

Fatui
11th Harbinger

CODE NAME

CHILDE

GUIDE

AJAX

남성
Tartaglia

Original artwork by [Monettea](#)

Preface

Welcome to your first step into a comprehensive Childe guide, brought to you by Risuke#6743! This guide has been peer-reviewed by fellow theorycrafters of Childe Mains.

This guide will hopefully cover everything from the basics to the complexities of our beloved, yet commonly misunderstood Snezhnayan Harbinger. There has been an abundance of outdated misinformation that has circulated throughout the community since the release of his first banner that this guide hopes to fix. Childe is a very complicated character. His role can change drastically depending on the team comp, levels of investment, and constellation. I hope that this guide will give you a better understanding on how to use and build around his nuance and intricacies.

But before we get into the guide, I want to give a big shout out to the Childe Mains community for having so many helpful people coordinating together to make this guide possible. Without the community asking so many different questions about Childe and his team comps, and forcing us theorycrafters to explore and search for the answers, most of this information wouldn't even exist. A big thanks to you all!

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Everything below is WIP

Info is subjected to change

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Introduction

Let's start with what Childe isn't. Childe is **NOT** a solo, hypercarry DPS who is the majority of the team's DPS. Childe **IS** a highly technical enabler who increases his team's damage. He has a learning curve that's completely different from any other existing characters. He heavily relies on team synergy and works together with his team to output high amounts of DPS. By design, his individual output will be lower than other 5* characters because Childe increases the damage dealt from his teammates.

What does being a technical character mean? A technical character is one which requires high executions or has many layers of strategies they can use. Childe falls under the second category. He has a wide range of creative freedom and flexibility while being able to pair with nearly every character and work in both short and long rotations. Childe has significantly more diverse variations in playstyle and team synergy compared to other characters.

Due to the highly technical nature of Childe's playstyle, Childe's baseline team damage can be very low, but with high skill expression and proper rotation management, the damage ceiling is very high. This is often why many players think Childe isn't very strong. Most players do not know how to optimally play around Childe.

Pros

- + Strong multi-target damage
- + Low energy requirement (Ranged Burst only)
- + Fast Hydro application that enables supports
- + High burst damage
- + Flexible team comps
- + Not constellation reliant (Doesn't need constellations to perform well)
- + Complicated team synergy (Allows many comps to work)
- + Creative rotation flexibility (Can create a rotation for almost any situation)

Cons

- + Lower individual output compared to other 5* DPS
- + Very team centric
- + Weak constellations (Does not offer a significant DPS increase)
- + Highly technical learning curve
- + Challenging cooldown management
- + Forced rotation management
- + Fast Hydro application prevents supports from enabling him
- + Different team building compared to other Main DPSs
- + Unable to plunge attack in melee stance

Childe's role on the team

Childe excels at multiple roles depending on the circumstances. He can be a Main DPS, an Enabler, a Burst DPS, a Sub-Carry, and sometimes a Support.

Let's start off by defining what all these roles are as well as some other roles that will be used throughout this guide.

Main DPS	<i>Also commonly called On-field DPS or Main Carry. A character that takes the most field time.</i>
Hypercarry	<i>A character who is a very high percentage of the team's damage while also having the most field time.</i>
Sub Carry	<i>A character who is used as a Second Main DPS to fill up time while waiting for cooldowns to end.</i>
Burst DPS	<i>A character who deals the majority of their damage as front-loaded or from their elemental burst.</i>
Sub DPS	<i>Also commonly called Off-field DPS. A character who can deal damage while not actively on the field (off-field).</i>
Enabler	<i>A character that applies elemental auras for other characters. This is a utility role that doesn't affect a character's DPS.</i>
Battery	<i>A character whose primary purpose is to reduce the ER requirement of another character. This is a utility role that doesn't affect a character's DPS.</i>
Support	<i>A character whose main purpose is to buff, debuff, crowd-control, or offer any other form of team utility.</i>

Main DPS or Burst DPS?

Childe is both a Main DPS and a Burst DPS. Childe has a good Enabling Main DPS window and a very good Elemental Burst. How strong your Childe is determines what his main role is. Generally, you should use your Bursts at the start of the Abyss floor (because your skills start off full). This means your initial damage will be Burst DPS, followed by a sustain DPS. If your burst damage takes away the majority of the enemies' HP, Childe can be considered a Burst DPS. If it doesn't, Childe will follow up with melee and team rotation and become an Enabling Main DPS.

This means the more invested and geared your Childe is, the more he will gravitate towards the Burst DPS role. However, this doesn't mean you still can't play him as a Main DPS once you've reached his damage ceiling. It just means at his damage ceiling, he will be more optimally played as a Burst DPS rather than a Main DPS. To optimize Childe as a Burst DPS requires a different set of weapons and artifacts compared to using Childe as a Main DPS, which may not appeal to everyone.

How is an Enabler different from a Support?

The main difference between Enabler and Support is how they help their team. A Support usually helps the team in the form of a buff or debuff such as 4-Set Noblesse Oblige (NO) ATK buff or Ascension 4 (A4) Lisa's Elemental Burst DEF debuff. An Enabler increases the team's damage through elemental applications. A character can be both a Support and an Enabler, as well as just a Support or just an Enabler.

Some examples of Enablers include:

- Xingqiu applying Hydro aura for a Pyro Main DPS to vaporize their attacks
- Sucrose swirling Electro-Charge to maintain Hydro aura for Electro Sub-DPS.
- Childe / Mona / Barbara applying Hydro aura for their Sub-DPS

Is Childe a good support?

No and sometimes, in that order. Generally he is not recommended as a Support because he has only two supporting aspects in his kit. His passive gives all team members +1 to AA Talents and at C4 where Riptide Mark will apply Hydro every 4s through Riptide. If you need either more AA damage or need to utilize an occasional Hydro application, Childe can satisfy the role of a support. Currently, Ganyu is the only character who wants both of these support aspects but there are better Hydro options than Childe for Freeze Ganyu.

Common Misconceptions

Another Hydro as the Enabler

Mona, Barbara, Xingqiu, and Kokomi all can apply Hydro fairly quickly, so can they replace Childe in his team comps? Yes, but they won't perform nearly as well as Childe. Barbara, Mona, Xingqiu, and Kokomi all are able to apply Hydro, but they are limited by internal cooldowns (ICD) of their Hydro and the limited range of said Hydro. All four of these options have, for the most part, mostly single target Hydro applications.

Without going too deeply into details with ICD theory, the TLDR is that Childe has significantly more sources of Hydro application and AoE compared to the other Hydro alternatives. The other Hydros are mostly limited to applying their Hydro to only one enemy at a time. To further cement the gap, Childe's personal DPS is higher than the other four Hydros. C6 Xingqiu will have higher single target damage, but in any content with more than 2 enemies, Childe will out DPS Xingqiu.

For those looking for more details on the ICD comparisons, look at the various Hydro applications done by the other characters [here](#).

High team costs

While it is true that investing in a single Hypercarry is more resin-efficient than spreading investment across 2+ characters in order to 36 star abyss ASAP, not everyone is aiming for the minimum investment to clear the Spiral Abyss. This "hypercarry" mindset is better suited for newer players who want to be able to clear Abyss ASAP. For the casual playerbase or for players who have already cleared Abyss, having a more flexible character roster is more important than having an extremely cost-efficient team. Genshin Impact is a game where you don't need to min-max or have super cost-efficient teams in order to clear the hardest content of the game. As such, there should be no obligation to enforce this "efficient" mindset onto other players. For some players, it is more enjoyable for them to play out inefficient teams and squeeze the most out of their limited roster. That being said,

this does not mean you shouldn't be efficient with your resin usage. It just means that players have the right to utilize their resin however they wish as long as they know what they want to accomplish and the time it will take to accomplish those goals.

Yes it's true that Childe's team comps are more expensive than other team comps because you want to invest into both Childe and his Sub-DPSs. However, investing into your Sub-DPS is not inherently a resin sink. You are investing resin for better team flexibility. This means you are investing into these same Sub-DPSs who can be utilized in other team comps aside from Childe's. If you wanted to use these Sub DPS in other team comps, you would've invested into them regardless of Childe. So looking at team costs in the long-term, Childe's team costs are about the same as other teams.

More importantly because Childe's teams want to spread out the resources, you can get a stronger team with less stats than a team that funnels all the resources into one character. This means that Childe's teams have an inherently high damage ceiling by virtue of being ABLE to high-invest all the team's damage sources. You aren't limited by one character dealing the majority of the DPS. You have multiple sources of damage which can be appropriately scaled up with investment.

For a Hypercarry comp, the damage distribution will be about **70 / 30 : Hypercarry / Sub-DPS**, while Childe teams are closer to **50 / 50 : Childe / Sub-DPS** or **40 / 40 / 20 : Childe / Sub-DPS 1 / Sub-DPS 2**.

This means you can get by with "mediocre" stats of 50% Crit / 100% CritDMG on everyone in your team and perform better than a 70% Crit / 150% CritDMG Hypercarry. It's entirely up to RNG if you can get 70% / 200% on one character before getting 50% / 100% on two or three characters, so it is difficult to objectively say which team is actually cheaper in the grand scheme of things. But the likelihood of getting multiple 50% / 100% is much more likely than obtaining one 70% / 150%.

Does Childe require a Sub-Carry (Secondary Main DPS)?

Any optimized Childe rotations will have very little time for a second DPS to take the field. Almost all of the downtime will be spent battering your Sub DPS and setting up for the next rotation.

Including a second DPS into the team comp creates a number of problems that can only be resolved by spending more resin than what's necessary. By adding a second DPS, you'll create a Double Carry team comp that inherently cannot be fully optimized because your supports are forced to prioritize either Childe or your second DPS. One of the two will suffer in DPS and create both a lower damage floor and ceiling. Double Carry comps will always underperform team comps without a second carry at the same levels of resin investment.

Slowing Water

Slowing Water affects Childe as much as it does for any other character. In fact, due to Childe's front-loaded damage and strong synergy with Bennett, Slowing Water can be said to affect Childe the least. Slowing Water's debuff applies if your cooldowns start with the debuff active. The debuff will not apply on a cooldown that has not started yet. Childe's E cooldown starts at the end of its duration. This means if you can cleanse Slowing Water before you end your melee duration, it will not elongate your E cooldown. For other characters in your team, you will need to cleanse prior to using their skills or bursts if you do not want to be affected with the cooldown debuff.

[Video](#) showcasing Bennett cleansing Childe by *EdisonsMathClub#6469*

If you do not own a character who can cleanse or have them on your other team, here are a few options to working around Slowing Water. The easiest way to get around Slowing Water is to "one rotation" the floor, bypassing the mechanic entirely. This is content dependent and will most reliably work with only one wave of enemies per floor. If there are two or more waves, "one rotation" may not work as well. In this situation you can choose to stagger Childe's enabling durations. By this, I mean off-set each duration ability so Childe can either enable through melee

or charged shots. Childe is better at enabling Electro with melee and Pyro with charged shots.

The next best option would be to ignore the mechanic entirely and use Childe's Charged Shots while waiting for your cooldowns. With good animation cancels, non-vape Charged Shots can reach up to 60% of his melee DPS. This is still a considerable amount of single target damage.

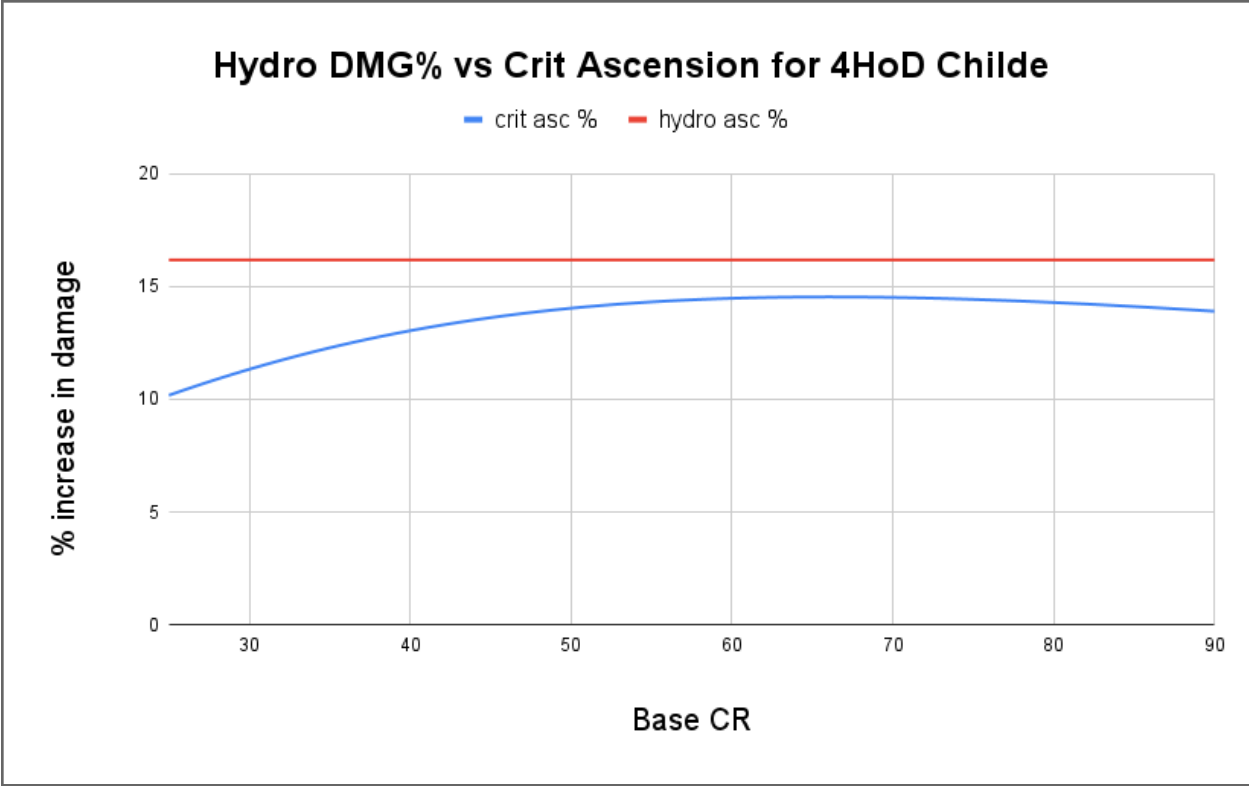
Another option is to utilize a Sub-Carry (Secondary DPS). While this is not recommended from a DPS perspective, it will still work if you do not enjoy using Charged Shots. However, your Sub-Carry will be equally affected by Slowing Water so it is recommended you build them for Physical damage (or Elemental if they are a Catalyst character) to maximize their normal attack damage.

The final option is to build Childe for Physical and use his normal bow attacks. This is not recommended because with good animation cancels, it does about the same damage as Charged Shots. On top of this, it is mechanically intensive and tiring for the fingers to sustain long periods of animation canceling on his normal bow shots. More details on how to animation cancel with normal bow attacks [here](#).

Crit Ascension

Optimal usage of Childe will have him deal almost entirely Hydro damage. This, in addition to having so few external Dmg% buffs, means Hydro ascension offers Childe the most DPS gain purely by stat volume. Hydro ascension will have a higher DPS gain than Crit Ascension at almost all levels of investment and crit ratios.

Crit ascension is most useful on characters who deal mixed damage (Physical and Elemental) or have access to Dmg% buffs in their kit. Childe has neither of these, so having a Crit Ascension will only make crit ratio optimizations slightly easier and let you have a prettier looking details page. Below is a graph showing the effects of Hydro Ascension vs Crit Ascension with respect to an ascension-less Childe.



Credits to moedeus#7018

Character Breakdown

Passives



Never Ending

Ascension 1 (A1) : (Lv. 20 / 40)

Extends Riptide duration by 8s.

A small quality of life (QoL) ascension. Doesn't change much of Childe's kit. It just allows more forgiveness with Riptide in longer fights where you need to dodge a lot and forget to reapply the mark.



Swords of Torrent

Ascension 4 (A4) : (Lv. 60 / 70)

When Tartaglia is in Foul Legacy: Raging Tide's Melee stance, on dealing a CRIT hit, Normal and Charged Attacks apply the Riptide status effects to opponents.

A massive quality of life (QoL) for melee Childe. You no longer need to use a Charged Shot or a Ranged Burst to apply a mark prior to entering melee stance. This is when Childe feels complete as a Main DPS.



Mastery of Weaponry

Passive Talent

*Increases your own party members' **Normal Attack** Level by 1.*

Useful, but not that helpful. Normal Attack Talents only help Childe's Charged Shots and Riptide Flash (Charged Shots) / Burst (On-kill). All of which aren't a significant percentage of Childe's total damage. Generally you don't normal attack with your team, so the +1 to your team's Normal Attack Talents is somewhat wasted.



AA: Cutting Torrent

Normal Attack

Normal Attack: Perform up to 6 consecutive shots with a bow.

Charged Attack: Perform a more precise Aimed Shot with increased DMG. While aiming, the power of Hydro will accumulate on the arrowhead. An arrow fully charged with the torrent will deal Hydro DMG and apply the Riptide status.

Riptide: Opponents affected by Riptide will suffer from AoE Hydro DMG effects when attacked by Tartaglia in various ways. DMG dealt in this way is considered Normal Attack dmg.

Riptide Flash: A fully-charged Aimed Shot that hits an opponent affected by Riptide deals consecutive bouts of AoE DMG. Can occur once every 0.7s.

Riptide Burst: Defeating an opponent affected by Riptide creates a Hydro burst that inflicts the Riptide status on nearby opponents hit.

Plunging Attack: Fires off a shower of arrows in mid-air before falling and striking the ground, dealing AoE DMG upon impact.

Cutting Torrent	Damage Type	Damage Modifier	Elemental Gauge
Normal Attack	Physical	Normal Attack	-
Aimed Shot	Physical	Charged Attack	-
Charged Shot	Hydro	Charged Attack	1U
Plunging Attack	Physical	Plunging Attack	-
Riptide Flash	Hydro	Normal Attack	1U
Riptide Burst	Hydro	Normal Attack	1U

Ranged Stance: Bow Attacks

It is not recommended to use normal ranged attacks at all because they'll only do decent damage if you use a Physical% goblet, which will neuter the other 80% of the damage in Childe's Kit. With a Physical% goblet and near perfect animation cancels, at best the normal attacks will deal the same amount of damage as Hydro% goblet Charged Shots. With that being said, if you adamantly want to use normal bow attacks or want to build Physical Childe, here is the optimal way to go about it.

