Weapon	Buff
 Cocoritter	5% Frost ATK
 Zero	5% Flame ATK
 Nemesis	5% Volt ATK
 Lyra	5% Physical ATK
 Fiona	N/A
 Brevey	N/A

What exactly are the strengths of each of these weapons, though? We'll dig into that in the next section.

Weapon Guide

Let's go over essential support/healing abilities tied to every weapon's base kit.

For each weapon, I'll give an overview ranking for their utilities. Note that these rankings are **not simply based on their raw values, but also the ease of use**, as practicality is important when judging Benediction weapons.

Healing (Skill/ discharge)	Healing (On-field)	Healing (Off-field)	Defensive Buffing	Damage Buffing	Utility
Healing provided by skills and discharges.	How much the weapon heals on-field outside of skills and discharges.	How much the weapon heals off-field.	How much additional survivability (damage mitigation, invuln, shields) the weapon provides	How much outgoing damage buff to teammates the weapon provides	Miscellaneous utility including charging, etc.

The rankings will be graded with a letter grade that gives a general idea of the value:

SS: Exceptional, with potential far beyond that of other weapons.

S: Strong, above average performance.

A: Decent performance in this category.

B: There are some benefits in this category, but it's not the **primary strength** of this weapon.

C: Copium option, but there's something.

I'll format the skills by their values like so. Note that % Heal values are a % of ATK.

Ability	Heal/Buff Value	Notes
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Skill (CD: 60s)	1140% Heal 20% Damage/Shatter buff (Normal) [A3] CC immunity [A3]	Short range, over 6 seconds.
Passive [A6] •Off-field	15% Damage buff (Unique)	Increases damage of allies nearby the Healing Bee . Works off-field.

And cells will be color-coded with the following key:







Healing	Charging/Utility	Buffing (Offensive)	Buffing (Defensive)
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Overview

The following table assumes all 6*. Make sure to refer to the specific weapon pages for notes.

Weapon	Healing (Skill/discharge)	Healing (On-field)	Healing (Off-field)	Defensive Buffing	Damage Buffing	Utility*
 Pepper	C	B	N/A	C	N/A	B
 Cocoritter	S	N/A	B	B	SS	A
 Zero	B	C	N/A	S	A	B
 Nemesis	S	S	B	N/A	N/A	B+
 Lyra	N/A	N/A	B	SS	A	A
 Fiona	A	A	N/A	B	A	SS

 Brevey	S	N/A	A	A	S	S
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*this is utility outside defensive/offensive buffing that is already accounted for

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Pepper [SR]

“Nemesis at Home”. At low advancements, there isn’t actually much on-field healing for SSR healing weapons outside of discharges and skill cooldowns, so the dodge attack from Pepper is actually the only consistent on-field healing you can get early on in the game.

Overview

Healing (Skill/discharge)	Healing (On-field)	Healing (Off-field)	Defensive Buffing	Damage Buffing	Utility
C	B	N/A	C	N/A	B
Long CD, short range	Dodge attack	-	DMG reduction mostly tied to cleansing debuffs	-	Can generate charge out of combat with dodge attacks.

Skill Breakdown

Ability	Heal/Buff Value	Notes
Dodge Attack	100% Heal [A1]	Generates 75 weapon charge

		regardless if you hit an enemy or not.
Skill (CD: 60s)	490.2% Heal 3% Damage Reduction	Short, static range, over 6 seconds.
Discharge	553% Heal	Short, static range, over 7 seconds.
Passive [A5]	20% Charge bonus	On-field only
Passive [A6]	60% Damage Reduction	Short-duration damage reduction when cleansing debuffs from a target.

Gameplay Notes

Pepper, while having a much weaker kit than SSR healers, offers high charging out of combat, and can be useful for that alone. Moreover, she offers on-field consistent healing with her dodge attacks, which can be useful to newer players until they get their hands on Nemesis or other SSR healer weapons.

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Cocoritter [SSR]

Cocoritter provides the largest amount of potential damage buffs to teammates, though most of these have a short duration and long cooldown. Her damage buffing is locked behind advancements, with the consistent buff being locked at A6.

Overview

Healing (Skill/discharge)	Healing (On-field)	Healing (Off-field)	Defensive Buffing	Damage Buffing	Utility
S	N/A	B	B	SS	A
Technically the highest healing skill/discharge out of all healer weapons, but the range is very low and can be hard to use outside a coordinated team.	-	Single-target regen to lowest HP at A1+.	Hyperbody/CC immunity (A3) and cleansing on skills in a small range	A6 - 15% (Unique) A3 - 40% (Normal)	High on-field charge values, and grants charge to allies/yourself with A1.

