S3 Dissonance Guide by Arti

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So you want to play Dissonance?

Before I get started, this is not a class for the weak willed. Disso is a class that can heal, and do damage. It has close to 0 team utility, and is a very selfish class.
So, to help with all the aspiring Dissonance players out there, this guide is made for you!

Dissonance is NOT a support class and should NOT be played as such.

If you deal big damage, you will not need to worry about healing at all since you will heal from 1hp to max within 1 or 2 abilities.

If you want to play support Disso, it is usable but just play Concerto at that point.

Also if you above like, 200 ping.. Disso is kinda unplayable. And on high ping, Flame Notes gg

DISCLAIMER
THIS GUIDE WILL NOT TALK ABOUT SEASON 4 OR ANY OF THE FUTURE IMAGINES AS THIS WILL ONLY PERTAIN TO SEASON 3

Changelogs

August 8, 2026

Guide Published.

August 8, 2026

Fixed Typo in Factors

August 9, 2026

Changed Wording on Blazing heal in *Miscellaneous Items*

August 19, 2026

H Beat section updated with further notes

October 5, 2026

Reordered module priority between Luck focus, crit focus, and atkspd.

Abilities

I will shorten the abilities' names since they can get long and annoying to type/read.

(BasicAttack) Fierce Strike → FS
(1) Amplified Beat → Beat
(2) Harmonic Anthem → Anthem
(3) Rhapsody of Flames → Rhapsody
(4) Encore
(5) Heroic Melody → Melody

Shortened to abilities said above, or the ability number based on what i use.



So what do each of these abilities do?

I will briefly go over the interactions between the abilities and what they do.

You will never use basic attack unless it's enhanced, and even then it's your last ability you'll use.

Beat enhances Anthem.

If Anthem lucky strikes, it resets the CD of Rhapsody.

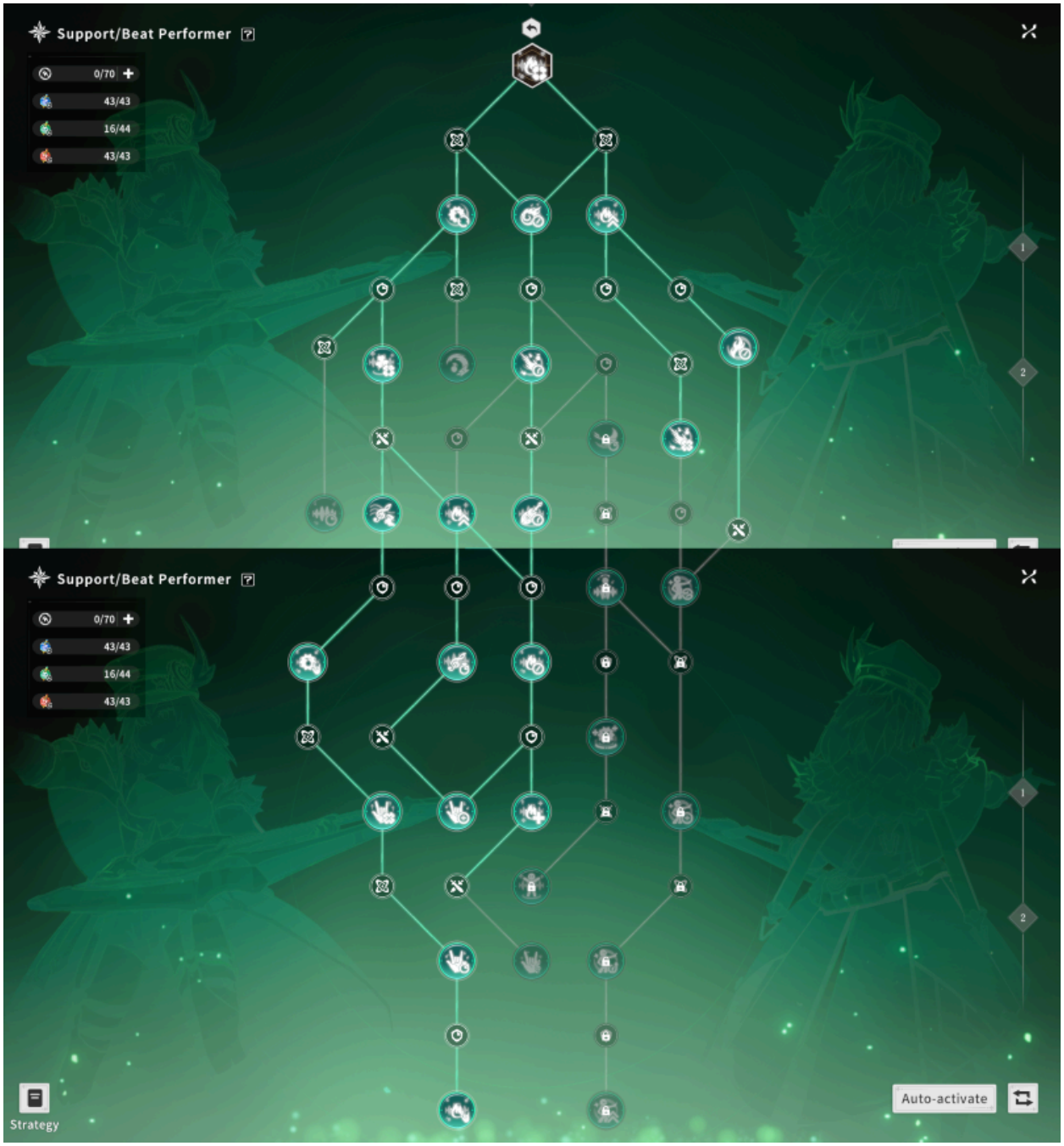
Encore will make Rhapsody do more damage* (will explain during Talents)

Melody starts a timer to enhance your basic attack, and will do damage* (will explain during Talents).

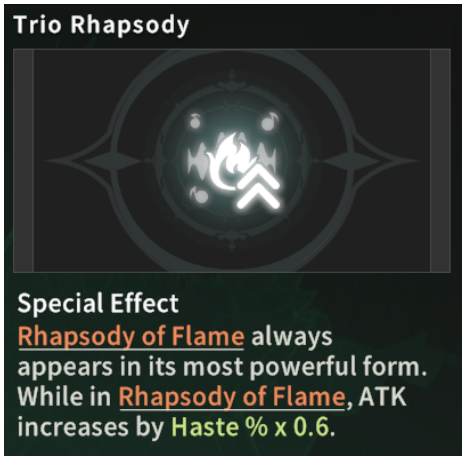
You will know if abilities are enhanced when they are glowing red.

Talents

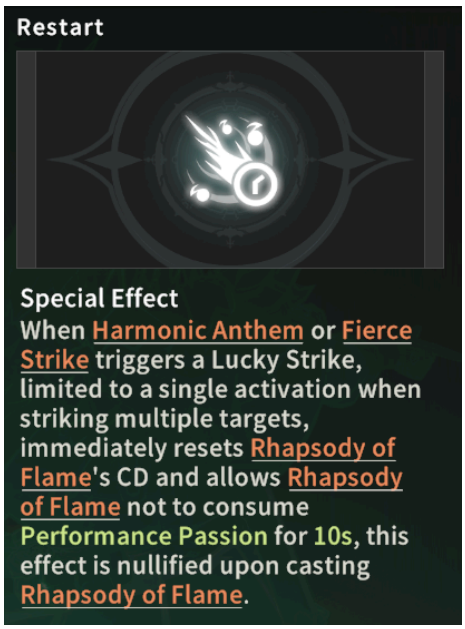
These are the talents I use.



We have a few talents that I should mention that I will talk about.



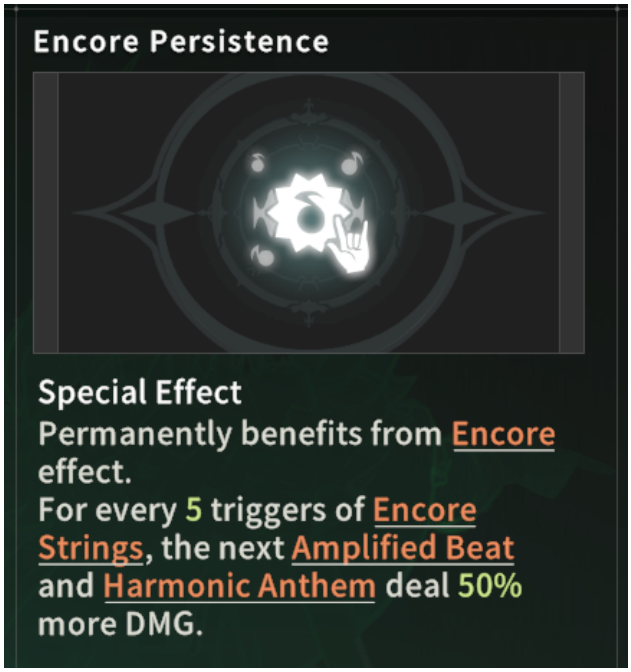
You will always want to attack while in your graffiti from Rhapsody.



This talent allows us to reset Rhapsody if FS or Anthem Luck Strikes.

