

[Discord.gg/jstern25's](https://discord.gg/jstern25)  
Hu Tao Guide Multi  
Target Configs

For genshin optimizer  
<https://frzyc.github.io/genshin-optimizer/#/>

# Basic N2C Configs

For genshin optimizer

<https://frzyc.github.io/genshin-optimizer/#/>

# 8N2C + Burst

```
      {"name": "8N2C +  
Burst", "targets": [{"weight": 4, "path": ["normal", "0"], "hitMode": "avgHit", "bonusStats": {}}, {"weight": 4, "path": ["normal", "1"], "hitMode": "avgHit", "bonusStats": {}}, {"weight": 4, "path": ["normal", "0"], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {}}, {"weight": 4, "path": ["normal", "1"], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {}}, {"weight": 1, "path": ["burst", "lowHpDmg"], "hitMode": "avgHit", "bonusStats": {}}, {"weight": 8, "path": ["charged", "dmg"], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {}}, {"weight": 2, "path": ["skill", "dmgC2"], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {}}, {"weight": 2, "path": ["skill", "dmg"], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {}}]}
```

**From:** jstern25#1399Buffless, add your own

**Notes:**

# 8N2C

```
{ "name": "8N2CJ", "targets": [ { "weight": 4, "path": [ "normal", "0" ], "hitMode": "avgHit", "bonusStats": {} }, { "weight": 4, "path": [ "normal", "1" ], "hitMode": "avgHit", "bonusStats": {} }, { "weight": 4, "path": [ "normal", "0" ], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {} }, { "weight": 4, "path": [ "normal", "1" ], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {} }, { "weight": 8, "path": [ "charged", "dmg" ], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {} }, { "weight": 2, "path": [ "skill", "dmgC2" ], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {} }, { "weight": 2, "path": [ "skill", "dmg" ], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {} } ] }
```

**From:** jstern25#1399Buffless, add your own  
**Notes:**

# 10N2C + Burst

```
      {"name": "10N2CD +  
Burst", "targets": [{"weight": 4, "path": ["nor  
mal", "0"], "hitMode": "avgHit", "reaction": "v  
aporize", "bonusStats": {}}, {"weight": 3, "pat  
h": ["normal", "1"], "hitMode": "avgHit", "reac  
tion": "vaporize", "bonusStats": {}}, {"weight  
": 6, "path": ["normal", "0"], "hitMode": "avgHi  
t", "bonusStats": {}}, {"weight": 7, "path": ["n  
ormal", "1"], "hitMode": "avgHit", "bonusStats  
": {}}, {"weight": 10, "path": ["charged", "dmg"  
], "hitMode": "avgHit", "reaction": "vaporize"  
, "bonusStats": {}}, {"weight": 2, "path": ["ski  
ll", "dmgC2"], "hitMode": "avgHit", "reaction"  
: "vaporize", "bonusStats": {}}, {"weight": 1, "  
path": ["burst", "lowHpDmg"], "hitMode": "avgH  
it", "reaction": "vaporize", "bonusStats": {}}  
, {"weight": 2, "path": ["skill", "dmg"], "hitMo  
de": "avgHit", "reaction": "vaporize", "bonusS  
tats": {}}]]}
```

**From:** jstern25#1399

**Notes:** Buffless, add your own

# 10N2C

```
{ "name": "10N2CD", "targets": [ { "weight": 4, "path": [ "normal", "0" ], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {} }, { "weight": 3, "path": [ "normal", "1" ], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {} }, { "weight": 6, "path": [ "normal", "0" ], "hitMode": "avgHit", "bonusStats": {} }, { "weight": 7, "path": [ "normal", "1" ], "hitMode": "avgHit", "bonusStats": {} }, { "weight": 10, "path": [ "charged", "dmg" ], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {} }, { "weight": 2, "path": [ "skill", "dmgC2" ], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {} }, { "weight": 2, "path": [ "skill", "dmg" ], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {} } ] }
```