Normal Attacks Optimization:

- N# - Number of Normal Attacks
- AS - Aimed Shot

N2 AS has the highest MV/s out of all the possible normal attack strings. There are short animations for the first two normal attacks and a fairly quick animation cancel into an aimed shot.

Inputs for 2 NA, AS are as follows:

1. Click (1st hit)
2. Wait (once around 50% of the animation is done)
3. Click (buffer the 2nd hit)
4. Immediately click + hold to buffer aim shot
5. Release.

Credits to AppliedPhilosopher#2421

[Video](#) of animation cancel.

Ranged Stance: Charged Shots

Charged Shots are the preferred method to gapfill any remaining duration on your E's cooldown. Charge shots can also be utilized to apply Riptide Mark, apply Hydro, set up Hydro VV, or provide additional DPS.

With animation cancels, non-vape Charge Shots can deal up to **60% of melee stance's DPS** to a single target. With vape Charged Shots, you can deal between 60-80% of melee stance damage. And with a C4 Bennett or off-field Pyro applicator, you can **deal up to 110% of melee DPS!** Charge Shots are **NOT** a useless part of his kit and should be used if you want to utilize Childe to his full potential.

Animation Cancels

- R - Aim Shot Mode (R button for PC)
- M1 - Left Mouse Button (Attack button)

M1 Cancels - (Good for 3+ Consecutive Charged Shots) Enter Aimed Mode using M1. Release by releasing M1. Upon release, re-enter Aimed Mode with M1.

M1 - R Cancels - (Good for 2 Consecutive Charge Shots) Enter Aimed Mode using M1. Release by releasing M1. Upon release, re-enter Aimed Mode with R. Must dash cancel after the second shot to exit Aimed Mode.

R-Cancels - (Fastest but most difficult. General impractical) Enter Aimed Mode using R, hold M1 and then release arrow with M1. Immediately press R at almost the same time as releasing M1. This tricks the game into "exiting" aimed mode. Then press R to re-enter aimed mode ASAP.

Credits to MCT#9017 and LTeq#1978

[Video](#) by IWinToLose providing more visual instructions. He labels "R - Cancels" as "ARCC".

Credits to IWinToLose#9619

Can I use another character instead of Charged Shots?

Yes, you can use another character instead of using Childe's Charge shots, but there should be a sufficiently good reason to do so.

The two primary reasons why you would use another character is energy or better playability. Both are subjective priorities and changes from player to player.

Energy Examples:

- Utilizing Bennett as a gapfill to promote Tap E spam to generate more Pyro particles for Xiangling is a valid reason to not Charge Shot with Childe.
- Perfect Parrying with Beidou to generate more Electro particles so she can have a lower ER requirement.

Playability Example:

- Utilizing Xingqiu's Q as a gapfill and normal attacking with characters other than Childe. It is a more intuitive playstyle that is similar to quickswaps which some players may prefer over a rotational playstyle.

Downsides of Gapfilling with Another Character

- Utilizing a Sub-Carry (Secondary Carry/DPS) is usually sub-optimal. By reserving one team slot specifically for a Sub-Carry, you will lose team synergy, and therefore, you will also lose team DPS in favor of playability.
- Utilizing an existing Sub-DPS (Off-Field DPS) instead of a Sub-Carry to gapfill requires very high resin investments in order to make your Sub-DPS deal more damage than Childe's Charge Shots. This playstyle trades damage for playability.

There are situations where gapfilling with another character is a net DPS gain. However, those are niche scenarios where you either have highly invested characters and they exceed the damage ceiling of the replaced character (such as using Ganyu replacing Sucrose in Childe, Xiangling, Bennett) or you are utilizing another character for high energy generation so you can lower the ER requirements of your Sub DPS (such as 4 TF Bennett in Childe, Beidou, Fischl).



E: Foul Legacy: Raging Tide

Elemental Skill

Unleashes a set of weaponry made of pure water, dealing Hydro DMG to surrounding opponents and entering Melee Stance.

In this Stance, Tartaglia's Normal and Charged Attacks are converted to Hydro DMG that cannot be overridden by any other elemental infusion and change as follows:

Normal Attack: Perform up to 6 consecutive Hydro strikes.

Charged Attack: Consumes a certain amount of Stamina to unleash a cross slash, dealing Hydro DMG.

Riptide Slash: Hitting an opponent affected by Riptide with a melee attack unleashes a Riptide Slash that deals AoE Hydro DMG. DMG dealt in this way is considered Elemental Skill DMG, and can only occur once every 1.5s.

After 30s, or when the ability is unleashed again, this skill will end. Tartaglia will return to his Ranged Stance and this ability will enter CD. The longer Tartaglia stays in his Melee Stance, the longer the CD. If the return to a ranged stance occurs automatically after 30s, the CD is even longer.

Foul Legacy: Raging Tide	Damage Type	Damage Modifier	Elemental Gauge
Stance Change	Hydro	Elemental Skill	2U
Normal Attack	Hydro	Normal Attack	1U
Charged Attack	Hydro	Charged Attack	1U
Riptide Slash	Hydro	Elemental Skill	1U

For how long should I melee with Childe?

There are **A LOT** of little variables involved in determining how long you should stay in melee. For those who just want a quick, short answer, below are two tables with different melee durations and their respective rotation cycle duration (melee duration + cooldown) depending on Childe's constellations.

C0 Melee Duration	Cooldown	Rotation Cycle
7 s	12 s	19 s
9 s	15 s	24 s
12 s	18 s	30 s

C1 Melee Duration	Cooldown	Rotation Cycle
9 s	12 s	21 s
10 - 11 s	12.8 - 13.6 s	22.8 - 24.6 s
14 s	16 s	30 s

The bolded texts are the ideal, optimal rotation cycle durations balancing Sub DPS uptimes with Childe's melee and syncing up cooldowns effectively. The other melee durations can be used for specific rotation sequences that either focus more on Sub DPS cooldowns or less optimal gameplay to reduce ER requirements on your Sub DPS.

Below is the full chart of the entirety of Childe's rotation cycles per second in melee. The highlighted values are the recommended melee durations.

Seconds in Melee	Cooldown (C0)	Rotation Cycle (C0)	Seconds in Melee	Cooldown (C1)	Rotation Cycle (C1)
1.3 - 1.5	7	8.3 - 8.5	1.3 - 1.5	5.6	6.9 - 7.1
2	8	10	2	6.4	8.4
3	8	11	3	6.4	9.4
4	9	13	4	7.2	11.2
5	10	15	5	8	13
6	11	17	6	8.8	14.8
7	12	19	7	9.6	16.6
8	14	22	8	11.2	19.2
9	15	24	9	12	21
10	16	26	10	12.8	22.8
11	17	28	11	13.6	24.6
12	18	30	12	14.4	26.4
13	19	32	13	15.2	28.2
14	20	34	14	16	30
15	21	36	15	16.8	31.8
16	22	38	16	17.6	33.6
17	23	40	17	18.4	35.4
18	24	42	18	19.2	37.2
19	25	44	19	20	39
20	26	46	20	20.8	40.8
21	27	48	21	21.6	42.6
22	28	50	22	22.4	44.4
23	29	52	23	23.2	46.2
24	30	54	24	24	48
25	31	56	25	24.8	49.8
26	32	58	26	25.6	51.6
27	33	60	27	26.4	53.4
28	34	62	28	27.2	55.2
29	35	64	29	28	57
30	45	75	30	36	66

For those who want to know what melee string to use and how many will fit within that duration, you can use this sheet below to find that out.

[Melee Duration Calculator](#)

For those a bit curious about what variables that affect Childe's melee, here is a brief summary describing them.

There is a mechanic called "hitlag" that halts your animation, tricking your brain into thinking your attacks have an impact as they would in reality. Every melee hit has hitlag and each one of these micro-freeze animations also freezes the duration of Childe's melee timer. What this means is that your real-time melee duration isn't the same as what the game thinks your melee duration is. Effectively this means you can melee for a slightly longer period of time than what you would otherwise be able to do. Your cooldown will match what the game thinks what your cooldown is and is slightly shortened as well.

Overall, this allows you to melee about half a second longer than normal. Or alternatively, give you a half second longer margin of error. This effectively means that the hitlag interaction is just a nuanced micro mechanic that doesn't change anything.

How do I count my melee duration?

Instead of worrying about how long your melee durations are, you should use markers or visual cues to let you know when you should exit melee stance. Knowing how long another ability is is a more practical way to count your melee duration.

Common markers to use are Childe's Q cooldown, Bennett's Q buff, Oz's duration, Beidou's / Xingqiu's duration, or your stamina bar. Here are a few examples of how to use markers with a C0 Childe:

- Use your burst's cooldown as your timer. Childe's burst has a 15s cooldown, so if you're at 6s, you've been meleeing for 9s.
- Sub-C6 (C0 - C5) Fischl's Oz has a duration of 10s. This means you can align your melee duration with Oz's duration to create a 25s rotation cycle.

With Beidou on the team, you can create a 20s rotation cycle by doing:

Oz > Beidou EQ (1.5s of animation) > Childe Melee 8.5s

This makes Oz's duration to be a little over 8 seconds, so you can end your melee when you see Oz disappear.

- Bennett's Q has a 12s duration, you can create a 24s rotation with:

Bennett Q > Beidou EQ (1.5s of animation) > Oz (1s swap cooldown) > Childe Melee 9.5s

or

Bennett Q > Childe ranged Q (1s swap cooldown) > Xiangling EQ (2s of animation) > Childe Melee 9s

The marker is when Bennett's Q field disappears. You can also use the buff as a marker since it lingers an additional 2s after the last buff refresh tick.

- Knowing you have a max stamina of 240, you can use the stamina bar as your indicator to stop meleeing. Dashing requires 18 stamina and a melee CA requires 20. Performing six cycles of 12 CA DC requires 228 stamina (basically all your stamina since you cannot perform another CA) Doing six cycles of this melee string is about 9s of Melee.

What are considered the most optimal melee strings for Childe?

There are two primary factors that will determine the optimal melee string: Your stamina management and your weapon.

How well you rotate with your team comp and manage your stamina will favor different attack strings. Good stamina management can utilize the higher DPS strings, while poor stamina management should use the more stamina-forgiving melee strings.

Currently, only Rust and Thundering Pulse prefer longer melee strings. This is because of the high NA% that they both offer. A longer melee string better utilizes their passives. These weapons prefer the N5C string over all other strings. Just because they have high NA% modifiers doesn't mean you don't use CA. CAs are a significant percentage of your melee damage and should be used if possible.

Stamina Consumption		
Melee String	Dash Cancel	Jump Cancel
N1C	Negative	Negative
N2C	Negative	Negative
N3C	Negative	Neutral
N4C	Negative	Positive
N5C	Negative	Positive
N6	Positive	Positive

The highlighted melee strings are recommended to use depending on your stamina concerns based on the MV/s table below.

Frame Perfect T6 MV/s With Riptide Slash		
Melee String	Dash Cancel	Jump Cancel
N1C	304.12%	258.30%
N2C	292.02%	255.52%
N3C	268.33%	243.31%
N4C	247.05%	229.96%
N5C	252.66%	237.22%
N6	214.55%	200.78%

What to do during E cooldown?

The main 3 goals are setting up reactions, energy generation and to use all skills and bursts. You want to cycle through your team's skills and bursts and start generating as much energy as you can for the characters that need energy during this short period of time. Secondary goals are refreshing buffs for downtime DPS and setting up buffs for the next melee rotation.

Here are some general guidelines that should always be followed:

- Vaporize Childe's Ranged Burst (if you have Pyro in team)
- Funnel energy particles to energy hungry characters
 - Summoning Oz for Beidou
 - E with Beidou and allow particles to be funneled to her (not swapping)
 - E with Bennett and swapping to Xiangling to funnel Pyro particles
- Snapshot all buffs on your Sub-DPS before meleeing
- Viridescent Venerer (VV) Hydro before Childe's Ranged Burst to maximize damage
- VV Hydro before meleeing with Childe (often done as a result of VVing for burst)
- VV Sub-DPS's element (if possible)



Q: Havoc: Obliteration

Elemental Burst

Performs different attacks based on what stance Tartaglia is in when casting.

Ranged Stance: Flash of Havoc: *Swiftly fires a Hydro-imbued magic arrow, dealing AoE Hydro DMG and applying the Riptide status. Returns a portion of its Energy Cost after use.*

Melee Stance: Light of Obliteration: *Performs a slash with a large AoE, dealing massive Hydro DMG to all surrounding opponents, which triggers Riptide Blast.*

Riptide Blast: *When the obliterating waters hit an opponent affected by Riptide, it clears their Riptide status and triggers a Hydro Explosion that deals AoE Hydro DMG. DMG dealt in this way is considered Elemental Burst DMG.*

Havoc: Obliteration	Damage Type	Damage Modifier	Elemental Gauge
Ranged Burst	Hydro	Elemental Burst	2U
Melee Burst	Hydro	Elemental Burst	2U
Riptide Blast	Hydro	Elemental Burst	2U

Ranged Burst or Melee Burst?

Objectively Melee Burst deals more damage, but more damage doesn't always mean better DPS. Below is a table showing the pros and cons of the two bursts.

Ranged Burst	Melee Burst
+ Low ER requirement (100-110 ER) + One second animation + Can be used during downtime + Easier to Vaporize + Consistent usage in rotations	+ Higher damage + Riptide Blast has quadratic scaling + Good for speedruns
- Lower damage	- High ER requirement (150-170 ER) - More difficult to Vaporize due to Stance Change - Wastes two seconds of melee duration

The biggest problem with Melee Burst is the ER requirement. To be able to burst again on the second rotation, you'll need a lot of ER (around 150 - 170 ER). The opportunity costs of replacing those ER substats with useful Crit or Atk% subs makes Ranged Burst perform better by around 15 - 20%. Not only that, Melee Burst will eat up 2 seconds of your melee duration, further reducing Melee Burst's effective DPS by replacing what could've been another two seconds of melee attacks and hydro applications.

Ranged Burst has a one second animation that simultaneously gapfills during his downtime. Additionally, Ranged Burst allows for better flexibility and ease in setting up and executing a vaporized hit. With Melee Burst there is a chance that the Stance Change will take the vape and leave you with a weak unvaporized burst. Additionally, there are more problems if you own a C4 Childe. With C4 Childe you will have a riptide proc every 4 seconds. With a 2 second animation plus Pyro aura setup, you'll have a less than 50% chance to successfully land a vaporized burst otherwise C4 will consume the vape. **Because of all this, it's generally recommended to use Ranged Burst instead.**

When should you Melee Burst?

All the aforementioned problems only exist in 2+ rotations. By ignoring the ER problem, Melee Burst has a niche that it can occupy. Here are the most common scenarios where using a Melee Burst is practical:

Finisher	Using a Melee Burst on the last rotation of the final floor of Abyss can help increase your DPS by up to 5%.
Speedrunning	Speedrunning is all about getting the fastest possible times. Generally players who speedrun will have an invested enough team to one rotation the content they are trying to speedrun thereby ignoring the ER requirement needed for a second burst.
With a Hydro Battery	Having a Hydro Battery provides Childe additional sources of Hydro particles to heavily reduce his ER requirement. But having another Hydro character often means you are significantly reducing your team's damage potential. Utilizing a Hydro Battery is not recommended.

Energy Generation

Childe generates his energy through triggering Riptides. There is an internal cooldown (ICD) for energy generation. **You cannot generate energy faster than once every 3 seconds regardless of which Riptide is triggered.** It is almost impossible to generate energy every 3 seconds due to attack animations and hitlag. It's more realistic to generate energy every 3.5 - 4 seconds.

Considering that it takes 1.5s to charge up a Charged Shot and 1.5s for every Riptide Slash, you will generate a particle every other Riptide (once every two Riptides).

His C2 generates flat energy and is unaffected by ER and only affects Childe.

	Energy Gained	Riptide Cooldown
Riptide Flash	1 Hydro particle	1.5s
Riptide Slash	1 Hydro particle	1.5s
C2 Riptide Burst	4 Flat Energy	Enemy death
C4 Riptide Flash / Slash	1 Hydro particle	4s

Hydro ICD

Childe has **THE MOST** amount of Hydro application per second of any existing Hydro characters. It's why it's nearly impossible to overtake Childe's Hydro application with off-field Pyro damage (due to Pyro's ICD), making it impractical to vaporize Childe's melee (ignoring the fact only 1 in 3 hits will be vaporized). For these reasons, it's more practical to build around what Hydro applications can do for other characters. Below is a table comparing Childe's ICD with other Hydro characters.

Character	Hydro Application	ICD Details
Childe	Charged Shots Riptide Flash (Charged Shots on Mark) / C4 Riptide Burst (on death) Melee NA / Stance Change (shares ICD with NA) Melee CA Riptide Slash / (from Melee hits) / C4 Ranged Burst / Melee Burst Riptide Blast (from Melee Burst on Mark)	No ICD 3 Hits or 2.5s No ICD 3 Hits or 2.5s 3 Hits or 2.5s No ICD No ICD No ICD
Xingqiu	Elemental Skill Elemental Burst	No ICD 3 Hits or 2.5s
Barbara	Normal Attack Charged Attack Elemental Skill	3 Hits or 2.5s No ICD 3 Hits or 2.5s
Mona	Normal Attack Charged Attack Elemental Skill Elemental Burst	3 Hits or 2.5s No ICD 3 Hits or 2.5s 3 Hits or 2.5s
Kokomi	Normal Attack C1 Charged Attack Elemental Skill Elemental Burst	3 Hits or 2.5s 3 Hits or 2.5s No ICD No ICD No ICD

Constellations

Childe's constellations are some of the least directly impactful constellations in Genshin. Meaning his constellations don't give you a direct increase in damage numbers.