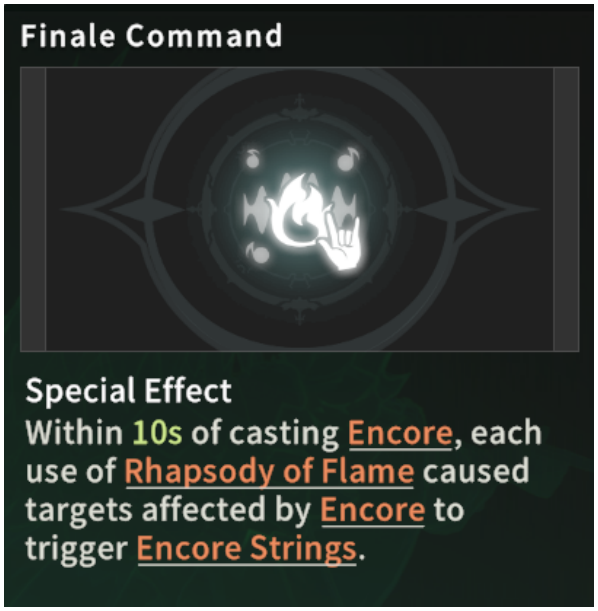


We will only use beat once before using Anthem. In combination with S2 raid 4pc, we will max the hitcount to fully enhance Anthem.



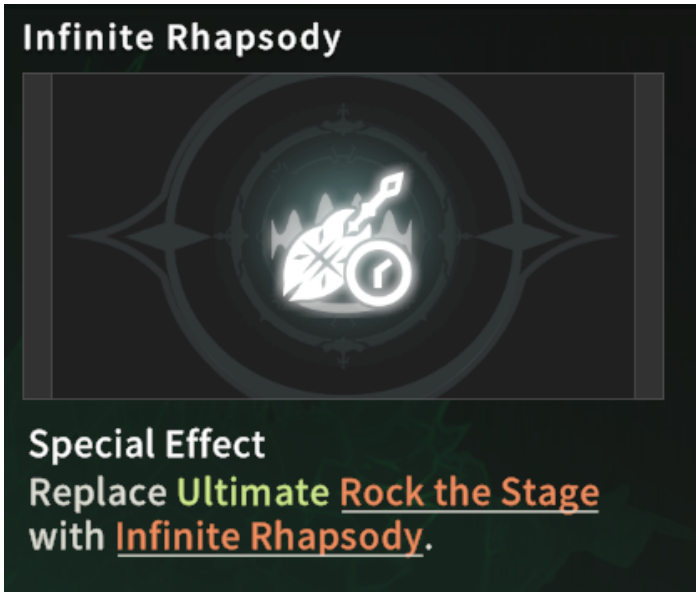


Probably one of **THE MOST** important talents we have. Permanently having Encore effects means our casts of Expertise skills will trigger something called Encore Strings. Encore strings can lucky strike, which is where MOST of our lucky strike source is coming from.



This is the reason why Encore makes every cast of Rhapsody do more damage.

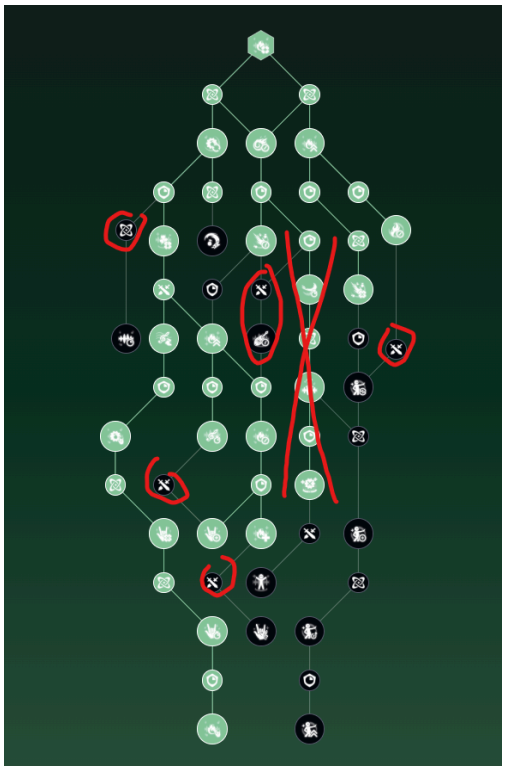
There are other important talents, however they don't change how you play Disso so they won't be listed here.



Why take this talent?

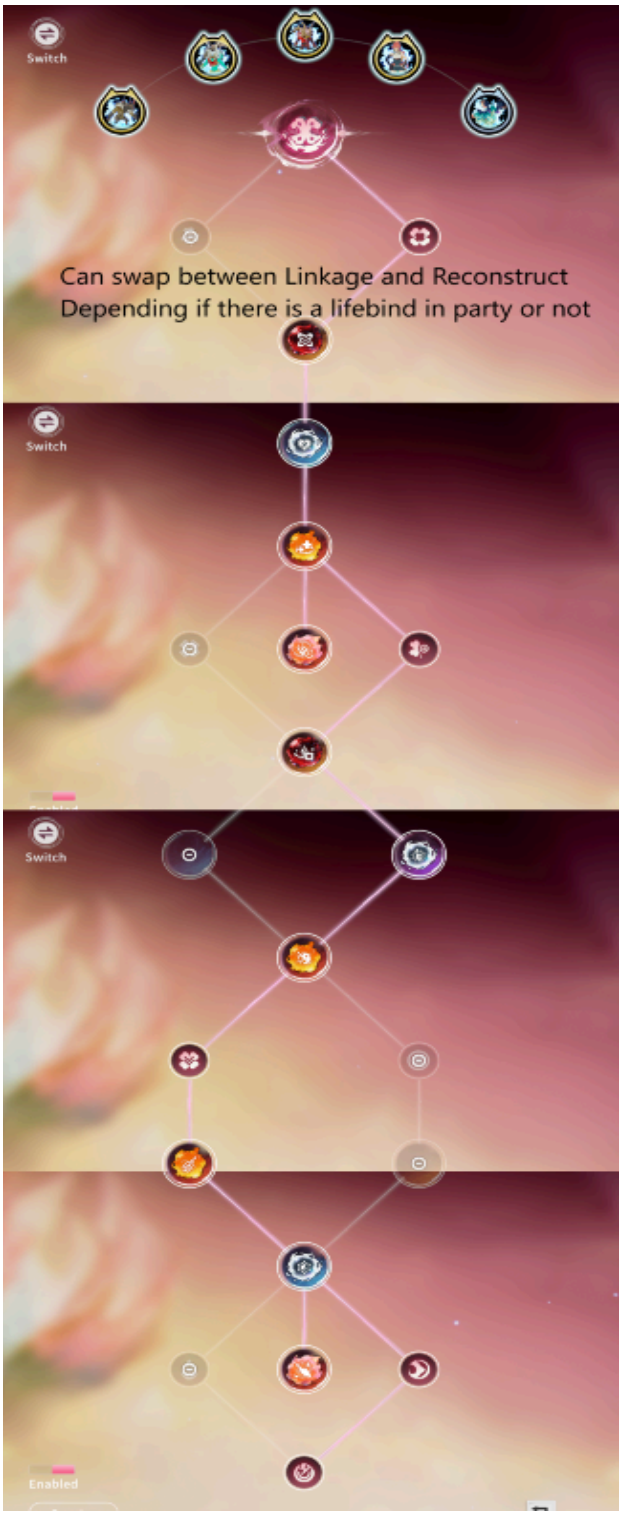
We don’t have any other options lol. Good Iframe skill tho.

So how does this differ from Maxroll’s guide for dissonance?



I removed the line of talents near the center of the tree for additional Intellect and FireAttack Talents. The reason why I removed it is because those talents just gives more healing, something that Disso doesn't struggle with.

Psychoscope



We will be using Fantasia. Linkage gives +3% Luck, and all stats will be based on that. If there is a Lifebind in the party, you can swap Linkage to Reconstruct instead.

Factors used:

- Polarity x3
- Stasis x5
- Beat Performer x4
- BP Reality x3
- Polarity x1
- BP Stasis x1
- Beat Performer x10
- Beat Performer x3
- Stasis x1
- BP Realty x1

FIRST G10 YOU WILL WANT IS BP REALITY x1.

BP Reality x1 - G10 : When Illusion Energy reaches 60 points, trigger Encore Strings once.

BP Reality x3 - G10 : When Illusion Energy reaches 72 points, trigger Rhapsody of Flame once. Can trigger at most once within 2s.

Beat Performer x4 : MATK +x%; but Peaceful Tune concerted healing is reduced by xx%. While Heroic Melody is active, grants 8 Illusion Energy per second.

Beat Performer x10 : When HP is above 80%, increases Intellect by xxx; effect is lost when HP falls below 80%. While in combat and standing still, grants 12 Illusion Energy per second.

Beat Performer x3 : Rhapsody of Flame Illusion-Breaking DMG +xx%. Casting Rhapsody of Flame grants 44 Illusion Energy.

