



KHÉMIA

Technical University Khaenri'ah  
Faculty of Khemia

# Quantum Aspects of the Art of Khemia\*

Doctoral Thesis  
by

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in fullfillment of the requirements for the degree of  
Doctor of Khemia

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\*Updated version 2.2.1.nightly.001000000020003 for all characters and enemies up to version 2.4 of Genshin Impact (GI).

# Abstract

Khaenri'ah was a nation without a god – not because it had a god that died or abandoned them, but because it never had a god to begin with. It was a powerful nation, built purely by humans, an unprecedented flourishing and glorious civilization – it was the pride of humankind.

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(Dainsleif)

The purpose of this thesis is the (pre-)calculation of the damage a character in specific team compositions deals against an enemy and to find balanced stat ratios. Furthermore it aims to give players a better underlying understanding of damage reduction methods to increase the total damage, both screenshot and average damage.

Methods used to find acceptable models and the theoretical background will be added in a later version. Some principles may already be listed in chapter 3 and if not clearly stated otherwise the mention of errors is neglected as long as they are lower than the error caused by rounding the values displayed in the game, e.g. character stats and damage numbers. It is also worth noting that for all regression models the sum of squared residuals was minimized while trying to keep the models as “simple” as possible. Since it's easier to present the results, instead of showing exactly the deviations to reality, complex examples for teams and their damage can be found in section 1.5.

Finally this is an alpha version that hasn't yet been proofread by all contributors, therefore we would appreciate any kind of feedback. For this please use the hoyolab post(s) from [Holou](#).

# Contents

<b>Abstract</b>	1
<b>1. Damage</b>	<b>1</b>
1.1. Base Damage . . . . .	2
1.1.1. Attack . . . . .	2
1.1.2. Talent . . . . .	2
1.1.3. Damage Increase . . . . .	2
1.1.4. Flat Damage . . . . .	3
1.1.5. Damage Bonus . . . . .	3
1.1.6. Critical Hit . . . . .	3
1.2. Total Damage . . . . .	4
1.2.1. Defense . . . . .	4
1.2.2. Resistance . . . . .	6
1.2.3. Reduction . . . . .	7
1.3. Elemental Reactions . . . . .	8
1.3.1. Amplifying Reactions . . . . .	9
1.3.2. Transformative Reactions . . . . .	10
1.3.3. Crystallize . . . . .	11
1.4. Attack Speed . . . . .	11
1.5. Complex Examples . . . . .	11
1.5.1. Raiden . . . . .	11
1.5.2. Albedo . . . . .	14
1.5.3. Sucrose . . . . .	14
1.5.4. Ayaka . . . . .	14
1.5.5. Mona . . . . .	14
1.5.6. Shenhe . . . . .	14
1.5.7. Hu Tao . . . . .	15
1.5.8. Dual Carry Team . . . . .	15
<b>2. Shields</b>	<b>16</b>
2.1. Crystallize Shields . . . . .	16
2.2. Character Shields . . . . .	17
2.3. Shield Strength and Elemental Effectiveness . . . . .	17
2.4. Examples . . . . .	18
2.5. Enemy Shields . . . . .	19
<b>3. Theoretical Background</b>	<b>20</b>
3.1. Elements, Reactions and Resonances . . . . .	20
3.2. Hidden Meanings and Complex Descriptions . . . . .	21
3.2.1. Difference between Movement and Damage . . . . .	22
3.2.2. On/Off Field . . . . .	23
3.2.3. Snapshotting . . . . .	24
3.3. Models and Symmetries . . . . .	24
3.3.1. D-Symmetry . . . . .	24
3.4. Quantum Theory . . . . .	24

Contents	iii
<b>4. Computational Methods</b>	<b>25</b>
<b>5. Evaluation</b>	<b>26</b>
<b>6. Conclusion and Perspective</b>	<b>27</b>
<b>Appendix</b>	<b>28</b>
<b>List of Figures</b>	<b>35</b>
<b>List of Tables</b>	<b>36</b>

# Chapter 1.

## Damage

Khaenri'ah was an underground realm, and its natural fauna were few indeed. As such, its alchemy focused more heavily on the creation of life. This art of creation was known as "The Art of Khemia."

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(Albedo)

## Contents

1.1.	Base Damage . . . . .	2
1.1.1.	Attack . . . . .	2
1.1.2.	Talent . . . . .	2
1.1.3.	Damage Increase . . . . .	2
1.1.4.	Flat Damage . . . . .	3
1.1.5.	Damage Bonus . . . . .	3
1.1.6.	Critical Hit . . . . .	3
1.2.	Total Damage . . . . .	4
1.2.1.	Defense . . . . .	4
1.2.2.	Resistance . . . . .	6
1.2.3.	Reduction . . . . .	7
1.3.	Elemental Reactions . . . . .	8
1.3.1.	Amplifying Reactions . . . . .	9
1.3.2.	Transformative Reactions . . . . .	10
1.3.3.	Crystallize . . . . .	11
1.4.	Attack Speed . . . . .	11
1.5.	Complex Examples . . . . .	11
1.5.1.	Raiden . . . . .	11
1.5.2.	Albedo . . . . .	14
1.5.3.	Sucrose . . . . .	14
1.5.4.	Ayaka . . . . .	14
1.5.5.	Mona . . . . .	14
1.5.6.	Shenhe . . . . .	14
1.5.7.	Hu Tao . . . . .	15
1.5.8.	Dual Carry Team . . . . .	15

## 1.1. Base Damage

The base damage  $DMG_{\text{Base}}$  is defined as the non-critical damage dealt to an object without consideration of the object's defense, resistance, any form of damage reduction or elemental reactions. The formula for the base damage is given by

$$DMG_{\text{Base}} = \left( \underbrace{ATK \cdot Mult_{\text{Talent}}}_{DMG_{\text{Skill}}} \cdot (1 + DMG_{\text{Increase}}) + \sum_k DMG_{\text{Flat},k} \right) \cdot (1 + DMG_{\text{Bonus}}), \quad (1.1)$$

whereby definitions of attack  $ATK$ , talent multiplier  $Mult_{\text{Talent}}$ , damage increase  $DMG_{\text{Increase}}$ , flat damage  $DMG_{\text{Flat}}$  and damage bonus  $DMG_{\text{Bonus}}$  can be found in the following sections. Although some characters have skills that scale of attributes other than attack (e.g. defense  $DEF$ , health  $HP$ ), this doesn't change the general outline of the damage formula (1.1).

### 1.1.1. Attack

With the base attack

$$ATK_{\text{Base}} = ATK_{\text{Character}} + ATK_{\text{Weapon}} \quad (1.2)$$

of a character given by the sum of the innate level-dependent value of the character  $ATK_{\text{Character}}$  and the weapon's main stat  $ATK_{\text{Weapon}}$  the total attack value  $ATK$  of a character can be calculated with

$$ATK = ATK_{\text{Base}} \cdot (1 + ATK\%) + ATK_{\text{Flat}}. \quad (1.3)$$

$ATK\%$  is the sum of all percentage attack bonuses in regards to the character and  $ATK_{\text{Flat}}$  is the sum of all flat attack bonuses applied to the character. For enemies the total attack (and defense) value just depends on the level and it's not relevant to go into any details in this thesis about that topic.