The only unique (not C3 or C5) constellation that gives Childe an increase in direct damage is his C4, increasing his damage by ~8% in a 24s rotation. This appears to be quite small compared to other 5 characters who gain X% increase Atk or -X Res on their constellations. Childe's other constellations increase his damage indirectly through utility.*

Below is a table that generalizes the DPS gain over the previous constellations.

DPS Gained	Main DPS	Burst DPS
C1	0 - 9 %	0 %
C2	0 %	0 %
C3	18 %	0 %
C4	(-2) - 8 %	0 % (Melee) / 0 - 15 % (Ranged)*
C5	5 %	17 %
C6	? %	0 %

**This assumes the enemy lives through the entirety of the Riptide Mark duration. If the enemy dies instantly or very quickly, this effectively is a 0% increase in damage. Melee Burst will still offer more damage than the Ranged Burst.*



C1 - Foul Legacy: Tide Withholder

QoL constellation

Reduces the E cooldown by 20%.

It can increase Childe's damage through utility. Depending on the melee string used, it can allow an additional melee string before rotating with your team's skills and bursts. This can increase Childe's total damage by up to 9% in a 24s rotation. The recommended melee duration increases from 9s to 11s. This aligns and optimizes the melee duration with higher constellation Off-Field DPS such as C4 Xiangling and C6 Fischl. However, this is the most basic usage of C1. It's real strength lies in flexibility. You can use shorter melee strings to recycle your buffs (VV or Petra) and maintain higher buff uptimes. Or utilize melee stance change as a Hydro applier. You can also have the same C0 melee rotation with a tighter, more optimized rotation timing for your team. This constellation allows his rotations to become as versatile as your creativity allows it to be.

Recommended to stop here for F2P or L2P.



C2 - Foul Legacy: Understream

Energy generation constellation

Generates 4 energy whenever an enemy with a Riptide Mark dies.

This constellation doesn't help that much against low enemy counts (due to not killing any enemies with riptide) and doesn't help much against high enemy counts (due to clear particles from HP thresholds and over-capping your energy). Occasionally, it does help reduce his already low ER requirement on his ranged

burst and moderate ER requirement on his melee burst (still not recommended to use), but do not expect consistent energy generation from this constellation. This is mainly a QoL energy generation constellation for the overworld where there are small, spaced-out quantities of easily killable enemies.

Not recommended to pull specifically for this constellation.



C3 - Abyssal Mayhem: Vortex of Turmoil

Main DPS Childe's strongest constellation.

Increases E talent by 3 levels.

It gives a 25% increase to his melee's damage. Over a 24s rotation, it increases his total damage by up to 18%.

Recommended to stop here for Main DPS Childe.



C4 - Abyssal Mayhem: Hydrospout

Support / Utility constellation.

Applying a mark will cause a Riptide trigger every 4 seconds. It will apply Riptide Flash if Childe is in ranged stance and Riptide Slash if Childe is in melee stance.

The first Riptide will be triggered 4 seconds after the mark is applied. Over a 24s rotation, it increases Main DPS Childe's damage by up to 8%. For Burst DPS Childe, it increases his damage by up to 15% for ranged Burst and 0% for melee burst. If all enemies die soon after the burst, it is a 0% DPS gain.

This constellation allows Childe to be used as a Freeze support for Ganyu by occasionally applying Hydro every 4 seconds.

Unfortunately, C4 can be harmful to Main DPS Childe. It reduces your likelihood to successfully vaporize his Burst. The window for a successful vape burst is around 50% with the standard Pyro aura setups.

Swapping into a Pyro, clearing any residual auras, setting up a Pyro aura, swapping to Childe, and then using a Ranged Burst takes about 2.5s to accomplish. If a C4 riptide procs anytime during that 2.5s window of setting up, it will consume your Pyro aura and prevent you from being able to vaporize Childe's burst, greatly reducing his damage. Melee Burst has an even smaller window of success as the Melee Burst has a 2s animation, creating a 3.5s window of setting up. Without multiple Pyro sources, successfully vaporizing a Melee Burst while an enemy has the Riptide Mark is very VERY difficult.

Although C4 has the potential to lower Childe's damage, it also has the potential to increase your Team DPS. It lets Childe trigger more reactions during the downtime without utilizing Charged Shots or help apply off-field Hydro to reduce the number of swaps needed to reapply Hydro VV. This can be helpful depending on the team comp. It is also important to note that if you don't use a Pyro in your team, C4 can only improve Childe's damage, but it will never be recommended to use Childe without Bennett. You will lower Childe's DPS by 50-60% by not including Bennett.

Upgrade with great caution.



C5 - Havoc: Formless Blade

Burst DPS Childe's strongest constellation.

Increases Q talent by 3 levels.

It increases Burst damage by 21%. For Main DPS Childe, this constellation increases his total damage by ~5%. For Burst DPS Childe, it increases total damage by ~17%.

Recommended to stop here for Burst DPS Childe.



C6 - Annihilation

Co-op, QoL constellation.

Using melee burst will resets E cooldown when you exit out of melee stance.

It allows you to use Melee Burst as an opener and allow more room for errors for melee duration. It can allow for pure melee Childe gameplay, but this is never recommended due to the lack of team support and damage (overall decrease in damage if not rotating with his team). This is mainly a QoL constellation with no significant increase in damage. There are several reasons for why this is the case.

First, it is not sustainable. Melee Burst has a significantly higher ER requirement compared to Ranged Burst. It is possible to alternate melee and ranged, but that would mean a normal team rotation would be functionally the same.

Second, if you've obtained a C6 Childe, it generally means you adore Childe enough to invest him to his damage ceiling in terms of artifacts and weapons. The more damage you can deal, the more likely you want to switch from a Sustain DPS to a Burst DPS playstyle. And for Childe, this means a vaporized burst. When you are able to one rotation an Abyss floor, it starts to become faster to use a vaporize burst instead of meleeing for a few seconds. This means that he suffers the same problems as a highly-invested Hu Taos face; they start to perform better as Burst DPS rather than a Sustain DPS.

Because of these two reasons, this constellation's main purpose is for co-op or overworld QoL. It does not offer anything significant in terms of damage nor does it

offer a significant change in playstyle aside from being able to use Melee Burst at the start of your melee.

Most importantly, this constellation only changes Childe's gameplay if you use more than one rotation. If you kill everything in one rotation, this constellation changes absolutely nothing.

SHOULD you get C6 Childe?

For most players the answer is easy, you shouldn't. Childe has one of the least useful C6 out of all the available 5* characters. It doesn't provide team support, it doesn't debuff enemies, nor does it increase Childe's damage numbers. It purely changes how Childe rotates with his team and how long he can rotate for. For a C6, this is incredibly underwhelming. To make matters worse, this constellation only affects Childe if he's a Main DPS. If you use Childe as a Burst DPS, C6 will not change how you use Childe nor will it increase his damage. The closer your Childe gets to his damage ceiling, the less likely C6 will change your gameplay. If you choose to play an "end-game" (speed-running) Childe, he will almost always be used as a Burst DPS instead of a Main DPS.

However, there are a few interesting points of development towards Childe's C6. While you still have to deal with the ER problems that come with Melee Bursts, you can create some new team rotations that otherwise aren't possible. You can extend your melee duration to 15s, matching it with longer duration Off-Field DPS like Xingqiu or Beidou. You can also play quickswap with melee Bursts or staggering Off-Field DPS durations. You can do more than what a C0 or C1 Childe can do.

Yet, the biggest question remains: Is this a DPS gain? The unfortunate answer is that it's likely not. As mentioned earlier, the more invested your Childe is, the more likely he'll be utilized as a Burst DPS. In a 24s rotation, about 30 - 40% of Childe's damage comes from a vaporized Burst that occurs in the first few seconds, before taking about 20 seconds for the remaining damage to be dealt. It does optimize some comps like Beidou Fischl XQ with near 100% melee uptime, but these team comps are inherently weaker than comps with Bennett due to the lack of buffs. So at this point in time, C6 Childe is unfortunately only a QoL constellation.

Talent Priority

*It is recommended to stop leveling talents at Talent 8 (T8). Past T8, it will require **a lot** of resin in order to farm the resources for T9 and T10. So if you enjoy playing Childe enough, you can upgrade his talents to T9 or T10, but it **will never be necessary** to have T9 or T10 for Childe to perform well.*

Melee Focus

	>		>		<i>Abandoning the bow in favor of the familiar tempo of a melee onslaught.</i> <i>This is the standard way to use Childe.</i>
E		Q		AA	

From a DPS perspective, you should alternate upgrading E and Q before focusing on AA. AA is an unnecessary upgrade because realistically it will only increase your Charged Shot damage and Riptide Burst (on-kill riptide), both of which contribute to a very small percentage of your total damage.

From a resource perspective, upgrading to T6 is a fairly cheap DPS gain, resin-wise. It is recommended to bring all talents to T6 before alternating your E and Q talents to optimize your DPS gain accordingly with your limited weekly talent materials.

Burst Focus

	>		>		<i>Reaching the apex of power, all will fall before a single strike.</i>
Q		E		AA	<i>Highly invested Childe will naturally fall under this category.</i>

Due to the natural course of overinvestment, Melee Focus Childe will eventually gravitate towards Burst Focus due to how frontloaded Childe's damage distributions are. Eventually you'll reach the point where enemies will die in a single burst. E Talents can be ignored if you can one-shot content.

Bow Focus

	>		>		<i>An aspiring master of the bow. Let enemies learn to fear the arrow.</i>
AA		Q		E	<i>Less practical than melee Childe but for some, it may be fun or challenging.</i>

Bow Focus is more of a fun build rather than a practical one. It *can* clear Abyss, but will require much more skillful execution and rotation management.

It is recommended to get AA and Q talents to T6 before alternating them to T8. Upgrade E talent accordingly based on your usage of the skill.

Artifacts

Overview

This section will only cover the two most commonly applicable Childe playstyles, Main DPS and Burst DPS. There are still Quickswap, Freeze, Electro-Charged, Physical, and Charge-Shot playstyles that all have small nuance differences in artifact/substat optimizations.

1st Rotation (Burst DPS)	One-Shot / Nuke
NO HoD/WT * > HoD Glad/SR > HoD > SR	
1st Rotation (Main DPS)	Full Melee Duration **
SR ≥ HoD > HoD Glad/SR > HoD NO	
2nd Rotation Onwards	
HoD > HoD Glad/SR > HoD NO > SR	
<i>* WT is a viable option for Burst DPS if you aren't using Stringless</i>	
<i>** Full melee duration does not mean to overly extend your melee. You should still use the recommended 9 to 11 seconds melee duration.</i>	

Main DPS

There are two different artifact recommendations for Main DPS Childe depending on whether you use Bennett in your team or not. The below recommendation is for 2+ rotations and have 4-set SR performing the worst due to ER requirements.

With Bennett	4 HoD > 2 HoD 2 Glad / SR > 2 HoD 2 NO > 4 SR
Without Bennett	4 HoD = 2 HoD 2 Glad / SR > 2 HoD 2 NO > 4 SR

Main DPS	Sands	Goblet	Circlet
Mainstats	Atk%	Hydro%	Crit Rate / Dmg
Substats	Crit / Crit DMG > Atk% > EM > ER		

Prioritize Mainstats > Substats > Set bonus

Substats priority depends on the weapon, but generally Crit weapons want slightly more Atk% in subs and weapons that give Atk% want more Crit and Crit DMG in subs. Balanced stats volumes generally offer the highest amount of DPS gain.

Set bonuses are exactly as the name implies, a bonus. Using off-set artifacts with better stats will usually be better than using a bad on-set to complete the bonus.

Always prioritize better substats over completing a set bonus.

Burst DPS

Burst DPS refers to either one-shots or eliminating content very early in the melee duration. If it requires you to fully complete the melee duration, it's better to use a Main DPS artifact recommendation.

With Bennett	NO HoD / WT > HoD Glad / SR > HoD > SR
Without Bennett	NO HoD / WT > HoD Glad / SR > HoD > SR

Main DPS	Sands	Goblet	Circlet
Mainstats	Atk% or EM	Hydro%	Crit Rate / Dmg
Substats	Crit / Crit DMG > Atk% ≥ EM * > ER		

It is recommended to use EM Sands on non-EM weapons and Atk% Sands on EM weapons.

** EM substats have equal or greater priority if your Sands is Atk%. Likewise, Atk% substats will have equal or greater priority if your Sands is EM.*

Heart of Depth (HoD)



2-Set: Hydro DMG Bonus +15%

4-Set: After using an Elemental Skill, increase Normal Attack and Charged Attack DMG by 30% for 15s.

A set created specifically for Childe. However, it doesn't have the same level of synergy as 4-set Crimson Witch of Flames does with Diluc. Normal and Charged Attacks only make up about 50% of Childe's damage in a full rotation. 4-Set HoD is heavily melee focused. This means your damage will only show the longer you melee.

This makes 4-Set HoD best for players who require an entire rotation to kill content. The faster you can kill content, the less powerful this set becomes to the point where using another 2-Set will offer you faster clear times if you can clear content before your melee duration ends.

But for any content that requires the entirety of the melee duration or multiple rotations, HoD will be Childe's strongest set. But despite being the "best" set in this situation, it will only be stronger than the next best set by about 4%, which is the equivalent of 2 substats.

Notable Interactions / Bugs:

4-Set Heart of Depth bonus activates on both entering and exiting melee stance, but **WILL NOT** activate if you swap to another character to end melee stance. This means if you want to keep the 4-Set passive, you should manually exit melee stance by pressing E before swapping. Exiting melee stance is dash cancelable, so you should try to dash while exiting melee stance to keep the animation to a minimum.

Strongly recommended to farm for 2-set. From here you can decide to continue farming for the 4-set, use 2-set Glad / SR / NO, or use good off-set artifacts.

Shimenawa's Reminiscence (SR)



2-Set: ATK +18%

4-Set: When casting an Elemental Skill, if the character has 15 or more Energy, they lose 15 Energy and Normal/Charged/Plunging Attack DMG is increased by 50% for 10s.

Another melee focus set that's a solid competitor against HoD. SR's performance is quite similar to HoD's, but due to the energy draining mechanic on the 4-Set, SR will perform weaker than HoD on 2+ rotations purely due to substat optimizations. You require about 5 - 7 more ER substats (totaling to about 140 ER) more than HoD to have enough ER to be able to use Ranged Burst again.

However for the first rotation, SR will outperform HoD by about 5% by the end of the melee duration. This means SR will only be practical for content that can be cleared within one rotation. Anything that requires more than one rotation will drain your energy and prevent you from using vaped bursts as often, lowering your DPS.

Additionally, when you've reached high-invest Childe, the 4-Set does little for Burst DPS Childe. But the 2-Set is **VERY USEFUL**. It functionally is a more farmable Glad set, and HoD Glad / SR is the most balanced set for both Main DPS and Burst DPS Childe, scaling well from low-invest to high-invest. It ranks as the second strongest set for both roles.

Notable Interactions / Bugs:

You can avoid the 15 Energy tax by activating your burst fast enough. The higher your ping, the more time you have before the Energy tax takes away your energy. Unfortunately, the two scenarios:

- Enter melee stance > Melee Burst

- Exiting melee stance > Ranged Burst

Both aren't that practical for most team comps or rotations. It limits your ability to vape the burst. The only scenario where it might be practical is for Forward Vape comps where you want to vape Stance Change, Melee Burst, and Riptide Blast. But in this scenario, SR isn't the optimal artifact set for a high front-loaded damage team comp.

Recommended to farm only if you don't have a good HoD set or if farming the 2-set as an alternative Glad.

HoD + Gladiator's Finale (Glad) / SR	
	2-Set: Hydro DMG Bonus +15%
	2-Set: ATK +18%

The most balanced artifact set. It equally favors both melee damage and burst damage. This makes this set the most flexible of all the artifact sets. It works well from low investment to high investment for both melee focus and burst focus.

Notable Interactions / Bugs:

Glad's 4-Set bonus **WILL NOT** work on Childe. The 4-Set bonus specifically works on Sword, Claymore, or Polearm characters. Childe is a Bow character.

Recommended to use if you have good Gladiator artifacts or no longer wish to farm for 4-Set HoD.

HoD + Noblesse Oblige (NO)



2-Set: Hydro DMG Bonus +15%

2-Set: Elemental Burst DMG +20%

A burst focus set. This set emphasizes a front-loaded damage and is only recommended for players with high-invest Childe who can clear content early in their melee duration. In context of the Abyss, this is Childe's strongest high-investment set due to how strong a vaporized burst can be.

But for any content that can't be essentially one-shotted, this will be one of Childe's weaker sets. It heavily relies on being able to eliminate enemies before getting into your melee.

Notable Interactions / Bugs:

4-Set NO is not an efficient use of the set if Childe's your Main DPS. There are niche, nonoptimal scenarios where you'll have 4-Set on Childe, but generally speaking it will reduce Childe's DPS.

Recommended to use if you have good Noblesse artifacts or no longer wish to farm for 4-Set HoD.

Thundersoother (TS)



2-Set: Electro RES increased by 40%.

4-Set: Increases DMG against opponents affected by Electro by 35%.

An alternative set that Childe can use with an Electro-Charged comp. With Bennett, this set is weaker than Heart of Depth, but without Bennett, it is one of Childe's strongest sets but not by very much. It is about 1 substat stronger than 4-set Heart of Depth. So it will perform about as well as an equal stat 4 HoD set assuming you hit enemies with Electro.

This doesn't mean you shouldn't use Bennett with Electro-Charged comps. Bennett will still offer the highest DPS gain for these comps because Bennett will allow Electro characters to snapshot his buff, and offer Childe the ability to vaporize his burst.

This set is not transferable to burst focus Childe. You'll need to farm an entirely new set if you want to transition.

Notable Interactions / Bugs:

When enemies are affected by the Electro-Charged reaction, they are considered to have both Hydro and Electro on them. This means that the 4-Set effect will apply on these enemies. Realistically, you'll have around a 80-90% uptime with TS's passive on enemies affected by Electro-Charged.

Only recommended to use if you have a strong set lying around after farming for Thundering Fury artifacts. Not recommended to farm specifically for this set.

Blizzard Strayer (BS)



2-Set: Cryo DMG Bonus +15%

4-Set: When a character attacks an opponent affected by Cryo, their CRIT Rate is increased by 20%. If the opponent is Frozen, CRIT Rate is increased by an additional 20%.