Polarity x3 : Intellect +xx, Intellect +xx%

Polarity x1 : All Element +xxx

Stasis x5 : Max HP +xxxx; When incoming damage exceeds current HP, that damage is reduced by xx% (up to once every 30s)

Stasis x1 : All Element Resistance +xxx

BP Stasis x1 : During Heroic Melody and Healing Melody,Illusion-Breaking DMG Reduction +x%

Gearing

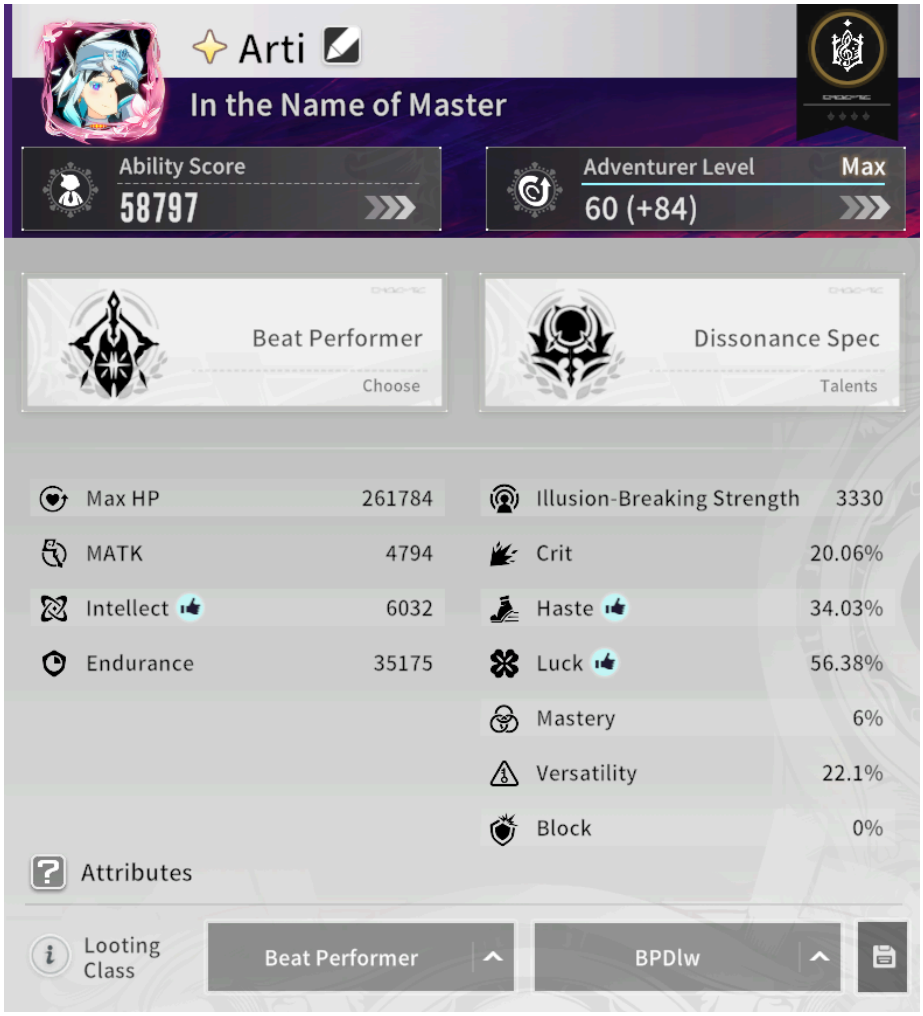
Luck > Haste > Crit ≈ Versatility.
Do not build mastery. Does absolutely nothing useful for us.

Why these stats?
Luck is our highest source of damage and scaling, so we want that as high as we can. While in a party, we want luck to be as close to 56.67% as possible. 56.67% + 10%(Lifewave) will send luck to 66.67%, and due to our base Dissonance talent, our luck while inside of Rhapsody is increased by 1.5 times. Which takes 66.67% to 100% luck.

Haste is now a stat we like because, while we are in Rhapsody, our MATK is increased by Haste*0.6%; meaning if we have 40% haste, as example, we get +24% MATK. We also get more attack speed which increases our rotation speed, but that isn't as impactful as the MATK increase we get.
However, we get more than enough haste from our raid gear so we don’t need to build additional haste from other sources.

Crit and Versatility doesn’t have any direct scaling with anything in our kit, but they are also multipliers so we want to balance them with what we build. This season, our embeds give a lot of versatility, so an option you have is to ignore versatility entirely, and have it all from embeds and build crit on gear as the minor stat. And any gear that can’t get luck you can have it as Crit/Vers.

Mastery… makes us heal a bit better ig. But like, doing more damage also helps us heal more so there is 0 point in building mastery in Season 3.



Example of stats in lvl240 Gear while in a party.

Raid Gear

Season 3 allows us to use both raid sets from season 1 and season 2.

We will be using S2 4pc + S1 2pc.

S2 Set

2pc: While Heroic Melody is active, Fire Bonus +5%

4pc: Amplified Beat has +1 hit count.

S1 Set

2pc: Harmonic Anthem and Amplified Beat deal 12% more DMG

4pc: During Heroic Melody, the trigger speed of Fierce Strike +30%.

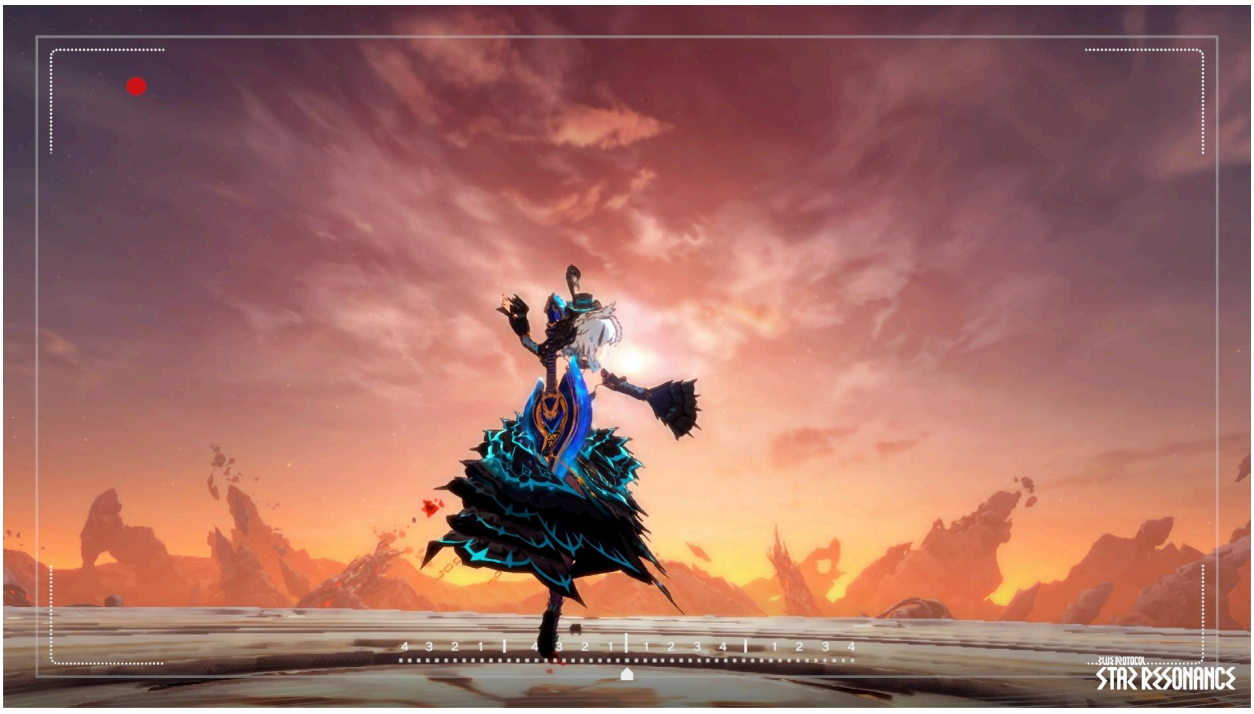
The only noteworthy raid set effect we have is S2 4pc. What this raid set effect does is whenever we use Beat, it counts as 3 hits which instantly maxes out how much we can enhance Anthem.

We can ignore the S1 raid set as it doesn't increase our damage in any meaningful way. Beat and Anthem's damage is around 3-4% of our total damage. The only reason we build 6pc is for the additional main stat from the upgraded raid gear.

For our accessories, we want all MATK 2% purple lines.

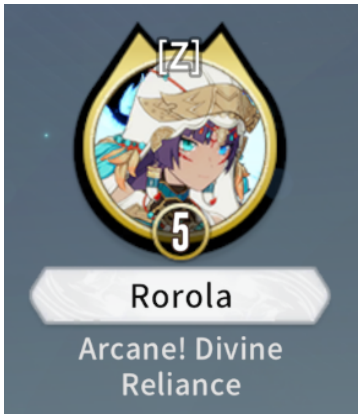
MATK% > AtkSpd%

In season 2, dropping attack speed purple lines for MATK gave better dps. Even went as low as 14% AtkSpd. Do not fall for the attack speed propaganda.



Imagines





BIS Imagines. All of your imagine combos will either use Rorola + whatever you have, or VoidWatcher + whatever you have.