**From:** jstern25#1399

**Notes:** Buffless, add your own

# Basic N1C Configs

For genshin optimizer

<https://frzyc.github.io/genshin-optimizer/#/>

9N1C + Burst



9N1C

12N1C + Burst

12N1C

# C6 Configs

For genshin optimizer

<https://frzyc.github.io/genshin-optimizer/#/>

# 3 Rotation C6

```
      {"name": "3 Rotation C6  
10N2CD", "targets": [{"weight": 4, "path": ["normal", "0"],  
"hitMode": "critHit", "reaction": "vaporize", "bonusStats": {}}, {"weight": 3, "path": ["normal", "1"], "hitMode": "critHit", "reaction": "vaporize", "bonusStats": {}}, {"weight": 6, "path": ["normal", "0"], "hitMode": "critHit", "bonusStats": {}}, {"weight": 7, "path": ["normal", "1"], "hitMode": "critHit", "bonusStats": {}}, {"weight": 10, "path": ["charged", "dmg"], "hitMode": "critHit", "reaction": "vaporize", "bonusStats": {}}, {"weight": 2, "path": ["skill", "dmgC2"], "hitMode": "critHit", "reaction": "vaporize", "bonusStats": {}}, {"weight": 1, "path": ["burst", "lowHpDmg"], "hitMode": "critHit", "reaction": "vaporize", "bonusStats": {}}, {"weight": 8, "path": ["normal", "0"], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {}}, {"weight": 6, "path": ["normal", "1"], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {}}, {"weight": 12, "path": ["normal", "0"], "hitMode": "avgHit", "bonusStats": {}}, {"weight": 14, "path": ["normal", "1"], "hitMode": "avgHit", "bonusStats": {}}, {"weight": 20, "path": ["charged", "dmg"], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {}}, {"weight": 4, "path": ["skill", "dmgC2"], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {}}, {"weight": 1, "path": ["burst", "lowHpDmg"], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {}}]}
```

**From:** jstern25#1399

**Notes:** Buffless, add your own

# 2 Rotation C6

```
    {"name":"2 Rotation C6
10N2CD", "targets": [{"weight":4, "path":["normal", "0"],
"hitMode":"critHit", "reaction":"vaporize", "bonusStats
":{}}, {"weight":3, "path":["normal", "1"], "hitMode":"cr
itHit", "reaction":"vaporize", "bonusStats":{}}, {"weigh
t":6, "path":["normal", "0"], "hitMode":"critHit", "bonus
Stats":{}}, {"weight":7, "path":["normal", "1"], "hitMode
":"critHit", "bonusStats":{}}, {"weight":10, "path":["ch
arged", "dmg"], "hitMode":"critHit", "reaction":"vaporiz
e", "bonusStats":{}}, {"weight":2, "path":["skill", "dmgC
2"], "hitMode":"critHit", "reaction":"vaporize", "bonusS
tats":{}}, {"weight":1, "path":["burst", "lowHpDmg"], "hi
tMode":"critHit", "reaction":"vaporize", "bonusStats":{
}}, {"weight":4, "path":["normal", "0"], "hitMode":"avgHi
t", "reaction":"vaporize", "bonusStats":{}}, {"weight":3
, "path":["normal", "1"], "hitMode":"avgHit", "reaction":
"vaporize", "bonusStats":{}}, {"weight":6, "path":["norm
al", "0"], "hitMode":"avgHit", "bonusStats":{}}, {"weight
":7, "path":["normal", "1"], "hitMode":"avgHit", "bonusSt
ats":{}}, {"weight":10, "path":["charged", "dmg"], "hitMo
de":"avgHit", "reaction":"vaporize", "bonusStats":{}}, {
"weight":2, "path":["skill", "dmgC2"], "hitMode":"avgHit
", "reaction":"vaporize", "bonusStats":{}}]}
```

**From:** jstern25#1399

**Notes:** Buffless, add your own

# Yelan Configs

For genshin optimizer

<https://frzyc.github.io/genshin-optimizer/#/>

# 15 Waves

```
{ "name": "Yelan 15 Waves, 9 c2  
procs, c6, Hu tao Crit  
rate", "targets": [ { "weight": 2, "pat  
h": [ "skill", "dmg" ], "hitMode": "avg  
Hit", "bonusStats": { "critRate_  
"}, { "weight": 1, "path": [ "burst", "p  
ressDmg" ], "hitMode": "avgHit", "bon  
usStats": {} }, { "weight": 45, "path":  
[ "burst", "throwDmg" ], "hitMode": "a  
vgHit", "bonusStats": {} }, { "weight"  
: 9, "path": [ "constellation2", "arro  
wDmg" ], "hitMode": "avgHit", "bonusS  
tats": {} }, { "weight": 5, "path": [ "co  
nstellation6", "barbDmg" ], "hitMode  
": "avgHit", "bonusStats": { "critRat  
e_": 12 } } ] }
```