### 1.1.2. Talent

In the talent section of each character the talent multiplier  $Mult_{\text{Talent}}$ , depending only on the corresponding talent level, can be found. Although in some cases this multiplier can increase depending on the amount of stacks (this is just an example)

$$Mult_{\text{Talent}} = Mult_{\text{Talent},\text{Base}} + \sum_{i=1}^n Mult_{\text{Stack},i} = Mult_{\text{Talent},\text{Base}} + n \cdot Mult_{\text{Stack}} \quad (1.4)$$

with  $n$  the number of stacks gained, whereby when  $Mult_{\text{Stack},i}$  is a constant  $Mult_{\text{Stack}}$  this simplifies the equation and  $Mult_{\text{Talent},\text{Base}}$  is the base value.

Examples for stacks are Eula's Lightfall Swords (burst) gaining energy stacks for the explosion at the end or Raiden's Secret Art: Musou Shinsetsu (burst) gaining resolve stacks to increase the initial hit of her burst and normal attacks during the burst.

### 1.1.3. Damage Increase

This type of damage  $DMG_{\text{Increase}}$  occurs very rarely and in-game descriptions mention them as an increase of a specific skill<sup>1</sup> of characters and examples are:

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<sup>1</sup>Since the damage increase is linked to the skill, a specific talent, it only affects this talent multiplier and not other flat damage bonuses from ascensions (e.g. Zhongli), Cinnabar Spindle, etc., see e.g. section 1.1.4.

1. Yoimiya's Niwabi Fire-Dance: "During this time, arrows fired by Yoimiya's Normal Attack will be Blazing Arrows, and their DMG will be increased and converted to pyro DMG." The multiplier  $1 + DMG_{\text{Increase}}$  is the Blazing Arrow DMG mentioned in the talent description depending on the talent level.
2. Xingqiu's 4th constellation Evilsoother: "Throughout the duration of Guhua Sword: Raincutter, the DMG dealt by Guhua Sword: Fatal Rainscreen is increased by 50%." Therefore  $1 + DMG_{\text{Increase}}$  results in 1.5.

#### 1.1.4. Flat Damage

Flat damage<sup>2</sup>  $DMG_{\text{Flat}}$  increases are based on fixed percentages of character attributes (e.g.  $x\%ATK$ ,  $x\%HP, \dots$ ) and are added additively to the skill damage. E.g. Zhongli's 4th ascension passive giving him, e.g. for normal attacks, a damage increase by 1.39 % of his max HP. The formula (1.1) for him would change to

$$DMG_{\text{Base}} = (ATK \cdot \text{Mult}_{\text{Talent 1}} + HP \cdot \text{Mult}_{\text{4th Ascension}}) \cdot (1 + DMG_{\text{Bonus}}).$$

Another example would be Cinnabar Spindle, equipped on Xingqiu (C4 provides damage increase to E-skill) it would increase his elemental skill damage as follows:

$$DMG_{\text{Base}} = (ATK \cdot \text{Mult}_{\text{Talent 2}} \cdot (1 + DMG_{\text{Increase,C4}}) + DEF \cdot \text{Mult}_{\text{Weapon,passive}}) \cdot (1 + DMG_{\text{Bonus}}).$$

#### 1.1.5. Damage Bonus

The variable  $DMG_{\text{Bonus}}$  in equation (1.1) is the sum of all damage bonuses. These are always mentioned in-game with the keyword "DMG" and are neither considered as damage increase (see section 1.1.3), damage increase based on a characters stats (see section 1.1.4) nor are they described as damage stacks of character skills (see section 1.1.2).

Examples are elemental-, physical-, elemental burst-, skill-, *i*-hit- or normal attack-, charged attack-, plunge-, all DMG, weapon passives with increased DMG against enemies affected by electro, hydro, pyro, ...

#### 1.1.6. Critical Hit

A critical hit gets increased by the crit-damage value  $CD \in [0, \infty[$  of the character, resulting in

$$DMG_{\text{Base,Crit}} = DMG_{\text{Base}} \cdot (1 + CD). \quad (1.5)$$

The crit-rate<sup>3</sup>  $CR \in [0, 1]$  of the character is the probability that a critical hit occurs. The average damage<sup>4</sup> is then given by

$$\begin{aligned} \langle DMG_{\text{Base}} \rangle &= DMG_{\text{Base}} \cdot (1 - CR) + DMG_{\text{Base}} \cdot CR \cdot (1 + CD) \\ &= DMG_{\text{Base}} \cdot (1 + CR \cdot CD). \end{aligned} \quad (1.6)$$

---

<sup>2</sup>Flat damage bonuses have the same "form" as skill damage and could theoretically also contain a corresponding damage increase.

<sup>3</sup>The in-game stat screen can show negative or higher values than 100 % for the crit-rate and the variable  $CR\%$  defined here is therefore 0 % or 100 % respectively.

<sup>4</sup>The average damage may also be influenced by attack speed buffs, although this will be omitted here, and than integration over time is necessary.

## 1.2. Total Damage

The total damage a character or enemy takes without consideration of elemental reactions can be expressed with

$$DMG_{\text{Total}} = DMG_{\text{Base}} \cdot Mult_{\text{DEF}} \cdot Mult_{\text{RES}} \cdot Mult_{\text{DMG Reduction}}, \quad (1.7)$$

whereby the multipliers for defense, resistance and damage reduction are described in the following sections.

### 1.2.1. Defense

Analogue to section 1.1.1 the base defense  $DEF_{\text{Base}}$  and the total defense value  $DEF$  of a character is defined by

$$DEF_{\text{Base}} = DEF_{\text{Character}} \quad (1.8)$$

$$DEF = DEF_{\text{Base}} \cdot (1 + DEF\%) + DEF_{\text{Flat}}. \quad (1.9)$$

It was deduced that the defense multiplier  $Mult_{\text{DMG,DEF}}$  depends on the defenders defense and the attackers level. Therefore for the enemy defense, without any defense reduction, a polynomial model with only the level has been used for the regression analysis and lead to

$$DEF_{\text{Enemy}} = 5 \cdot Level_{\text{Enemy}} + 500 \quad (1.10)$$

and under consideration of the D-symmetry (3.1) an intrinsic defense  $\widetilde{DEF}_{\text{Object}}$  for every object has been defined

$$\widetilde{DEF}_{\text{Object}} = (1 - DEF_{\text{Reduction}}) \cdot (5 \cdot Level_{\text{Object}} + 500), \quad (1.11)$$

whereby  $DEF_{\text{Reduction}}$  considers a defense reduction applied to the object  $\in \{\text{Enemy, Character}\}$  being attacked (defender).

