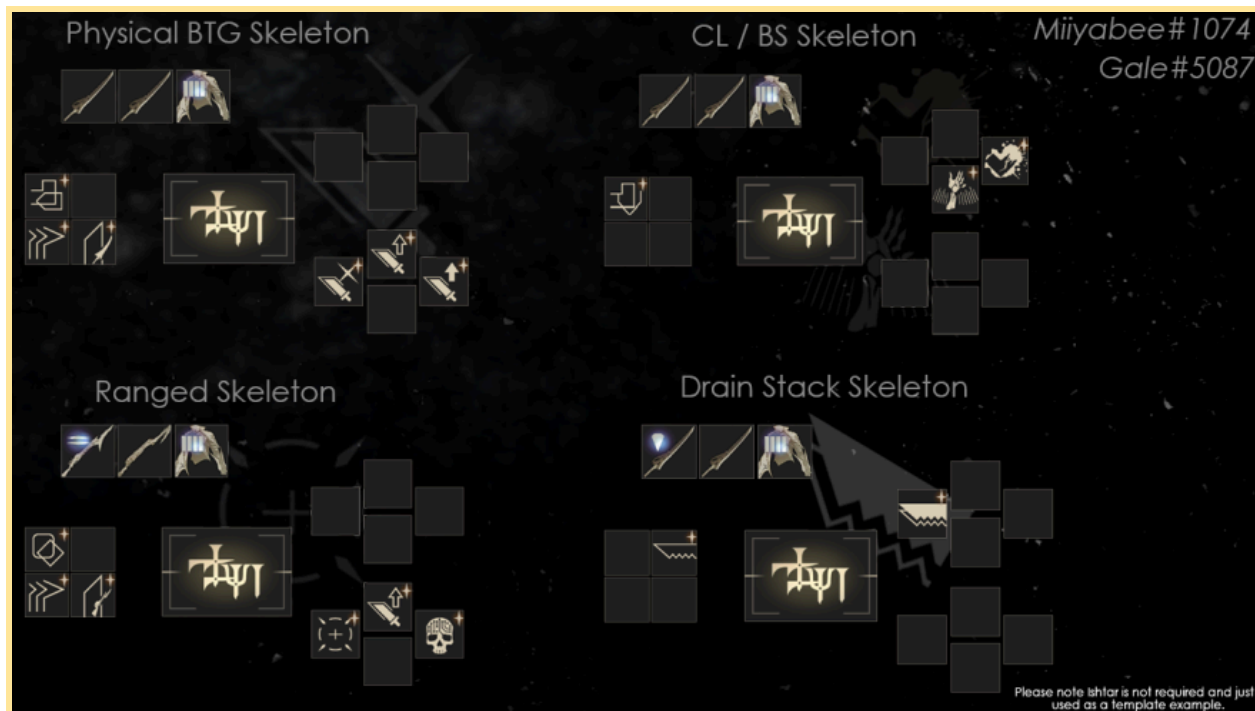

Code Vein: An Introduction to Common Build Synergies

*Written by Gale#5087 &
Graphics by Miiyabee#1074
of the Code Vein Community Discord*



Last updated 10/22/2019

About these Build Skeletons

- These templates were designed to assist players constructing their builds by outlining common and powerful gift synergies.
- One or more of these build skeletons can be combined in various ways. In fact, most of them operate exceedingly well together due to their interplay. Experiment and find what you enjoy.
- The Ishtar Blood Code was used in the visual graphics, but any Code that meets the stat requirements of the gift combinations can be used.
- Weapons featured in the graphic are placeholder and should be replaced with your beatstick of choice along with the appropriate weapon mastery passive. The exception to this is the Devour modification in the Drain Stack skeleton.
- Noble Silver Blood Veil was used in the visual graphics. That too, is largely interchangeable unless your set benefits from a high Light stat (*Bridge to Glory*, Light magic, etc).
- Sets featured here are hardly the be-all-end-all of what Code Vein has to offer in terms of powerful gift combinations. These are simply some of the most common and practical ones that form the core of many builds. If you have a combination you like then we're always eager to hear about nutty sets in [#cv_builds on the Code Vein Discord](#)!

Yes, we acknowledge that Queenslayer's potential with Final Journey and Fatal Surge is disgustingly powerful (after all, Gale made the [template](#) that's been circulating for a while now). Every set here can still be used with that gift combination in any number of configurations. Code Vein has a lot to offer players and we encourage them to not feel pressured to auto-include those buffs in every set.

Thanks to the members of the [Code Vein Community Discord](#) and the folks that provided their scathing feedback, meme-worthy humor, and tireless curiosity that encouraged us to create this document. Props to BamCo for giving us the animesouls we didn't think we'd get.

A special thanks to Akuro for putting up with our incessant nagging

Regarding Passive Gifts in These Skeletons

Stat Up

A common trap for players is to go all-in boosting their stats using these passives as a method to increase damage. However, in many instances it would far more efficient to invest those passive slots in acquiring potent gifts like *Bridge to Glory*, *Cleansing Light*, or other skills that wouldn't be obtainable by inflating a stat to **S+**. Stat scaling suffers from diminishing returns the higher the rating gets, meaning that players would benefit more from spread out their stats and bolstering their power with a wide array of gift synergies. That said, if you find yourself with free passive slots then investing in one of two of these passives is a-okay. Since we get this question a lot: single Stat Up passives **DO NOT** provide stronger effects than dual Stat Up passives.