**From:** jstern25#1399

**Notes:** Buffless, add your own

Technically includes all  
constellations as you activate them



# Xingqiu Configs

For genshin optimizer

<https://frzyc.github.io/genshin-optimizer/#/>

# 15 Rainsword Waves C6

```
{ "name": "15 Rainsword Waves  
C6", "targets": [ { "weight": 1, "path":  
["skill", "press1"], "hitMode": "av  
gHit", "bonusStats": {} }, { "weight":  
1, "path": ["skill", "press2"], "hitM  
ode": "avgHit", "bonusStats": {} }, { "  
weight": 50, "path": ["burst", "dmg"]  
, "hitMode": "avgHit", "bonusStats":  
{} } ] }
```

**From:** jstern25#1399

**Notes:** Buffless, add your own

# 15 Waves C2-C5

```
{ "name": "15 Rainsword Waves  
C2-C5", "targets": [ { "weight": 1, "pa  
th": [ "skill", "press1" ], "hitMode":  
"avgHit", "bonusStats": {} }, { "weigh  
t": 1, "path": [ "skill", "press2" ], "h  
itMode": "avgHit", "bonusStats": {}  
, { "weight": 35, "path": [ "burst", "dm  
g" ], "hitMode": "avgHit", "bonusStat  
s": {} } ] }
```

**From:** jstern25#1399

**Notes:** Buffless, add your own

# Xiangling Configs

For genshin optimizer

<https://frzyc.github.io/genshin-optimizer/#/>

# Funerational

```
    {"name": "Xiangling Vape 8/12  
2/4", "targets": [{"weight": 1, "path": ["burst", "dmg1"], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {}}, {"weight": 1, "path": ["burst", "dmg2"], "hitMode": "avgHit", "bonusStats": {}}, {"weight": 1, "path": ["burst", "dmg3"], "hitMode": "avgHit", "bonusStats": {}}, {"weight": 4, "path": ["burst", "dmgNado"], "hitMode": "avgHit", "bonusStats": {}}, {"weight": 8, "path": ["burst", "dmgNado"], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {}}, {"weight": 2, "path": ["skill", "press"], "hitMode": "avgHit", "bonusStats": {}}, {"weight": 2, "path": ["skill", "press"], "hitMode": "avgHit", "reaction": "vaporize", "bonusStats": {}}]}
```

**From:** jstern25#1399

**Notes:** Buffless, add your own

8/12 Pyronado

2/4 Guoba

# VV Vape

```
      {"name": "VV  
Vape", "targets": [{"weight": 1, "path": ["b  
urst", "dmg1"], "hitMode": "avgHit", "bonus  
Stats": {}}, {"weight": 1, "path": ["burst",  
"dmg2"], "hitMode": "avgHit", "bonusStats"  
: {}}, {"weight": 1, "path": ["burst", "dmg3"  
], "hitMode": "avgHit", "bonusStats": {}}, {"  
"weight": 4, "path": ["burst", "dmgNado"], "  
hitMode": "avgHit", "bonusStats": {}}, {""we  
ight": 6, "path": ["burst", "dmgNado"], "hit  
Mode": "avgHit", "reaction": "vaporize", "b  
onusStats": {}}, {"weight": 4, "path": ["ski  
ll", "press"], "hitMode": "avgHit", "reacti  
on": "vaporize", "bonusStats": {}}, {""weigh  
t": 2, "path": ["burst", "dmgNado"], "hitMod  
e": "avgHit", "reaction": "vaporize", "bonu  
sStats": {"pyro_enemyRes_": 40}}]}
```

**From:** jstern25#1399

**Notes:** Buffless, add your own

8/12 Pyronado

2/4 Guoba

# Thoma Configs

For genshin optimizer

<https://frzyc.github.io/genshin-optimizer/#/>

# 14 Waves

```
{ "name": "Thoma Personal Damage  
for Double  
Hydro", "targets": [ { "weight": 1, "pa  
th": [ "skill", "dmg" ], "hitMode": "av  
gHit", "reaction": "vaporize", "bonu  
sStats": {} }, { "weight": 1, "path": [ "  
burst", "pressDmg" ], "hitMode": "avg  
Hit", "reaction": "vaporize", "bonus  
Stats": {} }, { "weight": 9, "path": [ "b  
urst", "collapseDmg" ], "hitMode": "a  
vgHit", "bonusStats": {} }, { "weight"  
: 5, "path": [ "burst", "collapseDmg" ]  
, "hitMode": "avgHit", "reaction": "v  
aporize", "bonusStats": {} } ] }
```

**From:** jstern25#1399

**Notes:** Buffless, add your own

Thoma does very little damage, it's generally not worth building for it. But if you want to, here you go. Otherwise use instructors (it's better)