



Fischl

"Prinzessin der Verurteilung, Sovereign of
Immernachtreich, and Ruler of Ashen Darkness"

Damage and DPS Calculator

Keqing Main's Discord link: <https://discord.gg/Keqing>
Fischl Main's Discord link: <https://discord.gg/RS6iG4Wrb>

Updated for: Patch 1.6 (WIP)

Last updated on: 12 June 2021 (UTC-5)

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LIMITATIONS

Primarily, it should be noted that this is only a theoretical DPS calculator. Actual DPS may vary due to factors not so easily accounted for. What accounts into DPS is attack speed, combos, buff duration, elemental reactions, and more. Because of this, the purpose of this calculator is essentially to compare the effects of artifacts, weapons, food, buffs, and the like, on the damage dealt per attack and DPS in particular circumstances. Further updates may be made to more easily incorporate buffs from party members such as Bennett's "Fantastic Voyage" given a certain percentage uptime.

Currently, the calculator can compute at 99% accuracy. For larger damage values, it's expected that there will be larger differences in terms of magnitude which may seem big. Percentage-wise though, it'll show that it doesn't matter a lot, if at all. The reason for that 1% inaccuracy is how Mihoyo rounds their stats, where Artifact stats (and possibly, Character stats as well) have hidden decimal values. As for the damage in Elemental Reactions, both determining the damage dealt and the multiplier are achieved via an empirical formula. Thus, expect a larger deviation estimated at up to $\pm 10\%$.

Since this is only made in LibreOffice, then imported into Google Sheets, all the limitations, intricacies, and issues that are common in Google Sheets will also be true for this particular calculator. This is out of the author's control. However, it can sometimes be possible to shift what we have to avoid those issues outright.

HOW TO USE

STATS PAGE

- White cells are places where you may input your data. Cells that are not white are off-limits, else you risk breaking the calculator
Note: All entries should be in real number format. Do not add a percentage sign in any of them else the calculations will not be accurate
- Base stats refer to Fischl's stats before considering any equipment. They can be obtained by un-equipping your Weapon and Artifact or from Fischl's Wikia page.
Link: <https://genshin-impact.fandom.com/wiki/Fischl>
- Under Weapon stats, a few entries are marked **red**. Pressing the the drop-down list will allow you to change the stat and effect for the purpose of this calculator. Note that not all possible effects are under the drop-down list, mostly due to its complicated nature.
- Stat Ratios show the balance between your attack multipliers. It does not take into account buffs and food effects
ATK% is the summation of all ATK% modifiers from your Weapon, Artifacts, and Set Effects
CRIT% is the product of the total Crit Rate% and Crit DMG% from your Character, Weapon, Artifacts, and Set Effects
DMG% is the summation of all applicable DMG% modifiers from your Weapon, Artifacts, and Set Effects
- Artifacts are separated per type. For the sake of this calculator, the only sub-stats that are considered are ATK, ATK%, Crit Rate%, and Crit DMG%. Some artifacts can have different main stats, marked **red**. Use the drop-down menu to change it. Only a handful of main stats are also considered for computing damage.
Note: Once a main stat has been chosen. The particular sub-stat similar to it will be marked **red**. This is only to warn the user that there is a conflict. The calculator will still work but there is a risk of obtaining inaccurate results
- Set effects pertain to the bonuses from equipping similar Artifacts. You may press the drop-down menu to Y (shorthand, yes) to consider the effects of that particular set.
Note: Computations will still consider having multiple set effects present, even if impossible.
- Total Stat Quantities are simply a record of all your stats. Ideally, it should match with what you already have under the *Details* tab in-game.
- If you wish to change certain stats just so you can compare or contrast, or you simply want to input your total values without checking each Artifact, you may write down your stats under the **OVERWRITE** column just beside the Total Stat Quantities. This is the only exception from Step 1.
- Food Effects refer to the bonuses acquired from consuming food and potions.
Note: Please note that food with similar effects cannot stack and have their effects co-exist. As an example, *Adoptus' Temptation* and *Berry & Mint Burst* don't work with each other. As for potions, only one may be active at a time.
- Buff Effects instead consider the temporary bonuses obtained from skills, weapons, and the like. The ATK bonus from "Fantastic Voyage" can be jotted down as Flat ATK for example.
Note: If you were to have all your total stats under **OVERWRITE**, the calculator will still require the Base Character ATK and Weapon ATK for ATK% buffs to work properly