Using a rational function model the damage reduction depending on the defenders defense and the attackers level (expressed through the intrinsic defense) has been deduced to

$$DMG_{\text{Reduction,DEF}} = \frac{DEF_{\text{Defender}}}{DEF_{\text{Defender}} + \widetilde{DEF}_{\text{Attacker}}}. \quad (1.12)$$

With this the defense multiplier

$$Mult_{\text{DEF}} = 1 - DMG_{\text{Reduction,DEF}}, \quad (1.13)$$

in the case the character attacks the enemy, can be simplified to

$$Mult_{\text{DEF}} = \frac{Level_{\text{Character}} + 100}{(1 - DEF_{\text{Ignore}}) \cdot (1 - DEF_{\text{Reduction}}) \cdot (Level_{\text{Enemy}} + 100) + Level_{\text{Character}} + 100}, \quad (1.14)$$

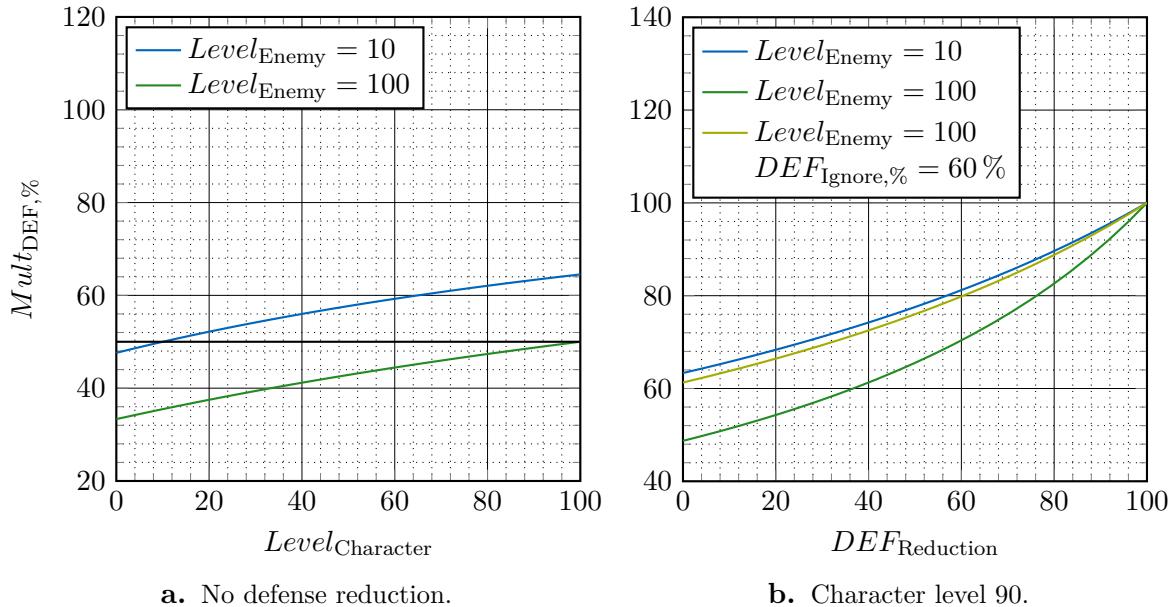
whereby the last transformation of the equation is only valid when a character attacks an enemy and it shows that the defense multiplier only depends on the level of the character and enemy. Furthermore the variable  $DEF_{\text{Ignore}}$  was added, to deal with attacks or effects that ignore some of the enemies defense.<sup>5</sup> Currently in version 2.4 one can max. shred the defense

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<sup>5</sup>Reducing the objects defense and ignoring its defense is a difference. E.g. you can reduce the defense by  $x\%$  and than ignore  $y\%$  of this reduced defense.

by 83 % (Lisa, C4 Razor, C4 Ayaka, C2 Klee) and ignore 60 % (C2 Raiden) of it and an upper limit of shredding or ignoring defense can't be confirmed currently (although going beyond 100 % can either not be possible or the formula has to change at higher values).

One can see from the formula (1.14) or in the figure 1.1.a that, without any defense reduction, the damage is halved when both the character and enemy are of equal level.



**Figure 1.1.:** Defense multiplier for different enemy levels as a function of the character level and defense reduction.

**Example 1.1 (Defense Reduction with Lisa):** In this example Lisa's burst is used to reduce the defense of the enemy, Primo Geovishap level 93, by  $DEF_{Reduction} = 15\%$ . The character dealing damage is Kqing level 90 with her E ability. With the equation (1.14) the defense multiplier without defense reduction amounts to 0.4961 and with changes to 0.5367. Therefore the increase in total damage is  $\frac{0.5367}{0.4961} = 1.0818$ , in other words 8.18 %.



**a. Without Lisa's defense reduction: 14 147.**

**b. With Lisa's defense reduction: 15 303.**

**Figure 1.2.:** Damage comparison for defense reduction with Lisa's Q- and Kqing's E skill.

Multiplying the damage in figure 1.2.a with this number leads to 15 304, which is, considering in-game rounding, equivalent to the damage in the right figure 1.2.b.

### 1.2.2. Resistance

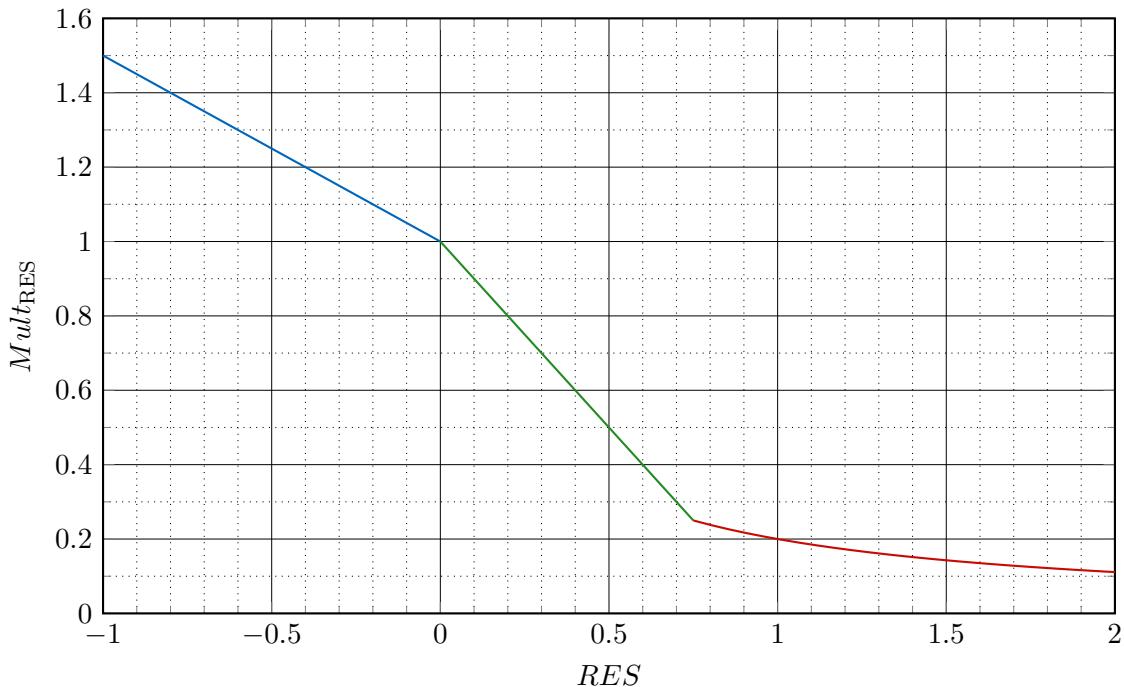
A character or enemy has different base resistances  $RES_{\text{Base}}$  to every elemental and physical damage. These can be increased or decreased, whereby  $RES_{\text{Bonus}}$  is defined as the sum of the first and  $RES_{\text{Debuff}}$  of the latter. The resistance multiplier varies non-linearly with the total resistance

$$RES = RES_{\text{Base}} + RES_{\text{Bonus}} - RES_{\text{Debuff}} \quad (1.15)$$

and has been determined by a regression analysis to have the following form

$$Mult_{\text{RES}} = \begin{cases} 1 - \left( \frac{RES}{2} \right) & \text{for } RES < 0, \\ 1 - RES & \text{for } 0 \leq RES \leq 0.75, \\ \frac{1}{4 \cdot RES + 1} & \text{for } RES > 0.75. \end{cases} \quad (1.16)$$

In most cases  $RES_{\text{Base}, \%}$  of enemies<sup>6</sup> is lower than 75 %. As example let's take  $RES_{\text{Base}} = 10 \%$ , than when a Viridescent Venerer swirl reaction is caused ( $RES_{\text{Debuff}, \%} = 40 \%$ ) than one normally, casually says that the resistance gets reduced to an effective value of  $\frac{RES\%}{2} = -15 \%$ . Lastly keep in mind that an enemies resistance can also be affected by effects like "Ley Line Disorder", "Elemental Nodes", "elemental armor of Fatui Skirmishers", etc.