No.2 Combo^ . Okay but like, if you have iggy, why arent you using Rorola lol.



No.3 Combo^ , Probably the strongest AOE setup, and is no3 in ST.

Rorola > Void Watcher > Furball > Muku Chief > everything else that makes sense for disso.

Now let's talk about the goat, Muku Scout. In testing Muku Scout and comparing to other imagines, Muku Scout ≈ Muku Chief T5 ≈ GK5 ≈ SGK5(at 100% luck) ≈ Void Watcher T3. You are completely fine running Muku Scout and any of the imagine listed above if you have a T5 gold. I don't have any data comparing scout to Furball, but it is likely as usable as the other imagines.



F2P / New player setup



Any of these combinations work and have similar performance if you don't have any S3 imagines or if you are a low spender and have T5 golds.



Void Watcher Combinations.

I do not have Rorola5, so I am using Void Watcher + Muku Chief.
In dummy 3min dps tests, at 100% Luck, all the combinations with Void Watcher produced similar dps. However Muku Chief is preferred due to the 2 charges it has which provides a high amount of flexibility on when you can pop imagines. BL5 as a second imagine is also not bad™. It is slightly worse than the other choices, but that active is strong for you and is good for the team. You also can't use GK unless you have SGK5. GK is a fraud.

Notes about Rorola

Rorola in testing from other players, Rorola3 ≈ Mukuscout5.
So if you are not planning to T5 Rorola, don't use or build Rorola.

Notes about SGK

You use SGK if you are under 100% luck. After you reach 100% luck at 240 gear, you are free to swap off of it.
"SGK is good for mobbing"
Yes and no. What SGK does really well is killing low HP mobs, but is not that great for high HP elite mobs.
So when you use SGK, you kill all the low HP mobs, but then need to take extra time to kill the Elite mob. So overall, you spend more time on the pull even though you had higher dps from stat padding on the small mobs.

Notes about Furball

~65% of our hitcount is class skills or Lucky Effect Damage. So Furball works pretty well on Disso. SGK also has insane synergy with Furball active too since it adds much more Luck Effect hits, which all gets scaled with the 78% buff from Furball.

Notes about Void Watcher

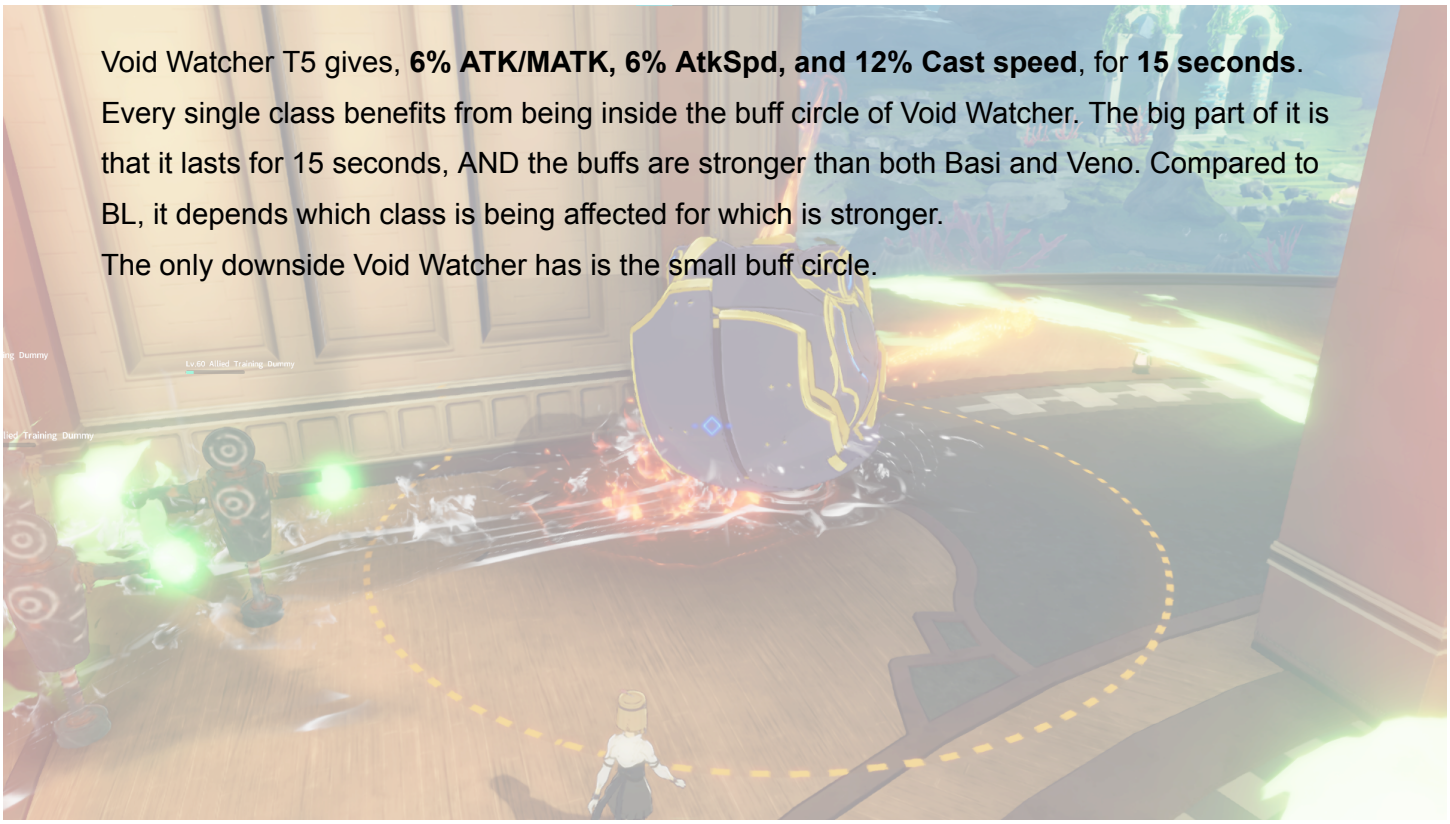
The Active buff circle is pretty small, so make sure you are close to the boss before you use it. And time when you use it carefully so you don't use it, and then need to move immediately afterwards, which wastes your active.

Unironically, Void Watcher as a support imagine is ***GOATED***.
Lets compare it to other support imagines such as Basilisk, Veno, and BL.

Veno5 buff for others is 8% Vulnerability for 8 seconds. Pretty poor buff time for a mediocre buff.

Basi5 buff is 10% All Element for 10 seconds. A slightly better uptime with similar buffs.
And which one is better depends on what DPS is in your party. If the DPS in your party already has a lot of Element% in their kit, Basilisk buff isn't as impactful compared to a class that has little element. And same with Veno. Vulnerability counts as a GenericDMG% multiplier, which is in the same category as Rorola, DMG Stacks, Luck Boost, Elite Strike, and other multipliers that I haven't mentioned.

Brigand Leader is the only Imagine that comes close to Void Watcher as a support buff (We ignore NPC imagines) BL5 gives allies 10% ATK/MATK for 15 seconds. Nearly doubles the time of Veno, and 50% more buff time compared to Basi. And the 10% ATK/MATK is ALSO better than 8% vuln, and 10% All Element for most classes.



Void Watcher T5 gives, **6% ATK/MATK, 6% AtkSpd, and 12% Cast speed**, for **15 seconds**.
Every single class benefits from being inside the buff circle of Void Watcher. The big part of it is that it lasts for 15 seconds, AND the buffs are stronger than both Basi and Veno. Compared to BL, it depends which class is being affected for which is stronger.
The only downside Void Watcher has is the small buff circle.

Support Imagines for Disso



A nice tier list because everybody loves tier lists.

S Tier

Tina is HUGE because it allows for our rotation to go way faster and removes the need to use FS as often.
Kartgriff has amazing synergy with Void Watcher and BL(if there is one in the party). Both BL, Watcher, and your Haste stat increases MATK by percentage, and Kartgriff gives a lot of additional main stat which then makes the MATK% buffs more effective.

A Tier

Void Watcher and Brigand Lead. Even if you don't have Void Watcher equipped, the buff it gives is still strong for Disso. 6% MATK and 6% AtkSpd for 15 seconds. 15 seconds is a pretty long time and the Imagine CD has good synergy with your own Imagine timing.
Brigand Leader gives 10%MATK for 15 seconds, also a pretty long time while being a sizable buff for Disso

B Tier

Basilisk can be stronger, however the buff only lasts for 10 seconds. 33% less than Void Watcher and BL while having mediocre buffs. 10% All Elements on dissonance isn’t too bad since we don't have too many sources of Element. We have around 40% Fire Element in our kit, well, for Elite+ mobs.

C Tier

Veno is kinda garbage. ~50% of our damage is Luck Effects, (Lucky Strike and Fantasia). Meaning the effectiveness of +8% vuln on ~50% of our damage isn't that high due to Luck Boost(1% luck = 1% luck boost), a GenericDMG% for Luck Effect damage. Additionally, if you are using Rorola, Elite Strike, Intellect boost, and/or DMG Stacks, the effectiveness of Veno also goes down since all of those give an additional GenericDMG% multiplier.