Skill Breakdown

Ability	Heal/Buff Value	Notes
Dodge Attack	-	Generates 75 weapon charge regardless if you hit an enemy or not. Spawns a Healing Bee if one is not out already (A1+).
Healing Bee [A1] ♦Off-field	25% Heal/s 100% Heal upon spawn/despawn [A6]	Restores health and 50 charge per second to the ally with the lowest HP. Works off-field, but the bee is only summoned by Coco's dodge attacks. When spawning and despawning, applies AOE healing at A6.
Skill (CD: 60s)	1140% Heal 20% Damage/Shatter buff	Short range, over 6 seconds.

	(Normal) [A3] CC immunity [A3]	
Discharge	831.6% Heal 20% Damage/Shatter buff (Normal) [A3]	Short, static range, over 7 seconds.
Passive [A5]	15% Healing bonus 20% Additional Healing bonus to targets under 60% HP	On-field only
Passive [A6] ♦Off-field	15% Damage buff (Unique)	Increases damage of allies nearby the Healing Bee . Works off-field.

Gameplay Notes

Coco's A3 damage buffs stack with each other, and can vastly buff your teammate's damage in a short window. However, the radius of these skills is fairly small, so time them carefully when bosses are stationary so your teammates can maximize the value. The damage buff from the discharge specifically **does not persist when swapping out**, so make sure to stay on Coco for the duration of the discharge, making use of dodge attack and hold attacks to generate charge and/or refreshing the **Healing Bee**.



Zero [SSR]

Zero provides a unique layer of survivability with party-wide invulnerability. Additionally, his discharge generates additional charge, allowing you to get your next discharge even faster after using his. His damage buffing utility is mostly gated behind his A6, however.

Overview

Healing (Skill/discharge)	Healing (On-field)	Healing (Off-field)	Defensive Buffing	Damage Buffing	Utility
B	C	N/A	S	A	B
Gated by advancements, but it's decent at A6.	Very low healing that relies on allies to pick up orbs (A1).	-	Invulnerability on discharge and large shields, but small uptime.	Up to 20% with A5+, but needs A6 to maintain with ease.	Discharge refunds roughly ⅓ of your charge bar through orbs.

Skill Breakdown

Ability	Heal/Buff Value	Notes
Any attacks	-	Generates healing orbs (A1) and damage orbs (A5) with an ICD per target hit.
Pre A3 Skill (CD: 60s)	800-1600% Shield	Lasts 10 seconds. Value scales with the amount of cubes, which are generated with basic attacks or discharge.
A3+ Skill (CD: 30s)	800-1600% Shield Up to 300% Healing 0-300% Bonus heal [A6] 0-5 Damage Orbs [A6]	Heals while the shield persists. At A6 , applies Healing and Damage orbs equivalent to the amount of cubes generated.
Discharge	3s Invulnerability	Generates maximum cubes,

		and also sends flying missiles at the target that generate charge.
Healing Orbs [A1]	60% Healing per orb	ICD of 2 seconds per generation per enemy. Ally must pick up the orbs.
Damage Orbs [A5]	2-20% Damage buff (Unique)	ICD of 2.5 seconds per generation per enemy. Stacks up to 10 times. Very slow ramp up pre A6.

Gameplay Notes

Not a bad healer to onfield, especially after A5, as his charge generation is high and generating damage orbs can help maintain the stacks on allies. You typically want to use his discharge frequently in high-damage scenarios, such as versus Gaia, in order to mitigate a lot of damage with the invulnerability. It's a good habit to use his skill after discharging to make sure you have the maximum cubes for it. Note that, the invulnerability takes a second to happen after starting the discharge, so you need to be a bit preemptive if using it to deflect a huge blow.

Because his skill cooldown is 30s and the buff duration is also 30s, this means that you can maintain a constant 10% damage buff with the skill alone, but if you bridge the buff duration with some naturally spawned damage orbs, you can get a 20% buff on teammates. Alternatively, if you have some cooldown reduction such as Claudia 4pc (which is kinda weird in a healer comp), you can get 20% permanent buff on teammates without thinking about orbs.

Optimization note: You can open a battle with 5 orbs by dodging in midair to generate orbs.