**Figure 1.3.:** Resistance multiplier as a function of the total resistance.

**Example 1.2 (Resistance Reduction with Viridescent Venerer (VV) Swirl):** Sucrose, equipped with a 4pc VV artefact set, is used to reduce the electro resistance by 40 % of the enemy, (pyro) Primo Geovishap  $RES_{\text{Base}, \%} = 10 \%$ . With equation (1.16) the resistance multiplier changes from 0.9 to 1.15 and the increase in total damage is  $\frac{1.15}{0.9} = 1.278$ , in other words 27.8 %.

Multiplying the damage in the left figure 1.4.a with this number leads to 18077, which is, considering in-game rounding, equivalent to the damage in the right figure 1.4.b.

<sup>6</sup>The currently, in version 2.4, known resistances of enemies can be found in appendix B.1.



a. Without VV reduction: 14 147.

b. With VV reduction: 18 076.

**Figure 1.4.:** Damage comparison for resistance reduction with 4pc VV artefact bonus.

### 1.2.3. Reduction

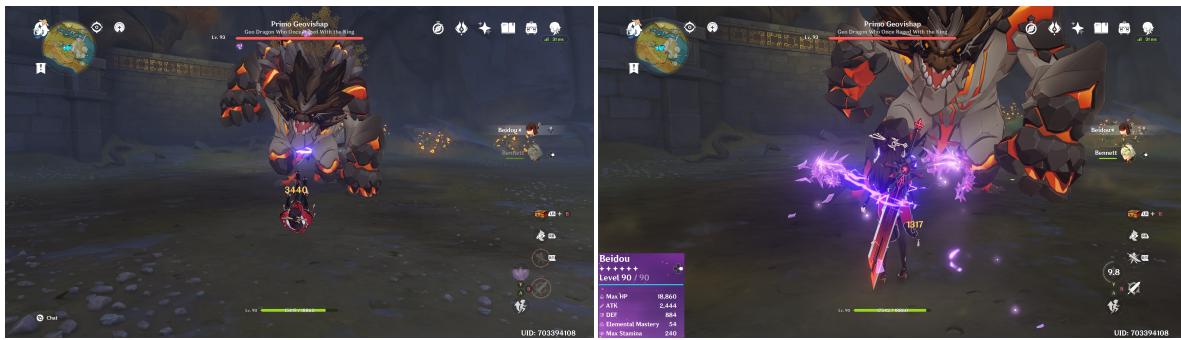
The last multiplier for damage reduction occurs very rarely, in-game descriptions mention them directly as damage reductions of specific skills of characters and is given by

$$Mult_{DMG\ Reduction} = 1 - DMG_{Reduction}, \quad (1.17)$$

whereby multiple damage reduction abilities are added together additively. Examples are

1. Beidou's Thunderbeast's Targe: "Decreases DMG taken. (37 % at talent level 13)"
2. Xingqiu's Guhua Sword: "When a character takes DMG, the Rain Sword will shatter, reducing the amount of DMG taken. 20 % of Xingqiu's Hydro DMG Bonus will be converted to additional DMG Reduction for the Rain Swords."
3. Jean's 6th constellation Lion's Fang, Fair Protector of Mondstadt: "Incoming DMG is decreased by 35 % within the Field created by Dandelion Breeze."
4. Traveler's (anemo) 4th constellation Cherishing Breezes: "Reduces DMG taken while casting Palm Vortex by 10 %."

**Example 1.3 (Damage Reduction with Beidou):** In this example the reduction of incoming damage is shown with a C6 Beidou, therefore the additional hp of the shield, based on 16 % of Beidou's max HP, has to be taken into consideration.



a. Without damage reduction: 3440.

b. With damage reduction at 2nd hit: 1317 (+3018 from shield).

**Figure 1.5.:** Incoming damage comparison for damage reduction with Beidou's Q.

One can see in figure 1.5 that Beidou's max HP is 18 860 and therefore her shield HP amounts to 3 018. The talent level of Beidou's burst in this test is 13, providing 37 % damage reduction. The reduction multiplier  $Mult_{DMG\ Reduction}$  changes from 1 to 0.63.

Without any reduction the incoming damage is 3440 (see fig. 1.5.a), multiplying this value with the damage reduction multiplier leads to only 2167 damage taken per hit. Two hits with damage reduction, after destroying the shield, result in 1316 incoming damage taken, which is, considering in-game rounding, equivalent to the damage taken in the right figure 1.5.b.

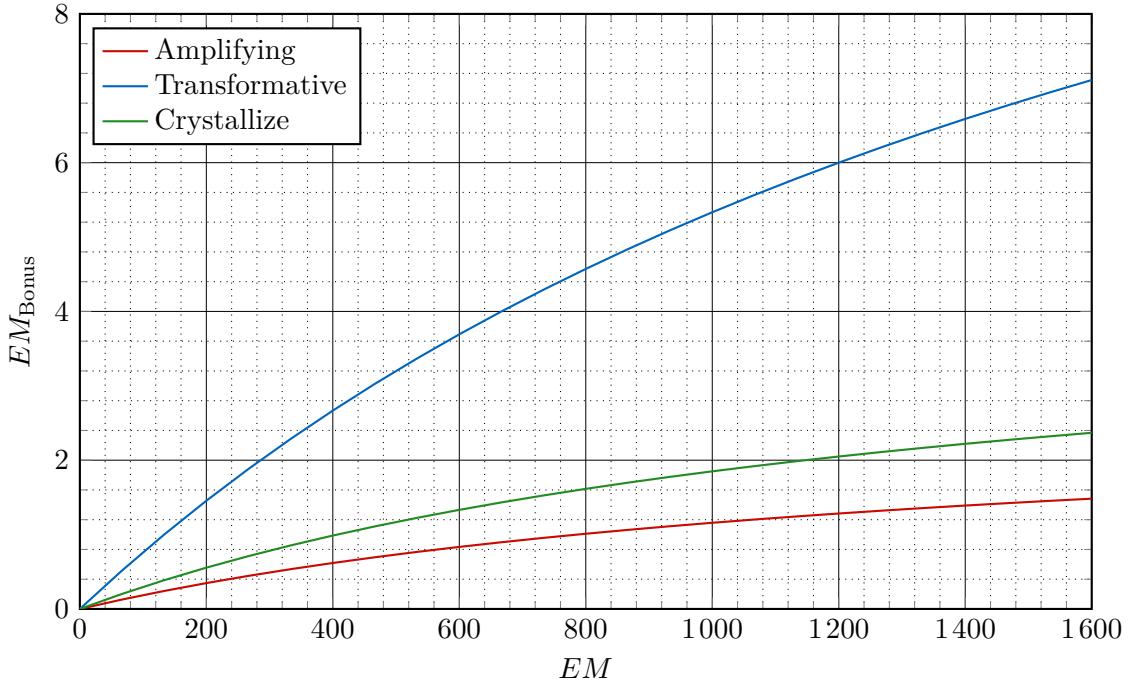
### 1.3. Elemental Reactions

There are two types of elemental reactions: amplifying reactions that increase the damage of the hit triggering the reaction and transformative reactions dealing additional elemental damage when triggered. A short overview is given in section 3.1.

