

Lynette Quick Guide

by Valerie of the Lynette Mains TC Team

Updated for 4.0

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Lynette is a 4-star Anemo Sword user in Genshin Impact and a talented Magician's Assistant! Lynette is an incredibly versatile unit that can fill a variety of roles. She is additionally a free unit for all players above AR 25. For people who may have missed out on some characters or for people that just like her, she's a great character to consider investing in. Learn about Lynette's best builds, talent priority, best weapons, best artifacts, and best teams in this in-depth review."

Note that the information given may change if new discoveries are made. More extensive testing is in progress.

Join our [Discord](#) to participate in the theorycrafting process.

Playstyles

VV Support/Off-Field DPS

As an Anemo unit, Lynette is capable of being played as a Viridescent Venerer holder to reduce resistances and maximize team damage. Lynette can also provide a good amount of off-field damage.

C6 Hypercarry / Driver

Lynette's C6 grants her an Anemo infusion which allows you to play her as an on field unit or main DPS unit.

Character Overview

Level and Talent Priority

VV Support/Off-Field DPS

As an Anemo character making some use of swirls and transformative reactions, Level 90 is certainly recommended to make the most out of her.

Her Talent Priority will vary depending on how you intend to use her, if you fit 2 skills per rotation you can consider leveling her Skill and Burst equally but generally it's recommended to prioritize her Burst before her Skill.



C6 On-Field DPS

As for a C6 on fielder, her damage profile is split pretty evenly amongst her talents so all are worth leveling with a light priority towards Normal attacks followed by her Burst then her Skill.



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Talents ~



Normal Attack | Rapid Ritesword

A swift and average set of normal attacks. Worth leveling if you plan to play her on field. Otherwise you may ignore them.



Elemental Skill | Enigmatic Feint

A high damage long cooldown skill that generates 4 Anemo particles and can apply Ousia once every 10 seconds. Holding the skill will put you into a high movement state very similar to Yelan's Skill. As such it can also serve as a potent repositioning tool and is nice for overworld.

Ideally you would be using this skill twice per rotation to maintain VV and fund her energy requirements.

Additionally this will also Heal Lynette and slowly drain part of her HP. This can help proc things like Finale of the Deep or 4pc Marechaussee Hunter. More on that in her gearing.



Elemental Burst | Magic Trick: Astonishing Shift

A very important part of Lynette's kit, it provides respectable off-field damage, but it also serves as a long and invulnerable taunt, depending on the enemies you face, this can act as both a form of crowd control and defensive utility.

Additionally if you or an enemy hit the Box Cat with an attack that deals elemental damage of a swirl-able element, The Box Cat will fire off Vivid Shots that deal damage of that Element.

It has a unique absorption priority of:

Cryo > Pyro > Hydro > Electro



Ascension 1 Passive | Sophisticated Synergy

A varying attack bonus to your entire team based on its elemental composition. While nothing crazy like Kazuha's A4 or Sucrose's EM Sharing, It's a nice bonus for her party members and herself to make use of.



Ascension 4 Passive | Props Positively Prepped

A bit of extra burst damage after you gain an absorption. More damage is always nice!

Constellations ~ ★



C1 | A Cold Blade Like a Shadow

Gives you a bit of grouping with her elemental skill. It's not the most effective grouping but with her burst's taunt it can help force enemies to remain in one spot a bit more easily.



C2 | Endless Mysteries

Double the damage and potential elemental application of her Vivid Shots. Bonus damage is always nice and the Elemental application could help you get extra swirls or reactions.



C3 | Cognition-Inverting Gaze

Her burst makes up a large portion of her damage output. Extra damage!



C4 | Tacit Coordination

Gives you a charge of your skill. This is nice for teams without the flexibility to use 2 Skills per rotation because of the Cooldown timing, allowing you to front load the two at the start of your rotation and get more energy.

For teams that can reliably get two per rotation already, this will do very little besides offer an extra use in a pinch for repositioning or to funnel some energy.