Maximizing Invulnerability

With additional charge from sources such as Coco's **Healing Bee** and/or Fiona's **Torrential Force**, you can generate Zero's discharge at an incredible speed, to a point where you want to swap off Zero as soon as the discharge goes out, as you will have another discharge ready by the time the weapon swap cooldown resolves. When focusing on this, you can maintain over 50%

invincibility uptime on your party, though you'll have little time to cast other skills without sacrificing this uptime.

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Nemesis [SSR]

Nemesis offers a large amount of consistent healing in a large radius with her dodge attacks, as well as slowing utility and a small amount of passive charge generation with her Electrode.

Overview

Healing (Skill/discharge)	Healing (On-field)	Healing (Off-field)	Defensive Buffing	Damage Buffing	Utility
S	S	B	N/A	N/A	B+
Long range, high healing, but requires A1.	Strong healing with on-field dodge attacks.	Dodge attacks trigger a 10-second regen effect that works off-field.	-	-	Decent off-field charge generation with Electrodes.

Skill Breakdown

Ability	Heal/Buff Value	Notes
Dodge	68%-152%+	Increased based on Healing Chain Enhance stacks.

		Triggers Healing Chain and increases Healing Chain Enhance stacks by 1.
Back Dodge	See Dodge	Slows enemies significantly. CC-immune enemies are immune to this effect, however.
Healing Chain ♦Off-field	23%-51% per tick	Increased based on Healing Chain Enhance stacks. Ticks every 2 seconds for 10 seconds. The healing chain can continue to tick off-field, but can only be initiated on-field.
Skill [A1] (CD: 25s)	304% Heal	Large radius. Summons an Electrode and grants max stacks of Healing Chain Enhance . Buffs self ATK by 10% with A5, or up to 15% with A6 when two Electrodes are out.
Discharge [A1]	304% Heal	Large radius. Summons an Electrode and grants max stacks of Healing Chain Enhance .

Gameplay Notes

Nemesis's skill and discharge are both great heals, though this is gated behind her A1. Her passive Electrodes generate some energy off-field, but note that these Electrodes can "steal" your weapon charge proc if they fully charge you (e.g. instead of getting Grievous when you're on Lyra, a Nemesis Electrode can proc Electrocution instead).

The reason that Nemesis is such a powerful healer is due to how there is a **bug/inconsistency with her Healing Chain**. By triggering large healing chains (dodge, skill/discharge at A1) as soon as a **Healing Chain** tick happens, you can not only receive additional procs of said large healing chain (for dodges), but also additional subsequent **Healing Chain ticks**. Healing Chain ticks on a server tick, and dodging will not reset the timer - you need to ideally have an existing chain to know the tick timing, to proc subsequent chains.



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Lyra [SSR]

Lyra provides great survivability to her team through increased max HP as well as constant shielding from overhealing. This allows you to get much better uptime of the Zero matrix effect on teammates, which only affects teammates that have shields when you're onfielding the appropriate weapon. More on that in the matrix section.

Overview

Healing (Skill/discharge)	Healing (On-field)	Healing (Off-field)	Defensive Buffing	Damage Buffing	Utility
N/A	N/A	B	SS	A	A
-	-	Healing is tied to Blades , and is very ineffective against moving targets.	Increases max HP of self and teammates by 10% , and grants up to 25% max HP in an overheal shield. At A5, grants 1-hit lethal blow immunity.	15% constant damage buff with A3.	Can pull mobs together with her dodge attack, and increases healing by up to 8% on all weapons at A6.

Skill Breakdown

Ability	Heal/Buff Value	Notes
Dodge	-	Pulls mobs together.

Skill (CD: 20s)	-	Each skill usage installs a Blade in the current location which lasts 60s . The skill on its own does not heal.
Clearshine ♦Off-field	25% Heal per bounce	With 2 or more Blades , a Clearshine (healing ball) bounces between them, healing allies near the Blade . Works off-field.
Passive ♦Off-field	10% Max HP increase Up to 25% Max HP shield	Overheal on allies turns into a shield up to 25% of their max HP. Works off-field.
Passive [A3] ♦Off-field	15% Damage buff (?)	Lasts 10 seconds, refreshed on using any skill or discharge.
Passive [A5] ♦Off-field	Ignore 1 Lethal blow, healing 5% Max HP	Granted to allies every 5 skill or discharge casts.

Gameplay Notes

Grants a great amount of survivability passively to allies, but doesn't directly heal her allies on-field, though she provides a lot of self-sustain. Her discharge is useless for support purposes, so you can focus on using discharges for other weapons instead.