DAMAGE PAGE

- Similar to the earlier page, you may only input on white cells.
- If you wish to include or exclude certain conditions, such as considering Food or Buffs, you may change the dropdown list from N to Y
- Enemy Level is simply the level of the enemy you are facing. Monster DEF is scaled depending on the level difference between your character and the monster
- For Enemy RES, you may refer to the Enemy Resistance List
- Each Talent will have their own table of damage based on Talent Level, broken down per attack or damage instance.
Note: Currently, only up to Lv 8 Normal Attack, Lv 15 Burst and Skill.
- Resultant Stat Ratios is the same as Stat Ratios in Stats Page but with accounting for buffs and food effects
- Resultant Character Stats are the same as Total Stat Quantities in Stats Page but with accounting for buffs and food effects
- Additional damage effects from bows which deal bonus attacks or modify attack speed may be selected from a drop-down list, as well as the level of refinement.
Note: DPS of such effects is determined by an assumption that each effect is triggered as frequently as the cooldown allows and divides the total damage of the effect by the maximum frequency of the trigger.
- Normal Attack Uptime is the percentage of the duration of combat for which Fischl is executing her normal attack string. This may be adjusted to account for the reality of combat which involves forced downtime from character swapping, movement, knockdown, stagger/interruption, and more.
- DPS of various talents is determined by dividing the total damage of each trigger of the talent by the frequency at which it can be triggered, or by multiplying its damage per second by its percentage uptime.
Examples:
#1: "Midnight Phantasmagoria" is executed every 2.5 seconds under optimal circumstances, so its total damage divided by 2.5 would be its DPS.
#2: Oz's normal attack fires every second and Oz has an uptime of 80% below C6, and 96% at C6. Therefore, Oz's basic attack DPS is his basic attack damage multiplied by 0.8 and 0.96 below C6 and at C6, respectively.
#3: Oz's C1 attack, "Gaze of the Deep", is tied to Fischl's attack speed which is about 5 / 2.7 hits per second at 162 frames per normal attack string with directional input. Oz's C1 attack therefore has a theoretical total DPS of 5 / 2.7 multiplied by its per hit damage.
Note: this final DPS is multiplied in reality by the percentage uptime of Fischl's normal attack, as well as the percentage downtime of Oz himself, which is 20% below C6, and 4% at C6.
#4: Oz's C6 attack, "Evernight Raven", is tied to the active character's attack speed. For this reason, this factor in Fischl's "Support" DPS will not necessarily translate accurately when considering her for this role. Its DPS is determined in the same manner as C1 Oz attack's is, in that the damage per hit is multiplied by the average number of hits per second.
Note: this DPS is multiplied by Oz's uptime which is 96% in optimal circumstances.
- Physical DPS is the DPS Fischl does when accounting for only Normal Attack string and Oz's C1 attack, as well as special weapon attacks, when applicable.
Note: Oz's C1 DPS is factored and adjusted at C1 and C6 respectively, based on Constellation level selection.
- Electro/Support DPS is the DPS Oz contributes through each of Fischl's electro-related talents which are tied to him, and accounts for each component at the Constellations which they become available.
Note: C3 and C5 talent level boosts must be manually added by using the respective talents' drop-down lists.
- Total/Carry DPS is the sum of Fischl's Physical DPS and Electro/Support DPS.