On paper this is Childe's strongest artifact set, assuming you are hitting a frozen enemy. This is 100% Childe's highest DPS set in a freeze comp, but the reality is that this artifact set is limited by the team comp. Freeze comps generally have the lowest team damage ceiling so you will usually deal less total team damage than a non-freeze comp. Dealing less team damage is the trade-off for allowing Childe to deal higher individual damage.

Notable Interactions / Bugs:

None.

Recommended only if you wish to use Childe in a Freeze comp. Can co-farm while farming for HoD pieces.

Weapons

Overview

Generalized Main DPS Weapon Ranking	
Best	Polar Star ≥ Thundering Pulse = Aqua Simulacra ≥ Skyward Harp
Great	Viridescent Hunt (Multiple Enemies or Fall Damage) ≥ Amos' Bow
Good	Viridescent Hunt ≥ Blackcliff Warbow ≥ Mouun's Moon = Prototype Crescent * ≥ Rust = Stringless**
Average	Hamayumi > Alley Hunter *** > Prototype Crescent (No Passive)
Weak	Windblume Ode > Slingshot
* With moderate uptime on passive. Passive is active for vaped burst and one melee string. ** Assumes vaped Burst *** Assumes usage of Charged-Shots	

Generalized Burst DPS Weapon Ranking	
Best	Aqua Simulacra > Thundering Pulse = R5 Mouun's Moon > R5 Stringless ≥ Polar Star ≥ Skyward Harp
Great	Prototype Crescent * ≥ Alley Hunter (10 Stacks) ≥ Viridescent Hunt ≥ Amos' Bow
Good	Windblume Ode > Blackcliff Warbow (0 Stacks) **
Average	Slingshot > Prototype Crescent (No Passive) = Rust
Weak	Hamayumi
* It's not comfortable to hit a weak spot before using Burst **It's not realistic to have Blackcliff stacks for Burst. If your Burst is strong enough to kill enemies, it's very likely that the rotation won't last longer than 1 rotation where you will not be able to use a second Burst with the stacks active.	

More specifics on weapon rankings with refinements can be found here:

[Main DPS Weapons](#) by Mystathi#9705

[Burst DPS Weapons](#) by Mystathi#9705

Thundering Pulse



Base ATK - 608
Crit Dmg - 66.2%

Increases ATK by 20 - 40% and grants the might of the Thunder Emblem. At stack levels 1/2/3, the Thunder Emblem increases Normal Attack DMG by 12/24/40 - 24/48/80%. The character will obtain 1 stack of Thunder Emblem in each of the following scenarios: Normal Attack deals DMG (stack lasts 5s), casting Elemental Skill (stack lasts 10s); Energy is less than 100% (stack disappears when Energy is full). Each stack's duration is calculated independently.

Preferred Melee String: N5C > N3C > N2C

One of Childe's strongest bows that is conditionally better than Skyward Harp. The main difference between Pulse and Harp is that Pulse has a more scalable passive. The longer your rotations are, the further Pulse pulls ahead of Harp. For every full melee duration, Pulse offers about 3 - 5% more DPS than Harp. At the start of melee, both Pulse and Harp have similar DPS. This means they'll perform similarly enough for most players so if you already own a Harp, it won't be worthwhile to switch to Pulse to marginally increase your DPS.

Pulse has high volumes of Crit Dmg so if your artifacts aren't optimized for Crit Rate, this bow might not offer you the highest DPS due to crit ratio

optimizations. If you want to use Pulse, make sure your artifacts have high enough Crit Rate.

 Polar Star Base ATK - 608 Crit Rate - 33.1%	<i>Elemental Skill and Elemental Burst DMG increased by 12 - 24%. After a Normal Attack, Charged Attack, Elemental Skill or Elemental Burst hits an opponent, 1 stack will be gained for 12s. When 1/2/3/4 stacks of Ashen Nightstar are present, ATK is increased by 10/20/30/48 - 20/40/60/96%. Each stack will be counted independently of the others.</i> Preferred Melee String: N2C > N3C > N5C
--	--

A 5* bow catered towards Childe kit. Polar is one of Childe's strongest bows that is conditionally better than both Thundering Pulse and Skyward Harp at 3 stacks before burst. At 2 stacks before burst, Polar will be comparable to Pulse. The more enemies there are, the more Polar pulls ahead of the other 5* bows due to Polar's passive affecting Riptide Slash's quadratic scaling. If you already own Pulse or Harp, it will not be very Primo efficient to get Polar because despite being an upgrade, it will only be about a 6% upgrade over Pulse, which is not a very substantial upgrade.

Polar has high volumes of Crit Rate so if your artifacts aren't optimized for Crit Dmg, this bow might not offer you the biggest DPS due to crit ratio optimizations. If you want to use Polar, make sure your artifacts have high enough Crit Dmg and your rotations are optimized to build up 3 stacks before your burst. It is important to note that on your 2nd rotation onwards, unless you have a highly optimized 24s rotation or an extended 30s rotation, you'll only be

able to build 2 stacks before using your burst again, making Polar comparable to Pulse.

 Aqua Simulacra Base ATK - 542 Crit Dmg - 88.2%	<i>HP increased by 16 - 32%. When opponents are nearby, the DMG dealt by the wielder of this weapon is increased by 20 - 40%. This will take effect whether the character is on-field or not.</i> Preferred Melee String: N2C > N3C > N5C
--	--

Aqua is one of the best bows for Childe as a Burst DPS, and is still a great option for other builds, with almost unconditional DMG% from the passive. Aqua's low base atk and high Crit Dmg can make builds unbalanced, so make sure to prioritize atk and Crit Rate.

Note: Aqua Simulacra's passive may not always be active, as Childe can still hit with his Burst and Ranged Charged Shots when the passive is not active.

Aqua has high volumes of Crit Dmg so if your artifacts aren't optimized for Crit Rate, this bow might not offer you the highest DPS due to crit ratio optimizations. If you want to use Aqua, make sure your artifacts have high enough Crit Rate.



Skyward Harp

Base Atk - 674
Crit Rate - 22.1%

Increases CRIT DMG by 20 - 40%. Hits have a 60 - 100% chance to inflict a small AoE attack, dealing 125% Physical ATK DMG. Can only occur once every 4 - 2s.

Preferred Melee String: N2C > N3C > N5C

One of Childe's strongest bows. Skyward Harp is an amazing general bow that can be used on any bow character. It offers a balanced Crit Rate and Crit Dmg, high base attack, and another instance of damage in the form of Physical damage. This Physical proc from Harp is what allows Harp marginally out-DPS Pulse early in the melee duration.

Harp is a balanced weapon that equally benefits from all substats. There is no specific substat optimization required to use Harp. Always recommended to use.



Amos' Bow

Base Atk - 608
Atk% - 49.6%

Increases Normal Attack and Charged Attack DMG by 12 - 24%. After a Normal or Charged Attack is fired, DMG dealt increases by a further 8 - 16% every 0.1 seconds the arrow is in the air for up to 5 times.

Preferred Melee String: N2C > N3C > N5C

An often underappreciated 5* weapon. By virtue of having 5* stats, it is Childe's third best bow. The first part of Amos' passive with Normal Attacks and Charged Attacks affect both Childe's ranged and melee. But the second half of Amos' passive only affects Childe's ranged stance because it specifically says "arrow in the air" and melee has no arrows.

Due to high amounts of attack volumes from Bennett buff, ATK% Sands, and Amos itself, you'll want to avoid getting more ATK% substats and prioritize getting as much Crit Rate and Crit Dmg substats as RNG allows.



Viridescent Hunt

Base ATK - 510
Crit Rate - 27.6%

Upon hit, Normal and Aimed Shot Attacks have a 50% chance to generate a Cyclone, which will continuously attract surrounding opponents, dealing 40 - 80% of ATK as DMG to these opponents every 0.5s for 4s. This effect can only occur once every 14 - 10s.

Preferred Melee String: N2C > N3C > N5C

The best 4* bow available for Childe. Hunt's passive gives Childe the ability to group up enemies that otherwise wouldn't be grouped up. This better utilizes the quadratic scaling from Childe's riptides. Additionally, that same grouping passive deals Physical damage, which further increases your DPS. On top of all this, using Charged Attacks while the vortex is active allows you to get fall damage on some enemies that can be lifted, significantly increasing your DPS.

Hunt has high volumes of Crit Rate so you'll want to prioritize getting more Crit Dmg as RNG allows. It is not recommended to get higher refinements on Hunt due to how little DPS increases per refinement.



Blackcliff Warbow

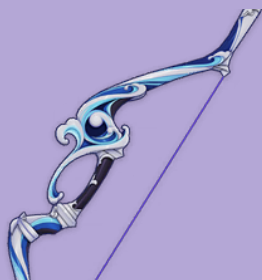
Base ATK - 565
Crit Dmg - 36.8%

After defeating an opponent, ATK is increased by 12 - 24% for 30s. This effect has a maximum of 3 stacks, and the duration of each stack is independent of the others.

Preferred Melee String: N2C > N3C > N5C

A solid "Free-2-Play" (F2P) that can be bought through Paimon's Starglitter Shop. It performs slightly better than Rust. There will be inconsistencies with gaining stacks due to the damage distribution of Childe's teams. Childe's damage contribution can be anywhere between 40-60% of the team's total damage. This on top of the hardest content in the game often having 2-3 enemies at most means that you'll be at 0 stacks for most difficult fights. You can only gain stacks if Childe is both on-field and gets the kill. If your Sub DPS gets the kill, Childe will not gain a stack.

Blackcliff has high volumes of Crit Dmg so you'll want to prioritize getting more Crit Rate as RNG allows. Blackcliff often performs worse than other 4* bows with higher refinements due to the inconsistency of gaining stacks. It's only recommended to use this weapon if you've already invested into it.



Mouun's Moon

Base ATK - 565
Atk% - 27.6%

For every point of the entire party's combined maximum energy capacity, the Elemental Burst DMG of the character equipping this weapon is increased by 0.12-0.24%. A maximum of 40-80% increased Elemental Burst DMG can be achieved this way.

Preferred Melee String: N2C > N3C > N5C

One of the best gacha 4* weapons for Childe. Mouun's Moon buffs burst damage by a portion of the team's total energy cost, and Childe teams generally have high energy requirements. This buffing Childe's burst, which makes up between 30-40% of his total DPS per rotation, and having ATK% as its main stat allows Mouun to be slightly ahead of every non-Crit 4* bow.

Similar to other Atk% bows, you'll want to focus on getting as much Crit Rate and Crit DMG as RNG allows.



Rust

Base ATK - 510
Atk% - 41.3%

Increases Normal Attack DMG by 40 - 80% but decreases Charged Attack DMG by 10%.

Preferred Melee String: N5C > N3C > N2C

Childe's advertised signature bow. Despite how amazing its passive looks, in reality it performs fairly average. 40 - 80% more Normal Attack damage seems a lot until you realize that Normal Attacks are not the majority of Childe's damage. Charged Attacks make up about half of the melee DPS and not using Charged Attacks at all decreases your overall melee DPS by about 30%. For this reason, you'll still want to use Charged Attacks even with the -10% to it. The gain the most benefits from Rust's passive, you should aim to use N5C with N# being the number of Normal Attacks used and C being a Charged Attack.

Similar to Amos, Rust has high attack volumes. You'll want to prioritize getting as much Crit Rate or Crit DMG substats as RNG allows.

	Hamayumi Base ATK - 454 ATK% - 55.1%	<i>Increases Normal Attack DMG by 16 - 32% and Charged Attack DMG by 12 - 24%. When the equipping character's Energy reaches 100%, this effect is increased by 100%.</i> Preferred Melee String: N2C > N3C > N5C
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A craftable F2P bow. Hamayumi functionally acts like a weaker Rust. While Hamayumi's passive to double the NA and CA Dmg% seems amazing, realistically it will rarely be active. This is because most Childe rotations use his burst before melee. In other words, your energy is not 100%. Higher refinements won't shift this bow's DPS with respect to the other bows.

Similar to other ATK% bows, you'll want to focus on getting as much Crit Rate and Crit DMG as RNG allows.



Prototype Crescent

Base Atk - 510
Atk% - 41.3%

Charged Attack hits on weak points increase Movement SPD by 10% and ATK by 36 - 72% for 10s.

Preferred Melee String: N2C > N3C > N5C

The golden standard of free-2-play (F2P) bows. Crescent can perform anywhere between slightly worse than Rust without using its passive to being at R1 Amos's level of DPS at R5 with passive active. Crescent is just a solid bow with a great passive that allows it to compete with all other top 4* bows on Childe.

Due to high attack volumes, you'll want to prioritize getting as much Crit Rate and Crit DMG as RNG allows.



Stringless

Base Atk - 510
EM - 165

Increases Elemental Skill and Elemental Burst DMG by 24 - 48%.

Preferred Melee String: N2C > N3C > N5C

For Main DPS Childe, the Normal and Charged Attacks don't even compare to the 4* bows. But because Stringless has both EM and a passive that increases Burst damage, it will massively increase the damage of his Burst. Childe's burst usually makes up between 30-40% of his total DPS every rotation. This ranks Stringless to deal slightly below Crecent's level of DPS for melee focus Childe. But for burst focus Childe, an R5 Stringless ranks alongside the strongest bows in terms of damage dealt.

You'll want to prioritize getting as much Crit Rate and Crit DMG as RNG allows.



Alley Hunter

Base ATK - 565
Atk% - 27.6%

While the character equipped with this weapon is in the party but not on the field, their DMG increases by 2 - 4% every second up to a max of 20 - 40%. When the character is on the field for more than 4s, the aforementioned DMG buff decreases by 4 - 8% per second until it reaches 0%.

Preferred Melee String: N2C > N3C > N5C

Alley Hunter is a strange bow to use on Childe. For Main DPS the passive is near useless due to the passive requiring off-field time in order to build up the stacks. You can regain some stacks when melee is on cooldown, but if you use any Charged Shots, you won't be able to gain very many stacks. The main selling point of the bow is the initial damage will be high before dropping down to being less than Stringless DPS once you hit zero stacks.

Similar to other Atk% bows, you'll want to focus on getting as much Crit Rate and Crit DMG as RNG allows.



Windblume Ode

Base ATK - 510
EM - 165

After using an Elemental Skill, receive a boon from the ancient wish of the Windblume, increasing ATK by 16~32% for 6s.

Preferred Melee String: N2C > N3C > N5C

An event exclusive bow. Windblume's passive activates when you both enter and exit melee stance. Windblume increases Atk% for 6s which has limited usages. The largest gain in DPS comes from the EM that the bow offers. It greatly increases the damage of Childe's Burst if you vaporize it. Overall it performs slightly worse than a zero stack Alley Hunter only if you perform a vaporized Burst within 6s after you exit melee stance. Otherwise this bow underperforms the other 4* bows.

For Burst DPS Childe, Windblume is ranked near the top of viable bows.

You'll want to prioritize getting as much Crit Rate and Crit DMG as RNG allows.



Slingshot

Base ATK - 354
Crit Rate - 31.2%

*If a Normal or Charged Attack hits a target within 0.3s of being fired, increases DMG by 36~60%.
Otherwise, decreases DMG by 10%.*

Preferred Melee String: N2C > N3C > N5C

The budget bow. This 3* bow will out DPS all of the ER bows and Compound Bow. While it is never recommended to level this bow up, if you are truly unfortunate and don't have access to any other bow, Slingshot will offer your Childe the most DPS. Slingshot's passive will only affect Childe's arrow shots and not his melee.

Slingshot has high volumes of Crit Rate so you'll want to prioritize getting more Crit Dmg as RNG allows.

Every Other Bow

They will not be worth using. They either offer stats that Childe doesn't need or are impractical to use in most scenarios. They generally relegate Childe as a support character who doesn't deal that much damage or doesn't scale well with Childe's damage distribution.

Team Comps

The following information is mostly a recommendation based on what is the most efficient. Genshin is a game where you can clear any content with enough investment so play what you feel is fun, even if it isn't optimal. Do not feel obligated to pull or use "meta" characters or comps just because the community says so. What's fun to you may not be fun to someone else. Always prioritize your fun. This is a game after all.

Reverse-Vape

Because Childe cannot consistently vaporize all of his all melee attacks, it is better to allow others to reverse-vape instead. Reverse-Vape is a Pyro on Hydro reaction applying a x1.5 damage multiplier for the Pyro hit. These team comps have the highest damage ceilings out of all the Childe comps.

Xiangling



Childe



Xiangling



Flex



Bennett

One of the two recommended Childe comps. In the right setting, this team can give players a taste of what it is like to have absurd levels of DPS for the duration of Xiangling's Q. This is the easiest gateway team comp for faster clears in Abyss, but at the same time, the initial learning curve for this comp is fairly steep. You need to be mindful of energy generation for Xiangling, applying VV on the right element, and snapshotting. All while trying to get your rotations as close to 24s as possible.

Strengths:

- Strong against anything not Pyro-immune/resistant
- Works at all levels of investment
- Utilizes amp reactions
- Flexible support options

Weaknesses:

- High initial learning curve to learn rotations and VV setups
- Requires good energy funneling to Xiangling
- Guoba's AI. This is a subjective weakness. Some players can deal with Guoba's inconsistent aiming, others cannot stand it.

Recommended for players who are aiming for faster clear speeds in Abyss or players who want to try the vaporize variant of Childe's team comps.

Video Showcase:

Team Comp:	Credits to:	Additional Notes:
Xiangling Sucrose Bennett	Crow WL8#1761	Beginner guide
Xiangling Venti Bennett	Z σ σ F#0006	Hydro VVing is RNG

Flex Options:



Sucrose

Pros:

- + Low field time
- + Offers Team EM by swirling (+50 EM to swirled elements)
- + Can boost Childe or Xiangling with TTDS
- + Easy to use
- + Requires very little investment (A4 and artifacts only)
- + Requires no talent investments

Cons:

- Very high energy cost to burst every rotation
- Low personal damage
- Low quantities of swirl instances
- Low swirl damage against single target
- Burst occasionally toss away enemies
- Burst can pull enemies too high to melee (High level Sucrose)

Additional Notes:

More often than not, using Sucrose's burst is a DPS loss, regardless of her constellations. Her burst often creates inconsistent variables that prevent either Childe or Xiangling from properly hitting the enemies. Most of the time it is a waste of animation time and simply using E will offer better consistency and provide her main utility of EM sharing.

