

Definitions:

- Static Substats: These are pre-allocated rolls into all sub-stats that include those that are not desirable, because it's nearly impossible to have perfect distributions.
- Adjustable Substats: These are the substats that are optimally distributed. We set constraints on the number of sub-stats that can be allocated to each stat.

Artifacts:

- Artifact sets and their stat assumptions have to be stated:
 - Main stats and [energy requirements](#) must be stated.
 - 3 clear particles across 90 seconds.
 - Artifacts with stacks are expected to be calculated dynamically but can be calculated statically **if stated**.
 - Artifacts must be at max level.

Team Calculation Assumptions:

- 20 static substats should be distributed as 2 rolls of every substat for each character.
- X amount of adjustable substats should be distributed each character.
 - There's a limit on 10 substats distributed into any single substat (excluding the static substats).
 - Each main stat artifact reduces 2 adjustable substats from the limited amount above.
 - *Ex. 20 Adjustable Substats with Triple EM can distribute it as: 4 Elemental Mastery substats with 10 Energy Recharge substats and 6 substats with ATK%.*

- o *Ex. 20 Adjustable Substats with a CRIT Rate Circlet can distribute them as: 10 CRIT Damage substats and 8 CRIT Rate substats*

| 20 Adjustable Substats | Max Adjustable CRIT Rate | Max Adjustable CRIT Damage |
|------------------------|--------------------------|----------------------------|
| CRIT Rate Circlet | 8 | 10 |
| CRIT Damage Circlet | 10 | 8 |

- Adjustable substats should be adjusted in increments of 5 (for simplicity's sake, but this is flexible).
- Allocate 20 adjustable sub-stats optimally.
- KQM uses the average of low and high rolls for substats:

| | |
|-------------|--------|
| HP% | 4.96% |
| HP | 253.94 |
| ATK% | 4.96% |
| ATK | 16.54 |
| DEF% | 6.20% |
| DEF | 19.68 |
| EM | 19.82 |
| ER% | 5.51% |
| CRIT Rate | 3.31% |
| CRIT Damage | 6.62% |

Note that 4 artifacts have a 0.8x base roll multiplier.*

Sample Adjustable Substat Distribution: (20 substats)

| | Base Subs | x2 | Dist Subs | Sub Count | Final Stat From Subs | | |
|--|-----------|--------|-----------|-----------|----------------------|--------|--|
| | Hp% | 4.96% | 9.9% | | 2 | 9.9% | |
| | Hp | 253.94 | 507.88 | | 2 | 507.88 | |
| | Atk% | 4.96% | 9.92% | 2 | 4 | 19.8% | |
| | Atk | 16.54 | 33.08 | | 2 | 33.08 | |
| | Def% | 6.20% | 12.40% | | 2 | 12.4% | |
| | Def | 19.68 | 39.36 | | 2 | 39.36 | |
| | Em | 19.82 | 39.64 | | 2 | 39.64 | |
| | Er% | 5.51% | 11.02% | | 2 | 11.0% | |
| | CR% | 3.31% | 6.62% | 8 | 10 | 33.1% | |
| | CD% | 6.62% | 13.24% | 10 | 12 | 79.4% | |
| | | | | | | | |

Weapons:

- Weapons are assumed to be Lv. 90.
- Weapon and refinement must be specified.
- Passive uptime assumptions must be specified.

Constellations:

- Constellations must be specified.

This is subject to change as we evaluate whether or not some characters should always be calculated with certain constellations.

Character and Talent Levels:

- Characters should be Lv. 90.
- Talents should be at base Lv. 9.

Rotations and Enemy Assumptions:

- Damage is calculated against Lv. 100 Enemies with 10% universal RES.
- All rotations and assumptions should be specified and listed:
 - Rotation length
 - Reaction uptime
 - Passive uptime
 - Buff durations
 - AoE modifications
- Include single target calculations as well as any AoE modifications.

Deviations from these assumptions must always be stated.