CHANGELOG

- 25 Dec 2020 – Fixed an error in Elemental Mastery Total Stat Quantities calculation. Aesthetic redesign, Intro Page update.
- 12 June 2021 – Updated elemental reaction damage formula to match Patch 1.6 changes (HungryDave#1530)

CREDITS & SOURCES

RES Tables
<https://bbs.mihoyo.com/ys/article/2160993>

Elemental Reaction Empirical Formula
(from u/Dandian0557)
https://www.reddit.com/r/Genshin_Impact/comments/j580by/elemental_mastery_damage_increase/

Genshin Impact Wiki
https://genshin-impact.fandom.com/wiki/Genshin_Impact_Wiki

Keqing Discord (for testing the calculator)
<https://discord.com/invite/Keqing>

(reserve)

UPDATE FORECAST

- ASAP
- improve aesthetic
 - improve intro page
- FUTURE
- Drop-down list of Artifact substats
 - Drop-down list of Weapon, Food, and Buffs based on actual in-game source (can be doable for Food and Buffs, but issue with Weapon due to lack of data per level)
 - Separate Resonance section
 - Character level input automatically fills up Character ATK and Crit DMG% (limited to data per level)
- FOR THOUGHT
- Stat and Damage Page in a single sheet (to easily dupe sheets for comparing damage values)
 - Aesthetic improvement for Tables sheet

STATS PAGE

Make your own copy under File submenu, then make a copy to start editing your own personal calculation

Base Stats

Character Base ATK	20 [2]
ATK%	0.0 [3] %
Crit DMG%	50.0 %
Crit Rate%	5.0 %
Character Level	30
Elemental Recharge%	100.0 %

Weapon Stats

ATK	0
(Substat)	0.0 %
(Weapon Effect)	0.0 %
(Weapon Effect)	0.0 %
(Weapon Effect)	0.0 %

Stat Ratios [1]

Normal Attack	0% : 2.5% : 0%
Aimed Shot	0% : 2.5% : 0%
Fully-Charged Aimed Shot	0% : 2.5% : 0%
Elemental Skill	0% : 2.5% : 0%
Elemental Burst	0% : 2.5% : 0%

CR% : CD%

5% : 50%

Artifacts

Flower of Life [N/A]

ATK	
ATK%	%
Crit Rate%	%
Crit DMG%	%
Elemental Mastery	
Elemental Recharge% [7]	%

Plume of Death [ATK]

ATK	
ATK%	%
Crit Rate%	%
Crit DMG%	%
Elemental Mastery	
Elemental Recharge% [8]	%

Sands of Eon [4] [N/A]

ATK	
ATK%	%
Crit Rate%	%
Crit DMG%	%
Elemental Mastery	
Elemental Recharge% [9]	%

Goblet of Eonothem [5] [N/A]

ATK	
ATK%	%
Crit Rate%	%
Crit DMG%	%
Elemental Mastery	
Elemental Recharge% [10]	%

Circlet of Logos [6] [N/A]

ATK	
ATK%	%
Crit Rate%	%
Crit DMG%	%
Elemental Mastery	
Elemental Recharge% [11]	%



Set Effects

(Set Effect)	0.0 %
(Set Effect)	0.0 %
(Set Effect)	0.0 %
(Set Effect)	0.0 %

Total Stat Quantities

	OVERWRITE
Base ATK	20
ATK% [13]	0.0% %
(Artifact) Flat ATK	0
Total ATK	20
Crit Rate%	5.0% %
Crit DMG%	50.0% %
Attack DMG% [15]	0% %
Normal Attack DMG%	0% %
Aimed Shot/Charged Attack DMG%	0% %
(Reserve)	
Elemental Skill DMG%	0.0% %
Elemental Burst DMG%	0.0% %
Physical DMG%	0.0% %
Electro DMG%	0.0% %
DMG% vs Electro	0.0% %
Elemental Mastery	0
Energy Recharge% [16]	100.0% %
Electro Reaction DMG%	0.0% %

Food Effects [12]