The healing from her skill does not scale with the distance traveled by the ball, unlike the damage portion, so setting up the totems closeby is more beneficial for healing. However, note that **placing Blades too close to each other can cause them to bug out and cause 0 healing, or a Blade may disappear entirely.**

Her **dodge attack** pulls enemies together, and can be used to help group monsters for your teammates to beat down.

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Fiona [SSR]

Fiona is great at buffing a single teammate by a large amount, while providing overall utility through her **Aqua Shackles** and **Torrential Force** scatter techniques.

Overview

Healing (Skill/discharge)	Healing (On-field)	Healing (Off-field)	Defensive Buffing	Damage Buffing	Utility
A	A	N/A	B	A	SS
Discharge heals for a large amount, increasing with each use (up to 2 stacks).	Moderate healing on dodge.	-	Blocks one hit of damage on teammates when using her discharge.	20%+ buff to one teammate, and a small amount of resistance reduction with Aqua Shackles .	A huge amount of passive charge generation through Torrential Force , as well as a +5% higher execution threshold (A3), and 18% healing bonus to all weapons (A1).

Skill Breakdown

Ability	Heal/Buff Value	Notes
Division ♦Off-field	20%+ Attack Buff 50% Healing received from	Permanent buff to a single teammate. When other

	you	attack buffs are in play, this value is increased.
Dodge	150% Heal	Instant heal with decent radius.
Skill - Aqua Shackles (CD: 15s)	8% Resistance Reduction	Freezes the target in place for 3 seconds. Resistance reduction can yield varying values depending on the content.
Skill - Torrential Force (CD: 30s) ♦Off-field	60 charge/second	Permanent buff. Works off-field.
Discharge	300%-420% Heal	Increases by 20% per usage, stacking up to +40%, with the stacking effect lasting 30 seconds. Blocks one hit of damage for allies in the next 10 seconds. Resets Torrential Force cooldown, but that's not really relevant.
Passive [A1] ♦Off-field	Up to 18% healing increase	Based on Crystal count. Works off-field.

Gameplay Notes

Her tether increases an ally's attack by 20% of your **Altered Attack**, after buffs (this value is an invisible value that is not visible on the stats page). This means that when you apply AOE Attack % buffs, you'll increase the value of the attack from the tether, which will then get buffed again on your teammate's stats. Similarly, it also means that any personal attack buffs you have will increase the value of the tether, and any personal attack buffs your teammate has will also benefit the value of it.

Notable sources that increase ATK% for yourself/teammate include:

- Elemental Resonance (self buff, **15%**)
- Nemesis A5 (10%, 15% with A6)
- Fiona 2pc (self buff, **16-22%**)
- Lin 2pc (self buff, **10.5-18%**)
- Frigg 2pc (self buff, **8-15%**) - very fringe option that only buffs Frost ATK and can only be slotted on Coco
- Nemesis 2pc (party buff, **8-15%**) - Volt ATK only
- Coco 4pc (party buff, **12.5%-20%**)*
- Coco trait (party buff, **15%**)
- Elemental Benediction buffs (party buff, **5%**)

*buffs base ATK, and increases Flat ATK values only, not Elemental Attack

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Brevey [SSR]

Brevey provides a large amount of passive healing, though this is around a target of choice and not yourself. She uniquely offers team cleansing and debuff immunity. Her healing kit is small, but powerful.

Overview

Healing (Skill/discharge)	Healing (On-field)	Healing (Off-field)	Defensive Buffing	Damage Buffing	Utility

S	N/A	S	A	S	S
Brevey's skill heals for a very chunky amount.	Brevey doesn't offer any direct on-field healing outside of her skill.	The Metz Halo effect provides a lot of consistent healing at all times.	Brevey's skill and discharge give allies Control and Debuff immunity.	20% buff at A6, but only 5% buff before that	CCing mobs with discharge can prove very useful. Increases overall challenge time in OOW by 25 seconds.

Skill Breakdown

Ability	Heal/Buff Value	Notes
Metz Halo ♦Off-field	5-20% Damage buff 100% Healing per second	Permanent buff placed on one teammate, pulsed out to nearby allies.
Skill - Million Metz Shockwave (CD: 15s)	400% Heal 10% Max HP heal to Bestie Remove all debuffs 10s Debuff/control immunity	Can hold up to two charges at A3.
Discharge	Remove all debuffs 10s Debuff/control immunity	Turns trash mobs into Metz for a short duration (mobs can only be transformed once per 30s)
Passive [A1]	30% Max HP to Bestie when they drop below 25% HP 3 seconds damage immunity Lethal blow prevention (CD: 60s)	Passively gives your Bestie emergency heals and lethal blow protection.

