

## Rotation Guide

Childe, Anemo MC, Bennett, Fischl

### Childe, Fischl, Bennett, Anemo MC

#### Rotation

Rotation will most likely be split into 3 parts.

**1)** is for the assumed 4 Q's you will have in Abyss starting out. It will ideally set up a hydro C6 on Anemo MC and resistance down from both VV.

**2)** Focuses on taking the most advantage of Bennett's Q and involves Childe's melee stance and also Fischl's snapshot mechanic.

- The pink starred portions should technically fit into the opener once I flesh it out.

**3)** Sets up a hydro C6 on Anemo MC and res-shred from both VV for melee rotation;

- **1) Opening => Linger Hydro => 2)**
- **2) Melee Duration :** \*\*\* Hydro => **Fischl** 2 AA-E-JC => **Anemo MC** H-E-3T-DC \*\*\* => **Bennett** Q => **Fischl** E-JC => **Childe** E-M (123 CA-DC, 123 CA-DC, 1 CA-DC (Time With Oz Duration)) => **Anemo MC** Hold E-3T-DC => **Childe** RQ => **Fischl** 2 AA-Q-SC => **3)**
  - **Advantages :**
    - Can initiate with 1U or 2U of hydro, which can be a Childe CRA or P-E..
    - Applies viridescent venerer to both Electro and Hydro for the duration that they are doing damage except on initial Oz summon (can remedy using opener or **3)** with a swirl of electro overlap).
    - Both Oz's in this rotation benefit from Bennett's Q snapshot due to mechanic **A)**
  - **Disadvantages :**
    - Button-intensive.
    - Low Bennett energy funneling. Can potentially be fixed by mechanic **B)** with multiple enemies.
  - **Revision Locations**
    - \*\*\* The hydro applied would ideally be a hydro-infused Anemo MC Q (1U) coming from **1)** or **3)**, **Fischl** 2 AA-E-JC would occur near the end of the tornado, then as enemies land, Anemo MC H-E-3T-DC
- **3) Gap Filler : Not Tested** => **Bennett** E-C1 => **Childe** RCA => **Anemo MC** Hold E-3T-DC > Q => **Childe** RCA, RCA => **2)**
  - Childe RCA during Fischl Oz duration has been shown to swirl both elements upon switching to Anemo MC Hold E.

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### Mechanics

- A) Oz Repositioning Snapshot <https://streamable.com/zv4i8v>
- B) Oz Energy on Superconduct and Overload  
<https://www.youtube.com/watch?v=Q1Owx8pycUE&feature=youtu.be>

### Notes on Constellations

- No constellations assumed except for Anemo MC C6 for the rotation.
- Fischl C6 changes the rotation due to Fischl's increased uptime on Oz and its effect on vaporizing Childe's Q.
- Childe C4 changes the rotation due to changing swirl elements and its effect on vaporizing Childe's Q.
- C1 Fischl is important if Viridescent hunt is equipped on her.

### ER Substats

No enemy deaths are assumed. Playtesting for ER was done by casting the appropriate amount of abilities assumed in the rotation's time frame against a thunder fatui's shield to prevent hp thresholds. Fischl's Oz funnels energy to characters for their expected duration on the field based on their animations.

- Childe 100% - 110% - 130%
- Fischl 145 - 155% ER
  - Any ER after 155% exceeds full uptime on Fischl's Oz.
  - With C6 on Fischl, less ER is needed due to higher Oz uptime by 2 seconds with a cap at 135% exceeding full uptime on Fischl's Oz according to theoretical calculations.
  - If the fight ends prior to a repeat of the rotation, then ER is not needed on Fischl.
- Bennett 180 - 200 - 220% ER
- Anemo MC 160 - 165 - 175% ER
  - Note that Anemo MC gets 16% ER from constellations.
  - In an ideal scenario, Anemo MC's ER technically should have a lower limit than given, but due to RNG inherent in the hold E and potential enemies canceling your hold E, a larger threshold is given.
  - The release of Anemo MC's hold E is what generates energy, so if all enemies are at risk of leaving the suction due to overload, movement, or overcrowding, it is better to release immediately once the 2 VV occurs.

Red defines an absolute lower limit to ER given multiple targets and hp thresholds incorporated during playtesting for Abyss. Below this limit will require changes to the rotation.

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Black defines the threshold energy for a perfect rotation.

Blue defines a comfortable range of ER,

Light blue defines an absolute cap before returns are diminished.

### Probably BiS Gear?

- This is purely speculative and calculations have not been done.
- Starglitter shop weapons are not included.