Modules

Lifewave >>>>>>>>

If you can make Lifewave6, you are going to ditch EVERY OTHER MODULE COMBOS YOU CAN MAKE. Lifewave is that important for dissonance.

Lifewave >>> Damage Stack 6 > Damage Stack 5 ≥ EliteStrike 6 ≥ Intellect Boost 6 > Attack Speed 6 ≥ Crit Focus 6 > Luck Focus 6.

Damage Stacks and Rorola

If you are using Damage Stack and/or Rorola, Attack Speed may perform better than IntBoost and Elite Strike. IntBoost, Elite Strike, Damage Stacks, and Rorola all add into the GenericDMG% multiplier, and having them stacked can dilute the effectiveness of each other which may lead to Attack Speed module being better.

Do I run LW6 + DS5?

Depends if you have no other combinations. DS5 is slightly better than EliteStrike6. If you have at least LW6 + xx6 + xx5, it would be better than LW6 + DS5.

What do I do if I don't have Lifewave?

Honestly, you kinda just cry and hope you get Lifewave modules.. The damage lost without Lifewave is extremely big, so pray to RNJesus that you get Lifewave.



Miscellaneous Items



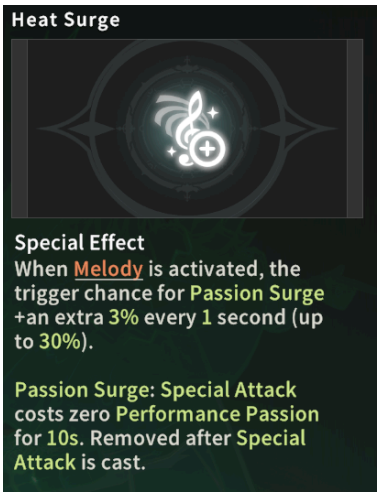
After using Melody, Performance Energy will start draining. As long as there is Energy, Melody will stay on and keep on enhancing Basic Attack into Fierce Strike.

Some attacks will cost Performance Passion.

Amplified beat costs 3 Performance Passion.

Rhapsody costs 5 Performance Passion.

Once we start our rotation, we can ignore this due to some talents.



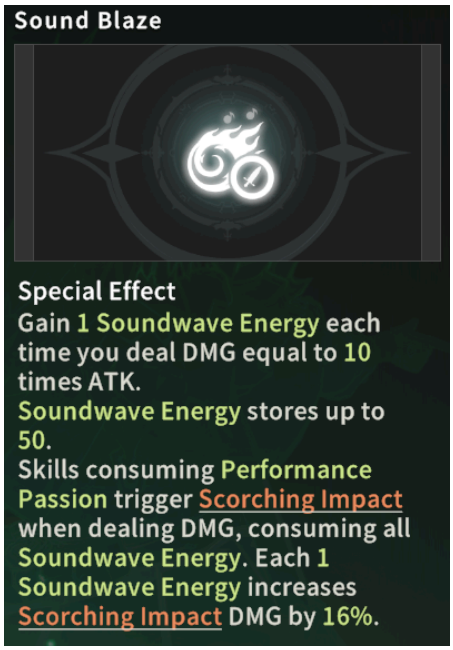


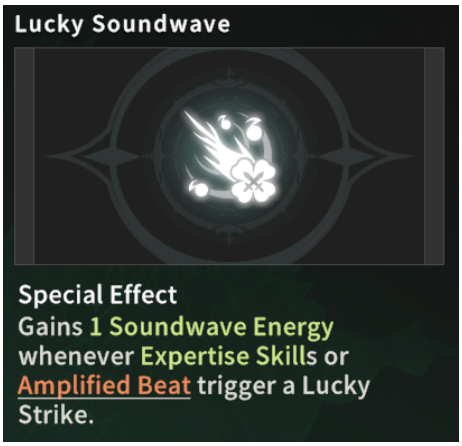
Using Melody can make Beat cost no Passion.

Rhapsody reset by other abilities will cost no Passion.



Soundwave Energy is related to Talent.



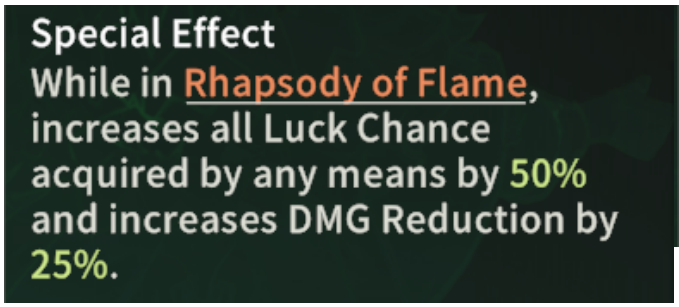


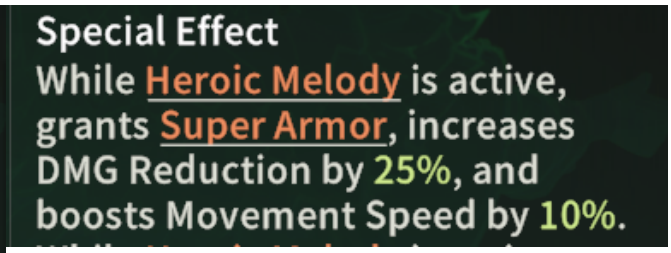
Scorching Impact is our second highest source of our damage, right after Lucky Strikes.



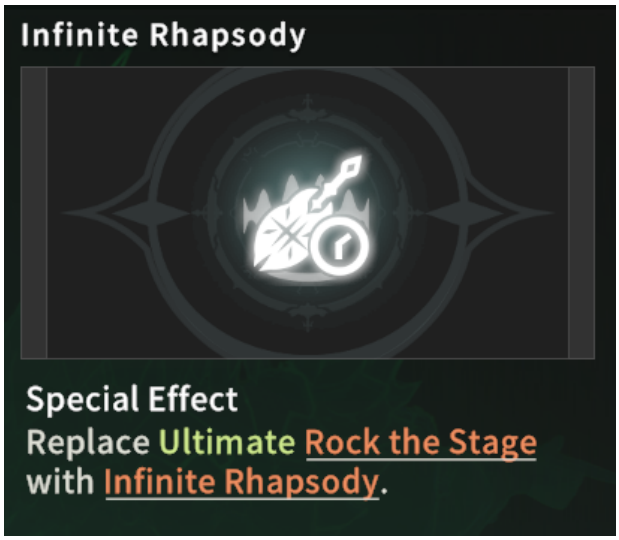
The colored outline of the Performance Energy bar is called Blazing Heal. It is extra healing storage that starts draining after using Melody, and goes back up when you are over healing people.

Once it empties out, it no longer heals.

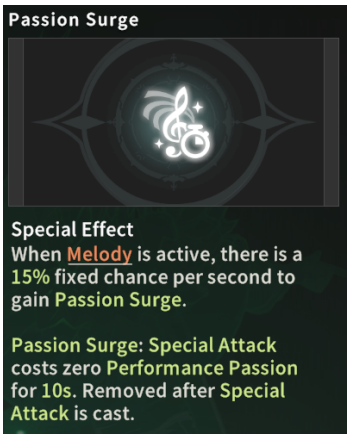


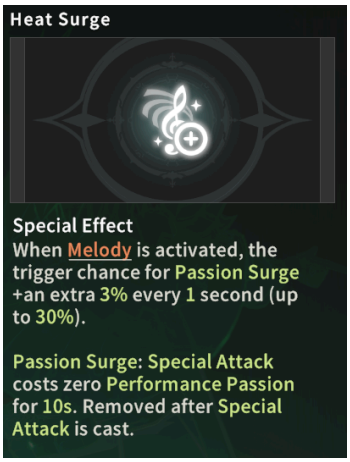


Disso has 50% DMG Reduction for fun in their kit, so don't be too afraid to tank some attacks. You are amazingly durable, just know what you can and can't tank.



This is a **W** i-frame tool. After using Rock the Stage, the animation roots you in place for a few seconds. Infinite Rhapsody does not root you, and gives you and the team a huge shield after the cast.





Free Beat gamble in opener.

Rotation

This is what most of yal came here for. How do I actually play this class?
At its core, the class is pretty simple. How do I spam as many skills as possible in an efficient manner?
Before we start, there are some small things you will need to know. Anthem, if it lucky strikes, will reset Rhapsody. *HOWEVER*, if it is enhanced by beat, it counts as 2 hits. And the hits don't activate on the same frame when you attack. Instead it hit once, and then again shortly after. *MEANING,* if you use Rhapsody right after Anthem, Rhapsody will immediately reset again giving you a double cast. This is one of the core concepts of the Disso rotation.

Opener

There are 2 openers you can do.
To simplify typing and to have it easier to read, I will shorten the names of the abilities to the key I use.



Standard Opener:

5 > x > z > 4 > 3 > 1* > 2 > 3 > 3** > 5..

Lucky Opener:

5 > x > z > 1* > 4 > 3 > 2 > 3 > 3 > 5..

* You'll have to get lucky with your base talent tree to get Passion Surge so you can use Beat(1) to enhance Anthem(2).