Elemental Infusion Priority

Pyro > Hydro > Electro > Cryo



Guoba Swirls

Guoba will self-infuse with Pyro for you to swirl when the exclamation mark pops up above his head. Unfortunately Sucrose's A1 will not work for Pyro when swirling Guoba, but it will still apply Pyro VV.



Efficient Double VV

A slightly more efficient double VV that allows you to add Sucrose's A1 to Pyro. It allows you to buff Guoba, double VV, and creates a smooth swap transition from TTDS Sucrose to Xiangling.



Double VV on Two Enemies

This is the standard method of applying double VV. This will work on every Anemo option. Apply Hydro on one enemy and Pyro on another before swirling both of them together. The AoE of the swirls will apply Hydro and Pyro VV to both enemies.



Venti

Pros:

- + Pure unadulterated CC
- + High multi-enemy damage (if they can be pulled and grouped)
- + High quantity of swirl instances
- + Low field time
- + Easy to use
- + Lowers Xiangling's ER requirements
- + Talent investments are optional

Cons:

- Low swirl damage against mobile and non-pullable enemies
- Low swirl damage against single target
- Requires high levels for better swirl damage and CC
- Burst pulls small enemies too high for Childe or Xiangling to hit
- Positioning dependent

Additional Notes:

Double VVing against two large enemies is sometimes inconsistent due to requiring both enemies to be very close to each other when you Tap E or Q. Some players will find it easier to only VV one element or to VV both elements separately and rely on Venti's damage to make up for the DPS loss.

Elemental Infusion Priority
Pyro > Hydro > Electro > Cryo



ST Double VV

Venti can double VV one enemy by alternating his E and Charged Shot. Some content will allow you to use E and Q to double VV.

International



Kazuha

Pros:

- + Low cooldown pull that doesn't lift enemies into the air
- + Numerous swirl instances
- + Easy to use
- + Talent investments are optional

Cons:

- High field time which leads to higher ER requirements or longer rotation cycles
- Requires high levels for better swirl damage and CC
- Low swirl damage against single target

Additional Notes:

For players unaccustomed to Childe's rotations, Kazuha can be difficult to NOT use. The more field time Kazuha has, the less energy you generate for Xiangling, which will increase the duration of each rotation cycle. This means that you'll need a longer amount of time before you can utilize the Pyronado + Childe's melee combo, which is the majority of your damage.

Elemental Infusion Priority

Pyro > Hydro > Electro > Cryo



Elemental Application on Burst

Kazuha's burst swirls first before applying the infusion element. This means you can have the Hydro% buff refreshed while you melee with Childe as long as you reapply a Hydro aura while burst is active. Refreshing Pyro% is unnecessary as Xiangling snapshots the buff on Pyronado summon.



ST Double VV

Kazuha's skill applies the infused element before swirling. This means you can swirl the infused element as long as you clear any existing auras. Hold E on a 1U Hydro aura will allow you to clear the Hydro, while Tap E will allow you to reverse-vape Kazuha's A1.



Anemo Traveler

Pros:

- + F2P
- + High multi-enemy damage (if they can be pulled and grouped)
- + Can provide an additional 20% elemental shred (C6)

Cons:

- Very VERY difficult to use optimally
- High energy cost to have burst every rotation
- Linear burst that passes through large and non-pullable enemies
- Positioning dependent
- Low swirl damage against mobile and non-pullable enemies
- Requires high levels for better swirl damage and CC

- Non-transferable talent levels

Additional Notes:

Traveler has the potential to deal Venti levels of damage and can use practical double VV, but the knowledge and skill required to do so is very steep. For many players, it will be easier to use another Anemo than it is to learn the nuances of how to play Anemo Traveler optimally with Childe.

Elemental Infusion Priority
Cryo > Pyro > Hydro > Electro

*Only Traveler has a different elemental infusion priority. Every other Anemo has an infusion priority of: **Pyro > Hydro > Electro > Cryo**.*

Burst's Initial Swirl on Two Enemies	
1 Hydro, 1 None, Pyro-self	Hydro Swirl Only
1 Pyro, 1 None, Hydro-self	Pyro Swirl Only
1 Pyro, 1 Hydro	Hydro & Pyro Swirl

Traveler's C6 can be used on multiple elements, but it's only consistent against small, liftable enemies. Against larger enemies, it is difficult to hit both enemies at the same time to allow double VV to happen. What often happens is the first enemy hit will be swirled but the second enemy won't swirl their element due to swirl ICD, the burst missing, or having no element to swirl (because the first swirl cleared the aura). This means in most situations, Traveler's C6 can only be practically applied to one element and Traveler's Hold E should be used as the main means of applying double VV.



Efficient Hold 1 Release

Anemo Traveler's skill will swirl before applying the infused element. This means you can do a quick double VV from Hold 1 Release. But this will generate less energy and swirl instances.



Optimal Hold 4 Release

On Hold 4 Release, you will get the max number of particles, the maximum release damage, and the max number of swirls. Hold 4 Release is only about 0.5s faster than the full Hold 6 Release so performing this may be too much min-maxing for some players.



Full Hold 6 Release

The more casual friendly usage of the Hold E. But sometimes being 0.5s longer than what's necessary will hurt you more than necessary.



Jean

Pros:

- + Second healer

Cons:

- E and Q pushes enemies away from you
- High ER requirements to burst every rotation
- Few swirl instances (if not inside Bennett's burst)
- Another healer, which leaves one less healer option for your other team

Additional Notes:



ST Double VV

Jean's burst self-swirls any element on your team. Bennett's burst applies his buff via a Pyro aura. This will allow Jean to VV Bennett's buff and apply Pyro.

Make sure Jean is on the field long enough for the second swirl before swapping out. VV can only be applied if the wearer is on the field when the swirl happens.



Sayu

Pros:

- + Second healer

Cons:

- Accurate movement in Hold E requires time to get accustomed to
- Few swirl instances
- Another healer, which leaves one less healer option for your other team

Additional Notes:

Elemental Infusion Priority

Pyro > Hydro > Electro > Cryo



ST Double VV

Sayu requires an elemental infusion to double VV with her Hold E. Tap E cannot double VV.

Sayu's E swirls before applying the infused element. This means you must hit the enemy at least twice before ending the E with her kick to double VV.



Zhongli

Pros:

- + Easy to use
- + Greatly reduce content's difficulty
- + Provides universal shred
- + Able to utilize TotM set

Cons:

- Long burst animation that will generally be a DPS loss
- Offers mediocre damage
- 4-set Petra can only buff one element

Additional Notes:

Zhongli greatly reduces the technical skill of the team comp by offering a downgraded double VV shred from his E and the ability to ignore most of the enemies' mechanics from his unreasonably bulky shields.

Occasionally, Zhongli's E will remove the aura. The E summon will remove 1U and pulses will remove 0.5U. In practice, it won't significantly hinder your DPS.

Zhongli's burst takes up 2.4s of animation time. No matter when you use it, there is always something more productive that could've been done. Including E usages, it takes approximately 3 - 4s of field time if you use both E and Q. This could've been 2 - 3s of more Childe melee under Bennett buff or one more Bennett to Xiangling energy funnel.



Albedo

Pros:

- + Easy to use
- + Offers EM upon using burst
- + Offers some shields to mitigate damage
- + Offers damage with low field time required

Cons:

- Requirement to burst for EM buffs
- Requires investment in his personal damage
- E has limited range

Additional Notes:

A jack of all trades Sub DPS that deals good damage and buffs his team. With 4-set Husk, Albedo becomes one of the better Flex options. Albedo's biggest strength lies in his ease of use, you don't need to micro-manage the enemies' aura to VV the right element. You only need to use Albedo's burst to get the buff for your team.

Albedo's E can be destroyed by enemies and can elevate Childe, preventing him from dealing damage or plunging.



Xingqiu

Pros:

- + Intuitive to use
- + Allows you to vape more Guoba hits
- + Minor Hydro shred at C2
- + Can battery Childe to allow more consistent melee bursts.

Cons:

- Requires high investments to out damage Anemo options
- Offers little aside from raw damage
- Unable to snapshot Bennett's buff

Additional Notes:

Xingqiu is one of the least useful supports in this team comp. He's only useful if you want easier gameplay or lack any of the supports to use. As the only Sub DPS who's unable to snapshot, Xingqiu has some anti-synergy with Bennett since Xingqiu will have very little field time to refresh Bennett's buff.

Forward Vape



Childe



Xiangling



Kazuha / Jean



Bennett

An unintended byproduct of the standard reverse-vape comp with Anemos who can apply off-field Pyro. When there are three or more sources of Pyro application, they can temporarily overwhelm Childe's Hydro application, allowing Childe to vape his attacks. This does not mean all of Childe's attacks will vape. It only means about one in three attacks will vape due to ICD.

The most efficient and consistent usage of Forward Vaping will be to vape Stance Change, Melee Burst, and Riptide Blast. Beyond that it will be up to RNG if you can continue vaping.

You can also try to minimize the effects of Forward Vaping by using 2-3 strings of N1C or N2C to re-establish a Hydro aura as quickly as possible. Once you do, Forward Vaping will end and Xiangling will be able to reverse-vape again.

Strengths:

- Very high front-loaded damage
- Strong single target damage

Weaknesses:

- Forward Vape's damage window is only 3 - 5s long
- Only practical if Childe's investment is equal or higher than Xiangling's
- Requires use of melee burst
- Inconsistent damage against multiple or spaced enemies
- Prevents Xiangling from reverse-vaping for the first half of Pyronado

- Only practical in one rotation or speedruns

Not recommended to intentionally use. It's only practical if you're performing speedruns. If you adjust Childe's ER to melee burst every rotation, Forward Vape will be weaker than Reverse-Vape. If Xiangling's investment is higher than Childe's, Forward Vape will lower your DPS.

Video Showcase:

Team Comp:	Credits to:	Additional Notes:

Electro-Charged

Despite the name, Electro-Charged is not a significant percentage of the total damage. It merely refers to the primary reaction that is triggered. Generally the Electro-Charged reaction consists of about 5% of the total damage. Most of the damage comes from the team synergy between Childe and the raw damage from the Electro characters.

Beidou



Childe



Beidou



Electro



Bennett

One of the two recommended Childe comps. This team builds around Beidou and her insanely high Elemental Burst damage. Beidou MUST be paired with another Electro character. Beidou alone will not generate enough energy to self-sustain her Burst in any reasonable amount of time. This comp works at all levels of investment, but has its largest power spike with a C2 Beidou.

At C0, Beidou's burst hits a total of 3 times. It will bounce and hit enemy A, then enemy B, then back to enemy A. At C2, Beidou's burst now hits for a total of 5 times. It will bounce from enemy A, B, A, B, A. This is a 66% damage increase to her burst. But however amazing Beidou's damage is, it requires multiple enemies to take effect. Her damage caps at exactly two enemies. Against 1 enemy, she loses 66% - 80% of her burst damage and against 3+, her damage does not increase and becomes more spread out.

Strengths:

- Easy to use
- Simple rotations
- Works at all levels of investment

Weaknesses:

- No Flex option for shield breaks
- Rotations are difficult to optimize
- Strongest against exactly two enemies. Damage will drop drastically against one enemy and will not increase against 3+.

Recommended for players who've already invested into Fischl or Beidou OR who own a C2+ Beidou.

Video Showcase:

Team Comp:	Credits to:	Additional Notes:

Electro Options:

Fireworks



Fischl

Pros:

- + Low field time
- + Simple to use
- + High single-target damage
- + Low ER

Cons:

- Limited multi-target damage

Additional Notes:

Paired with Beidou, this creates the famous "Fireworks" team comp. Fischl supplements Beidou's weaknesses by giving the team single-target damage and helps DPS against 3+ enemies. Well-rounded and easy to use.

Super-Charged



Sara

Pros:

- + Buffs Team DPS
- + Strong Elemental Burst
- + Better battery than Fischl

Cons:

- High field time
- Highly technical rotations
- High ER

Additional Notes:

Optimized rotations will have Sara funnel 3 E CS to Beidou which gives 27 energy. Fischl offers 6 - 7.2 off-field particles per Oz to Beidou which results in up to 21.6 - 26 energy to Beidou across a rotation.

Sara emphasizes the team's strengths and weaknesses. She increases both Childe's and Beidou's multi-target DPS at the cost of being significantly weaker in single-target fights. Well built rotations will have Sara's team DPS perform better than Fischl's team. Buffing your main two damage sources is often better than adding another source of damage.

	<i>Alternatively, you can replace Beidou for Fischl to have higher single-target damage by lowering your multi-target DPS. You should pair Sara with the appropriate Electro for the content you'll be fighting against.</i>
 Electro Traveler	Pros: + F2P Cons: - High ER - High skill requirement (for Beidou) Additional Notes: <i>Electro Traveler is the worst battery of the three. Traveler allows Beidou to funnel herself better. Which means with bad gameplay, Traveler doesn't actually lower Beidou's ER. With good funneling and max parries, Traveler offers a similar ER reduction as a Fischl minus Fischl's level damage. You should only use Traveler if you don't own the other two.</i>
 Raiden Shogun	Pros: + Easy to use + Lowers team's ER + Good Electro battery Cons: - Difficult to vaporize Childe's burst (After first rotation) - Competes with Childe for buffs and field time Additional Notes: <i>Raiden's long E duration is both a blessing and a curse. It makes her very easy to use, but it will make vaporizing Childe's burst near impossible. You will need to trigger the ICD before any Pyro application in order to vaporize ONE enemy. It will be impossible to vaporize multiple enemies. Doing Bennett's N1 EQ will maximize the odds to successfully vape Childe's burst. Her Q field time will replace the standard Xiangling energy funneling. If your Xiangling's ER isn't high enough, your rotations will be extended due to still requiring more energy funneling to begin the second rotation.</i>

TF Bennett



Childe



Beidou



Fischl



TF Bennett

A variation of the Fireworks comp that aims to resolve the awkward downtime where charge shots are your highest form of downtime DPS.

It replaces Childe's charge shots with Bennett's E. Thundering Fury 4-set reduces E cooldowns by 1s every 0.8s if that character triggers a reaction. Bennett's A1 reduces his E cooldown by 20% and his A4 reduces his E cooldown by another 50% if he uses his E with his Q buff. By having Fischl's Oz active and using E to trigger overload, Bennett's E now becomes a 1s cooldown skill. This allows Bennett to generate 2-3 Pyro particles every second and synergizes well with Fischl's A4 and C6 (by weaving NA > E > repeat). This extra energy generation allows this comp to have a lower ER requirement than the original team comp.

Strengths:

- Under the right conditions Bennett will significantly out-DPS Childe's charged shots, making this the strongest EC team comp.
- Fixes the original comp's lack of shield break.
- Allows Beidou to fully build into damage without worries of ER requirements.

Weaknesses:

- Expensive because it requires four well invested characters to fully optimize the team DPS.

- Most optimally used against low to stagger resistant enemies. Most enemies will be knocked out of Bennett's Q buff AoE reducing the effectiveness and DPS of Bennett's overload spam.
- Wants to desync rotations and limit Childe's melee inside Bennett's Q or increase rotations to 30s.

Recommended for players who enjoy the Fischl Beidou Bennett team comp and want to try a variation or casual players who like trying unique builds.

Video Showcase:

Team Comp:	Credits to:	Additional Notes:
Beidou Fischl TF Bennett	Risuke#6743	1.3

Fischl



Childe



Fischl



Flex



Bennett

This is a very comfy team comp to use and play due to the lack of complicated mechanics. This is also one of the best introductory team comp to learn how to rotate with Childe due to the low skill floor. However, it has a high skill ceiling to further optimize your DPS beyond the damage floor. The primary weakness of this comp is that it's strongest against one enemy. Against multiple enemies, you'll often find your damage to be lacking due to the limitations of Fischl's DPS.

Strengths:

- Easy to use
- Requires low levels of investment to see results.
- Versatile

Weaknesses:

- Limited DPS due to Fischl being exclusively single-target

Recommended for players who want to learn how to rotate with Childe, single-target scenarios, or players who don't want to play with complicated mechanics.

Video Showcase:

Team Comp:	Credits to:	Additional Notes:
Fischl Sara Bennett	Risuke#6743	2.1

Flex Options:



Anemo

Pros:

- + Access to VV and grouping
- + Downtime gapfiller

Cons:

- Conflicting optimal rotations (VV or Vape rQ)
- Requires better rotation management

Additional Notes:

Anemos will not have a problem vaping Childe's burst after you double VVing one enemy. If you attempt to VV in multi-enemy content, Hydro swirls will prevent you from being able to vaporize Childe's burst by establishing a higher than 2U Hydro on the enemy. Bennett will be unable to remove the Hydro aura with 2 hits (Q + Tap E). You'll need at least 3 (Q + Half E) to establish a Pyro aura.



Geo

Pros:

- + Shields
- + Easier gameplay

Cons:

- Lower DPS
- Limited utility

Additional Notes:

Offers safe gameplay at the cost of lower DPS.

Super-Charged



Sara

Pros:

- + Buffs Team DPS
- + Strong Elemental Burst

Cons:

- High field time
- Highly technical rotations
- High ER

Additional Notes:

Buffs both Childe's and Fischl's damage at the cost of being more difficult to play. More skill is required to optimize rotations and damage.



Xingqiu

Pros:

- + Strong Single-Target damage
- + Minor Hydro shred at C2
- + Can battery Childe to allow consistent melee bursts

Cons:

- Unable to snapshot Bennett's buff

Additional Notes:

Offers intuitive gameplay at the cost of amplifying the single-target strengths. Will struggle against multi-enemy content.

Yae



Childe



Yae



Flex



Bennett

Yae brings single-target off-field electro damage as well as a multi-target electro nuke, but comes with the need to manage field time and uptime more effectively over a rotation. This variation of Childe Electro-charged teams aims to strike a balance between Childe and Yae, to produce more consistent damage over a larger variety of situations than either Beidou or Fischl focused teams. Yae adds more complexity to Childe Electro-charged, but is very effective when the units are utilized efficiently.