**Childe** : Skyward Harp > Amos > Viridescent Hunt > Rust > Prototype Crescent

**Fischl** : Skyward Harp > Amos > Stringless = Viridescent Hunt > Rust > Prototype Crescent

- In terms of damage, Viridescent hunt falls behind stringless. However, 2 AA swapping into Fischl's Q optimizes the swap cd and minimizes Oz form's movement and allows a 75% chance of proccing the passive on VH. Fischl's Q is ideally used in Bennett's Q prior to Childe's melee rotation, so the grouping from VH takes full effect.

**Anemo MC** : Festering Desire > Skyward Blade > The Black Sword > Iron Sting

- This is purely speculative. With Iron Sting, avoid stacking too much EM gear. Meeting the ER requirements is more important than equipping these weapons.

**Bennett** : Aquila Favonia > Skyward Blade > Prototype Rancour

- Meeting the ER requirements is more important than equipping these weapons.

### Rotation

- Given the mentioned ER values, you want to incorporate into your rotation:
  - 2 Anemo MC Hold E's (Oz Active) >> Funnel Q
  - 2 Bennett's Charge E (2 Hit)
  - Rotation Between Fischl's E and Q >> Permanent Oz except during vaporize ultimates.
    - One should ideally be inside Bennett's Q.

### Sample Rotation

- Rotation is split into 2 main parts where part 1 is meant to prep VV on both hydro and electro as well as anemo MC C6. Part 2 is where Childe uses melees inside Bennett's Q.

**1) (Proto Crescent)** Fischl E => Childe Stance Change => Immediate Anemo MC Hold E > Immediate Q => Childe Charged Shot (2) > Childe Stance Change => Anemo MC Hold E > 2 AA =>

**2)** => Bennett Q > Charge E (2 Hits) > 2 AA (Switch Cancel - Funnel) => **(0)** Childe RQ => **(Proto Crescent)** Fischl > 2 AA > Q (Stay inside Bennett Q to snapshot Oz) => **(Anemo MC Hold E-JC for spread apart enemies. DPS loss otherwise)** Childe E (Melee for Oz Duration - 1 sec

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(12345 CA-JC, 123 CA-JC, Pause 1 AA (Riptide)) => Bennett Charge E (2 Hits) > 2 AA (Switch Cancel - Funnel) =>

3) Fischl E => Childe Charged Shot => Anemo MC Hold E > Immediate Q => Childe Aimed Shot (2) => Anemo MC Hold E > 2 AA => Repeat at (0)

### Sample Rotation : Viridescent Hunt on Fischl

Split rotation into two parts :

- Charge Shot in Bennett Q into Anemo MC Tornado
- Melee in Bennett Q

Infuse Anemo MC Q Hydro

Use Bennett Q every 15 seconds

Alternate charge shot with

Hydro => Bennett Q => Fischl 2 AA > Q => Childe E Melee (123 CA-JC, 12345 CA-DC, 1 AA (Riptide)) => Anemo MC Hold E => Childe RQ

Fischl H-E-(Opposite Side) => Childe Stance Change => Anemo MC Hold E > Q => Childe Charged Shot (2) >

### Notes on Rotation

- Reasoning behind the set up of the rotation is to maximize having VV on both electro and hydro alongside Anemo MC C6. Anemo MC's tornado infuse alters based on where Fischl's Oz is within its attack chain. Nearing 1, 5, 7, 11, 14 hits from Oz, infusion turns out to be electro, otherwise it is the element of Anemo MC or hydro (needs further video analysis)
- Hydro trigger on Electro is better than Electro trigger on Hydro in the case where you have an element applied to yourself like in f12 or bennet ult since the first swirl is hydro, then later swirls are the element on yourself. Outside of this instance, it doesn't matter which element is used first.
- 1U Electro (Oz first attack), 2U Hydro trigger (Childe stance change) and immediate anemo MC hold E swirls hydro originally and infuses it and is the main way this rotation triggers VV on both elements.
  - When summoning Oz using Fischl Q (2U), you need to wait for Oz to hit once to convert 2U into 1U. Otherwise electro will be infused in the swirl and only electro will get VV.
- Fischl E => Childe charged shot (on riptide enemy) => immediate Anemo MC hold E is the only way I know how to trigger VV on both elements while melee stance change is on cd. This technique replaces 1U electro, 2U hydro trigger techniques with brute forcing using Fischl's A4 and timing of charged shot and Oz's 5th hit.

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- Based on preliminary testing, it is possible to trigger both VV on electro and hydro without riptide charged shot procs active on the enemy using this technique (further testing must be done).

### Testing

#### Wk 12-21-20 : Elements in Rotation

Anemo MC's hold E can be dash cancelled after release.