C5 | Obscuring Ambiguity

Her skill damage is nothing to scoff at either, coming after C4 allows it to make up more of her total damage.



C6 | Watchful Eye

Gives her a respectable Anemo damage buff you may utilize in your burst and increases the viability of playing Lynette in an On-Field DPS role . No matter how you play Lynette this is a good constellation for her damage.

Additionally, If you utilize characters such as C6 Bennett, Chongyun, or Candace, you can force a swirl off of Lynette's weapon potentially allowing for some unique Swirl setups not unlike Sucrose with her Guoba swirl.

Combos

N# = Corresponding number of consecutive Normal Attacks

CA = Charged Attack / AS = Aimed Shot

E = Elemental Skill

Q = Elemental Burst

J = Jump

D = Dash

Combo	Usage
N2C	Generally her best combo for DPS, recommended for Hyper Carry or Mono Anemo teams.
N3D	Best combo for swirls. Recommended for EM or reaction focused teams.
N1C	Alternative to N2C, higher stamina consumption but very quick.

Artifacts ~

ER Requirements

As a flexible Anemo unit that can fit in a wide number of possible team options, her ER requirements will drastically change based on where and how you use her. As such

there are not any true recommended universal ER thresholds for you to reach. Below are some baseline requirements as examples.

Situation	ER Requirement
Off-field, Solo Anemo, 1 Skill + 1 Favonius	~220~230%
Off-field, Solo Anemo, 1 Skill + 2 Favonius	~180%
On-field, Solo Anemo, 2 Skills + Fischl	~140~160%
On-field, Solo Anemo, 2 Skills + 1 Favonius + Fischl	~135~150%
On-field Triple Anemo, 1 Skills + 1 Favonius	~130%~140%

Use the [Energy Recharge Calculator](#) to determine exact requirements for your team and rotation. Highly recommended for a character as flexible as Lynette

Artifact Stats

ADC (Attack%/DMG%/Crit%)

Lynette, unlike most Anemo characters, does not care much for EM due to a low swirl count before her C6. As such she is best played with the usual Atk%/DMG%/Crit% or ADC build, EM substats are still appreciated however.

Sands	Goblet	Circlet
ATK% / (ER)	Anemo DMG%	CRIT

Substats: ER(Until Requirements) > Crit > ATK% > EM

EM Build

At C6 with the addition of her infusion you can certainly consider running a Full EM

build as an on field driver. In single target this is significantly below her Attack/Crit focused layout but in AoE it can pull ahead just as much.

Sands	Goblet	Circlet
EM / (ER)	EM	EM

Artifact Sets

	Artifact Set	Notes
	4pc Viridescent Venerer (VV)	Despite her low swirl count, Lynette still by and large prefers 4pc VV even when optimized for her personal damage. The resistance shred it offers her teammates large amounts of personal damage. Her best and most universal artifact set.
	4pc Marechaussee Hunter (MH)	For her C6 Main DPS Builds, this set synergizes very well with her Skill's HP restore and drain and is maintained throughout her Infusion duration. For hyper carry builds, this is around 10~15% above other alternatives. Making it without doubt her best for raw damage.

	Artifact Set	Notes
	2pc + 2pc Combos (2pc VV / 2pc ATK +18% Sets)	Usable alternative if you have a VV holder on your team already or you are running her Mono Anemo. it gives her something around 1% extra damage over 4pc VV in such situations.
	4pc Emblem	Her best alternative to 4pc VV in a team that does not care for the extra VV holder or does not benefit from VV Shred at all. Also helps her meet her ER requirements a bit more easily.
	4pc Desert Pavillion Chronicle	A usable alternative to 2pc 2pc Setups. But the strict focus on Normal and Charge attack damage makes it underwhelming for Lynette due to her damage profile being split so evenly amongst her Skill and Burst even at C6
	4pc Golden Troupe	Similar to Emblem in strength this is slightly better than 4pc VV for teams that don't want her on it. But it's only competitive if you can fit two Skills per rotation, and you'd need to be quick about it.
	4pc Thundering Fury	Similar to how Kazuha can run Thundering Fury in Duo Anemo Comps with an Electro and Dendro unit. Lynette is also a potential candidate for the set in similar situations, primarily at C6. It is unclear how effective she makes use of it as of writing this, but If you wanna have some fun and have a set lying around it you can consider it.