Strengths:

- Yae provides single-target and multi-target damage
- Versatile in both Multi-target and Single-target

Weaknesses:

- Rotations vary in complexity and some flex slots can prove difficult
- Yae requires high field time
- Yae cannot usually burst every rotation without very high ER or C1

Recommended for players who want to play Electro-Charged consistently in a variety of situations, or who already have an invested Yae.

Video Showcase:

Team Comp:	Credits to:	Additional Notes:

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Flex Options:	
Fireworks  Beidou	Pros: + Strong multi-target damage + Yae can battery Beidou's burst Cons: - Beidou cannot battery Yae Additional Notes: <i>A fireworks variant, this team pairs two off-field electro damage dealers to strengthen damage in multi-target situations. Beidou can be battered by Yae to be able to Burst every rotation, but Yae will still struggle if you wish to burst every rotation. It is recommended to pair Yae with either Beidou or Fischl depending on the content you are fighting.</i>
Fireworks  Fischl	Pros: + Low field time + Simple to use + High single-target damage + Low ER + Can battery Yae Cons: - Limited multi-target damage Additional Notes: <i>A fireworks variant, this team pairs two turret units to maximize single-target damage. Fischl provides more passive particles and takes limited field time, making her a strong option, however vaporizing Childe's Burst can become more difficult when both Oz and Yae's turrets are up. It is recommended to pair Yae with either Beidou or Fischl depending on the content you are fighting.</i>
Super-Charged	Pros:



Sara

- + Buffs Team DPS
- + Strong Elemental Burst
- + Can fund Yae's Burst

Cons:

- High field time
- Highly technical rotations
- High ER requirements

Additional Notes:

Buffs both Childe's and Yae's damage at the cost of being more difficult to play. More skill is required to optimize rotations and damage, and if not played well can result in a loss in overall damage.



Anemo

Pros:

- + Access to VV and grouping

Cons:

- Requires strong rotation management
- Can run into energy issues for all members
- Can require high field time

Additional Notes:

When introducing an Anemo unit to Childe and Yae, you now have to balance Childe's melee uptime, Yae's turret refreshing, and refreshing VV duration together to maintain buff and damage uptime. Add in Childe and Yae's bursts wanting buff uptime and the rotation can become exceptionally complicated. Kazuha and Sucrose are the most recommended, however Kazuha can run into energy issues very easily in this team.



Geo

Pros:

- + Shields
- + Easier gameplay
- + Can require limited field time

Cons:

- Lower DPS
- Limited utility
- Can run into energy issues for all members

	Additional Notes: <i>Offers safe gameplay at the cost of lower DPS. Albedo is not recommended as his turret when paired with Yae's turrets can make vaporizing Childe's Burst difficult.</i>
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Freeze

Freeze comps trade damage for better playability and reduced mechanics. This means Freeze comps will generally always have one of the lowest damage ceilings of all the Childe team comps.

Permafreeze



Childe



Cryo



Flex



Flex

In a normal team comp, Childe enables his sub-DPS to deal more damage. This is one of the few team comps where the team enables Childe instead. However due to the nature of freeze, the majority of your damage will come solely from Childe and not your team. Unfortunately Childe isn't the greatest hypercarry so this means freeze comps trade damage for minimal enemy resistance. Depending on the player, this might be more valuable than dealing more damage.

Strengths:

- Easy to use
- Less enemy mechanics
- Subjectively fun

Weaknesses:

- Limited damage ceiling
- There currently is no 4* Sub DPS who is strong enough to carry Freeze comps like Xiangling and Beidou does for other comps

- Elemental infusion will force you to deal with enemy mechanics
- Needs hyper invested Childe to be somewhat competitive to other team comps
- Wants to use melee burst to compensate for lack of damage

This comp is only recommended for casual players who are not strong mechanically or for players who are looking into alternative fun comps with Childe. Is not recommended to use Freeze comps to earn your first 36* in Abyss. You'll be able to 36* Abyss with less investment with his two recommended team comps.

Video Showcase:

Team Comp:	Credits to:	Additional Notes:
Rosaria Xingqiu Diona	Risuke#6743	1.3

Mono-Hydro

A challenge / fun comp more than anything else. Forcing Childe to play Hypercarry despite his kit not being made for Hypercarrying. Because of this, do not expect Childe to get similar levels of DPS as other Hypercarries.

Hypercarry Childe



Childe



Xingqiu / Mona



Anemo



Flex

The goal of the comp is to amplify Childe's damage as much as possible. The two best methods to achieve this goal is by grouping enemies together to capitalize off of Childe's quadratic scaling from riptides and shredding enemy resistances, which Anemo can do both.

The choice between Xingqiu and Mona depends on the content. Xingqiu is better for longer fights and smaller quantities of enemies. Mona is better against multiple enemies or if your Childe's DPS is high enough to eliminate content within the short duration of Omen's debuff.

Strengths:

- Childe becomes a Hypercarry
- Subjectively fun

Weaknesses:

- Requires high investment to be usable
- Limited damage ceiling

Only recommended for players who want to play different builds.

Video Showcase:

Team Comp:	Credits to:	Additional Notes:
Mona Kazuha Rosaria	Risuke#6743	2.0

Overload

A highly front-loaded team comp. It takes the strengths of both reverse-vape and electro-charged but adds an additional factor of the overload reaction, which may become a weakness depending on the content.

Xiangling Electro



Childe



Xiangling



Electro



Bennett

A hybrid comp that mixes together two playstyles. Your melee offers high front-loaded damage in the form of raw electro damage, reverse-vapes, overloads, and electro-charge reactions.

The downtime has two different playstyles:

Xiangling Funnel

Xiangling funnel objectively offers the higher DPS since it lets you use Xiangling's burst again in the second rotation but it requires you to deal with overloaded enemies as you try to land Bennett's E into Xiangling while also battering your Electro. But against stagger resistant enemies, you can double down on overload and utilize TF Bennett to more quickly funnel Xiangling.

Electro-Charge Rotation

Electro-Charge rotation offers significantly easier gameplay. You alternate between overload melee and electro-charged melee. However this is only practical with

Fischl as your Electro slot. Beidou is strictly a one rotation comp due to the inability to fuel both Beidou and Xiangling's burst in any reasonable amount of time.

First Rotation Xiangling + Electro >	Second Rotation Electro >	Repeat
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Strengths:

- High front-loaded damage
- Subjectively fun

Weaknesses:

- Adds overload which is a situational weakness depending on the content

Only recommended for players who want to play different builds.

Video Showcase:

Team Comp:	Credits to:	Additional Notes:

Electro Options:	
 Fischl	Pros: + Low field time + Easy to use + High single-target damage + Low ER Cons: - Limited multi-target damage

	Additional Notes: <i>The recommended Electro flex (if you were to use one). Fischl offers consistent rotations and good single-target damage. Fischl requires very little maintenance and will flow smoothly in rotations.</i>
 Sara	Pros: + Buffs Team DPS Cons: - High ER - Highly technical rotations - Requires C2 to be worth using Additional Notes: A support whose main purpose is to give your team more Atk. But because she offers the same utility as Bennett, her utility has diminishing returns. She should mainly be used as a Bennett buff replacement. Sara's kit does not offer good sustain on overload procs and should be primarily used as a buffer.
 Beidou	Pros: + High multi-target damage + Very strong 1st rotation damage Cons: - High ER - High skill expression Additional Notes: <i>Against 2 enemies, Beidou offers some of the highest front-loaded damage of all of Childe's team comps. But this DPS will only be available for the first rotation. You will need at least 270 ER to be able to generate enough energy in time for the second rotation. Obtaining this level of ER will greatly lower her damage to the point where it will not be worth building that much ER.</i> <i>You can significantly reduce the amount of ER required by getting perfect or 2-hit parries, but this is not practical for the vast majority of players who are unable to consistently get perfect parries due to lack of skill or enemy AI.</i>



Raiden Shogun

Pros:

- + Easy to use
- + Lowers team ER
- + Occupies most of the downtime
- + Reduces the number of funnel energy to Xiangling

Cons:

- High ER
- Occupies most of the downtime
- Reduces the number of funnel energy to Xiangling

Additional Notes:

Raiden is all about trading opportunity costs. She reduces the amount of energy funneling required for Xiangling by generating more HP threshold energy. So your investment into Raiden will heavily determine if she actually reduces Xiangling's energy. If she's too weak or if the enemy doesn't generate enough HP particles, normal Bennett to Xiangling funneling might be more optimal. Alternatively you can just extend your rotations to accommodate the missing energy required.

Raiden's long E duration will still cause some problems with vaping Childe's burst depending on Xiangling's constellations. Sub-C4 Xiangling wants to vaporize Childe's burst before Pyronado is out, which is where Raiden will mainly prevent Childe's burst from vaping. C4+ Xianglings want to vaporize Childe's burst after Pyronado which will have some non-vape bursts, but to a much lesser extent.

Raiden rotations will feel smoother because there are less technical nuances involved. This doesn't mean she'll offer better DPS. It just means she'll feel easier to play.

Bow Focus

A challenge / fun comp more than anything else.

Physical



Childe



Electro



Cryo



Bennett

Physical focus ignores half of Childe's kit to maximize the damage from his normal attack arrows.

Due to how quickly you need to press the attack button, your fingers will be tired and sore after only minutes of attacking. Requires days of practice to adjust your finger muscles to sustaining Childe's Physical DPS.

Strengths:

- Strong single target DPS
- Can combat Hydro-immune enemies
- Subjectively fun

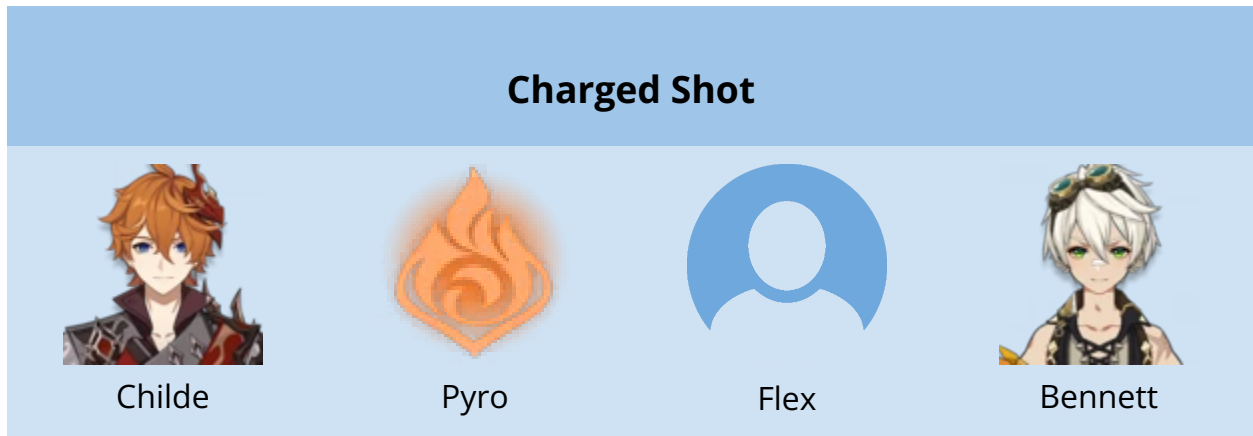
Weaknesses:

- Only AoE comes from Ranged Burst
- High investment
- High skill requirement

Only recommended for players who want to challenge themselves or want to play different builds.

Video Showcase:

Team Comp:	Credits to:	Additional Notes:
Rosaria Fischl Bennett	Risuke#6743	1.3



Charged Shot focus ignores half of Childe's kit to maximize the damage from his vape charged shots.

Strengths:

- Strong single target DPS
- Subjectively fun

Weaknesses:

- Only AoE comes from Ranged Burst
- High investment
- High skill requirement

Only recommended for players who want to challenge themselves or want to play different builds.

Video Showcase:

Team Comp:	Credits to:	Additional Notes:
Xiangling Sucrose Bennett	Ori#5463	1.3

One-Shot

The comps that give the highest “Damage Per Screenshot”. They are for players who want to showcase their highest possible numbers. It’s not very practical in Abyss because it requires either very high investments, overkills, or Abyss content simply isn’t well suited for one-shots.

“Damage per Screenshot”



Childe



Mona



Sucrose / Kazuha



Bennett

This is not a practical Abyss comp. The goal is to produce the largest damage numbers in a single hit for screenshot or self-achievement purposes. You maximize team buffs for the highest Melee Burst damage from Childe.

The only time where this comp is usable in Abyss is once you’ve reached high enough DPS to essentially one shot the content. This generally only happens once you have multiple 5* weapons, high talent levels, great artifacts, and high constellations on every character in this team.

Is not recommended to use One-Shot comps to earn your first 36* in Abyss due to the extremely high investments required to make it practical. Once you reach the required high investments, One-Shot comps are usable for speedruns.

Anemo Options:



Sucrose



Rotation

*Apply Hydro > Sucrose E (VV Hydro), Q
> Bennett E (Clear Hydro), Q (Pyro
Infuse Sucrose's Q) > Mona Q (Clear
Pyro) > Wait for Sucrose's Q to apply
Pyro aura > Childe Melee Burst*



Kazuha



Rotation

*Stance Change > Bennett Q (reduces
Hydro Aura) > Kazuha Q (Hydro VV)
(Pyro Infuse Kazuha's Q) > Mona Q
(Clear Pyro) > Wait for Kazuha's Q to
apply Pyro aura > Childe Melee Burst*

Double Carry

Double carry comps are inherently weaker than traditional comps. The main problem is that you can't support both carries equally. You'll need to prioritize one or the other and this means one of them will perform weaker than the other. Additionally the second carry generally has weaker support capabilities and only offers the team raw damage. This means that with the same levels of investment, a support will usually offer more DPS until the second carry has high levels of investment where they exceed the support's damage ceiling.

Inefficiencies the Team Comp



Childe



Second Carry



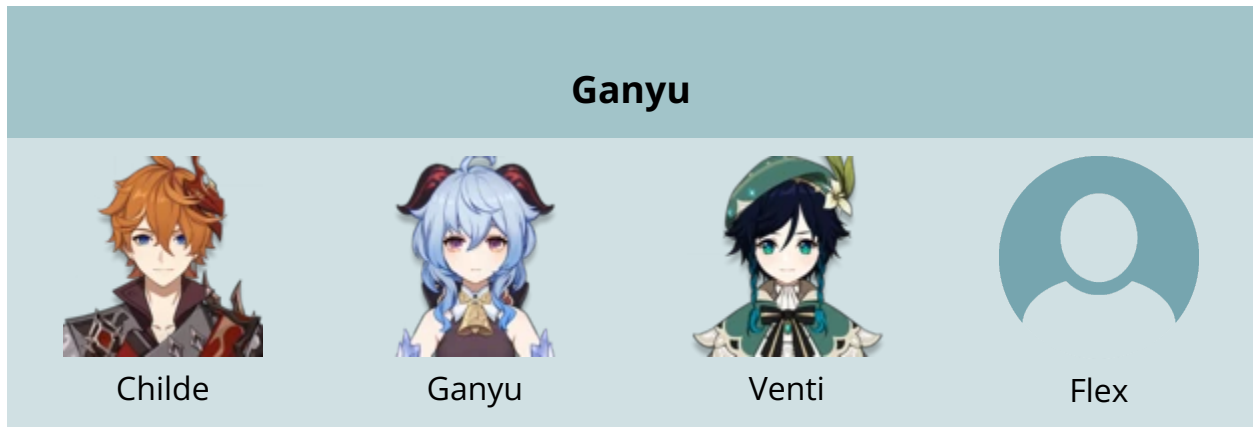
Flex



Bennett / Flex

Double carry comps are comps that generally work by virtue of overinvestment. Because of the inherent flaws of team synergy, most double carry comps are strictly one rotation. Most double carry comps cannot generate enough energy to consistently fuel the second carry's burst.

Only viable players who don't care about the limitations and/or have the resources to overcome the limitations. Not recommended for players who wish to 36* Abyss as soon as possible.



A Morgana comp that replaces Mona with Childe. There are two main playstyles with this comp.

Childe Focus

Childe focus has a rotational playstyle that utilizes Ganyu's and Childe's ability to quadratically scale their damage against grouped enemies from Venti's burst. Frozen enemies will not be lifted up by Venti's Burst, allowing Childe to melee enemies while Venti's Burst is active. Downtime has Ganyu gapfilling and funneling energy.

Ganyu Focus

Ganyu focus relegates Childe as burst bot. Usually used with C4 Childe. Playstyle is nearly identical to the original Morgana comp. Childe offers +1 AA talents, raw damage, and the occasional Hydro application if C4. Mona will offer both more team DPS and better playability than Childe. Childe is strictly a downgrade from Mona.

Strengths:

- Very strong against multi-enemy content
- Subjectively fun

Weaknesses:

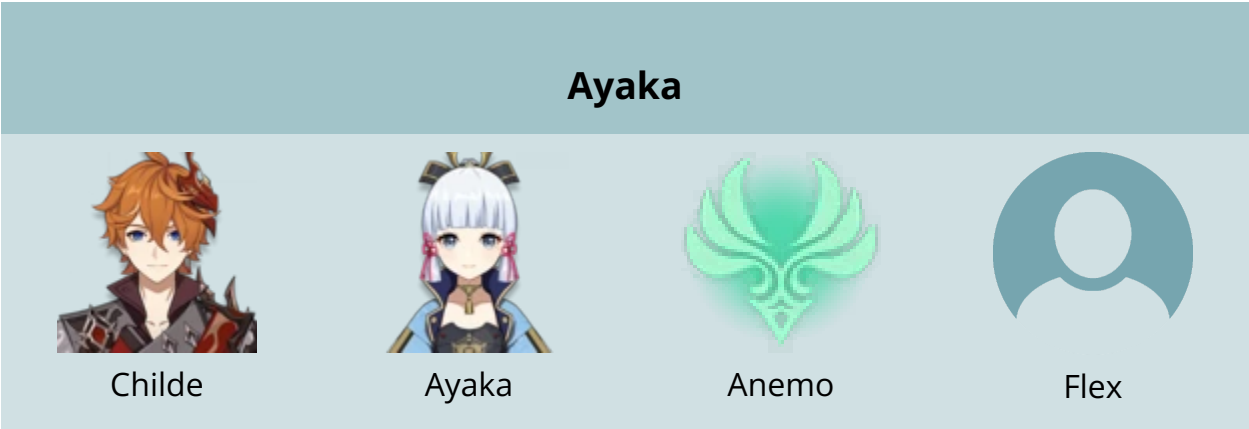
- Damage drops against single target, mobile, or un-pullable enemies.
- Requires multiple 5* characters

- Requires high investment

Not recommended to use to earn your first 36* in Abyss. Only recommended if you enjoy Freeze Childe and have every character in this comp.