The elemental bonus  $EM_{\text{Bonus}}$  is displayed in the stat screen in-game and given approx. by

$$EM_{\text{Bonus},i} = k_i \cdot \frac{EM}{EM + c_i}, \quad (1.18)$$

with the elemental mastery  $EM$  of the character. The visualization in figure 1.6 serves for simple estimations. The two constants  $c_i$  and  $k_i$  depend on the type of reaction and are listed in table 1.1.



**Figure 1.6.:** Elemental bonus damage as a function of the elementary mastery.

**Table 1.1.:** Regressed model parameters for the elemental bonus  $EM_{\text{Bonus}}$ .

	Amplifying	Transformative	Crystallize
$k_i$	2.78	16	4.44
$c_i$	1 400	2 000	1 400

In addition to the elemental mastery, reaction bonuses  $Reaction_{\text{Bonus}}$ , which are additive to  $EM_{\text{Bonus}}$ , can further increase the damage dealt by elemental reactions. Examples are

- 4pc Crimson Witch of Flames (CWoF) artifact set: +15 % for melt and vaporize, +40 % for burning and overload.
- 4pc Thundering Fury (TF) artifact set: +40 % for overload, electro charge and superconduct.
- 4pc Viridescent Venerer (VV) artifact set: +60 % for swirl.
- 2pc Retracing Bolide (RB) artifact set: +35 % for crystallize.
- Mona's 1st constellation Prophecy of Submersion: +15 % for electro charge, vaporize and hydro swirl.

### 1.3.1. Amplifying Reactions

Amplifying reactions are melt and vaporize. Melt is the elemental reaction triggered by inflicting pyro on a target that is already affected by cryo or the other way around which often is more accurately termed reverse melt. Vaporize is triggered by inflicting hydro on an already pyro affected target and the opposite is called reverse vaporize.

These reactions add extra multipliers to the damage of the attack that triggered the reaction based on the triggering element, the elemental mastery and reaction bonuses of the triggering character. When an amplifying reaction occurs the total damage a character or enemy takes can be expressed with

$$DMG_{\text{Amplified}} = DMG_{\text{Total}} \cdot Mult_{\text{Amplified}} \quad (1.19)$$

$$Mult_{\text{Amplified}} = Mult_{\text{Reaction}} \cdot (1 + EM_{\text{Bonus,Amplified}} + Reaction_{\text{Bonus}}), \quad (1.20)$$

$$Mult_{\text{Reaction}} = \begin{cases} 2 & \text{for melt/vaporize,} \\ 1.5 & \text{for reverse melt/vaporize.} \end{cases} \quad (1.21)$$

**Example 1.4 (Amplifying Reaction (Reverse Melt) with Hu Tao):** *Hu Tao, equipped with a 4pc CWoF artifact set, is used to cause a reverse melt reaction, whereby Kokomi is just used for the hydro application. Hu Tao's EM stat amounts to 65 (see fig. 1.7), giving her an elementary mastery bonus of  $EM_{\text{Bonus},\%} = 12.3\%$ , according to equation (1.18) and table 1.1. With the 15 % reaction bonus from the 4pc CWoF set, reverse melt reaction multiplier of 1.5 and equation (1.20) the amplifying multiplier is  $Mult_{\text{Amplified}} = 1.91$ .*



a. Without reaction: 5502.

b. With reverse vaporize: 10513.

**Figure 1.7.:** Damage comparison for reverse vaporize with Hu Tao's normal attacks.

*Multiplying the damage in the left figure 1.7.a with this number leads to 10509, which is, considering in-game rounding, especially for EM ([64.5, 65.5) is all displayed as 65], equivalent to the damage in the right figure 1.7.b.*

### 1.3.2. Transformative Reactions

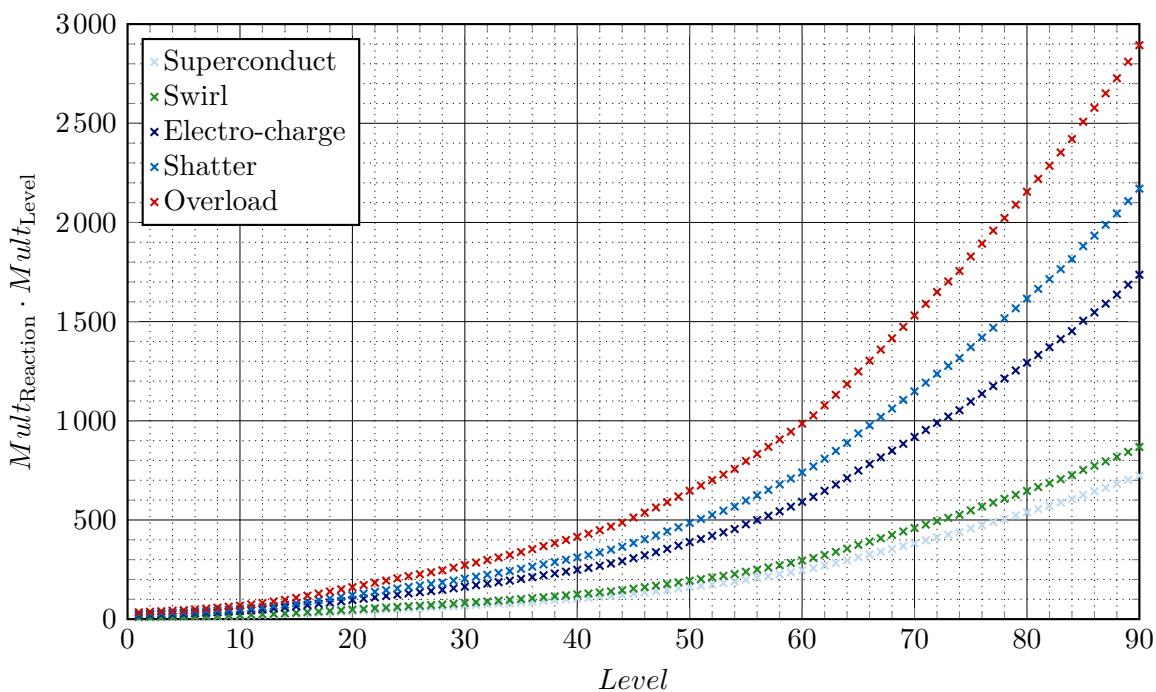
Transformative reactions are overload, shatter, electro-charge, superconduct and swirl<sup>7</sup>. These only scale with the triggering characters level<sup>8</sup>, elemental mastery, reaction bonus and the resistance of the enemy (as always they aren't affected by any stats related to the character applying the element(s) first). In other words transformative reactions do not scale of the characters attack, can't crit, ignore the objects defense (therefore for enemies independent of there level), can't be buffed with damage bonuses, damage increase methods nor are they affected by damage reduction.

$$DMG_{\text{Transformative}} = Mult_{\text{RES}} \cdot Mult_{\text{Transformative}} \quad (1.22)$$

$$Mult_{\text{Transformative}} = Mult_{\text{Reaction}} \cdot Mult_{\text{Level}} \cdot (1 + EM_{\text{Bonus,Transformative}} + Reaction_{\text{Bonus}}) \quad (1.23)$$

$$Mult_{\text{Reaction}} = \begin{cases} 0.5 & \text{for superconduct} \\ 0.6 & \text{for swirl} \\ 1.2 & \text{for electro-charge} \\ 1.5 & \text{for shatter} \\ 2 & \text{for overload} \end{cases} \quad (1.24)$$

The level multiplier for characters is listed in the appendix B.2, but since most players have their characters maxed out to a certain point the values  $Mult_{\text{Level}(70)} = 765.6$ ,  $Mult_{\text{Level}(80)} = 1\,077.4$  and  $Mult_{\text{Level}(90)} = 1\,446.9$  or figure 1.8 should be enough for most.