	Artifact Set	Notes
	4pc Shimenawa	Don't do that to yourself.

Weapons ~ ✂

	Weapon	Notes
	Favonius Sword	Fav is fav, the ER and energy it provides the rest of your team is quite valuable. If you need the energy. This is a highly recommended option.
	Sacrificial Sword	Another strong ER weapon, if you are willing to use the skill twice and potentially increase your rotation timings this is also a very strong option. In Mono Anemo this is recommended over Favonius if you need the ER.
	Fleuve Cendre Ferryman	A free permanently available alternative to Favonius if you don't have one. Gives her a smidge more personal damage than Favonius however it deprives the rest of your team of the valuable clear particles. Good if you are ok with fishing for it.

	Weapon	Notes
	Finale of the Deep	Another amazing free weapon you can craft. The passive is a near perfect fit for Lynette's kit and it offers A LOT of attack that she can reliably proc and maintain. Additionally, healing off the Bond of Life is considered an HP change, allowing her to instantly proc the first stack on 4pc Marechausse and quickly build the remaining two with your healer or her passive HP drain. The only caveat is it will absorb the HP she would otherwise restore to herself. Putting her in a position similar to Kuki where she will be actively reducing her own HP making healers a bit more important. All of that aside, on 4pc VV, at R5 this weapon is close in output to 5 star alternatives such as Mistsplitter even at C6. If you have the billets and don't need the ER of other weapons, This is highly recommended.
	Wolf-Fang	The new battle pass weapon, Similar to Finale of the Deep, is a great 4 star option. While typically in High ER situations it loses out to Finale of the Deep, Favonius, and Sacrificial Sword, If you run with Large amounts of attack buffs this will perform better than Finale of the Deep If you were going to buy the battle pass, this might be something to consider.
	The Black Sword	The old battle pass weapon. More of a C6 option due to the passive, its bonus healing can help build and maintain stacks of 4pc Marechausse Hunter, good option to consider if you have one collecting dust or plan to buy the battle pass.

	Weapon	Notes
	Amenoma	Not a terribly good option since Lynette can't build stacks all that well. But if you made one for Ayaka and aren't using it, At R5 it can be a meh alternative to Favonius. Don't build one just for Lynette.
	Mistsplitter Reforged	Pricey stat stick, mostly a C6 weapon. The DMG% doesn't get terribly high value on Lynette due to naturally high DMG% from her Ascension and C6 Passive. But like any 5 star Crit stat stick, it's a strong option unless you can't meet your ER requirements with it. For a C6 Hyper with 4pc Marechausse it's about 8% better than R5 Finale of the Deep
	Primordial Jade Cutter	Another pricey stat stick, This edges out a bit better on Lynette than Mistsplitter as she can reliably make use of the bonus attack and crit rate even at C6 making it typically her go to Best in Slot for averaged raw damage. However it is worth mentioning the Crit Rate of this sword with 4pc Marechausse would give you A LOT of crit rate. Similar to how Ayaka does not like Crit Rate swords due to Blizzard Strayer's effect. While it's still something you can use, It might make gearing a bit difficult with that set if you roll too much crit rate sub stats.
	Light of Foliar Ascension	Despite the astronomical amount of crit damage. Lynette has poor synergy with the passive as someone who gets a lot of her damage from Skill and Burst and prefers Charge attack combos at C6 and does not typically want to run EM. This is of course is still a stat stick but it usually falls behind Finale of the Deep R5 unless you run with Benett. At R1 it's one of her better weapons for C6 Hyper builds but at high