Video Showcase:

Team Comp:	Credits to:	Additional Notes:



An Ayaka comp that replaces Mona with Childe. This is the strongest Childe Freeze comp currently available, but will still be weaker than pairing Ayaka with Mona.

Because Ayaka's burst has a short duration, you can melee with Childe for a shorter amount of time (7-8s) before swapping into an Ayaka funnel downtime to create a 20s rotation cycle.

Strengths:

- Strongest Childe Freeze team
- Subjectively fun

Weaknesses:

- Requires multiple 5* characters
- Requires high investment

Not recommended to use to earn your first 36* in Abyss. Only viable for players who wish to create a strong Childe Freeze team and don't own Mona.

Video Showcase:

Team Comp:	Credits to:	Additional Notes:

Melt Xiangling



Childe



Xiangling



Ganyu / Ayaka



Bennett

Ganyu

A variant of the reverse-vape comp whose goal is to partially melt Xiangling's Q through Ganyu's Q during melee duration and provide a stronger gap-fill during Childe's E cooldown. It realistically only melts 30 - 60% of Xiangling's Pyronado. It also replaces Childe's charge shots with Ganyu's Charge Bloom Shots. The rotation's margin of error is inhumanelly narrow for an optimized rotation and at any point where you aren't actively doing damage, it heavily falls behind the original team comp. This team heavily relies on Ganyu's level of investment. For a good majority of Ganyu's damage range, she will be weaker than the other Anemo options. This team comp is only practical once you've exceeded the replaced character's damage ceiling.

This team comp would objectively be stronger if you were to play Melt Ganyu instead. This comp heavily relies on overinvestment. That means this comp will deal less damage than the original reverse-vape comp at low levels of investment.

Ayaka

Similar to Ganyu, you'll only melt a fraction of Xiangling's burst with some melts to Ayaka's burst. Ayaka offers better flexibility and more consistent damage than Ganyu while maintaining similar ER problems.

Can I use another Cryo?

Utilizing any other Cryo character will make the comp perform significantly worse. The team heavily relies on the raw damage output of Ganyu and Ayaka. By lowering

that raw damage output, you make the comp perform significantly worse than the original reverse-vape comp.

Strengths:

- Ganyu / Ayaka is on the team
- Subjectively fun

Weaknesses:

- Requires an *extremely* invested Ganyu / Ayaka to become practical. This means either high constellations, Amos (Ganyu), and/or very strong artifacts.
- High ER requirements on Ganyu / Ayaka
- Low energy generation

Not recommended to use to earn your first 36* in Abyss. Only viable for players who wish to forcefully pair Childe and Ganyu / Ayaka together and satisfies one of the means of making Ganyu's / Ayaka's damage higher than the replaced support's team damage.

Video Showcase:

Team Comp:	Credits to:	Additional Notes:

Hu Tao



Childe



Hu Tao



Flex



Bennett

Childe and Hu Tao should not be paired together. Due to hitlag extending the duration of both Childe and Hu Tao, there'll never be a downtime long enough to have a DPS window for both of them. You will always be trading one DPS window for the other the more optimized your rotation is.

The best way to fit both of them into the comp is to turn one of them into a burst bot to minimize their field time and then have the Flex slot support the main carry. If you want both of them to have some field time, you'll have to lower their DPS by either creating a longer rotation cycle or by reducing their uptimes to reduce the rotation cycle. Both of which aren't recommended because there is currently no Flex character who can support both Childe and Hu Tao enough to make this a net DPS gain.

Strengths:

- High double burst damage
- Strong against multi-wave content
- Subjectively fun

Weaknesses:

- Requires multiple 5* characters
- Requires high investment
- Low energy generation

Not recommended to use to earn your first 36* in Abyss.

Video Showcase:

Team Comp:	Credits to:	Additional Notes:

Raiden



Childe



Raiden Shogun



Flex



Bennett

Despite looking like they could work well together, Childe and Raiden have some conflicting synergy. The problem mainly lies with the lack of supports. You want both Childe and Raiden to be buffed so they can deal good damage and, at the same time, they both want to hog the full duration of Bennett's buff. This means the only way to make this work is to alternate which character uses Bennett's buff, creating a longer rotation cycle, which will lower your overall DPS. On top of this, the long duration of Raiden's E makes it more difficult to set up a vaporized Q for Childe, which will significantly lower Childe's DPS if you don't vape.

Every team comp you could create with Raiden will be a flashy reskin of an already existing Electro-Charged comp. Both Raiden's and the original comp will deal similar DPS until Raiden is at high-invest where her damage ceiling will allow her to out DPS the original by virtue of being a 5*.

Strengths:

- High double burst damage
- Strong against multi-wave content
- Subjectively fun

Weaknesses:

- Requires multiple 5* characters
- Requires high investment

Not recommended to use to earn your first 36* in Abyss.

Video Showcase:

Team Comp:	Credits to:	Additional Notes:
Raiden Beidou Bennett	Risuke#6743	Rotation showcase

Healers

Why Bennett? Can I replace him with another healer?

While Bennett is great in any team, he has a higher level of synergy with Childe than other characters. Childe + Bennett is comparable to Pyro + XQ with what Bennett offers to Childe. With our current roster of Pyro characters, few are able to clear a Hydro aura quickly. Bennett is able to clear most of Childe's Hydro applications with both his Tap E and Burst (both apply 2U Pyro, which clears any 1U Hydro). This allows Childe to quickly set up a vaporized burst. With C4 Bennett, you can use Hold 1 E AA to clear a Hydro aura, deal two reverse vaporized hits, and apply a Pyro aura for the next charge shot to vaporize (Bennett's C4 applies three instances of 1U Pyro, 2U will clear Hydro and the last 1U will apply Pyro aura).

In addition to the synergy with Childe, most Off-Field DPSs are able to snapshot their abilities on Bennett's buff. This means they'll take a "snapshot" of their stats upon summoning their duration abilities and keep Bennett's buff for the entire duration of their skill or burst. This applies to all of the Off-Field DPSs except Xingqiu. Xingqiu is dynamic and only utilizes the buffs that are currently on him and doesn't take a "snapshot" of his stats on cast.

If you don't own Bennett or if you have Bennett reserved on your other team, you can still use the other healers. There will just be some reorganization of Childe's rotation and no vaporize bursts, which will usually result in a significant decrease in DPS.

General Ranking of Healers in Childe Team Comps	
Best Option	Bennett
Good Alternatives	Jean > Sayu
Alright Options	Kokomi > Barbara > Diona > Qiqi
<i>These rankings are based on how much utility and damage increase each character offers, not best healing.</i>	

Character Info Cards

The following information is generalized information specifically for Childe comps. They do not accurately represent the recommended artifacts, mainstats, substats, or ER for non-Childe team comps. If used for non-Childe comps, some information will not be accurate and should be taken with a grain of salt.

Hydro

Childe	Main DPS	Hydro	5*
Artifact Set	4 HoD $\geq$ 4 SR* $\geq$ 4 TS = 4 BS > HoD Glad/SR > HoD NO/WT		
Main Stats	<u>Sands</u> Atk%	<u>Goblet</u> Hydro%	<u>Circlet</u> Crit Rate or Crit DMG
Sub Stats	Crit Rate / Crit DMG > Atk% > EM > ER%		
Talents	E > Q > AA**		
Recommended ER	100% - 110% (Ranged)	150% - 170% (Melee)	

Due to the vast difference in ER, it is recommended to use ranged burst over melee burst. Additionally, Ranged Burst fills in time during his E cooldown and is easier to vape than the melee burst. Melee burst will eat up two seconds of your melee time and is much harder to vape due to stance change potentially taking the vape.

It is recommended to only use 4 TS with electro-charged teams and 4 BS with freeze teams. 4 HoD will perform similarly in both of these team comps.

**SR should only be used if you can defeat content within one rotation. The new ER requirements on the second rotation makes SR perform worse than HoD NO/WT.*

***The AA talent should be upgraded if you use charged shots with Childe. If you don't use charged shots, it only increases riptide burst's damage (on-kill) and contributes a very small fraction of your DPS. Otherwise, it's fine to leave AA at T6(7).*

Burst Childe	Burst DPS	Hydro	5*
Artifact Set	NO HoD/WT > HoD Glad/SR > 4 EoSF > 4 HoD > 4 SR		
Main Stats	<u>Sands</u> Atk% or EM	<u>Goblet</u> Hydro%	<u>Circlet</u> Crit Rate or Crit DMG
Sub Stats	Crit DMG > Crit Rate > Atk% = EM		
Talents	Q > E > AA		
Recommended ER	100%		
<i>Burst Childe is only recommended if you can one-shot or almost one-shot content. This means Burst Childe is only practical with high levels of investment. It's not recommended to use him strictly as a burst bot in other team comps because his alternative, Mona, will offer both more damage and support than what Childe can offer. Childe only has faster animation times which is more optimal for speedruns but for casual use, Mona will outperform Childe.</i>			
<i>ER isn't necessary because if you use Burst Childe, you will one rotation. If you can't one rotation, Main DPS Childe will be more practical to use.</i>			

Barbara	Support	Hydro	4*
Artifact Set	4 NO = 4 Instructor > 4 Maiden > TotM Maiden		
Main Stats	<u>Sands</u> ER% or HP%	<u>Goblet</u> HP%	<u>Circlet</u> Healing Bonus% or HP%
Sub Stats	ER% > HP%		
Talents	E = Q		
Recommended ER	150% - 180% (48s)	280% - 320% (24s)	
<i>It is unrealistic to have Barbara's burst every rotation. Her burst should be mainly used as a panic heal button and offer her utility through TTDS.</i>			
<i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			

Xingqiu	Sub DPS	Hydro	4*
Artifact Set	4 EoSF = HoD NO > HoD/NO Glad/SR > 4 NO		
Main Stats	<u>Sands</u> ER% or Atk%	<u>Goblet</u> Hydro%	<u>Circlet</u> Crit Rate or Crit DMG
Sub Stats	Crit Rate / Crit DMG > ER% > Atk% > EM		
Talents	Q ≥ E		
Recommended ER	160% - 180% (Sac Sword) 140% - 160% (C6)	200% - 220% (Other Swords) 180% - 200% (C6)	
<i>It's not recommended to use Xingqiu as your main Sub DPS because Childe is unable to enable him. Xingqiu's strength is similar to Childe's, enabling other characters. If both characters are unable to enable, their strengths and damage is much weaker. A solid Sub DPS option for freeze comps.</i>			
<i>Using EQ, QE, EQE, or QEE depends on ER and constellations. Assuming C4, if you want faster rotations, use EQ(E). If you want more damage, use QE(E). It at most increases ER by about 5% if you don't funnel the hydro particles. Under C4, EQ(E) is recommended because it's faster.</i>			
<i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			

Mona	Support	Hydro	5*
Artifact Set	4 NO ≥ 4 Instructor > 4 TotM (Support) 4 EoSF > NO HoD > 4 NO (Burst DPS)		
Main Stats	<u>Sands</u> ER% or Atk%	<u>Goblet</u> Hydro%	<u>Circlet</u> Crit Rate or Crit DMG
Sub Stats	ER% > Crit Rate / Crit DMG > Atk% > EM		
Talents	Q ≥ E		
Recommended ER	140% - 170% (2 E)	170% - 210% (1 E)	
<i>Mona's main utility comes from increasing Childe's burst damage. Aside from that she underperforms nearly every other support option. Mona's niche is that she'll allow for the fastest clear times if you can one-shot content if your Childe is invested enough. If your Childe isn't strong enough, it's not recommended to use Mona at all.</i> <i>Recommended to use for the highest "Damage Per Screenshots".</i> <i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			

Phys Barbara	Not Support	Hydro	4*
Artifact Set	PF BSC > 4 BS > PF/BSC Glad/SR/HoD > HoD Glad/SR		
Main Stats	<u>Sands</u> Atk%	<u>Goblet</u> Phys%	<u>Circlet</u> Crit Rate or Crit DMG
Sub Stats	Crit DMG ≥ Crit Rate > Atk%		
Talents	AA ≥ E > Q		
Recommended ER	100%		
<i>Requires Atlas or high refined EoP to use.</i>			
<i>Atlas plays like a 30s cooldown Sub DPS while high-refined EoP plays like a 8-10s quickswap.</i>			
<i>Use at your own risk.</i>			

Kokomi	Support	Hydro	5*
Artifact Set	4 ToTM > 4 NO ≥ 4 Instructor		
Main Stats	<u>Sands</u> ER% or HP%	<u>Goblet</u> Hydro% or HP%	<u>Circlet</u> Healing Bonus% or HP%
Sub Stats	ER% > HP% > Atk%		
Talents	E > Q		
Recommended ER	140% - 170% (2 E)	180% - 220% (1 E)	
<i>Kokomi's main utility will come from TTDS and ToTM.</i>			
<i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			

Electro

Fischl	Sub DPS	Electro	4*
Artifact Set	4 TS* > TF Glad/SR ≥ TF Gambler (Sub DPS) 4 TotM > TF Glad/SR > 4 NO (Support)**		
Main Stats	<u>Sands</u> Atk%	<u>Goblet</u> Electro%	<u>Circlet</u> Crit Rate or Crit DMG
Sub Stats	Crit Rate / Crit DMG > Atk% > ER%		
Talents	E > Q***		
Recommended ER	100% - 130% (25s)		
<i>By alternating Oz durations with E and Q, Fischl will have fairly low ER requirements.</i>			
<i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			
<i>*4 TS is Fischl's strongest set, but it has a conditional. Enemies must be affected by Electro for the 4-set to work. This means any Abyss floor that's heavy with slimes or elemental infusions will either have TS perform about the same as TF Glad or worse. Because of this, it's not future-proof. It is recommended to use TF Glad for consistency against all content.</i>			
<i>**It's only recommended to use Support Fischl if you don't have another NO or TotM buffer or if you don't have Bennett on the team.</i>			
<i>***There's little need to upgrade Q. The Oz summoned from Q will use E talents.</i>			

Beidou	Sub DPS	Electro	4*
Artifact Set	4 EoSF ≥ TF NO = 4 TS* ≥ NO Glad/SR ≥ 4 NO > TF Glad/SR		
Main Stats	<u>Sands</u> ER% or Atk%	<u>Goblet</u> Electro%	<u>Circlet</u> Crit Rate or Crit DMG
Sub Stats	Crit Rate / Crit DMG > ER% > Atk%		
Talents	Q > E		
Fischl	120% - 140% (Max Parries)	150% - 170% (Min Parries)	
Recommended ER	100% - 130% (Max Parries)	140% - 150% (Min Parries)	
Sara			
<i>Depending on how skillful you are, perfect parries will be able to greatly reduce Beidou's ER requirements. But due to how inconsistent enemy AI is, it's not reliable to always obtain perfect parries. It is recommended to have between 150% - 170% ER so that you will always have enough energy with just no-hit parries.</i> <i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i> <i>*4 TS will perform slightly better than TF NO, but it has the conditional of requiring enemies to be affected by Electro. Both TF NO and 4 TS give 35% to her Q, but TS gives 35% to E while TF NO gives 15% to E. Because the values are fairly close, TF NO is recommended over 4 TS because TF NO will always be active while 4 TS will not work against non-Electro slimes or elementally-infused enemies.</i>			

Electro Traveler	Support	Electro	5*
Artifact Set	4 EoSF > EoSF Exile/Scholar > 4 NO > 4 TotM		
Main Stats	<u>Sands</u> ER%	<u>Goblet</u> Electro%	<u>Circlet</u> Crit Rate or Crit DMG
Sub Stats	ER% > Crit Rate / Crit DMG > Atk%		
Talents	Q > E		
Recommended ER	240% - 260% (2 E)	250% - 270% (1 E)	

The Sub DPS capabilities of Electro Traveler is fairly limited. It is barred behind a burst, which means it will have half the effective uptime compared to Fischl's. Not only this, Electro Traveler's burst procs are only comparable to Fischl's A4. This means even if you focus on damage, Traveler will deal significantly less damage than Fischl's.

Even with focusing on Electro Traveler's main gimmick of ER sharing and energy generation, Traveler will still not be worth replacing Fischl. Fischl simply generates more relevant energy to Beidou with no loss in team DPS.

The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.

Sara	Support	Electro	4*
Artifact Set	4 TotM ≥ 4 NO > 4 EoSF > TF Glad/SR		
Main Stats	<u>Sands</u> ER%	<u>Goblet</u> Electro%	<u>Circlet</u> Crit Rate or Crit DMG
Sub Stats	ER% > Crit Rate / Crit DMG > Atk%		
Talents	E > Q		
Recommended ER	180% - 200% (2 E)	220% - 240% (1 E)	
<i>Keep in mind ER recommendations only account for the number of E's that are used after her burst.</i> <i>Prioritize high base Atk weapons and ER above all else. Sara's personal damage is secondary to what she can offer to her team.</i> <i>Sara requires swap weaving buffs in order to optimally utilize her kit. Appropriately snapshot the buffs to the right characters in sequence.</i> <i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			

Yae	Sub DPS	Electro	5*
Artifact Set	TF ATK > WT TF = ATK ATK > ATK WT > EoSF*		
Main Stats	Sands ER% or Atk%	Goblet Electro%	Circlet Crit Rate or Crit DMG
Sub Stats	Crit Rate / Crit DMG > ER% > Atk% > EM		
Talents	E > Q		
Recommended ER	Burst every second rotation	Burst every rotation	C1 every rotation (3 Thunderbolts)
Beidou	120% - 150%	260% - 290%	170% - 200%
Fischl	100% - 110%	180% - 210%	130% - 160%
Solo Electro	140% - 170%	300% - 330%	200% - 230%
<i>Yae is a strong single-target Electro Sub DPS with a powerful multi-target nuke. She often wants high field time, which can make teams awkward, and strong rotations important. Yae often has energy issues so usually will use her Burst every second rotation, and likes a second electro unit on her teams.</i> <i>* EoSF can be a strong option for Yae if her burst is buffed and she has enough ER to burst every rotation. If she cannot burst every rotation, it is very weak.</i> <i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations. These cards assume no HP thresholds for ER recommendations, so it is likely you will require less ER.</i>			

Pyro

Bennett	Support	Pyro	4*
Artifact Set	4 NO > 4 Instructor > 4 TotM		
Main Stats	Sands Atk% or ER%	Goblet Pyro%	Circlet Crit Rate or Crit DMG
Sub Stats	ER% > Crit Rate / Crit DMG > Atk% > EM		
Talents	Q > E		
Recommended ER	130% - 160% (3 E)	150% - 190% (2 E)	170% - 250%(1 E)
You can run HP focus for better healing. This is a viable low investment option but often unnecessary as the base healing from Q is more than enough for many players. The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.			