Gameplay Notes

A large amount of Brevey's healing input revolves around your **Bestie** (literally), which you can only appoint out-of-combat. If you break your bond with your Bestie during combat, you'll lose all your passive healing as well as damage buffs, so make sure to never let your Bestie get too far away.



















Brevey's skill and discharge cleanse the **Graying Bite** effect from teammates, so make sure to use them as needed to keep that bar from accumulating in relevant battles. Other than that, notice that Brevey has no on-field healing outside of her skill, so feel free to use other healers in the meantime.














The approximate max range of the **Metz Halo** healing/buffing radius is shown below.



Summary incl. Advancements

Here's another copy of the overview table, split into advancements so you can see where the important ones are.

Weapon	Healing (Skill/discharge)	Healing (On-field)	Healing (Off-field)	Defensive Buffing	Damage Buffing	Utility*
 Pepper A6	C	B	N/A	C	N/A	B
 Coco A0	A	N/A	N/A	N/A	N/A	B
 Coco A1	A	N/A	B	N/A	N/A	A
 Coco A3	A	N/A	B	B	S	A
 Coco A5	S	N/A	B	B	S	A
 Coco A6	S	N/A	B	B	SS	A
 Zero A0	N/A	N/A	N/A	S	N/A	B
 Zero A1	N/A	C	N/A	S	N/A	B
 Zero A3	C	C	N/A	S	N/A	B
 Zero A5	C	C	N/A	S	B	B
 Zero A6	B	C	N/A	S	A	B
 Nemesis A0	N/A	S	B	N/A	N/A	C
 Nemesis A1	S	S	B	N/A	N/A	C
 Nemesis A3	S	S	B	N/A	N/A	B
 Nemesis A5	S	S	B	N/A	N/A	B
 Nemesis A6	S	S	B	N/A	N/A	B+
 Lyra A0	N/A	N/A	B	S	N/A	B
 Lyra A1	N/A	N/A	B	S	N/A	B

 Lyra A3	N/A	N/A	B	S	A	B
 Lyra A5	N/A	N/A	B	SS	A	B
 Lyra A6	N/A	N/A	B	SS	A	A
 Fiona A0	A	A	N/A	B	A	A
 Fiona A1	A	A	N/A	B	A	S
 Fiona A3	A	A	N/A	B	A	SS
 Fiona A5	A	A	N/A	B	A	SS
 Fiona A6	A	A	N/A	B	A	SS
 Brevey A0	A	N/A	A	B	C	A
 Brevey A1	A	N/A	S	A	C	S
 Brevey A3	S	N/A	S	A	C	S
 Brevey A5	S	N/A	S	A	C	S
 Brevey A6	S	N/A	S	A	S	S

*this is utility outside defensive/offensive buffing that is already accounted for

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Honorable Mentions

Below are some non-benediction weapons that provide some supporting utility for your team. This is not an exhaustive list, and there are other simulacra that can benefit healers a bit (e.g. through self ATK % buffs such as Frigg), though these are fringe options at best.

Echo [SR]

Provides a team-wide flat ATK buff on Shatter. It's not much, but it's something.

Bailing [SR]

Dodge attack applies Grievous, making it very easy to keep up 100% of the time.

Saki Fuwa [SSR]

Provides skill resets and high shatter, but needs to be paired with Cocoritter or Brevey to activate Frost resonance.

Icarus [SSR]

Deals 8% max HP damage of an enemy at the start of battle, but does absolutely nothing for support afterwards. **Extremely powerful in raids where conventional damage cannot be dealt.**

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Traits





There are a number of traits that can benefit healers. However, only a couple of them are really recommended.





Trait	Effect	Notes
Echo	6% AOE Damage buff	Usable option if you have nothing else.


Tsubasa	18% self ATK buff	Essentially +18% healing, though there are better options.
Nemesis	Heals by 200% when summoning an Electrode	Extremely large radius. Increases Nemesis's burst healing substantially, but doesn't benefit any other weapon.
Cocoritter (Recommended)	15% AOE Attack buff for 5s when using a Benediction skill/discharge 20% increased healing	Extremely large radius. Recommended for maximizing damage. You can technically cancel a skill before it goes on cooldown and still proc this trait, but with enough weapon charge, you can maintain this trait fairly well with constant discharge usage.
Fiona	Aqua Shackles reduces 10% resistance instead of 8% and lasts 2 more seconds	Mainly for utility. Coco trait is recommended for increasing team DPS.
Lyra (Recommended)	10% increased max HP to you and your team 8s AOE Hyperbody upon using any skill	Recommended for team survivability. Can also indirectly increase team survivability in fights with a lot of CC.
Brevey	6% final damage to nearby teammates 18% final damage to self	Doesn't buff teammates that much, but gives you a good amount of personal damage

Matrices

Below is a table with recommended Matrices to use for healers, and what to slot them on.