	Weapon	Notes
		refinements it falls behind an equally refined Jade Cutter.
	Haran Geppaku Futsu	Another solid crit stick, while it's performance is only marginally above R5 Finale for general use situations, for Hyper Lynette builds with 4pc MH, it's right next to Jade Cutter as one of her better options.
	Splendor of Still Waters (Subject to Change)	Recent leaks have given us plenty of Information regarding Furina's signature weapon. Another high crit damage stat sounds fantastic for Lynette's personal damage...Unfortunately it's mediocre Passive and poor refinements leave much to be desired. It's marginally above Mistsplitter for Hyper builds with Bennett at R1 but the refinements do little to nothing thanks to Lynette's high saturation of DMG%. If you were planning to go for Mistsplitter, this is about as good but it's pretty underwhelming as a weapon. Not a recommended pull compared to the other 5 star stat sticks shown above. This weapon is still subject to change right now so take this with a grain of salt.

Teams

Teambuilding

- As such a versatile Anemo character, she can slot into just about any team that cares for the VV shred. Namely in place of C0 Kazuha if you don't have him, he's busy on another side and you don't wish to use Sucrose, you need Ousia, or you just simply like her.

Quicken/Aggravate



Does very well with Lynette's VV Shred, many such teams have high particle gen and longer team rotations allowing Lynette to reliably fit two skills per rotation; letting her ER requirements drop substantially so she may build for more damage.

Notable Teammates

Character	Description
Electro Options: Fischl, Keqing, Yae Miko, Kuki Shinobu	Fischl's Oz timings line up very well with Lynette's skill cooldown on top of her being an incredibly potent off field DPS. With C6 Fischl and C6 Lynette you can utilize the Anemo infused normal attacks of Lynette to trigger Fischl's powerful A4 with Electro Swirls. Additionally, the new artifact domain with Marechausse Hunter and Golden Troupe allows you to potentially gear both C6 Lynette and Fischl's new best in slot artifact set simultaneously. Yae Miko/Keqing are great on-field units to make use of both Lynette's VV Shred and A1 ATK% buff. Their shorter field time requirements allow you to reliably use Lynette's skill off cooldown for better VV uptime and Anemo particles. Kuki Shinobu offers valuable healing and

	electro application.
Dendro Options: Nahida, Yao Yao, Dendro Traveler, Collei, Kirara, Baizhu, Kaveh, Alhaitham, Tighnari, Alhaitham	Any dendro character can fit the bill here, preferably an off field Dendro applicator such as Nahida, DT, Yao Yao, etc so you can run an on field Electro unit and make good use of the VV shred Lynette offers them. On field dendro options are all strong as well but have little need of Lynette's presence.
Flex Options: (Another Electro/Dendro) Kazuha, Zhongli, Venti, Sucrose, Sayu, Jean, Heizou, Faruzan	A second Anemo to run alongside Lynette offers her additional energy from Anemo particles and can potentially hold VV instead and allow Lynette to run a different artifact set. Kazuha, Sucrose and Venti offer additional potent grouping and function very well with 4pc VV and do lots of swirl damage. Sayu and Jean can provide good healing. Heizou and Faruzan offer some extra grouping and bring a lot of direct Anemo damage. Zhongli gives you valuable DEF shred and very durable defensive utility.

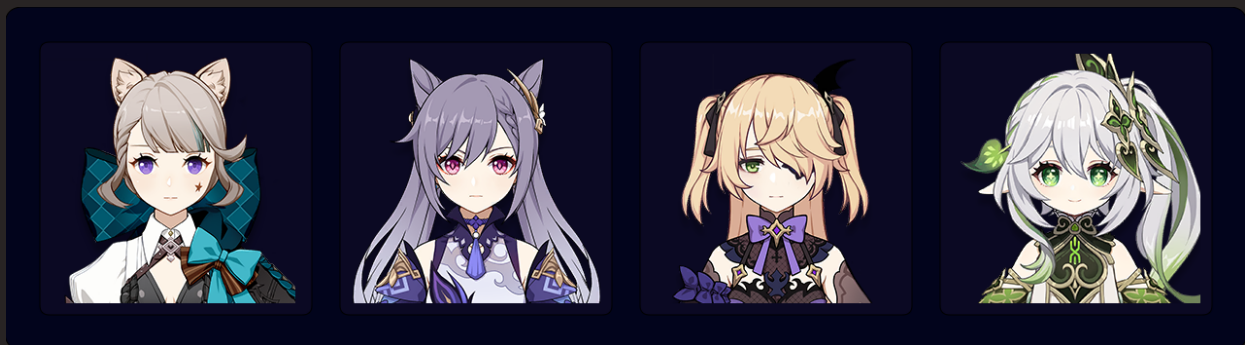
Example Teams

This is not a comprehensive list of teams. The inclusion or exclusion of any given team does not necessarily reflect its power level.

