

See Our Jane Video Guide <https://youtu.be/oalmuJcLuww>

Jane Written Guide Full Read:

<https://mobalytics.gg/blog/zenless-zone-zero/jane-doe-guide/>

Core Passive/AA

Jane's Core Passive allows Assault to Crit for the entire team. There are conditions to fulfill, but this allows any Agent like Piper or Nekomata to Crit on Assault with Jane on the team.

This Assault Crit is not like regular Crit. The Crit Rate and DMG scale with Jane's Anomaly Proficiency, so you don't need/want to build Crit stats on Jane.

Jane Doe's AA gives her faster Anomaly Buildup, and requires either another NEPS Agent (Zhu Yuan, Qingyi, Seth) or ANY Anomaly Agent (Grace, Piper).

Core Passive: Insight (Lv 4/6)

When Jane's attacks hit an enemy, it causes them to enter the Gnawed state, lasting for 10s. If any squad member triggers Assault on an enemy in the Gnawed state and causes the Flinch effect, the Flinch effect duration is extended by 5s, and Assault DMG has a chance to trigger a critical hit, with a base CRIT Rate of 31% and CRIT DMG of 50%. Each point of Jane's Anomaly Proficiency further increases this CRIT Rate by 0.13%.

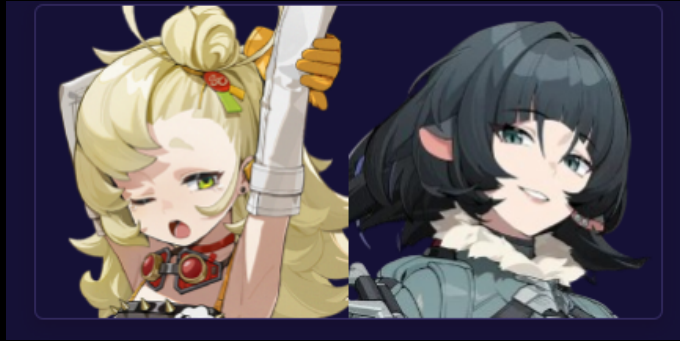
Additional Ability: Sore Spot

When another character in your squad is an Anomaly character or shares the same Faction:

Jane's Physical Anomaly Buildup Rate is increased by 20%. When the enemy is already suffering from an Attribute Anomaly, Jane's Physical Anomaly Buildup towards the target is increased by an additional 15%.

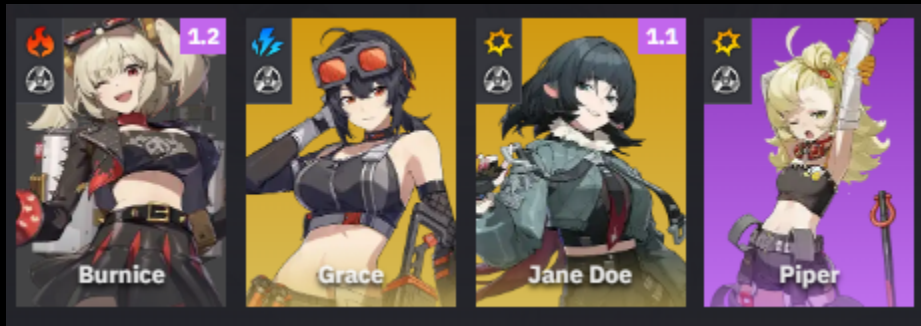


We Could Run Jane + Qingyi + Grace Too!



Not Ideal To Run Mono Physical Teams With Jane, 15% Less Anomaly Build Up





Existing & Upcoming Anomaly Characters

Current 'Best' Characters To Go With Jane:

- Seth & Qingyi: Support Stunner & Anomaly Booster
- Grace: Disorder Trigger
- Nekometa, Piper: Enable Physical Assault To Crit
- Rina: Potential Support For A Qingyi/Seth + Jane Team