Flat ATK	0
ATK%	0.0 %
Crit Rate%	0.0 %
Crit DMG%	0.0 %
Attack DMG%	0.0 %
Normal Attack DMG%	0.0 %
Aimed Shot/Charged Attack DMG%	0.0 %
(Reserve)	
Elemental Skill DMG%	0.0 %
Elemental Burst DMG%	0.0 %
Physical DMG%	0.0 %
Electro DMG%	0.0 %
DMG% vs Electro	0.0 %
Elemental Mastery	0
Elemental Recharge% [16]	0.0 %

Buff & Resonance Effects

Flat ATK	0
ATK%	0.0 [14] %
Crit Rate%	0.0 %
Crit DMG%	0.0 %
Attack DMG%	0.0 %
Normal Attack DMG%	0.0 %
Aimed Shot/Charged Attack DMG%	0.0 %
(Reserve)	
Elemental Skill DMG%	0.0 %
Elemental Burst DMG%	0.0 %
Physical DMG%	0.0 %
Electro DMG%	0.0 %
DMG% vs Electro	0.0 %
Elemental Mastery	0
Elemental Recharge% [17]	0.0 %

DAMAGE PAGE

Conditions

Buff	Y
Food	Y
Target Electrified (4TS)	Y

Enemy Level	90 [19]
Enemy Electro RES	10 %
Enemy Physical RES	10 %
DEF Down	0 [20] %
Electro RES Down	%
Physical RES Down	%

Resultant Stat Ratios [21]

Normal Attack	0% : 2.5% : 0%
Aimed Shot	0% : 2.5% : 0%
Fully-Charged Aimed Shot	0% : 2.5% : 0%
Elemental Skill	0% : 2.5% : 0%
Elemental Burst	0% : 2.5% : 0%

Constellation	0	CR% : CD%
Total/Carry DPS: [22]	20.96	5% : 50%

Resultant Enemy Attributes

Damage Scale Reduction	50.0%
Electro RES	10.0%
Physical RES	10.0%
Pyro RES	0.0%
Cryo RES	0.0%

Resultant Character Stats

Total ATK	20
Crit Rate%	5.0%
Crit DMG%	50.0%
Attack DMG%	0.0%
Normal Attack DMG%	0.0%
Aimed Shot/Charged Attack DMG%	0.0%
(Reserve)	
Elemental Skill DMG%	0.0%
Elemental Burst DMG%	0.0%
Physical DMG%	0.0%
Electro DMG%	0.0%
DMG% vs Electro	0.0%
Elemental Mastery	0
Elemental Recharge%	100.0%
Electro Reaction DMG%	

Bolts of Downfall

	DPS	Multiplier	Average	Non-Crit	Crit
1-Hit DMG	44.1%	4	4	4	6
2-Hit DMG	46.8%	4	4	4	6
3-Hit DMG	58.1%	5	5	5	8
4-Hit DMG	57.7%	5	5	5	8
5-Hit DMG	72.1%	7	6	10	17
Aimed Shot DMG	43.9%	4	4	4	6
Fully-Charged Aimed Shot DMG	124.0%	11	11	11	17
Plunge DMG	56.8%	5	5	5	8
Low Plunge DMG	113.6%	10	10	10	15
High Plunge DMG	141.9%	13	13	13	19
(C1) Gaze of the Deep DMG	3.7583	2	2	2	3
		Average	26	Min	Max
				25	38

5-Hit Combo 9.52561

Include additional damage effects of: **None**

of enemies hit by AoE: **R1** 1

Normal Attack Uptime: **100%**

Physical DPS: 9.53 [23]

Electro/Support DPS: 11.44 [24]

Nightrider

	DPS	Multiplier	Average	Non-Crit	Crit
Oz's Attack DMG	8	88.8%	8	8	12
Summoning DMG	0.4258	115.4%	11	10	16
(C2) Devourer of All Sins DMG	0.738	200.0%	18	18	27
(C6) Evernight Raven DMG	5.125	30.0%	3	3	4

Number of enemies hit: **1**

Midnight Phantasmagoria

	DPS	Multiplier	Average	Non-Crit	Crit
Falling Thunder DMG	0.7675	208.0%	19	19	28
(C4) Her Pilgrimage of Bleak DMG	0.81911	222.0%	20	20	30
		Average	40	Min	Max
				39	58