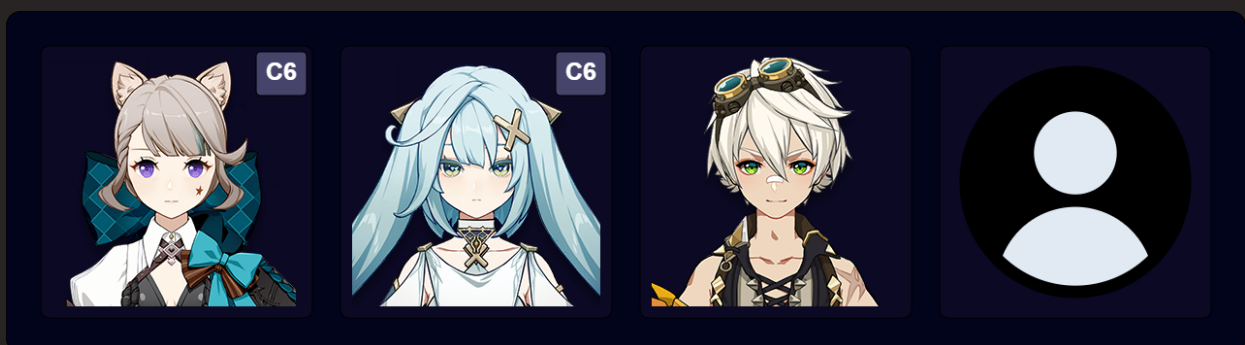
Lynette-Fischl-Yae Miko-Yao Yao



Lynette - Keqing - Fischl - Nahida



Hypercarry



Despite her somewhat underwhelming numbers on a surface level, Hypercarry Lynette is surprisingly potent with the usual Anemo Hypercarry setup. While not as much raw damage as Wanderer or Xiao, her great synergy with Marechauxe Hunter and Finale of the Deep on top of her flexible field time requirements make her Hypercarry builds pretty respectable and flexible.

Notable Teammates

Character	Description
Faruzan(C6)	As is the case with both Xiao and Wanderer, Faruzan's C6 is a monstrous buff to Lynette's raw output, Energy generation and team output in general. Without Faruzan C6, Hypercarry Lynette is still doable, but it's severely hindered. As Such if you have Faruzan C6 it will feel like night and day running Hyper-Lynette without her.
Bennett	Somewhat speaks for himself, absurd attack buff and incredibly potent healer. However unlike Xiao and Wanderer, Lynette's more Flexible nature and lack of absurdly high damage windows does make Bennett slightly less in demand for her Hypercarry comps in comparison to other Hypercarries. That being said his damage buff is still second to none and is an obvious choice for anyone who wants massive Anemo numbers on their screen. However if you have C6'd your Bennett it should be noted how quickly he drops out of favor for Lynette with the Pyro infusion, as this will overwrite her own Anemo infusion and unlike Kazuha C6, her Infusion buff will not carry over to Pyro infused Normal Attacks. As such if he is C6, it will be a lot