Repositioning Oz snapshots buffs. This could prove integral to the rotation because it allows you to swirl Hydro and Electro outside Bennett Q, then reposition in and not waste Bennett's Q duration. Also, it allows for C6 Fischl to not ruin vaporize ultimates at the end of Bennett's Q.

<https://streamable.com/zv4i8v>

- Hydro => Fischl 2 AA-E-JC => Anemo MC Hold E-2T-DC (Audio pitch increase 3x as indicator) => Bennet Alt+Q => Fischl E-JC => Childe E Melee (123 CA-DC, 123 CA-DC, 1 CA-DC (Time With Oz Duration)) => Anemo MC Hold E-3T-DC => Childe RQ => Fischl 2 AA-Q-SC => Bennett E-C1

Triggering overload or superconductor with Oz grants electro particles.

<https://www.youtube.com/watch?v=Q1Owx8pycUE&feature=youtu.be>

#### Wk 12-14-20 : Gauge Testing

VV requires the anemo character to be on-field.

Generally 1U 1U electro and hydro EC cannot swirl either element according to testing, however current testing with Fischl shows a potential to infuse hydro and swirl electro when electro is trigger most likely due to reapplying the electro aura due to Oz's attacks and Fischl's A4 talent.

When in Bennett ult and applied pyro, you can swirl elements other than pyro if the gauge on those elements is higher than your personal gauge. There's an icd to Bennett ult applying pyro to you. It appears that Bennett's self-inflicted pyro has 2U of gauge.

- ICD on Bennett's ult applying pyro can hypothetically be tested using Barbara's removal using hydro, but it's hard to get an exact timing.
- 1U Hydro => Anemo MC hold E in Bennett Q swirls hydro initially then infuses pyro.
- 4U Electro => Anemo MC hold E in Bennett Q infuses pyro.

Infusing is separate from swirl and has a small delay before infusing. This is evident in instances where the first swirl is hydro, but the infusion is pyro. It is still possible to infuse hydro if the icd on Bennett ult is fresh enough. Also tested casting the ability with an aura already applied to self, but which lost duration prior to infusion; this led to no infusion.

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Swirling EC will swirl the highest gauge element between hydro and electro and will make it the infused element. Despite this, EC is heavily electro-swirl favored, so the most consistent method of swirling and infusing hydro is 1U electro, 2U hydro.

Use Anemo MC Q further away from fatui. Don't use it in melee range to get the initial tick. A separate rotation should be made for Fatui enemies since they can't be lifted.

Fischl => Childe E => Anemo MC Hold E swirls hydro first. Doing Childe E => Fischl E => Anemo MC Hold E swirls electro first. Both infuse hydro.

**Bennet Ult => Fischl Oz => Childe (Wait for swap cd and ICD on bennett ult (there's no indicator on ICD except muscle memory) > E stance change => immediate Anemo MC hold E (infuse hydro)).**

This is the only way I know how to trigger a snapshot of Fischl's Oz while swirling both electro and hydro inside Bennett's ult. However, it has downsides, so it's better to swirl the elements prior to Bennett's ult then summon Fischl's Oz and just use Childe melees.

The downsides are that it is very complicated to pull off and is dependent on the ICD of Bennett's ult applying pyro to you. You need to time it so that Bennett's ICD doesn't apply pyro to Anemo MC prior to her infusing hydro. Performing this also wastes a large fraction of Bennett's Q and so is not viable.

- Bennett Q => 2 AA => Bennett E => Childe RQ => Fischl Oz => Childe Switch = (Oz 1 aa (2U Electro)) => Childe E => Anemo MC Hold E => Bennett E => Childe Melee

**Fischl Q => Childe E (Oz one hit) => Anemo MC Hold E**

This swirls hydro and infuses hydro.

Fischl Q => Childe E => Anemo MC Hold E

## MV/S Calculations

### Childe

Childe Charged Shot (2x) (Lvl 7) :  $186 + 18.6 * 3 = 241.8$  MV

Childe 12345 CA-JC : 218.0526316 MV / s

### Anemo MC

Anemo MC Q (Lvl 9) :  $137 * 9 + 42.2 * 9 = 1612.8$  MV = 268.8 MV

Initial Cutting DMG ticks 2 times (at 0.35s and 0.5s), then it switches to Max Cutting DMG, which ticks 4 more times (at 0.85s, 1s, 1.35s and 1.5s).

### Fischl

Fischl E (Lvl 6) :  $162 + 124 * 10 = 1402$  MV

Fischl Q (Lvl 6) : 291 MV

### Bennett

Bennett AA (2 AA) (Lvl 2):  $48.2 + 46.2 = 94.4$  MV

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### **Comparing Anemo MC Hold E to JC**

Childe Riptide :

Anemo MC Hold E :