Total Damage 1.5867

of enemies hit by Dive: **1**

of enemies hit by Transformation: **1**

Passives

	DPS	Multiplier	Average	Non-Crit	Crit
Stellar Predator	153.7%		17	17	26
Undone Be Thy Sinful Hex	3.69	80.0%	7	7	11

of enemies hit by AoE: **1**

2.0 seconds per reaction

Elemental Reactions (BETA) [25]

	DPS	Base	Multiplier [26]	Actual [27]	frequency: [28]	# of hits: [30]
Electrocharge [28]	0	1741	100.0%	1567	0.0 seconds	1
Overload	0	2901	100.0%	2611	0.0 seconds	1
Superconduct	0	725	100.0%	653	0.0 seconds	1
Swirl	0	870	100.0%	783	0.0 seconds	1

Enemy Pyro RES %

Enemy Cryo RES %

Pyro RES Down %

Cryo RES Down %

Source equations at: <https://library.keqingmains.com/mechanics/combat/elemental-reactions/transformativ-reactions>

Enemy Resistance List

	Phys RES	Elem RES	Notes
Silmes	10%	10%	Immune on ELEM match
Cicins	-20%	10%	50% RES on ELEM match
Hilichurls	10%	10%	
Samachurls	10%	10%	50% RES on ELEM match
Mitachurls	30%	10%	
Ice Shieldwall Mitachurl	30%	10%	50% RES on Cryo
Stonehide Lawachurls	50%	10%	70% RES on Geo
Frostarm Lawachurls	50%	10%	70% RES on Cryo
Abbyss Mages	10%	10%	
Goovishap Hatchlings	30%	10%	50% RES on Geo
Treasure Hoarders	-20%	10%	
Fatui Skirmishers	-20%	10%	
Fatui Pyro Agent	-20%	10%	50% RES on Pyro
Fatui Electro Cicin Mage	-20%	10%	50% RES on Electro
Fatui Cryo Cicin Mage	-20%	10%	50% RES on Cryo
Whopperflowers	35%	35%	75% RES on ELEM match
Whopperflowers (Stunned)	10%	10%	50% RES on ELEM match
Ruin Grader	50%	10%	
Ruin Guard	70%	10%	
Ruin Hunter	50%	10%	

Boss Type Enemies

	Phys RES	Elem RES	Notes
Hypostasis	10%	10%	Immune on ELEM match
Regisvine	84%	82%	87% RES on ELEM match
Regisvine (Stunned)	30%	10%	70% RES on ELEM match
Stormterror Dvalin	10%	10%	
Andrius, Dominator of Wolves	10%	10%	Immune to Anemo, Cryo
Childe Phase 1	0%	0%	50% RES on ELEM match
Childe Phase 1 (Weakened)	-30%	-30%	20% RES on ELEM match
Childe Phase 2	0%	0%	50% RES on ELEM match
Childe Phase 2 (Weakened)	-50%	-50%	0% RES on ELEM match
Childe Phase 3	0%	0%	70% RES on Hydro, Electro

Source: <https://bbs.mihoyo.com/vs/article/2160993>

#N/A <- index match stuff

Additional equation in DPS

Damage / speed * (1+if(F44="Compound Bow",insert index match stuff here,1)) + if(and(F44<>"None",F44<>"Compound Bow"),insert index match stuff here,0)

I'm not sure with regards to the speed rate effect of compound bow, but I think you get the gist of what I'm trying to do

If you wish to change which cell the index-match thing references, just change the first entry of match [i.e. match(THIS ENTRY column or row reference in 'Tables' page,0)]

[31]

711.4638446

9.52566667

Example for PYRO

D72*(1+F72)*(1-if(whatever field Pyro RES input will be<>"",whatever field Pyro RES input will be,EnemyElectroRES)