	more awkward to both build and play Hyper-Lynette, though not impossible.
Flex options: Kazuha, Jean, Fischl, Xinqiu, Zhongli, Xiangling, Albedo, Thoma, Yunjin,	Kazuha has Fantastic Synergy with Faruzan, Bennett, and Lynette. His high damage potential on top of incredible grouping and Snapshottable burst and high particle generation make him one of the strongest options for the final slot. His Hold or Tap E can group enemies close for Lynette to swap into and nail them all with her also very strong skill. Jean is a great alternative to Kazuha, She can also bring very solid damage with high Multipliers and with Bennett make use of the Sunfire mechanics to shred elemental shields. Additionally with her C2 and C4 she can further buff Lynette's personal output. Fischl is a great option for the final slot as well, Since Lynette will often run 4pc MH in a hyper build, Fischl's amazing power with 4pc Golden Troupe would be a crime not to mention as you can easily farm for both characters at once. Xinqiu and Zhongli should be no shock. They both offer great resistance to interruption and offer more damage output. Be it from raw numbers or Defense Shred. Xiangling offers great off field damage and provides you with Pyro Resonance and can snapshot Bennett's burst. Albedo isn't as potent as Fischl or Xinqiu as an off field damage option but he will fill the slot just fine and can also use 4pc Golden Troupe. Thoma will bring you Pyro Resonance when paired with Bennett for even more Attack on top of giving respectable interruption

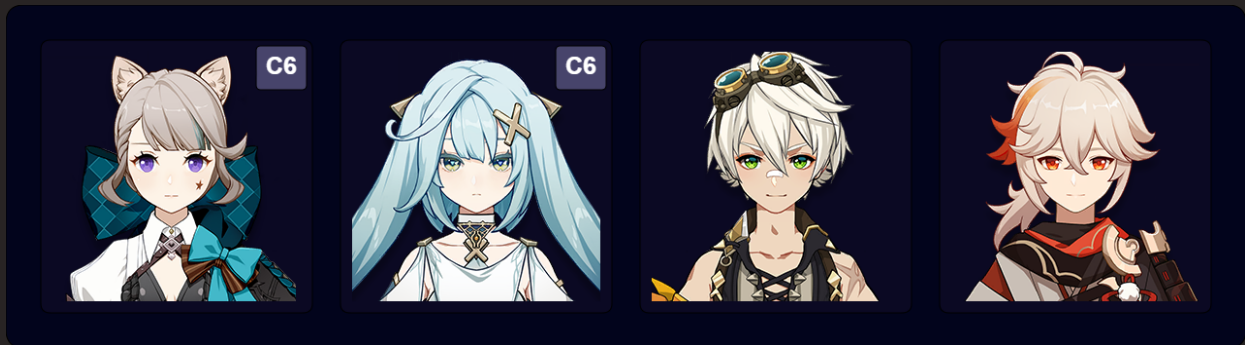
resistance and Pyro application for some free swirls.

Yunjin is not recommended all that much as her energy demands would be through the roof, however her buff is quite attractive so it's something you can do if you want to see larger normal attack numbers.

Example Teams

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Lynette-Faruzan-Bennett-Kazuha



Freeze



A very strong option for both C6 or below Lynette as her burst's taunt is quite good at naturally keeping enemies that are freezable grouped together. Additionally, her

burst's unique infusion mechanics allow you to get more Cryo application as opposed to most Anemo units priority towards Hydro, Furthermore her preference towards ATK/DMG/CRIT builds does set herself apart from Sucrose who offers very little in the way of damage with EM builds apart from TTDS in Freeze teams.

Notable Teammates

Character	Description
Hydro Options: Xinqiu, Yelan, Ayato, Kokomi, Barbara	As is usually the case with hydro units, all of them are solid options for Freeze. Xinqiu and Yelan offer fantastic off field damage, ideal for C6 Lynette to make use of. Ayato has solid off field application with his burst and the cooldown timings of both Him and Lynette's skill are quite synergistic. Kokomi and Barbara can offer great healing and can be valuable holders of TTDS.
Cryo Options: Ayaka, Ganyu, Rosaria, Kaeya, Diona, Layla,	For Cryo, it will depend greatly on what Hydro units you decide to bring. Ayaka and Ganyu can function as your primary sources of damage. Though they both might feel a bit odd with Lynette. Additionally they may require a secondary Cryo unit to help fund their energy requirements. Rosaria and Kaeya are both great off field damage options. Diona and Layla both offer nice resistance to interruption and defensive utility.
Flex Options: Faruzan (C6), Shenhe, Kazuha, Venti, Jean, Sayu,	Lynette does quite enjoy having a second Anemo in her teams, and that's no exception with freeze teams.