** Only possible if Passion Surge was triggered to enhance Anthem

So, what's the difference and which opener should be done?

Standard Opener you do when Passion Surge is not triggered before Encore is pressed.

The Lucky Opener is used when you recognize that Passion Surge is triggered, and you can use it before Encore.
The reason why we do this is because of the Talent, Finale Command, which was mentioned in the *Talents* Section in this guide. Using Beat before Encore gives us a little bit more up time with Finale Command in hopes to fit in another Rhapsody within the 10 second buff window.

The Loop

Dissonance is not a burst class, so it is important to get a good foundation on how you loop your rotation, and optimize it to have as high of a dps as you can to keep up with other burst classes. Burst Classes have the nice button to press before they deal extremely high dps between mechanics, so with good timing, they don't lose that much damage for doing mechs(unless they burst right before a mechanic LOL) like we do on Disso.

Basic Loop

Your bread and butter is 1 > 2 > 3 > 3 > (5 if available).
FS(Enhanced Basic / Fierce Strike) will always reset 2, and 3 will be reset if FS lucky strikes.
If 2 lucky strikes, 3 will be reset.
The basic loop, we have a general flow to have a smooth rotation.

- Use 3 whenever it is up. If it is not up, use 5. If 5 is not up, check if 2 is up. If 2 is up, use 1 > 2 > 3 > 3. If 2 is not up, use FS. After FS, check or preclick 3.
  Use 4 and imagines off cooldown.

That is the general flow you will need to know for the basic loop. This keeps the loop as simple as possible before learning how to optimize the loop as it requires good understanding and muscle memory of how the abilities loop.







How to Start Optimizing the Basic Loop

Once you start to get muscle memory down of the Basic Loop and have a good understanding of the timings of the ability, you can start to optimize how weave in more abilities to achieve more damage.

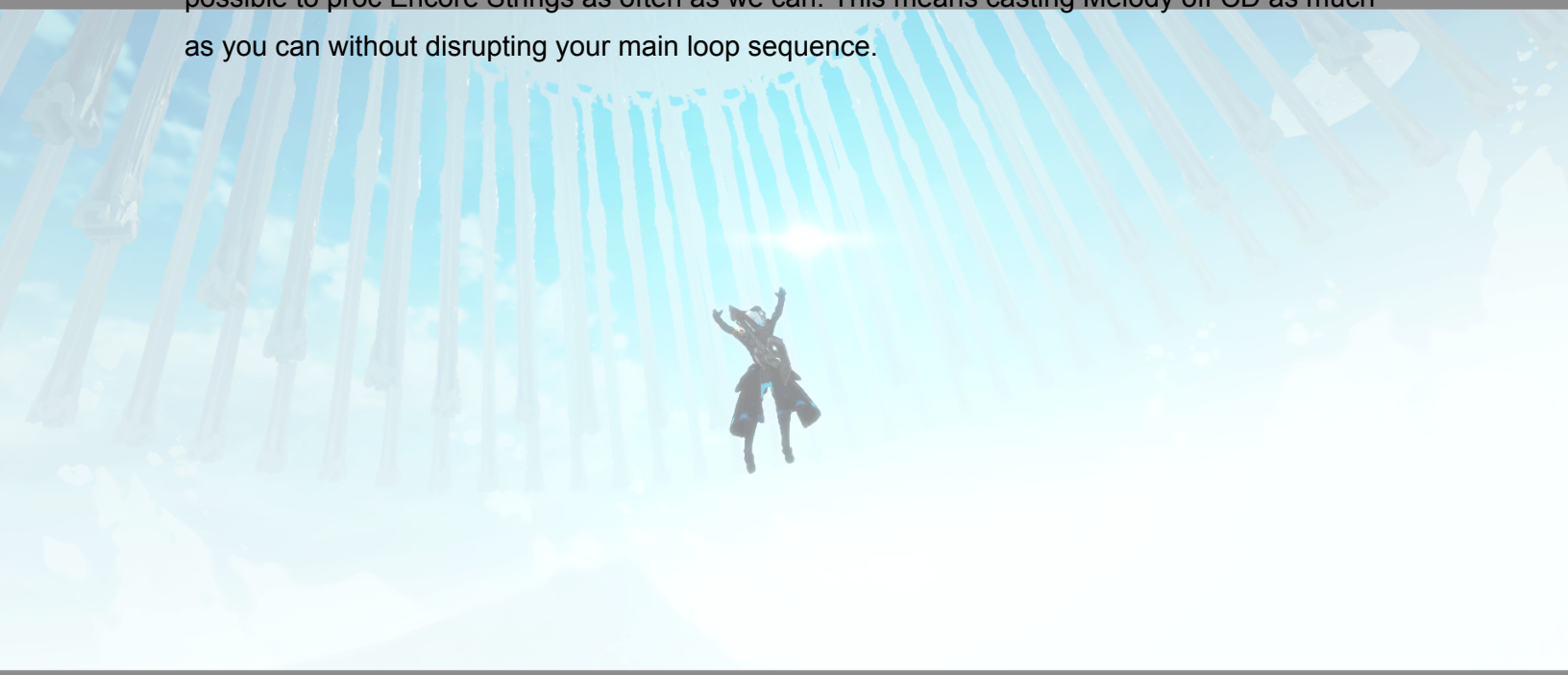
How do I increase the amount of abilities I cast?

First, we look at what abilities can't be reset by another ability. We can ignore Beat because it is an insignificant part of our damage and does not proc Encore Strings.
We have 3 abilities that we can try to improve.

1) Encore
2) Melody
3) Imagine Timing

Encore is a buff ability. So we can pair using Encore with when we use our imagines, or if our imagines have 2 charges, match the imagine with Encore usage.
Matching Encore and Imagines will make the buff window of the imagine stronger, leading to more overall damage. Always use Encore after using imagines since all imagine buffs last for over 10 seconds, so Encore after imagines allows for the entire Encore window to fit in the imagine window.

Now, the main thing now is Melody. To optimize the loop, we need to cast Melody as much as possible to proc Encore Strings as often as we can. This means casting Melody off CD as much as you can without disrupting your main loop sequence.



Optimizing Melody

- 1 > 2 > 3 > 5 > 3
- 5 > FS > 3 > 1 > 2 > 3 > 5 > 3
- FS > 5 > 3 > 1 > 2 > 3 > 3

These are some examples of weaving in Melody earlier into your rotation, but it depends on your current cool downs. For example, Anthem is about to come off cd ~2 second and Melody also is about to come off cd in ~1 second.

First instinct is to use FS to reset Anthem to have FS > 5 > 1 > 2 > 3 > 3. But something you can do is 1 > FS > 5 > 2 > 3 > 3, or even 1 > 5 > 2 > 3 > 3 if Anthem's cool down is a bit lower. We want to have as few Fierce Strikes as possible because it's a dead ability providing minimal damage, no Encore Strings procs, and takes a while to cast. So our rotation delays when we need to use FS.

- FS > 3 > 1 > 2 > 3 > 3 > 5

However, what you can alternatively do is to use Beat first.

- 1 > 5 > 2 > 3 > 3 > FS…

Using Beat first gives time for Melody to come off CD, and also enhances Anthem so another Beat won't be necessary. And then since you use Melody, that also gives time for Anthem to come off CD which means you can use it right after.

This delays when we will need to use FS which is our biggest source of DPS loss. FS takes a while to proc, does minimal damage, and does not proc Encore Strings.

Think of it as, if you have Anthem at max stacks, or Melody not on CD, that is damage sitting there not being dished out.

TLDR; you're looking for a way to maximize Melody usage, and delay using FS as long as possible without doing nothing.

Imagine Usage

For Imagines, we want to time them after we complete the set up before 2 > 3 > 3. For example, you are doing your loop, and your imagine is about to get come off cool down. You can delay when you use your imagine for an extra second to use beat or FS into beat to set up 2 > 3 > 3.

- 1 > Imagines > 2 > 3 > 3
- FS* > 1* > Imagines > 3 > 2 > 3 > 3

*can also swap FS and 1 if you want

You should try to weave in Melody whenever you can after imagine usage.

And then with Encore, use after imagines.

- 1 > Imagines > 4 > 2 > 3 > 5 > 3
- 1 > Imagines > 5 > 4 > 2 > 3 > 3

Option 1 can be used if Melody comes up in the middle of doing the rotation.

Option 2 for if Melody comes off cool down earlier.

And of course if you need to use FS, use before Imagines so you don't have a dead time in the buff window.

The reason why I delay Melody until after Imagine usage is because of Encore Strings. Since every Expertise skill activates Encore Strings, delaying Melody for a moment allows the extra Encore Strings and Lucky Strikes to be within the Imagine's buff window. This can potentially allow an extra cast of Melody within any buff windows that we have, thus increasing damage.

TLDR; have Beat and/or FS be used before imagines.