**Figure 1.8.:** Multipliers for transformative reactions as a function of the characters level.

<sup>7</sup>The reaction “burning” will be omitted here.

<sup>8</sup>Ofc these reactions also can go the other way around and would than scale of the enemies level and resistance of the character.

### 1.3.2.1. Swirl-Induced Reaction Damage

Triggering swirl with multiple enemies affected by different elements will result in additional amplifying or transformative reactions being triggered due to the transfer of elements between the enemies. These so called swirl-induced reactions behave and scale exactly in the same way as transformative reactions, whereby for amplifying reactions the product of swirl and amplifying multiplier is used:

$$DMG_{\text{Swirl-Induced}} = Mult_{\text{RES,2nd Enemy}} \cdot \begin{cases} Mult_{\text{Transformative}} \\ Mult_{\text{Transformative,Swirl}} \cdot Mult_{\text{Amplified}} \end{cases} \quad (1.25)$$

In both cases the level multiplier is based on the character triggering the swirl.

### 1.3.3. Crystallize

The elemental reaction triggered by inflicting geo on a target already affected by pyro, hydro, cryo or electro is called crystallize<sup>9</sup>. This reaction deals no damage, instead it generates corresponding elemental shards that can be picked up to gain an elemental shield (more see section 2.1).

## 1.4. Attack Speed

Attack speed<sup>10</sup> (ATK SPD) alters the speed of a character's attacks. This increases the average and overall dps in a multiplicative way in addition to other damage based bonuses and multiple atk speed buffs stack additively<sup>11</sup>.

Since calculations strongly depend on the team one uses, this thesis will not go any further in that regard, as example one may take Eula, where an atk speed increase leads to more possible stacks (burst) and therefore higher average and screenshot damage.

## 1.5. Complex Examples

### 1.5.1. Raiden

In this section first the initial burst damage (and charge attacks during her Q) of a C2 Raiden shall be calculated. The following characters (and enemy), artefacts and weapons are used (only the necessary information is displayed):

1. C2 Raiden: 4pc Emblem, R1 Engulfing Lightning, level 90, Q talent level: 10 (max. stacks), E talent level: 9.
2. C3 Bennet: 4pc Nobless, Aquillia Favonius, level 90, Q talent level: 10, Usage:  $(191 + 674) \cdot \frac{100.8\% + 20\%}{100\%} = 1045$  atk buff.
3. C6 Sucrose: 4pc VV, Usage: 20 % electro damage buff and 40 % electro shred.
4. C6 Beidou: Usage: 15 % electro shred.
5. (pyro) Geovishap: Level 93, 10 % base electro resistance

<sup>9</sup>The other way around also works but geo applications have a very low decay time and do not linger, which makes it nearly impossible to trigger this way.

<sup>10</sup>Movement speed does not increase attack speed and vice versa.

<sup>11</sup>Analyzing the number of frames with different buffs leads to the conclusion that there may be either a general or for each character an individual (depending on the physics of the character) cap at around  $(63 \pm 15)\%$ ... More high atk speed buffs are needed to make a better statement.

Of course theoretically one could increase the damage further with other weapons characters and so on. Just for those interested we will at the end mention the damage with R5 Thrilling Tales of Dragon Slayers (TToDS) on Sucrose, R5 Wolf's Gravestone (WG) on Beidou with low hp enemy and C6 Sara with max. atk buff.

The first part consists of calculating Raiden's stats after applying every buff mentioned above:

$$\begin{aligned}
 ER &= ER_{\text{Character}} + ER_{\text{Weapon}} + ER_{\text{Weapon,Q-passive}} + ER_{\text{Artefacts}} \\
 &= 132\% + 55.1\% + 30\% + 90.6\% = 307.7\%, \\
 ATK_{\text{Base}} &= ATK_{\text{Character}} + ATK_{\text{Weapon}} = 945, \\
 ATK &= ATK_{\text{Base}} \cdot (1 + ATK_{\text{Artefacts},\%} + ATK_{\text{Weapon,passive}} + ATK_{\text{Nobless,buff}}) \\
 &\quad + ATK_{\text{Artefacts,Flat}} + ATK_{\text{Bennet,buff}} \\
 &= 945 \cdot \left(1 + \frac{29.2\%}{100\%} + \frac{ER - 100\%}{100\%} \cdot \frac{28\%}{100\%} + \frac{20\%}{100\%}\right) + 375 + 1045 = 3379, \\
 CD\% &= CD_{\text{Base},\%} + CD_{\text{Artefacts},\%} = 50\% + 103.4\% = 153.4\%.
 \end{aligned}$$

Next the talent and damage bonus multiplier<sup>12</sup>:

$$\begin{aligned}
 Mult_{\text{Q-Talent,Initial}} &= Mult_{\text{Q-Talent,Initial}} + n_{\text{Resolve stacks}} \cdot Mult_{\text{Q-Talent,Initial bonus}} \\
 &= 721\% + 60 \cdot 7\% = 1141\%, \\
 Mult_{\text{Q-Talent,Charge 1.Hit}} &= Mult_{\text{Q-Talent,Charge 1.Hit}} + n_{\text{Resolve stacks}} \cdot Mult_{\text{Q-Talent,DMG bonus}} \\
 &= 109.9\% + 60 \cdot 1.31\% = 188.6\%, \\
 Mult_{\text{Q-Talent,Charge 2.Hit}} &= Mult_{\text{Q-Talent,Charge 2.Hit}} + n_{\text{Resolve stacks}} \cdot Mult_{\text{Q-Talent,DMG bonus}} \\
 &= 132.7\% + 60 \cdot 1.31\% = 211.6\%, \\
 DMG_{\text{Bonus},\%} &= DMG_{\text{Artefacts},\%} + DMG_{\text{Talent,passive},\%} \\
 &\quad + DMG_{\text{E-Talent,Bonus},\%} + DMG_{\text{Sucrose},\%} \\
 &= 46.6\% + \frac{ER - 100\%}{100\%} \cdot 0.4\% + \frac{ER}{100\%} \cdot 25\% + 90 \cdot 0.3\% + 20\% \\
 &= 251.68\%.
 \end{aligned}$$

With equation (1.1) this results in a base damage of

$$DMG_{\text{Base,Initial}} = 135.6 \text{ k}, \quad DMG_{\text{Base,Charge 1.Hit}} = 22.4 \text{ k}, \quad DMG_{\text{Base,Charge 2.Hit}} = 25.1 \text{ k}.$$