Overload Xiangling	Sub DPS	Pyro	4*
Artifact Set	4 CW > 4 EoSF = CW NO > CW/NO WT = CW/NO Glad/SR		
Main Stats	<u>Sands</u> EM	<u>Goblet</u> Pyro%	<u>Circlet</u> Crit Rate or Crit DMG
Sub Stats	Crit Rate / Crit DMG > ER% > EM > Atk%		
Talents	Q > E		
Recommended ER	100% (30s)	120% - 140% (24s)	
Overload Xiangling is strong at her niche of low to unstaggerable enemies. It's a specialized build to kill these types of enemies as quickly as possible. It's expected to double down on the overload reactions and utilize TF Bennett during downtime to fuel her energy to optimize the team comp. The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.			

TF Bennett	Sub Carry	Pyro	4*
Artifact Set	4 TF		
Main Stats	Sands EM or ER%	Goblet EM or Pyro%	Circlet EM or Crit Rate or Crit DMG
Sub Stats	ER% > EM > Crit Rate / Crit DMG > Atk%		
Talents	Q ≥ E		
Reverse-Vape	130% - 160% (3 E)	150% - 190% (2 E)	170% - 250% (1 E)
Recommended ER			
Electro-Charged	160% - 180% (3 E)	200% - 230% (2 E)	270% - 300% (1 E)
EM is the most important damage stat as of Update 1.6. EM EM EM out damages the previous best build of EM Pyro Crit. ER is still very high on the priority for fluid gameplay. Because Bennett is not using 4 NO, you'll want to use some kind of attack buff on another member on the team. Ideally on Fischl or Xingqiu since the loss in team DPS isn't that bad. Fischl with 4 TotM and Xingqiu with 4 NO. The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.			

Vape Xiangling	Sub DPS	Pyro	4*
Artifact Set	4 EoSF ≥ 4 CW = CW NO > CW/NO WT = CW/NO Glad/SR		
Main Stats	<u>Sands</u> ER% or Atk%	<u>Goblet</u> Pyro%	<u>Circlet</u> Crit Rate or Crit DMG
Sub Stats	Crit Rate / Crit DMG > ER% > Atk% > EM		
Talents	Q > E		
Recommended ER	140% - 170% (30s) 120% - 150% (Funneled)	180% - 210% (24s) 150% - 180% (Funneled)	
<i>It's recommended to use ER weapons with Atk sands or vice versa for general use. You can use a lower ER by exclusively funneling energy into Xiangling with Bennett's E during downtimes. The ER recommended above assumes you are performing charged shots with a few Bennett E in between.</i>			
<i>Each Favonius weapon proc reduces ER requirements by about 15-20%.</i>			
<i>Venti's Q reduces ER requirements by about 25-30%</i>			
<i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			

Cryo

Ganyu	Sub Carry Sub DPS	Cryo	5*
Artifact Set	4 WT > BS Glad/SR > BS NO > 4 NO (Sub Carry) 4 EoSF = BS NO > 4 NO > NO Glad/SR > 4 TotM (Sub DPS)		
Main Stats	Sands Atk% or ER%	Goblet Cryo%	Circlet Crit Rate or Crit DMG
Sub Stats	Crit Rate / Crit DMG > Atk% > ER% > EM		
Talents	AA ≥ Q > E		
Recommended ER	100% (One Rotation)	130% - 150% (24s)	170% - 200% (15s)
<i>To be used as a Sub Carry, you'll need to have either a highly invested Ganyu or an Amos. Otherwise she will not offer more damage than an Anemo's VV shred.</i> <i>130% - 150% ER is the recommended. It's not necessary to have Ganyu's Burst always active. It's better to only have it up during Childe's melee when you can occasionally melt Xiangling's Burst. During downtime it's not recommended to have it up so you can occasionally melt with Ganyu's Bloom Charged Shots.</i> <i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			

Kaeya	Sub DPS	Cryo	4*
Artifact Set	4 BS > NO BS ≥ 4 EoSF > 4 NO > NO Glad/SR		
Main Stats	<u>Sands</u> Atk%	<u>Goblet</u> Cryo%	<u>Circlet</u> Crit Rate or Crit DMG
Sub Stats	Crit Rate / Crit DMG > Atk% > ER% > EM		
Talents	Q > E		
Recommended ER	140% - 160% 120% - 140% (A4) 110% - 120% (C6)		
<i>"Kaeya's hot, play him." - August</i> <i>"You'll never get any of his constellations." - synchr0</i> <i>Compared to Rosaria, Kaeya has a more flexible burst that follows you and has a faster cryo application which allows for better permafreeze. Kaeya's burst covers much less area than Rosaria's which makes it better for freezing enemies in a more compact space.</i> <i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			

Rosaria	Sub DPS	Cryo	4*
Artifact Set	NO BS = 4 EoSF > 4 NO > NO Glad/SR > 4 BS		
Main Stats	<u>Sands</u> Atk%	<u>Goblet</u> Cryo%	<u>Circlet</u> Crit Rate or Crit DMG
Sub Stats	Crit Rate > Crit DMG > Atk% > ER% > EM		
Talents	Q > E		
Recommended ER	140% - 160% 120% - 140% (C4)		
<i>At C2, Rosaria will offer more damage than Kaeya's C2 because of how inconsistent it is to maintain Kaeya's C2.</i> <i>Compared to Kaeya, Rosaria is better at freezing a larger area. This is both good and bad. Good in that it offers a larger safety net and can hit more enemies. Bad in that enemies can be frozen too far away for Childe to hit multiple enemies at once as well as being a fixed AoE.</i> <i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			

Diona	Support	Cryo	4*
Artifact Set	4 NO $\geq$ 4 TotM > 4 Instructor		
Main Stats	<u>Sands</u> ER% or HP%	<u>Goblet</u> HP%	<u>Circlet</u> Crit Rate or HP%
Sub Stats	ER% > HP% > Crit Rate > Crit DMG > Atk%		
Talents	E > Q		
Recommended ER	150% - 220% 130% - 180% (C1) (Sacrificial Bow)	190% - 220% 150% - 180% (C1) (Favonius Bow)	210% - 260% 170% - 200% (C1) (Other Bows)
<i>Building for damage Diona isn't a very efficient use of resin since she isn't a significant percentage of the team's total damage.</i> <i>If using Favonius, prioritize Crit Rate to trigger the passive. Diona's paws will also naturally aim towards enemies' weak spots which will guarantee a crit.</i> <i>Using Sacrificial requires more field time on Diona which may not be appealing for some players.</i> <i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			

Qiqi	Support	Cryo	5*
Artifact Set	4 TotM > 4 Instructor > 4 NO		
Main Stats	<u>Sands</u> Atk%	<u>Goblet</u> Cryo%	<u>Circlet</u> Crit Rate or Crit DMG
Sub Stats	Crit Rate / Crit DMG > ER% > EM > Atk%		
Talents	Q > E		
Recommended ER	150% - 180% (48s)	280% - 320% (24s)	
<i>Due to Qiqi's limited utility in increasing the team's DPS, she is not recommended to use over any other healer.</i>			
<i>Her main strength is healing and healing is subjectively useful. Good gameplay or quick clears reduces the need for healing and shields offer more utility than healing through stagger resistance and damage mitigation.</i>			
<i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			

Ayaka	Sub Carry Sub DPS	Cryo	5*
Artifact Set	4 EoSF = 4 BS > BS NO > BS Glad/SR > 4 NO		
Main Stats	<u>Sands</u> Atk% or ER%	<u>Goblet</u> Cryo%	<u>Circlet</u> Crit Rate or Crit DMG
Sub Stats	Crit Rate / Crit DMG > ER% > Atk% > ER% > EM		
Talents	Q > E ≥ AA		
No Cryo Battery Recommended ER 1 Cryo Battery	150% - 190% (3 E)	200% - 230% (2 E)	
	120% - 150% (3 E)	140% - 180% (2 E)	
<i>Ayaka is both a Sub DPS and a Sub Carry. Her personal DPS (at equal investment) is higher than Childe's charge-shots and should be used during the downtime.</i>			
<i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			

Geo

Albedo	Sub DPS	Geo	5*
Artifact Set	4 Husk > Husk Petra > Husk NO = EoSF = Petra NO		
Main Stats	<u>Sands</u> Def%	<u>Goblet</u> Geo%	<u>Circlet</u> Crit Rate or Crit DMG
Sub Stats	Crit Rate / Crit DMG $\geq$ Def% > ATK% > ER%		
Talents	E > Q		
Recommended ER	100% (No Burst)	110-130% (27s)	120% - 140% (24s)
<i>If you use burst, it is recommended to go 10% - 20% above the recommended ER to cover for instances where you generate zero to low amounts of Geo particles due to inconsistent energy generation. Burst is generally recommended to be used for vaporise comps, but does not change the build.</i> <i>Atk% Sands is only recommended with four or more crit substats than Def% sands, or to achieve 4 Husk. Atk% Sands is slightly more versatile with a 5* weapon, but still not recommended unless it is a significant improvement.</i> <i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			

Zhongli	Support	Geo	5*
Artifact Set	4 EoSF $\geq$ Petra NO > 4 NO > 4 Petra > 4 TotM (Burst Focus) 4 TotM > 4 Petra > 4 NO (Shield Focus)		
Main Stats	Sands Atk% or HP%	Goblet Geo% or HP%	Circlet Crit Rate or Crit DMG or HP%
Sub Stats	Crit Rate / Crit DMG > Atk% > HP% > ER%		
Talents	E > Q (Shield Focus)		Q > E (Burst Focus)
Recommended ER	130% - 160% (24s)		220% - 250% (12s)

Zhongli's main role in Childe's team is a shield bot or a lazy Anemo shredder. He objectively is weaker than every Anemo option, but he allows you to play without worrying about enemy mechanics. He's a very comfy addition for many players who don't want to deal with enemy mechanics.

Using Zhongli's burst is generally not recommended other than to petrifying enemies or as a panic button. Childe teams value every second across the rotation and Zhongli's Q takes up 2.4s without offering substantial damage or energy generation.

The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.

Anemo

Sucrose	Support	Anemo	4*
Artifact Set	4 VV > VV WT > 4 Instructor > 4 NO		
Main Stats	<u>Sands</u> EM or ER%	<u>Goblet</u> EM	<u>Circlet</u> EM
Sub Stats	EM > ER%		
Talents	E = Q		
Recommended ER	110% - 140% (48s) 100% - 120% (C1 or Sac Frag)	220% - 260% (24s) 160% - 200% (C1 or Sac Frag)	
<i>Due to Sucrose's unique EM sharing kit, it's recommended to use her burst once every other rotation because it is unlikely to get 200%+ ER while also using EM main stats on her artifacts.</i>			
<i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			

Jean	Support	Anemo	5*
Artifact Set	4 VV > VV NO > 4 NO		
Main Stats	<u>Sands</u> ER% or Atk%	<u>Goblet</u> Anemo%	<u>Circlet</u> Crit Rate or Crit DMG
Sub Stats	ER% > Crit Rate / Crit DMG > Atk%		
Talents	Q ≥ E		
Recommended ER	150% - 200% (3 E)	190% - 240% (2 E)	
<i>Due to being solo Anemo with high energy costs, it is recommended that you self-funnel her particles before swapping to reduce her ER as much as possible.</i>			
<i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			

Venti	Sub DPS	Anemo	5*
Artifact Set	4 VV > VV WT > VV NO > 4NO		
Main Stats	<u>Sands</u> EM or Atk%	<u>Goblet</u> EM or Anemo%	<u>Circlet</u> EM or Crit Rate or Crit DMG
Sub Stats	EM > ER% > Crit Rate / Crit DMG > Atk%		
Talents	Q ≥ E		
Recommended ER	110% - 140% (24s 2 E)	150% - 170% (24s 1 E)	
<i>It's generally recommended to use Venti's burst during Childe's downtime. Smaller enemies will be pulled too high for Childe to melee them and using burst during downtime allows you to vaporize his charged shots.</i> <i>Against larger enemies, you can use Venti's burst to pull them together during Childe's melee so you can scale his riptide damage. Using burst during downtime is also viable with no downsides.</i> <i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			

Anemo Traveler	Support	Anemo	5*
Artifact Set	4 VV > VV WT > 4 NO		
Main Stats	<u>Sands</u> EM or Atk%	<u>Goblet</u> EM or Anemo%	<u>Circlet</u> EM or Crit Rate or Crit DMG
Sub Stats	EM > Crit Rate / Crit DMG > Atk% > ER%		
Talents	Q ≥ E		
Recommended ER	160% - 180% (3 E)	170% - 200% (2 E)	
<i>Traveler is a very complicated character to use with Childe. There is a large learning curve that changes depending on content and the number and types of enemies. There is no consistent pattern in rotations other than Tap E for energy generation or single VV and Hold E for more damage or double VV. Q needs to be weaved somewhere into the rotation to take advantage of the additional -20% shred.</i> <i>To maximize the damage from Hold E, allow at least 4 hits before releasing. Hold E has a wind-up mechanic to it. 0 - 2 hits will result in the weakest release damage and 3 - 6 hits will result in the highest release damage. At 4 hits, you will get the maximum of 3 swirls.</i> <i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			

Kazuha	Sub DPS	Anemo	5*
Artifact Set	4 VV > VV WT > VV Glad/SR > VV NO > 4 NO		
Main Stats	Sands EM or ER%	Goblet EM or Anemo%	Circlet EM or Crit Rate or Crit DMG
Sub Stats	ER% > EM > Crit Rate / Crit DMG > Atk%		
Talents	E = AA ≥ Q		
Recommended ER	100% - 130% (4 Hold E)	110% - 150% (3 Hold E)	150% - 190% (2 Hold E)
	110% - 150% (4 Tap E)	130% - 180% (3 Tap E)	170% - 210% (2 Tap E)
<i>Self-funneled Anemo particles are on the lower end of ER and non-funneled Anemo particles are on the higher end of ER recommendations.</i> <i>In the reverse-vape comp, it is recommended to minimize the number of Es used during Childe's downtime. Every E used is one less Bennett E battery to Xiangling which will increase Xiangling's ER requirement or increase the length of the rotation. Both of which will result in lower overall DPS. This is only significant if you require 2+ rotations to clear content. If you can clear in one rotation, the damage loss is much less significant.</i> <i>In the electro-charged comp, it is recommended to maximize the number of Es used during Childe's downtime. Childe's downtime is mostly limited to Fischl's Oz and Childe's charged shot. So unless you utilize TF Bennett, more sources of damage will result in higher net DPS.</i> <i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			

Sayu	Support	Anemo	4*
Artifact Set	4 VV > VV WT > VV NO > 4NO		
Main Stats	<u>Sands</u> EM or ER%	<u>Goblet</u> EM or Anemo%	<u>Circlet</u> EM or Crit Rate or Crit DMG
Sub Stats	ER% > EM > Crit Rate / Crit DMG > Atk%		
Talents	Q ≥ E		
Recommended ER	140% - 200% (4 Hold E)	180% - 230% (3 Hold E)	210% - 280% (2 Hold E)
	180% - 250% (4 Tap E)	230% - 280% (3 Tap E)	260% - 320% (2 Tap E)
<i>Self-funneled Anemo particles are on the lower end of ER and non-funneled Anemo particles are on the higher end of ER recommendations.</i> <i>Due to being solo Anemo with high energy costs, it is recommended that you self-funnel her particles before swapping to reduce her ER as much as possible.</i> <i>The number of HP thresholds you are able to hit will change the ER needed, so experiment to see what your ER requirements are for your rotations.</i>			

Afterword

With this, the Childe guide is complete enough to share to the public. I have tirelessly theorycrafted Childe since his release in November 2020 and I think I've done an amazing job at compiling all the information into a concise and cohesive format.

I did my best to comprehensively cover as many relevant mechanics and team comps to cover the entire spectrum from casuals to tryhards. Unfortunately it will be impossible to cover every little nuance of Childe theorycrafting due to the amount of time it takes to take a deep dive into each topic, but I do hope that what has been covered here is enough to help you on your journey through Tevyat.

If you still have more questions, below are links to other helpful sources of information that can hopefully answer them.

With that, I hope you learn something new today that you can use to help improve your gameplay. I pray that each and every one of you have successful pulls in the future and have the best Genshin experience possible. I wish you only the best of luck for your future endeavors.

— Risuke

Other Useful Links		
Childe Mains Discord	Keging Mains Discord	
Childe Mains Abyss Doc	KQM Website	

Change Logs

Version	Date Updated	Description
2.7	07/05/22	Added Aqua Simulacra to Weapons and Yae to Electro-Charged Team Comps, as well as a Yae card.
2.3	12/16/21	Added Mouun's Moon and updated Weapon Generalizations. Updated Albedo information for 2.3.
2.2	11/09/21	Added Raiden to EC-Beidou. Added Electro options to Overload. Added Venti video to Rev-Vape.
2.2	10/13/21	Added Polar Star and updated Weapon Generalizations
2.1	10/07/21	Corrected C1 DPS gain and Generalizations to Burst DPS Weapon
2.1	10/03/21	Team Comp Section Complete
2.1	08/31/21	Childe Section Complete
1.4	03/31/21	Creation