Matrix	Effect	Notes	Recommendations	Where to get
	(3) Increases on-field weapon charge by 10/12.5/15% .	A decent option for on-field healer weapons if you don't have anything better.	Low priority option for any healer weapon that you use on-field.	Joint OPs / Special Orders
	(3) Increases weapon charge by 80/100/120 when discharging to this weapon.	A surprisingly good pick for Zero, whose discharge already refunds roughly ~400 energy to begin with.	Zero, or any other discharge spamming healer weapons if you have no other options.	Joint OPs / Special Orders
	(2) Grants a 150/200/250/300% shield for 6 seconds when using discharging to this weapon. (4) Increases teammate damage by 16/20/24/28% when they have a shield of any type and this matrix is on-field.	The 4-piece effect grants teammates the damage buff if THEY have a shield. As such, this is best used with Lyra and she can generate constant shields with overheals, and the Guards that she applies on allies (from healing 15% max HP) also count as shields. Also note that this matrix is only active on-field , so equip it on a weapon you'll be on consistently.	Use on Lyra , Cocoritter , or Zero , who can all benefit from having on-field time. Using two sets is also an option to increase uptime.	Joint OPs / Special Orders / Devourer world boss / Artificial Island crafting
	(2) Increases healing and healing received by 10/12/14/16% on-field. (4) When healing teammates on-field, increase their Flat ATK by 12.5/15/17.5/20% for 6 seconds, adding to base ATK.	The 4-piece only increases Flat ATK, meaning this matrix has little value in content like Void Abyss where 80% of typical DPS's ATK is Elemental ATK gained from buffs.	Use on any healer that you swap to fairly often, as the buff is rather short and only applied on-field. Do not use in Void Abyss.	Joint OPs / Gacha / Artificial Island crafting


	<p>(2) Dodge attacks apply a 5 second bleed that does 15/19/22.5/26% DPS.</p> <p>(4) While bleeding, target's ATK is reduced by 10/12/13/15%.</p>	<p>A decent form of damage mitigation in content that deals a high amount of DPS, such as Gaia.</p>	<p>Use on a healer with a healing dodge attack, such as Nemesis or Fiona.</p>	<p>Joint OPs / Special Orders</p>
	<p>(2) When healing a target on-field, increase their Volt ATK by 8/10/12/15% for 20 seconds.</p> <p>(4) An insignificant amount of personal DPS</p>	<p>Only benefits Volt teammates, but is fairly easy to keep up 100% of the time due to its long duration.</p>	<p>Use when you have primarily Volt teammates.</p>	<p>Special Orders</p>
	<p>(2) When Frost resonance is active, every 3 seconds, deal 65/80/95/110% Frost ATK and apply a stack of Icefrost. At 3 stacks, increase Frost damage taken by the target by 5% for 18s.</p> <p>(4) Hitting a target 10 times applies a Flashfreeze mark for 12 seconds, which increases Frost damage taken by the target by 11/13/15/17%.</p>	<p>Both effects are active in the offhand. This is a fringe set that can be used to buff Frost attackers substantially, working on the offhand. The 4-piece effect is much stronger than the 2-piece effect, so don't worry too much about having Frost resonance.</p>	<p>Use when you have primarily Frost teammates.</p>	<p>Special Orders (limited)</p>
	<p>(2) Increases ATK by 16/18/20/22% for 30s when doing damage on-field (this buff works off-field).</p> <p>(4) Increases final damage of team by 8.5/9.5/10.5/11.5% for 20 seconds when using a Scatter technique, increased a further 1% per 10000 Base ATK, up to +5%.</p>	<p>Very strong matrix that works off-field. Top priority for any healer team if you have it.</p>	<p>Use it on the weapon you on-field the least, as the 2pc buff duration is very long.</p>	<p>Special Orders (limited)</p>





	Works off-field.			
	<p>(2) Increases all elemental DMG by 7.5/9/10.5/12%. When using a discharge, increase outgoing healing by 30% for 30s. Works off-field.</p> <p>(4) After using her skill, increase final damage by 10%. Increase attack of self and nearby teammates by 13/15/17/19%. Works off-field.</p>	Very powerful matrix for buffing allies and increasing healing.	Use it on the weapon you on-field the least, as all the effects work off-field.	Special Orders (limited)

