

## **Razor Mains Quick FAQ (Patch 1.3)**

### **1. What role does Razor play in a team?**

- Razor is by default a main DPS character that requires as much field time as you can give him. While you won't see massive 6-digit numbers with Razor compared to reaction DPSs, high investment is rewarded with some of the most consistent DPS numbers in the game, making Razor an easy contender for top 4\* DPS and arguably the best physical DPS to date.

### **1. What constellations do I need to be viable?**

- Razor works perfectly fine as a Main DPS at C0. His constellations are mainly just damage boosts that improve his ability to DPS rather than new mechanics that change his playstyle, making him an excellent option for F2P and low-spenders who cannot roll for many dupes. C1 is a decent damage boost as it is easy to keep high uptime with, while C2 is conditional but nice for executing enemies. C4 gives Razor on-demand 15% defense shred to his tap E, which is his best constellation by far and the one you should aim to reach for if you want to go all in on Razor. While his C6 is handy for extra DPS and Electro application, it is not entirely consistent and not at all necessary.

### **2. What weapons work best for Razor?**

- Wolf's Gravestone (WGS) is his best in-slot weapon, with The Unforged taking 2nd given perfect shield uptime (Zhongli). WGS takes #1 due to its incredible ATK% boost and a passive that buffs overall team damage, which is very important lategame. Skyward Pride is a good option as well, but it only truly shines against mobs compared to other options. In terms of 4 star claymores, Serpent Spine is Razor's best choice by a mile, rivaling 5\* damage output with perfect stack upkeep and becoming comparable to even WGS at R5. If you're F2P or don't have any of these, Prototype Archaic is your best option, with Skyrider Greatsword being his best 3\* weapon.

1. Wolf's Gravestone
2. Song of Broken Pines
3. The Unforged (100% shield uptime)
4. Serpent Spine (R1)
5. Skyward Pride
6. Prototype Archaic
7. Snow-Tombed Starsilver
8. Skyrider Greatsword

### **3. How does Snow-Tombed Starsilver fare against Prototype Archaic?**

- Right now, Prototype Archaic is the consistently better option. In perfect conditions, Starsilver can out-damage Archaic, but only by about 3% in very controlled situations. In addition, the icicle can miss enemies and has a notable delay. Starsilver is a viable option for Razor, but Archaic acts his superior 4\* in the majority of situations.

#### **4. How should I be attacking enemies as Razor?**

- The general rule of thumb is 3-hit > dash/jump to animation cancel out of the 4th hit, which causes knockback. In Razor's Q however, 4-hit > dash/jump does more DPS due to his attack speed boost reducing the animation time between 3rd and 4th hit. Tap E takes priority over Hold E for energy regeneration and defense shred at C4, while Hold E is more useful against grouped/aerial enemies.

#### **5. What artifact sets are good on Razor?**

- Currently, Razor's BiS set is the 4pc Pale Flame, and is farmable in the unlockable domain near Dragonspine. This set outshines Glad due to the Physical DMG% applying to all of Razor's physical attacks, including his plunge, as well as also his normal attacks because 50 > 30. Other options include 4pc Gladiator which was Razor's previously most optimal DPS set for boosting his Normal Attack Damage, but is the hardest 5\* set in the game to farm alongside Wanderer's. Spending 40 Resin for a non-guaranteed drop is wildly inefficient (until AR55+ for guaranteed 5\*), meaning Gladiator pieces are usually just picked up alongside the ascension grind. 2pc Gladiator/2pc Bloodstained is a better option to grind out correct substats for, and much more convenient to obtain. 4pc Bolide is a decent option with strong shielders such as Zhongli.
- Another possible option is Electro Razor with 4pc Thundersoother, but preliminary testing shows that this set is usually out-damaged by physical Razor due to Razor's ascension stat skewing his ratio to physical damage and the inconsistency of 4TS's uptime due to reactions consuming the electro status. However, this set does offer the potential to do massive damage if electro can be stably applied (e.g. with Fischl).

#### **6. What stats should Razor artifacts have?**

- For main stats, Atk%/Physical DMG%/Crit Rate/DMG is generally the best option, with your circlet varying between Crit Rate and Damage depending on the rest of your build. Atk% cup can be situationally viable (e.g. when using Serpent Spine with C4+ Razor). For substats, Razor wants Crit Rate/DMG > Atk% > ER > anything else.

#### **7. What characters does Razor want on his team?**

- With Razor taking up most of the field time as a selfish DPS, any other characters in the party should normally be on field as little as possible. The core of any Razor team is Razor + Cryo character (excluding Chongyun) to proc superconduct for physical resistance shred, which is arguably the only reaction Razor needs. Due to this, Razor is rather flexible in terms of team composition, as your last two teammates can be flexed depending on the situation or your build.

- A caveat is to generally avoid pairing Razor with Pyro characters due to the inconvenient nature of overload's knockback for melee carries, although it is not an issue against heavy bosses who do not get staggered easily.
- Typically, your final 2 characters should either cover what your cryo character can't do or be focused on buffing Razor. For example, a Razor/Kaeya team wants healing and buffing, so Diona would be a great third option to cover heals and shields with the added bonus of Cryo Resonance (which works best with Kaeya due to his fast cryo application).
- Example Cryo Supports:
  - Kaeya (consistent cryo uptime especially with C2, best f2p cryo applicator)
  - Qiqi (mediocre cryo uptime, great healing)
  - Diona (decent cryo uptime, shielding, buffing, healing)
  - Rosaria (good cryo application, increased crit rate)
- Example Flex Supports:
  - Xingqiu (Sub-DPS, tankiness, electrocharge)
  - Fischl (Sub-DPS, electro resonance for battery)
  - Zhongli (best shielder, CC, resistance shred)
  - Albedo (Sub-DPS, shielder)
  - Bennett (buffer/healer) - beware of overload
  - Xinyan (shielder, physical DMG boost and shred at C4) - beware of overload

## 8. What talents should I be upgrading on Razor?

- Normal Attack > Q > E at all points. The majority of Razor's DPS comes from his auto attacks, so leveling his normal attack to 10 should be your first priority. Razor's Q is also important, as the higher the level is, the greater the attack speed bonus that Razor gets during his Q. Razor's E does decent electro damage, but his Q has more active uptime than his E, making its damage bonus per upgrade more valuable. However, if pursuing a more skill-heavy rather than ult-heavy playstyle, E's better scaling may be more attractive (esp. given that the attack speed bonus from Q maxes out at level 10).

## 9. Does Razor have any alternative builds?

- Although Razor is most suitable for physical damage, higher constellations and talent levels increase the proportion of his electro damage significantly. This means that if you own a high constellation and talent level Razor, you can explore alternative builds such as hybrid Razor (C4+ with atk% cup & Serpent Spine) or enabler Razor (C4+ with electro% cup using tap E for DEF shred). Razor's niche is still his massive physical

damage output, but since a fully maxed out Razor will do a decent chunk of electro damage, alternative builds can be viable.