Lastly the calculation of the total damage according to chapter 1.2:

$$\begin{aligned}
 RES\% &= RES_{\text{Base},\%} - RES_{\text{Debuff,VV},\%} - RES_{\text{Debuff,Beidou},\%} \\
 &= 10\% - 40\% - 15\% = -45\%, \\
 Mult_{\text{RES}} &= 1 - \left(\frac{RES\%}{2 \cdot 100\%}\right) = 1 - \left(\frac{-45\%}{2 \cdot 100\%}\right) = 1.225, \\
 Mult_{\text{DEF}} &= \frac{Level_{\text{Character}} + 100}{(1 - DEF_{\text{Ignore,C2-Raiden}}) \cdot (Level_{\text{Enemy}} + 100) + Level_{\text{Character}} + 100} = \\
 &= \frac{190}{(1 - 0.6) \cdot (93 + 100) + 90 + 100} = 0.711, \\
 DMG_{\text{Total,Crit,Initial}} &= DMG_{\text{Base}} \cdot Mult_{\text{RES}} \cdot Mult_{\text{DEF}} \cdot \left(1 + \frac{CD\%}{100\%}\right)
 \end{aligned}$$

<sup>12</sup>For more accuracy one could take exacter values, instead of the rounded displayed in-game ones, from e.g. <https://genshin.honeyhunterworld.com/>.

$$= 135.7 \text{ k} \cdot 1.225 \cdot 0.711 \cdot \left(1 + \frac{153.4\%}{100\%}\right) = 299 \text{ k},$$

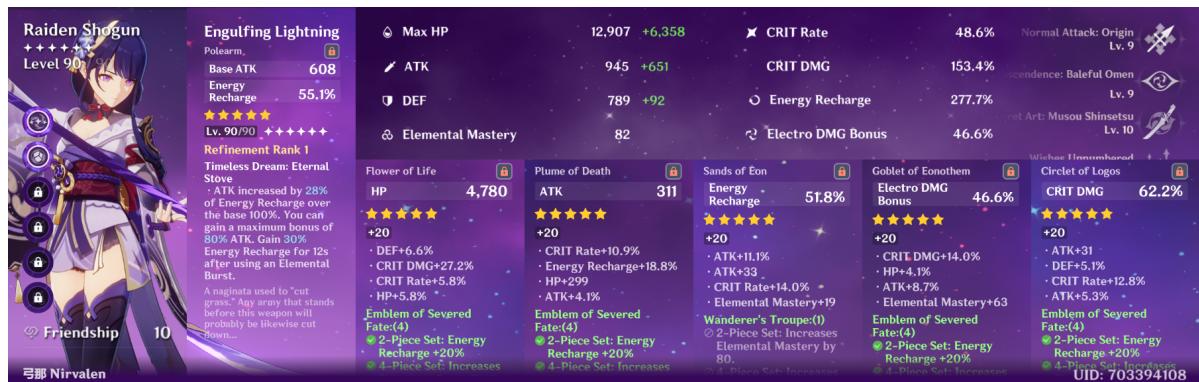
$DMG_{\text{Total,Crit,Charge 1.Hit}} = 49.4 \text{ k}$ ,

$DMG_{\text{Total,Crit,Charge 2.Hit}} = 55.4 \text{ k}$ .

This numbers are equivalent to the damage in figure 1.9, considering in-game rounding. For the sake of reference Raiden at C0 would deal 209 k with the initial burst slash in this setup. Equipping Beidou with R5 WG and Sucrose with R5 TToDS, the initial hit would go up to 406.5 k, whereby replacing Beidou with C6 Sara with max. attack buff would lead to 475.8 k.

The next step would be to find the optimal stats for this setup and weapon. Therefore one has to hold the crit-damage constant, since else it would always lead to literally infinity there, and use attack and energy recharge as variables. Starting from 0 %  $ATK\% / ER$  artefact percentage bonuses<sup>13</sup> it can be seen in figure 1.10 that  $ER$  has a slightly higher value in terms of damage (and also in terms of getting energy for the team). In other words: Until 300 %  $ER$  (incl. weapon passive during burst) it's better to get  $ER$  than  $ATK\%$  (main and sub stats) on artefacts for R1 Engulfing. Furthermore after reaching 300 %  $ER$  one can ask oneself if an elemental damage bonus- or attack goblet would be better. The answer is elemental damage bonus, but only by around 4 % here, therefore it's better to use the one with higher crit stats.

Lastly keep in mind that stat balancing depends strongly on the team and weapon used. E.g. if Bennet (or any similar attack buffer) is not used than one should preferable use  $ER$  sands and  $ATK\%$  goblet, or if Kazuha is used instead of C6 Sucrose the attack goblet would be of same value than the electro damage one after already hitting 300 %  $ER$  and so on.



a. Raiden's stats without any form of buffs.



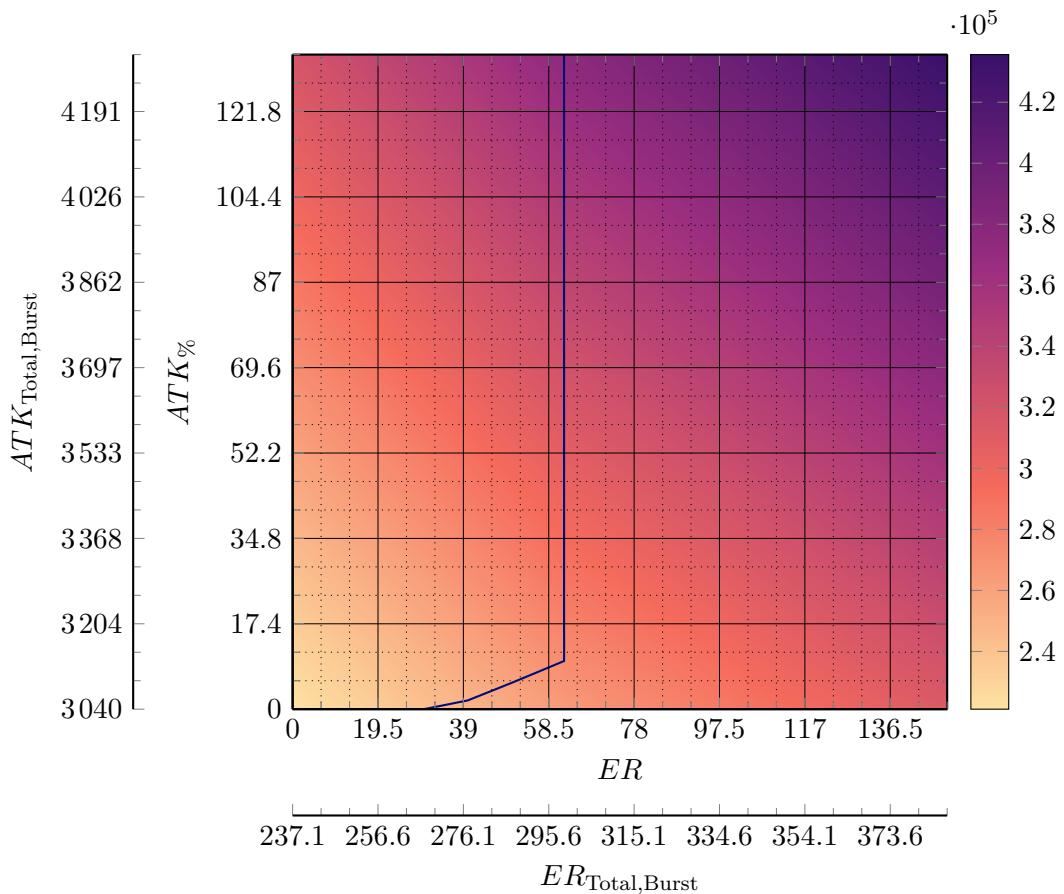
b. Initial burst hit: 299 484.



c. Charge attack 1.hit: 49 416, 2.hit: 55 389.

**Figure 1.9.:** Stats and damage of the C2 Raiden with R1 Engulfing with full team buffs as mentioned at the beginning of section 1.5.1.