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Relics

Relic	Effect	Notes	Recommendations	Where to farm
Cybernetic Arm 	<p>Increases weapon charge by 300 and reduces enemy damage by 30% for 7 seconds (CD: 15s)</p> <p>Also grants a personal 20% damage reduction for 7 seconds.</p>	A very accessible, low cooldown relic that grants a large amount of weapon charge, damage reduction of the enemy, and even self survivability. Only downside is it'll take away from some of your weapon uptime, though it'll charge faster than any normal attacks will.	In any content where you need the extra mitigation for your team.	Sobek / SR Relic Selector Boxes
Omnium Shield	A5: Increases damage of allies that pass through it by 25% for 7 seconds. Lasts 20 seconds. (CD: 60s) Multiplier: Normal	A very powerful team buffing relic. It is quite commonly used by DPS, so make sure to stagger when you use it so multiple	For any general purpose content to buff your team more.	Dream Realm (RNG) / SSR Relic Selector Boxes

	<p>Also blocks projectiles for up to 200% of the caster's Max HP.</p>	<p>shields aren't out needlessly.</p>		
<p>Spacetime Rift</p> 	<p>Sucks enemies in for 10 (A1: 15) seconds. (CD: 100s)</p> <p>A3: Increases damage dealt to targets caught within it by 20%.</p> <p>A5: Targets inside cannot be healed.</p>	<p>While this increases damage output by an average of less than Omnium shield, it does stack with shield, and the heal block on A5 can be really useful in certain content where mobs have healing.</p>	<p>For any general purpose content to buff your team's damage, or any content where mobs have healing such as Nemesis raid.</p>	<p>Dream Realm (RNG) / SSR Relic Selector Boxes</p>
<p>Alternate Destiny</p> 	<p>Create a small area that grants 8s of hitstun immunity, and HP will not drop below 20%. (CD: 90s)</p>	<p>This is an extremely powerful relic that is essentially an 8 second invuln that lets your team go wild. However, do note the area is fairly small, and good timing is key to using this.</p>	<p>Use in any high end content to protect against one-shots.</p>	<p>Dream Realm (RNG) / Select Mirroria Gachapons</p>
<p>Thalassic Heart</p> 	<p>Deals a small amount of damage based on your max HP, and increases damage received by targets hit by 4%</p> <p>A3: Increase the damage amp by an additional 5.5%</p>	<p>Free damage and damage amp, but the enemies must stay inside it.</p>	<p>This is the strongest consistent debuff, though the radius is not that large.</p>	<p>Battle Pass</p>








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Teambuilding

Now that we're familiar with all the options, what weapons are best to use? The thing is, there is no **one team that is the best for all content**. That's the beauty of Benediction weapons - unlike DPS, where there's one comp that's just objectively stronger than the others, Benediction weapons each have their strengths and weaknesses that allow for you to use different weapons depending on the situation.

Let's examine some different use cases and teams that could be built for that! **Note that the teams provided are just examples and are not the only viable teamcomps. You can always mix and match healers depending on you and your team's playstyle and/or the content you are doing.**

 Pepper
 Cocoritter
 Zero
 Nemesis
 Lyra
 Fiona
 Brevey

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Pure Buffing

Some content simply does not demand a high amount of healing, and the most value is gained from buffing teammates as much as possible.

Trait

Cocoritter, for damage buffs

Relics



Omnium Shield + Spacetime Rift / Thalassic Heart

Matrices


Brevey + Fiona + Zero*/Coco



*Zero matrix should only be used in teams where teammates either have constant shield uptime (Frost Nan Yin / Yan Miao comps), or when you are using Zero or Lyra to provide teammates with shields

Simulacra

 Cocoritter	Zero 4pc	Highest potential for damage buffs
 Fiona	Fiona 4pc	Huge damage buffs to one player, but the important part of bringing Fiona is her charge generation from Torrential Force

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 Zero	Coco 4pc / Zero 4pc	Can offer more potential damage buffs than Lyra, but requires micromanaging of cooldown and Damage orb generation
OR		

 Lyra	Coco 4pc / Zero 4pc	Offers a consistent damage buff as well as Grievous procs
OR		
 Brevey	Brevey 4pc	Offers the next strongest consistent damage buff as well as team cleansing, but needs A6 for this buff to be maxed.