Swift Destruction

At first glance, *Swift Destruction* doesn't seem like it would gel with anything not super speedy. What the tooltip or character card doesn't tell you is that the passive increases the damage you deal with all sources as long as your mobility is **Normal** (+10%) or **Quick** (+25%). This makes *Swift Destruction* one of the best passives in the game for increasing damage, outright beating even a stack of three or four *Stat Up* passives in the proper categories with just **Normal** mobility. For anyone looking to improve their damage output, this gift is a staple that provides great value for a single passive slot.

Weapon Mastery

Weapon Mastery passives increase your attack rating by 20%, making the appropriate one an attractive pick in any build involving whacking or shooting Lost. Due to the only requirements being needing to actually hit stuff, this passive offers some of the most consistent value for weapon users and requires a pretty good reason to omit from many sets.

Weapon Drain Rating Up

This passive increases your drain rating by a flat 0.2. While that doesn't seem like much, this passive can offer more drain than an individual Devour weapon mod or *Hunting Blades*. *Weapon Drain Rating Up* provides less drain per gift slot than *Bloodsucking Blades* but is always active due to being a passive and requires no stat investment or upkeep. For the humble price of a single passive slot you get a high value method of boosting your combat ichor generation while retaining the option to mod your weapon and tweak your set.



Bridge to Glory Stack

Melee, Hybrid, Casting

Bridge to Glory (BtG) has the distinction in Code Vein as one of the strongest buffs that scales with Light by adding a percentage of the stat as bonus attack damage. It has excellent synergy with damage multipliers such as *Overdrive* as well as *Element Weapon* buffs and forms a flexible core around which nearly any melee build can be constructed. The damage increase from BtG is so substantial that it frequently outperforms heavy investment in conventional melee stats such as **STRENGTH** or **DEXTERITY**. It's for these reasons that BtG Stack is the reliable foundation upon which high damage melee sets are built. Whether you're after status spam, element stacking, or min-maxed one-shotting - you name it and BtG Stack will be there for you with a big grin and a fat damage number.

The most demanding requirement is reaching BtG's **B+ MIND** rating, which is achievable with many different Codes by using one or two passives. BtG is particularly infamous for benefitting from "passive swap" in order to meet it's stat requirement and then replacing the **MIND** passives for other gifts once the buff has been applied.

Examples:

- Bread and butter for weapon gift 1H Sword <https://gfycat.com/handyelasticfalcon>
- Queenslayer Halberd OHKO <https://gfycat.com/jadedspyrgiraffe>



Cleansing Light + Blood Sacrifice

Melee, Ranged, Casting, Survival, Utility

A simple but deceptively potent gift combination. *Cleansing Light* and *Blood Sacrifice* (CL+BS) have outstanding synergy by effectively transforming a Revenant's health pool into an on-demand source of ichor with the added perk of improving their survivability. *Blood Sacrifice* converts 20% of the user's health into 6 ichor. When combined with the health recovery from *Cleansing Light*, the health cost is reduced substantially. The ability to generate a quick and cost effective way to conjure ichor out of thin air is invaluable for everything from buffing to spell slinging, opening up many gift combinations that would otherwise be difficult or tedious to set up.

With a generous minimum requirement of **C MIND** and **C+ VITALITY** for *Cleansing Light* and **C in WILLPOWER** for *Blood Sacrifice*, a passive or two is often enough to allow one to invest in this powerful combination. Due to *Blood Sacrifice*'s low cooldown and functionality, it is also effectively a free active gift slot - perfect for swapping in and out as needed.

Example:

- Using CL+BS to set up a Fionne BtG Stack <https://gfycat.com/scarceweeklyisopod>



Ranged Stack

Bayonet

In a similar vein to Bridge to Glory Stack, this is a ranged set that focuses on increasing the potency of both charged and uncharged bayonet shots to deal high damage from a safe distance. This gift set is commonly paired with utility sets such as Cleansing Light + Blood Sacrifice or Drain Stack for a steady supply of ammunition. Like BtG Stack, Ranged Stack retains many active gift slots for great customization potential. You can go all-in on ranged burst and bring *Flashing Fang* paired with *Merciless Reaper*, or wade into melee with a few physical buffs.

Example:

- Ranged Stack using Supernatural Blood <https://gfycat.com/babyishbeautifulduckling>



Drain Stack

Melee, Ranged, Casting, Utility

A basic Drain Stack can be built very early in the game and quickly becomes arguably the best active source of ichor. This set pushes a weapon's drain rating into the stratosphere and returns massive amounts of ichor to fuel whatever gifts you may choose to use. If you like to spam melee gifts, pop off bayonet shots, melt faces with magic spells, or simply hate seeing your ichor not permanently capped then this set is for you.

The most appealing thing about Drain Stack is that it is very flexible and can be easily tweaked to suit a Revenant's resource needs or desired stat investment. *Bloodsucking Blades* has a **B WILLPOWER** requirement but can be substituted to lesser effect for *Hunting Blades*, which has a **C MIND** requirement. Furthermore, *Bloodsucking Blades* scales with your Dark rating and provides much more drain than *Hunting Blades*. Both are easy to find slots for in many builds and will pay for themselves many times over per cast. Consider your options and pick the buff that best suits your stat spread and goal.

While a Devour modded weapon is preferable for maximum ichor generation, this can be omitted if a player wishes to trade drain for something else like weight reduction, status, or damage.

Example:

- Light Caster with multiple ichor sources <https://gfycat.com/favorablenewafricangoldencat>

Change Log

- 10/21/2019 - Initial draft. Four primary section headers and content.
- 10/22/2019 - Posted to Code Vein Community Discord. Checked for clarity and syntax.
- 10/22/2019 - Added "Passive" section to better explain gift selection in the templates. Added scaling for Bloodsucking Blades. Corrected detail with Devour modifications. Clarified confusing terminology. - Thanks @CashforCookies#2870 for the suggestions.