Bolts of Downfall															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1-Hit DMG	44.1%	47.7%	51.3%	56.4%	60.0%	64.1%	69.8%	75.40%	81.1%	87.2%	93.37%	99.52%	105.68%	113.83%	117.99%
2-Hit DMG	46.8%	50.6%	54.4%	59.8%	63.7%	68.0%	74.0%	80.0%	86.0%	92.5%	99.01%	105.54%	112.06%	118.59%	125.12%
3-Hit DMG	58.1%	62.9%	67.6%	74.4%	79.1%	84.5%	91.9%	99.4%	106.8%	114.9%	123.03%	131.14%	139.26%	147.37%	155.48%
4-Hit DMG	57.7%	62.4%	67.1%	73.90%	78.5%	83.9%	91.3%	98.6%	106.0%	114.1%	122.12%	130.17%	138.23%	146.28%	154.33%
5-Hit DMG	72.1%	77.9%	83.8%	92.2%	98.1%	104.8%	114.0%	123.2%	132.4%	142.5%	152.52%	162.57%	172.63%	182.68%	192.74%
Aimed Shot	43.9%	47.4%	51.0%	56.1%	59.7%	63.8%	69.4%	75.0%	80.6%	86.7%	92.82%	98.94%	105.06%	111.18%	117.30%
Fully-Charged Aimed Shot	124.0%	133.3%	142.6%	155.0%	164.3%	173.6%	186.0%	198.4%	210.8%	223.2%	235.60%	248%	263.50%	279%	294.50%
Plunge DMG	56.8%	61.5%	66.1%	72.7%	77.3%	82.6%	89.9%	97.1%	104.4%	112.3%	120.27%	128.20%	136.12%	144.05%	151.98%
Low Plunge DMG	113.6%	122.9%	132.1%	145.4%	154.6%	165.2%	179.7%	194.2%	208.8%	224.6%	240.48%	256.34%	272.19%	288.05%	303.90%
High Plunge DMG	141.9%	153.5%	165.0%	181.5%	193.1%	206.3%	224.5%	242.6%	260.8%	280.6%	300.37%	320.18%	339.98%	359.79%	379.59%
Nightrider															
Oz's ATK DMG	88.8%	95.5%	102.1%	111.0%	117.7%	124.3%	133.2%	142.1%	151.0%	159.8%	168.70%	177.60%	188.70%	199.80%	210.90%
Summoning DMG	115.4%	124.1%	132.8%	144.3%	153.0%	161.6%	173.2%	184.7%	196.3%	207.8%	219.30%	230.90%	245.30%	259.70%	274.20%
(C2) Devourer of All Sins DMG	200.0%	200.0%	200.0%	200.0%	200.0%	200.0%	200.0%	200.0%	200.0%	200.0%	200.0%	200.0%	200.0%	200.0%	200.0%
Midnight Phantasmagoria															
Falling Thunder DMG	208.0%	223.6%	239.2%	260.0%	275.6%	291.2%	312.0%	333.0%	353.6%	374.4%	395.20%	416%	442%	468%	494%
4) Her Pilgrimage of Bleak DMG	222.0%	222.0%	222.0%	222.0%	222.0%	222.0%	222.0%	222.0%	222.0%	222.0%	222%	222%	222%	222%	222%
Because of Google Sheets Limitation, some Names will be placed here (DO NOT EDIT)															
StatBaseATK	20														
StatATKp	0.0%														
StatTATK	20														
StatCR	5.0%														
StatCD	50.0%														
StatAttackDMG	0.0%														
StatNormalAttackDMG	0%														
StatChargedAttackDMG	0%														
StatElemSkillDMG	0.0%														
StatElemBurstDMG	0.0%														
StatPhysDMG	0.0%														
StatElectroDMG	0.0%														
StatDMGvsElectro	0.0%														
StatEM	0														
StatER	100.0%														
StatReactionDMG	0.0%														
EnemyPhysRESMult	90.0%														
EnemyElemRESMult	90.0%														
EnemyPyrRESMult	100.0%														
EnemyCryoRESMult	100.0%														
R1	R2	R3	R4	R5											
Compound Bow	0.048	0.06	0.072	0.084	0.096										
Messenger	1.35	1.6875	2.025	2.3625	2.7										
Skyward Harp	2.8828125	3.294642857	3.84375	4.6125	5.765625										
Vinescent Hunt	2.108571429	2.539461538	3.09	4.696363636	5.904										
Total DPS at Constellation:															
	0	1	2	3	4	5	6								
	20.96245267	21.71411933	22.45211933	22.45211933	23.27129933	23.27129933	28.900654								
Physical DPS at Constellation:	0	1	2	3	4	5	6								
	9.525666667	10.27733333	10.27733333	10.27733333	10.27733333	10.27733333	9.676								
Electro DPS at Constellation:	0	1	2	3	4	5	6								
	11.436786	11.436786	12.174786	12.174786	12.993966	12.993966	19.224654								