Gameplay

This gameplay focuses on generating charge quickly and spamming **Coco discharge** as much as possible. As such, the priorities are as follows:

- Dodge on **Coco** to get the **Healing Bee** out
- Use **Fiona's skills** off cooldown
- Use **Lyra** or **Zero** on field until reaching full charge
- Discharge to **Coco**, and use dodge or hold attacks until the discharge ends
 - Use her skill if needed for the extra buffs
- Switch to **Fiona** and use her skill if applicable
- Repeat

Brevey doesn't need field time at all, but her discharge can be useful for neutralizing mobs for a short time. You can use her skill for burst healing if needed.

Of course, nothing is set-in-stone. If healing is desired, you can use **Fiona's** discharge or dodge attacks. Because of the large amount of time you spend on **Coco** due to her discharge not working off-field, you should slot **Zero matrices** on her. Remember that the range on **Coco discharge** is very small, so it's good to exercise patience and use her skills when there are opportunities for your team to stack up and have time to DPS the boss, even if it means overflowing charge at times.

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Survivability Focused

On the flipside, there's content where healing and keeping people alive is the #1 priority, and buffs are an afterthought. Here's a build to focus on that:

Trait

Lyra, for increased HP pool and hyperbody

Relics




Alternate Destiny + Cybernetic Arm (Survivability) or Omnium Shield/Spacetime Rift/Thalassic Heart (Damage)

Matrices




Brevey + Huma + Fiona, or
Brevey + Coco/Zero* + Fiona

*Zero matrix should only be used in teams where teammates either have constant shield uptime (Frost Nan Yin / Yan Miao comps), or when you are using Zero or Lyra to provide teammates with shields

Simulacra

 Zero	Coco 4pc	Both huge shields and invincibility are indispensable in dangerous content.
AND/OR		
 Lyra	Zero 4pc	Lethal blow deflection, increased HP pools, and a huge overheal shield make Lyra very potent at keeping people alive.
 Brevey	Brevey 4pc	Brevey provides a lot of off-field passive healing as well as automatic emergency healing/lethal blow deflection, though the latter effect is only for one person. However, Brevey's debuff cleansing and immunity are extremely powerful.

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 Nemesis	Huma 4pc	High, consistent healing
 Cocoritter	Zero 4pc	High HPS with discharge
AND/OR		
 Fiona	Fiona 4pc	Charge generation, and the one-hit shield from the her discharge, can prove very useful in high-end content

Nemesis and Coco can both function as strong main healers, with Nemesis having more range, but Coco having higher healing potential with her discharge spam that can be useful in heal-check content.

Can I use Nemesis and Fiona?

Of course! You can always be flexible depending on needs, and this would offer a lot more raw healing and could be preferred in content where players aren't getting instantly one-shot, in which case Zero and Lyra are preferred.

Gameplay

When the focus is on keeping people alive rather than maximizing the buffs, the gameplay is a lot more preemptive / reactive, rather than a static rotation. You'll want to focus on charging as fast as possible to spam either **Zero's discharge** and/or **Fiona's discharge** in order to mitigate incoming damage from even happening in the first place (especially in content like high % OOW where most attacks are one-shots), and focus on healing up any incoming damage otherwise.

Your one-shot mitigation comes from...

- Zero discharge: 3 seconds invincibility
- Fiona discharge: 1-hit damage immunity (lasts 10s)
- Lyra A5 passive: 1-hit lethal blow prevention activated every 5 skills or discharges used
- Brevey passive: 3 second invincibility and lethal blow prevention to Bestie

Other mitigation...

- Zero skill: HP Shield
- Lyra + Overhealing: HP Shield
- Dodge attacks: up to 15% enemy ATK reduction with Huma matrix
- Brevey discharge: Turns mobs into Metz for a short period of time (30s CD)

And finally, to focus on burst healing, look towards...

- Nemesis skill, discharge, and dodges
- Fiona discharge and dodges
- Brevey skill

If constant invulnerability is desired, remember that Zero's discharge refunds a lot of energy, so make sure to swap off him as soon as possible in order to get the weapon swap cooldown ticking, as you'll be able to typically generate another discharge before said weapon swap cooldown ends.

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Additional Resources



[Discord](#) - My Discord has an active TOF community. You should join us! I'm always happy to answer questions.



[Youtube](#) - I do my best to make content that is concise and informative. Do check it out!

My Other Text Guides

[Nan Yin Clone Possession Guide](#)

Tower of Fantasy Index

[All Simulacra Info](#)

[All Matrix Info](#)

[All Relic Info](#)

