

Lynn Guide

You found your way to the Lynn Guide!

Mind yourself this is what's proven to work the best in most scenarios. There might be small changes for certain bosses or enemy types, but this will be disregarded in this guide. Credits to [@zzod](#) and [@tako](#) for providing a lot of insights so I can create this guide and keep it up to date.

Quick Access to following builds on Boarhat:

[Standard i1-i6 Lynn Ult Build](#)

[Standard i0 Lynn Laceration Build](#)

[Lynn Chainsaw Laceration Build](#) (Strongest build as of now)

Standard i1-i6 Lynn Ult Build

Character Wedges: (Gold priority - Devouring Wildfire & Duel)

Notes: [Volition](#) is interchangeable with [Gleaming Polearm](#) (Gleaming Polearm will perform better if you use Polearms on Lynn and both her Supports.

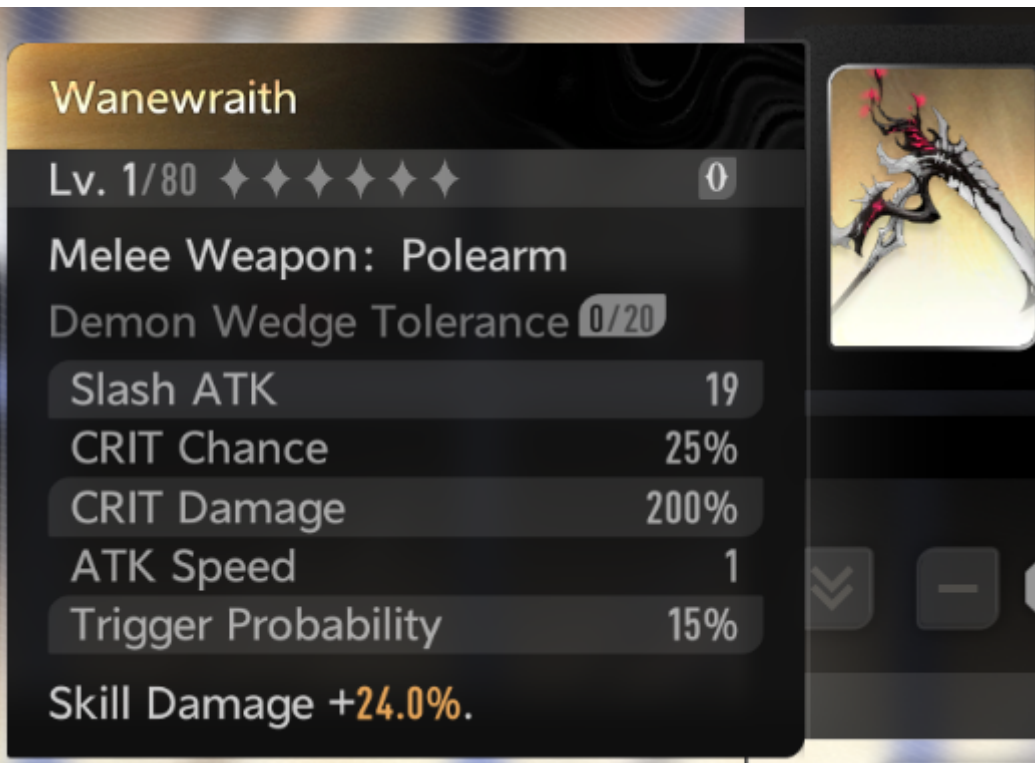
Once you reach i6 replace Prime Huntndown with Prime Morale.



Consonance Weapon Wedges: (Gold priority - Celerity & Foldover)



Melee Weapon choices:



Ranged Weapon choices: (Recommended: Exresduo)



Bluecurrent does not increase Laceration Damage and falls behind Exresduo in later stages of smelting

Weapon Wedges:

Simply speaking, they do not matter all that much. On your melee weapon you could use movement related Wedges, while on your ranged weapon you could use Damage related wedges for farming content.

Geniemon support:



Support Characters:

1. Phoxhunter (MC) <<< **Should always be used for Standard build**
 - Weapon DMG Buff (Ult)
 - Weapon DMG Buff (passive)
 - Trigger Probability Buff
2. Margie
 - ATK Buff (+45%)
 - ATK Buff (+40%)
3. Daphne
 - Bonus Anemo DMG
 - Crit Chance Buff (very little value due to low base crit on conso)
4. Truffle
 - DMG Buff
 - Resolve Buff (rarely useful)

Not recommended:

1. Hellfire
 - Her taunt doesn't work on bosses, so you only get her passive DMG Buff
2. Tabethe
 - Her Skill DMG Buffs don't affect your Ultimate, making her useless

Support Character build:

1. Weapons:
 - Either give them Melee weapons with Skill Duration, or a specific weapon type if using Gleaming Wedges
2. Character Wedges:
 - One of them should have Prime Serenity, the other Prime Uplift
 - Besides that, give them Skill Duration, Skill Efficiency & Max Sanity Wedges
3. Weapon Wedges:
 - Do not matter, you could stack Atk. Speed

E Build

This build is recommended for Immersive Theatre. This section is still very much W.I.P., so do keep an eye out for changes.

The Melee Weapon choice & Wedges are exactly the same as the Standard build.