“Haha H Beat”

H Beat. Something Soyu(soyu0397) cooked up where you put Beat on H and then do the rest of your rotation normally, ignoring Beat. Additionally, you can also drop Melody in the rotation and still have basically the same DPS. And to have a smoother opening rotation, you start the rotation with Infinite Rhapsody(upgraded ult)

From Soyu’s and Su’s(.august25) testing, no Melody vs w/ Melody had extremely similar dps. Where the damage comes from is changed between the 2 rotations. Melody rotation gives more activation of Void Watcher’s passive, no Melody allows for a slightly faster rotation allowing for more Rhapsody and a bit more Lucky strikes.
There is a video of Soyu parsing in the **Video Parse** section in this guide.

I tested H Beat, but I lost damage. But it is also my first time trying it on day 1.
I also tested dropping Melody in the rotation, had near identical DPS, but healing went down by ~30%, which ngl isn’t really that big of a deal unless you are solo healing in dungeon where there is a lot of damage, or being a healer in a raid with low amounts of healers.



Changelog - August 19, 2026
After further testing, with H beat and data from others. H beat is only usable at ~60+ms ping and above. Testers with low ping(under 30ms) had noticeably worse performance with H beat. I have not much data with ping in between at the current moment, but will update for any noteworthy finds.
The reason why H beat on low ping is just worse is because our Anthem hit procs much faster. And because of that, H beat uses beat immediately after Anthem, within that time window, we sometimes miss the double RoF window(using first RoF after Anthem within ~0.5s).
On higher ping, the double RoF window is extended since the actual damage registered by Anthem is delayed which allows H beat to sneak in the extra cast in 1 > 2 > 1 > 3 > 3.

Some things about H Beat

For some extremely ODD reasons, putting Beat on auto can cause animation skips. Meaning the skill gets casts, but **NO ANIMATION** was used, meaning it was instant casted taking 0 time. For example:

- 1 > 2 > 3 > 1(no animation) > 3

With Beat on auto, there can be a Beat snuck in between the double Rhapsody cast because of auto. HOW? The game wants to be funny, I guess lol. You can see this happening in Soyu's video where Anthem was practically permanently glowing because Beat animation was getting skipped because of auto.

There are some drawbacks and side effects to this.

If you have H on, and the enemy you are targeting moves, you don't cast your abilities, even if you press them. H forces you to walk back into melee range before any abilities can be casted again, even if you are just a few steps away from said enemy. So you will need to have good H management.

Additionally, some abilities you press may get delayed because H uses Beat and did not skip animation. Meaning if you hit an ability and then queue up the next, but then get interrupted because of the animation, your initial ability you pressed can get skipped and not used and go to the next ability you queued up. For example:

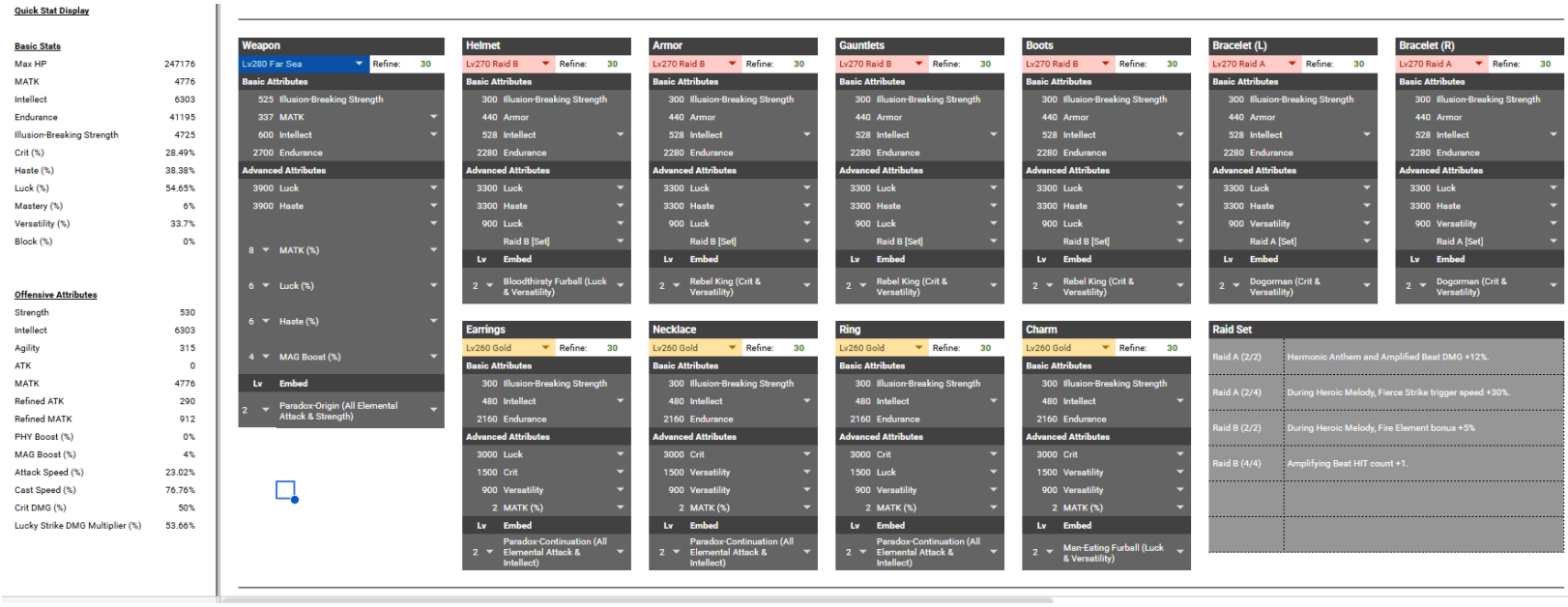
- FS > 3(interrupted and skipped) > 2 > 3 > 3
- 2 > 3 > 3 > imagine(skipped) > FS(or whatever ability you used next)

This can happen which then loses you that attack.

Usage of Auto

Do not full auto.

260 Gear Stats



Quick Stat Display

Basic Stats

Max HP	247176
MATK	4776
Intellect	6303
Endurance	41195
Illusion-Breaking Strength	4725
Crit (%)	28.49%
Haste (%)	38.38%
Luck (%)	54.65%
Mastery (%)	6%
Versatility (%)	33.7%
Block (%)	0%

Offensive Attributes

Strength	530
Intellect	6303
Agility	315
ATK	0
MATK	4776
Refined ATK	290
Refined MATK	912
PHY Boost (%)	0%
MAG Boost (%)	4%
Attack Speed (%)	23.02%
Cast Speed (%)	76.76%
Crit DMG (%)	50%
Lucky Strike DMG Multiplier (%)	53.66%

Weapon — Lv280 Far Sea — Refine: 30

Basic Attributes: 525 Illusion-Breaking Strength; 337 MATK; 600 Intellect; 2700 Endurance

Advanced Attributes: 3900 Luck; 3900 Haste; 8 MATK (%); 6 Luck (%); 6 Haste (%); 4 MAG Boost (%)

Lv	Embed
2	Paradox-Origin (All Elemental Attack & Strength)

Helmet — Lv270 Raid B — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 440 Armor; 528 Intellect; 2280 Endurance

Advanced Attributes: 3300 Luck; 3300 Haste; 900 Luck; Raid B [Set]

Lv	Embed
2	Bloodthirsty Furball (Luck & Versatility)

Armor — Lv270 Raid B — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 440 Armor; 528 Intellect; 2280 Endurance

Advanced Attributes: 3300 Luck; 3300 Haste; 900 Luck; Raid B [Set]

Lv	Embed
2	Rebel King (Crit & Versatility)

Gauntlets — Lv270 Raid B — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 440 Armor; 528 Intellect; 2280 Endurance

Advanced Attributes: 3300 Luck; 3300 Haste; 900 Luck; Raid B [Set]

Lv	Embed
2	Rebel King (Crit & Versatility)

Boots — Lv270 Raid B — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 440 Armor; 528 Intellect; 2280 Endurance

Advanced Attributes: 3300 Luck; 3300 Haste; 900 Luck; Raid B [Set]

Lv	Embed
2	Rebel King (Crit & Versatility)

Bracelet (L) — Lv270 Raid A — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 440 Armor; 528 Intellect; 2280 Endurance

Advanced Attributes: 3300 Luck; 3300 Haste; 900 Versatility; Raid A [Set]

Lv	Embed
2	Dogorman (Crit & Versatility)

Bracelet (R) — Lv270 Raid A — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 440 Armor; 528 Intellect; 2280 Endurance

Advanced Attributes: 3300 Luck; 3300 Haste; 900 Versatility; Raid A [Set]

Lv	Embed
2	Dogorman (Crit & Versatility)

Earrings — Lv260 Gold — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 480 Intellect; 2160 Endurance

Advanced Attributes: 3000 Luck; 1500 Crit; 900 Versatility; 2 MATK (%)

Lv	Embed
2	Paradox-Continuation (All Elemental Attack & Intellect)

Necklace — Lv260 Gold — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 480 Intellect; 2160 Endurance

Advanced Attributes: 3000 Crit; 1500 Versatility; 900 Versatility; 2 MATK (%)

Lv	Embed
2	Paradox-Continuation (All Elemental Attack & Intellect)

Ring — Lv260 Gold — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 480 Intellect; 2160 Endurance

Advanced Attributes: 3000 Crit; 1500 Luck; 900 Versatility; 2 MATK (%)

