

Link back to main document with more info and characters:

https://docs.google.com/document/d/1INSr20a5WCZRnAy9vvOXJC0_7qpM-lu3vNduGWLyuQM/edit?usp=drivesdk

Childe as an expensive AOE DPS

Intended Playstyle: Constantly stack riptide with Childe's Raging Torrent normal attacks to deal single target and aoe hydro damage, then use his versatile burst as, a devastating single target nuke, an easily-recharged (but lower damage) strike adding additional riptide stacks, or as a damage over time attack. Manage Riptide to your advantage to swisssh away the competition with hydro reactions!

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Normal Attack:

Damage: two physical damage

Cost: one hydro and two any dice

Skill:

Damage: two hydro

Cost: two hydro dice

Effect: grants Raging Torrent effect

Effect: may be cast as a quick non-combat action for free while Childe has Raging Torrent active. This cast does no damage and will force-end Raging Torrent (*this is a fast, non-combat action to prevent stalling*)

Effect: does not grant energy

(Skill has a higher cost since riptide is powerful, cost may be reduced as a buff if he is too expensive).

Raging Torrent:

Duration: unlimited, Start Phase: pay 0/1/1/2/2/etc (turn cost scaling) Hydro or Omni die (*cancel on previous round with his skill recast, cancel by being unable to pay, or cancel by swapping out!*)

Effect: Elemental burst damage increased by +4. Normal attacks have hydro infusion and every normal attack applies a "Riptide Stack" to the opponent's active character, but -1normal attack damage

Riptide [Stack]:

Duration: until consumed

Effect: when the enemy character has two stacks applied, deal one hydro damage and one piercing damage

Burst:

Damage: two hydro and apply two Riptide Stacks to the active enemy character.

Cost: Three energy and three hydro dice

Effect: If Childe does not have Raging Torrent active, regain one energy upon cast and add an additional one instance of riptide stack.

Passive:

Effect: Childe may equip weapons of any category (claymore/bow/polearm/sword/catalyst)

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Talent Card (burst): after using his burst, one Riptide Stack is applied to the enemy active character every other turn they take for two rounds, but the burst will do -7 base damage.

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Notes: riptide cannot do aoe hydro damage or it would be too powerful. The enemy will take about 2-4 turns per round, dealing ~9 total damage over time. If Childe stays active during his talent burst, he can proc a ton of riptides.

Might need a buff since AOE generally has higher DDR to compensate for not giving a ton of on-field pressure. Assumed fine as of now.

Damage calculations assume talent card for specified rounds and no items:

Round one: 1skill + 2na for 8 die, dealing $(1)+(2+2)+(3) = 8$ damage in one turn, two of which is piercing, 1.0 damage per die.

Round two assuming Raging Torrent Burst: 1na + 1burst for 6 dice, dealing $(2)+(6)+(3) = 11$ damage, two of which is piercing with one Riptide Stack leftover, 1.83 damage per die

Round two assuming ranged burst: 1na + 1skill + 1burst for 6 dice, dealing $(2)+(0)+(2)+(6) = 10$ damage, four of which is piercing, meaning 1.67 damage per die. *But, as opposed to the melee burst, more damage is AOE and you regain one energy.*

Note: for the following, one riptide stack is added in-between each turn/combat action after bursting due to the talent.

Round two assuming talent burst: 1skill + 1talent burst + 1na for 6 die, dealing $(0)+(3+3)+(2+3) = 10$ damage, six of which is piercing, 1.67 damage per die.

Round three assuming talent burst and you ended last last round and this round: 1skill + 2na for 7+1 dice, dealing $(1)+(3)+(2+3)+(2+3) = 14$ damage, six of which is piercing, 1.75 damage per die.

Full rotation ratio:

(Melee): $8+11$ for $8+6 =$
 $19 : 14$, 1.36 TotalDDR

(Ranged): $8+10$ for $8+6 =$
 $18 : 14$, 1.29 TotalDDR

(Talent + round3): $8+10+14$ for $8+6+7(+1) =$
 $32 : 22$, 1.45 TotalDDR

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Patch notes:

- DDR per round assumed too high. Reduced normal attack damage by -1
- Underwhelming TotalDDR totals. Added +1 normal attack damage to compensate