	Faruzan C6 offers quite a lot of additional Anemo damage and can help swirl hydro and cryo around even while off field to help maintain freeze. Recommended with C6 Lynette. Kazuha and Venti are self explanatory, amazing groupers and Anemo damage dealers with high particle generation. Jean and Sayu are solid healers that offer Lynette some nice Anemo particles, though typically prefer to run Hydro or Cryo healers for a Double Anemo Freeze comp. Shenhe is a great option if you are pairing her with an additional Cryo unit. Since you are building Lynette for Attack and Crit she can also make decent use out of Shenhe's Icy Quills, just be sure to get the burst to infuse with Cryo.
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Example teams

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Lynette-Ayaka-Kokomi-Shenhe



Lynette-Ayato-Diona-Rosaria



Lynette-Xinqiu-Layla-Faruzan



Taser



Speaks for itself, A very strong core that can slot in a lot of different and very strong units. While Lynette isn't the ideal Anemo for driving or buffing the team, it's still more than capable of dealing high reaction damage with Swirls and Electro charges. The main upside to Lynette in a team like this is her respectable personal damage and unique burst infusion, allowing her to infuse and apply more Electro with her burst rather than Hydro. If you are planning to run this team with C6 Lynette, this might be a reason to build her for full EM rather than ATK/DMG/CRIT as the reaction damage in AoE will be far more than her personal output. But do note her EM builds suffer heavily in Single target situations so be wary when deciding her build.

Notable Teammates

Character	Notes
Hydro Options: Xinqiu, Kokomi, Ayato, Yelan, Barbara	Similar to freeze, the Hydro options are without doubt the most crucial part of the overall team dynamic. Xinqiu and Yelan offer high single target damage and amazing off field application. Ayato offers both off field and on field application and brings solid AoE damage.

	Kokomi and Barbara bring good healing and application and can be flexible in being either on field or off field.
Electro Options: Fischl, Beidou, Kuki, Yae Miko, Keqing.	Fischl is by and large the best option for taser as a whole providing incredible off field damage, energy generation and electro application. Beidou will have high ER requirements as a Solo Electro but her burst damage is incredible, especially in AoE where Taser tends to shine the best in. Kuki can offer some decent application and valuable healing and potential aid in shield breaking with her burst. Yae Miko and Keqing are the best Electro on fielders for the team, both of which have flexible field time requirements and bring a healthy mix of single target and AoE application, Though their talents are typically better suited towards Dendro teams.
Flex options: Second Hydro, Second Electro, Faruzan C6, Kazuha, Sucrose, Albedo,	The last slot is relatively flexible. Taser certainly enjoys having two of one element. Fischl and Beidou pair incredibly well together, Fischl offering high single target output and Energy for Beidou who offers massive AoE damage. Xinqiu and Yelan or Ayato and Xinqiu offer similar dynamics in doubling down on Hydro damage and energy generation. For Anemo units, though typically not as strong as Double Hydro or Double Electro cores do still have some solid options. Faruzan C6 offers Lynette C6 amazing buffs and brings grouping and extra swirl damage.

	Kazuha offers incredible grouping and off field damage output and team buffs for the Hydro and Electro units and Lynette to make use of. Sucrose can also offer more grouping, an on fielder, EM buffs and Anemo energy particles. Albedo, while not all that great of a pick, can easily slot in if you're limited on options and offers solid off field damage and a decent EM buff with his A4 for the party members to make use of.
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Example Teams

This is not a comprehensive list of teams. The inclusion or exclusion of any given team does not necessarily reflect its power level.

Lynette-Xinqiu-Fischl-Beidou



Lynette-Ayato-Xinqiu-Fischl



Lynette-Xinqiu-Fischl-Faruzan



Credits

Valerie, Coven, Lynette Mains Discord.