Lv	Embed
2	Paradox-Continuation (All Elemental Attack & Intellect)

Charm — Lv260 Gold — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 480 Intellect; 2160 Endurance

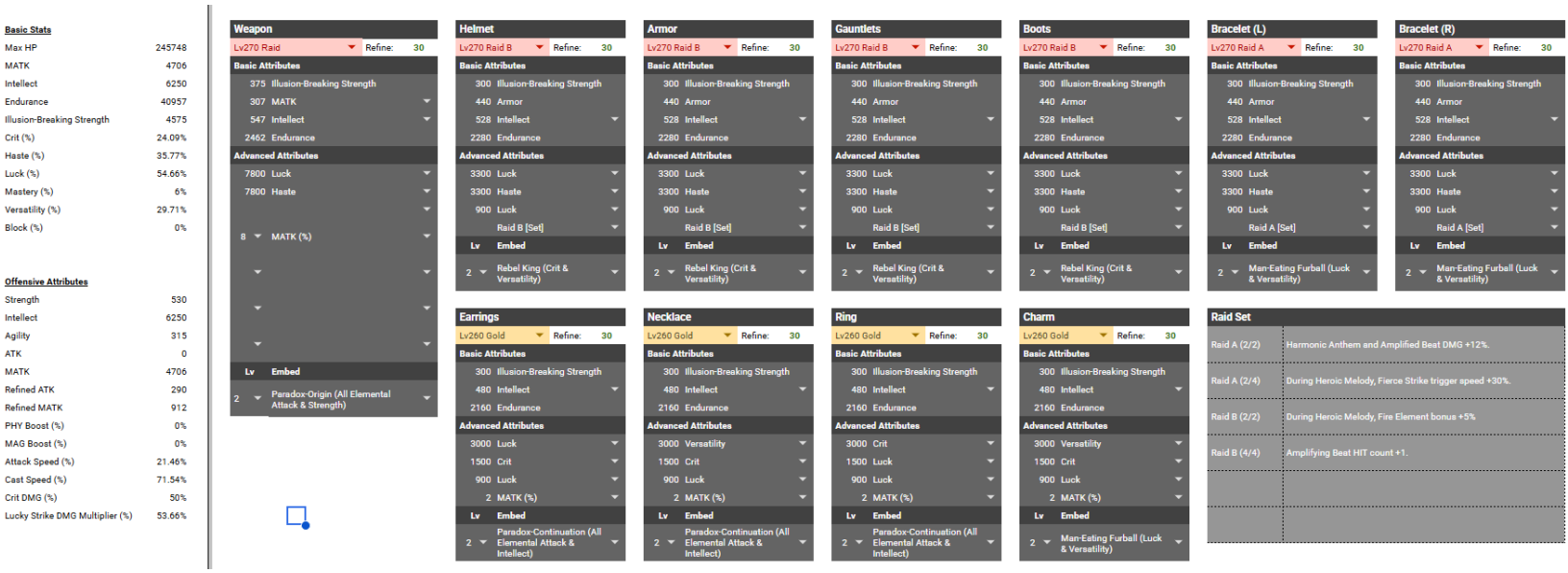
Advanced Attributes: 3000 Crit; 1500 Versatility; 900 Versatility; 2 MATK (%)

Lv	Embed
2	Man-Eating Furball (Luck & Versatility)

Raid Set

Raid A (2/2)	Harmonic Anthem and Amplified Beat DMG +12%.
Raid A (2/4)	During Heroic Melody, Fierce Strike trigger speed +30%.
Raid B (2/2)	During Heroic Melody, Fire Element bonus +5%
Raid B (4/4)	Amplifying Beat HIT count +1.

This is what I cooked up for Ocean 280 users. (Uses Linkage so in party luck will be 56.65%) ^



Basic Stats

Max HP	245748
MATK	4706
Intellect	6250
Endurance	40957
Illusion-Breaking Strength	4575
Crit (%)	24.09%
Haste (%)	35.77%
Luck (%)	54.66%
Mastery (%)	6%
Versatility (%)	29.71%
Block (%)	0%

Offensive Attributes

Strength	530
Intellect	6250
Agility	315
ATK	0
MATK	4706
Refined ATK	290
Refined MATK	912
PHY Boost (%)	0%
MAG Boost (%)	0%
Attack Speed (%)	21.46%
Cast Speed (%)	71.54%
Crit DMG (%)	50%
Lucky Strike DMG Multiplier (%)	53.66%

Weapon — Lv270 Raid — Refine: 30

Basic Attributes: 375 Illusion-Breaking Strength; 307 MATK; 547 Intellect; 2462 Endurance

Advanced Attributes: 7800 Luck; 7800 Haste; 8 MATK (%)

Lv	Embed
2	Paradox-Origin (All Elemental Attack & Strength)

Helmet — Lv270 Raid B — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 440 Armor; 528 Intellect; 2280 Endurance

Advanced Attributes: 3300 Luck; 3300 Haste; 900 Luck; Raid B [Set]

Lv	Embed
2	Rebel King (Crit & Versatility)

Armor — Lv270 Raid B — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 440 Armor; 528 Intellect; 2280 Endurance

Advanced Attributes: 3300 Luck; 3300 Haste; 900 Luck; Raid B [Set]

Lv	Embed
2	Rebel King (Crit & Versatility)

Gauntlets — Lv270 Raid B — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 440 Armor; 528 Intellect; 2280 Endurance

Advanced Attributes: 3300 Luck; 3300 Haste; 900 Luck; Raid B [Set]

Lv	Embed
2	Rebel King (Crit & Versatility)

Boots — Lv270 Raid B — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 440 Armor; 528 Intellect; 2280 Endurance

Advanced Attributes: 3300 Luck; 3300 Haste; 900 Luck; Raid B [Set]

Lv	Embed
2	Rebel King (Crit & Versatility)

Bracelet (L) — Lv270 Raid A — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 440 Armor; 528 Intellect; 2280 Endurance

Advanced Attributes: 3300 Luck; 3300 Haste; 900 Luck; Raid A [Set]

Lv	Embed
2	Man-Eating Furball (Luck & Versatility)

Bracelet (R) — Lv270 Raid A — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 440 Armor; 528 Intellect; 2280 Endurance

Advanced Attributes: 3300 Luck; 3300 Haste; 900 Luck; Raid A [Set]

Lv	Embed
2	Man-Eating Furball (Luck & Versatility)

Earrings — Lv260 Gold — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 480 Intellect; 2160 Endurance

Advanced Attributes: 3000 Luck; 1500 Crit; 900 Luck; 2 MATK (%)

Lv	Embed
2	Paradox-Continuation (All Elemental Attack & Intellect)

Necklace — Lv260 Gold — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 480 Intellect; 2160 Endurance

Advanced Attributes: 3000 Versatility; 1500 Crit; 900 Luck; 2 MATK (%)

Lv	Embed
2	Paradox-Continuation (All Elemental Attack & Intellect)

Ring — Lv260 Gold — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 480 Intellect; 2160 Endurance

Advanced Attributes: 3000 Crit; 1500 Luck; 900 Luck; 2 MATK (%)

Lv	Embed
2	Paradox-Continuation (All Elemental Attack & Intellect)

Charm — Lv260 Gold — Refine: 30

Basic Attributes: 300 Illusion-Breaking Strength; 480 Intellect; 2160 Endurance

Advanced Attributes: 3000 Versatility; 1500 Crit; 900 Luck; 2 MATK (%)

Lv	Embed
2	Man-Eating Furball (Luck & Versatility)

Raid Set

Raid A (2/2)	Harmonic Anthem and Amplified Beat DMG +12%.
Raid A (2/4)	During Heroic Melody, Fierce Strike trigger speed +30%.
Raid B (2/2)	During Heroic Melody, Fire Element bonus +5%
Raid B (4/4)	Amplifying Beat HIT count +1.

For Lvl270 Raid weapon. (Uses Linkage so in party, luck will be 56.66%) ^

If you are using Muku Chief, you can drop some Versatility for a little bit more Crit.

For gearing, what you want to do is get as close to 56.67% Luck as you can, and rest of your stats will be balanced between Crit and Versatility.

Video Parses

https://youtu.be/iKUrEUiL3Sg
Arti - 260 Gear Week 1 Disso Parse | Aug.6, 2026 - 1.46mil DPS

https://www.youtube.com/watch?v=I73geDolmXQ
Soyu - [BPSR] 260 Gear Week 1 Parse | Dissonance (1.78m)

Much Love

Huge thanks to Soyu, Festive, Happu, and many other people in the Beat Performer Community for sharing their knowledge, testing, and experience. This guide would not have been possible without them.

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S4 Disso Info

S4 Dissonance by Arti

Hihi new guide doc here^

S4 Disso Vids

Stuff I found off of bilibili

【星痕共鸣S4噩梦团本10月5日新月岛协会车记录:狂音安可万众流实操】
https://www.bilibili.com/video/BV1reHt6uErU/?share_source=copy_web&vd_source=2b71e907819400154d1b3315447f40a0

【星痕共鸣 10.5 狂音打桩记录673w】
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