Data pulled from: <https://genshin-impact.fandom.com/wiki/Keqing>

[1] For Electro ratios, includes VS Electro. For Physical ratios, excludes VS Electro

ATK% = Summation of all ATK%

CRIT% = Product of CR% and CD%

DMG% = Summation of all DMG%, if applicable

[2] The difference between Base ATK and Weapon ATK in your details page

[3] ATK% gained from Character Ascension

[4] In real number format (for a 36.6% bonus, simply right 36.6). Adding a percentage will not return an appropriate calculation

[5] In real number format (for a 36.6% bonus, simply right 36.6). Adding a percentage will not return an appropriate calculation

[6] In real number format (for a 36.6% bonus, simply right 36.6). Adding a percentage will not return an appropriate calculation

[7] Currently not used in any calculations. For future-proofing

[8] Currently not used in any calculations. For future-proofing

[9] Currently not used in any calculations. For future-proofing

[10] Currently not used in any calculations. For future-proofing

[11] Currently not used in any calculations. For future-proofing

[12] Note that food with similar effects do not stack. Any overlap on stats will remove the previously consumed food

[13] Not required in calculations except in Stat Ratios, since most calculations use the Total ATK stat

[14] Requires entry in Character ATK and Weapon ATK

[15] Affects all DMG% modifiers. An existing effect of this is Geo Resonance bonus

[16] Currently not used in any calculations. For future-proofing

[17] Currently not used in any calculations. For future-proofing

[18] Currently not used in any calculations. For future-proofing

[19] If left blank, damage scale reduction will assume equal level

[20] Effect on damage currently un-tested. If somehow the damage values return in-accurate due to inputs from this, please leave a comment (right click) on the source sheet

[21] Stat Ratios after adding food, buff, and resonance effects.

[22] Physical DPS + Electro DPS

[23] Factors into account the following, when applicable:

- 5-hit combo

- Gaze of the Deep (C1)

- Weapon Effects

Under the assumption that the usual attack chain lasts 162 frames
(credits to HailCorporate#2970)

[24] Factors into account the following, when applicable:

- Oz Attack DPS
- Oz Summon DPS
- Oz Burst Summon DPS (C4)
- Oz Burst Dive DPS
- Oz Undone Be Thy Sinful Hex DPS
- Oz Evernight Raven DPS (C6), based on Normal Attack uptime and attack speed of Fischl
- Electro-related Reaction DPS

Assumption that Oz has 80% uptime below C6, and 96% at C6

[25] Note that formula used are empirical. Expect a difference of $\pm 10\%$ for larger numbers, though typical variance is $< 1\%$ after around Level 20.

[26] Used exponential regression on lower values and the polynomial for >20

[27] Assumes Elem RES = Electro RES unless a Pyro or Cryo RES modifier is specified.

[28] Damage shown is each tick

[29] The average expected number of seconds per instance of damage/reaction, or the average time in seconds between each instance of damage/reaction.

[30] The average expected number of enemies hit per instance of damage/reaction.

[31] Factors into account the following, when applicable:

- 5-Hit Combo
- Gaze of the Deep (C1)
- Weapon Effects

Under the assumption that the usual attack chain lasts 162 frames (credits to HailCorporate#2970)