Character Wedges:



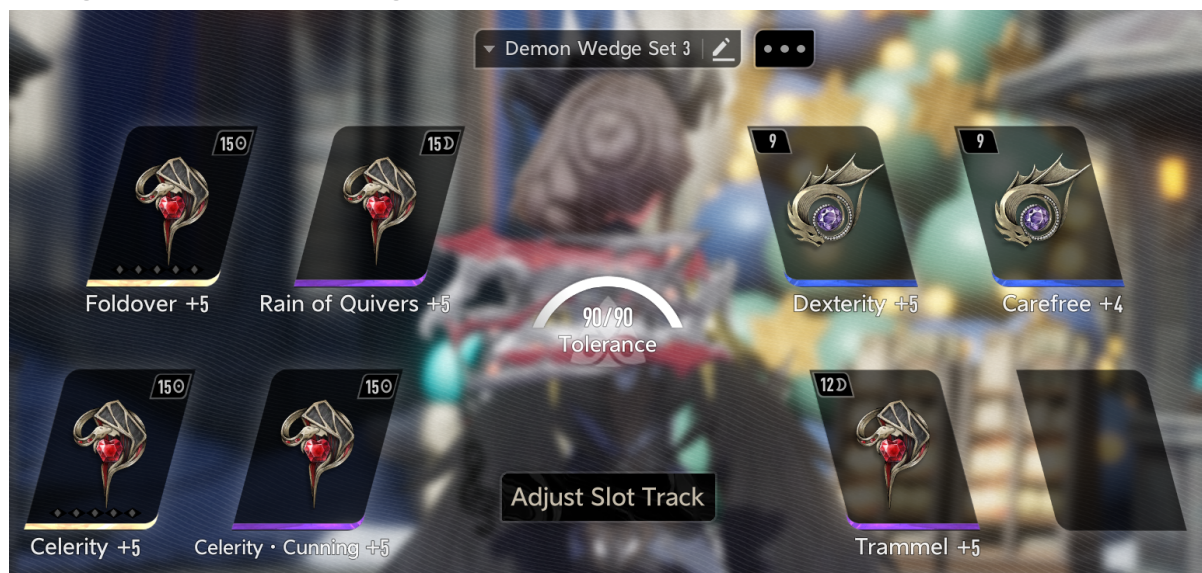
Ranged Weapon choices:

Use either Screenshot or Excesduo.

In the next section you will find the Excesduo Wedge build, which we currently assume as the standard.

Screenshot should be pretty similar build wise, you have less of a need for Attack Speed though, so feel free to test around.

Ranged Weapon Wedges:



Geniemon Support:

Notes: Pyrelf is the best choice here since its active skill provides Multishot.



Support Characters:

W.I.P.

Notes: It is assumed Tabethe and Phoxhunter/ Truffle provide the most amount of damage, but this has **not** been tested yet. Feel free to do so yourself and let me know! (@Kxro)

Playstyle:

This build revolves around using your E (Deadly Blossom) to apply Laceration to the target and then hitting the enemy with your Ranged Weapon to increase the Laceration Wound stacks.

The rotation looks something like this:

Use E skill → Spam Ranged Weapon till 10 stacks → repeat

Chainsaw Launcher Build (i6 only)

The Guixu Ratchet (also called Chainsaw Launcher) is a Weapon with insanely high hit count and lingering projectiles, thus building Laceration stacks very fast. Its performance is far superior to the Standard Build.

To utilize this build you will have to play it as follows:

Shoot your full mag **on the ground, in front of the boss** > Enter Ult > Melt the Boss

Chances are this build will get nerfed in the future so we recommend not overinvesting.

This build is based on the normal build, I will only mention the differences.

Guixu Ratchet Wedges:

Notes: The important part is just stacking Multishot and preferably Projectile Speed, everything else is up to preference.



Geniemon Support:



Support Characters:

W.I.P.

Notes: It is assumed Tabethe and Phoxhunter/ Truffle provide the most amount of damage, but this has **not** been tested yet. Feel free to do so yourself and let me know! ([@Kxro](#))

FAQ Section

Q: Why did you not include Wedge XY, Weapon XY or Support Character XY in your guide?

A: Because it's supposed to be a **Guide** and not a Bible. It's for people that come and want the best build for their character without reading a novel.

Q: Why are you taking Prime Hunt down over Prime Morale if it reduces Skill Damage by 50%?

A: The -50% Skill Damage only applies to **Laceration**, your Ult stays unaffected! Before i6 you should definitely be playing Prime Hunt down, once you hit i6 it's preference, maybe even slightly in favor of Morale.

Hunt down's additional Damage line counts as a 2nd hit basically, thus stacking Devouring Wildfire very fast, which helps a lot in Bursting down the Boss.

Q: Do Blaze Inspo Wedges work instead of Blaze Eternity?

A: The simple answer to that is: yes, they do. **BUT** they are worse, because the Skill Efficiency from Inspo only reduces the Sanity consumption of your Skills, while Eternity does the same (though slightly worse and only for the Ult) **AND** prolongs your self buff.

Q: Is Duel strictly for bossing? What should I use when I fight a lot of enemies?

A: Helix-jumping into the air gives enough distance to utilize the Duel effect.