<sup>13</sup>Keep in mind that 5.8 %  $ATK\%$  and 6.5 %  $ER$  are of equal worth.



**Figure 1.10.:** Total damage as a function of  $ER$  and  $ATK\%$  artefact rolls (sand main stat and substats) for R1 Engulfing with this team (Bennet). The first thing one notices is that up to around 270 %  $ER$  (total) one gains more damage than with attack stats, afterwards nearly linearly up to 300 %  $ER$  and 12 %  $ATK\%$  and at that point  $ATK\%$  increases the damage more than  $ER$  (Reason: 4pc Emblem artefact set bonus).

### 1.5.2. Albedo

To be continued...

### 1.5.3. Sucrose

To be continued...

### 1.5.4. Ayaka

To be continued...

### 1.5.5. Mona

To be continued...

### 1.5.6. Shenhe

To be continued...

### **1.5.7. Hu Tao**

To be continued...

### **1.5.8. Dual Carry Team**

To be continued...

# Chapter 2.

## Shields

Shields block damage to characters or enemies, whereby the ones protecting the character behave completely differently from enemy shields.

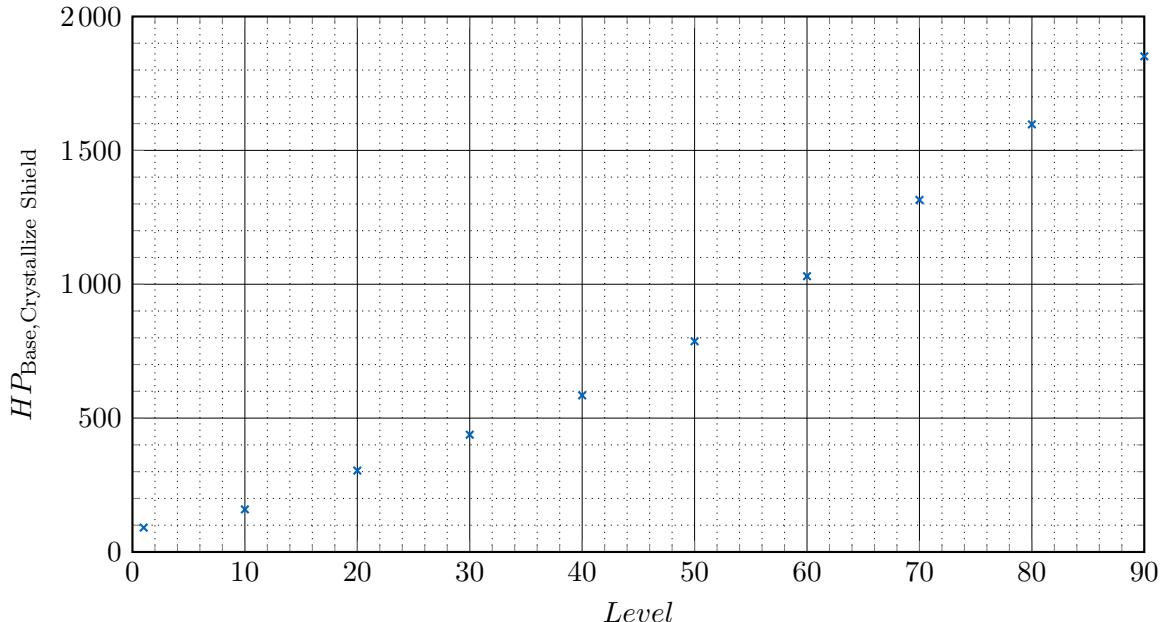
Characters can have multiple shields at once, but the damage dealt by an enemy affects every active shield simultaneously. The incoming damage  $DMG_{\text{Incoming}}$  is calculated as described in section 1.1 and 1.2, and therefore depends on the defense and resistance stat of the character, damage reduction multiplier and level (resistance multiplier) and atk of enemy. Any remaining damage afterward is subtracted from the character's health normally.

### 2.1. Crystallize Shields

As described in section 1.3.3 crystallize creates shields that can be picked up, last for 15 s and the shields base health is derived from the level of the triggering (geo) character and strengthened by a certain percent depending on the (geo) user's elementary mastery stat (see equation (1.18))

$$HP_{\text{Shield}} = HP_{\text{Base,Crystallize Shield}} \cdot (1 + EM_{\text{Bonus,Crystallize}}). \quad (2.1)$$

For level scaling see figure 2.1 or take the in-game parameters listed in table B.4. Keep in mind that only one crystallize shield can be active at any time, picking up another one replaces the old shield.



**Figure 2.1.:** Crystallize base shield health as a function of the characters level.

**Remark 2.1 (Geo Elemental Shards):** *Geovishap Hatchilings, Geo Hypostasis, ... can create geo elemental shards during combat that grant a geo shield when picked up by a character, but these are not considered crystallize shields since they aren't created via a crystallize reaction. These geo shields can stack with regular crystallize shields – it doesn't override them.*

## 2.2. Character Shields

These shields have a set amount of health  $HP_{\text{Base,Shield}}$  defined during the creation of the shield (usually based on the character's  $DEF$  or  $HP$  stat) and are strengthened by intrinsic damage absorption bonuses/increases (e.g. Diona's shield)

$$HP_{\text{Shield}} = HP_{\text{Base,Character Shield}} \cdot (1 + DMG_{\text{Absorption}}) \cdot (1 + DMG_{\text{Absorption}})_{\text{Bonus Increase}}. \quad (2.2)$$

Cooldowns and duration of character shields can be seen in the talent (or weapon, ...) descriptions.

## 2.3. Shield Strength and Elemental Effectiveness

When the active, via crystallize or character shield protected character takes damage, that doesn't ignore shields (e.g. corrosion), the health of the shield(s) reduces, whereby the incoming damage is scaled down based on the shields elemental effectiveness  $Elemental_{\text{Effectiveness}}$  and the active character's shield strength  $ShieldStrength_{\text{Increase}}$ . Another easy to understand way to interpret this is that the absorbable damage is given with

$$DMG_{\text{Absorbable}} = HP_{\text{Shield}} \cdot Elemental_{\text{Effectiveness}} \cdot (1 + ShieldStrength_{\text{Increase}}). \quad (2.3)$$

As said above shield strength increase depends on the active character and can be influenced with artefacts, e.g. Retracing Bolide, food and weapon passives. Keep in mind that  $Elemental_{\text{Effectiveness}}$  may be called elemental absorption or -bonus sometimes in descriptions, but the meaning is not "bonus", rather always "effectiveness". In general geo characters create shields that have 150 % geo and physical effectiveness, character shields with other elements and crystallize shields have 250 % effectiveness against elemental damage of the same element, in other words they take only 40 % as much damage when hit by an attack of their own element.

After each hit  $i \in \mathbb{N}$  the health and absorbable damage of the shield changes, as long as the incoming damage  $DMG_{\text{Incoming}}$  doesn't exceed the absorbable amount, according to

$$HP_{\text{Shield},i} = HP_{\text{Shield},i-1} \cdot \left(1 - \frac{DMG_{\text{Incoming}}}{DMG_{\text{Absorbable},i-1}}\right), \quad (2.4)$$

$$DMG_{\text{Absorbable},i} = (DMG_{\text{Absorbable},i-1} - DMG_{\text{Incoming}}) \cdot \frac{1 + ShieldStrength_{\text{Increase},i}}{1 + ShieldStrength_{\text{Increase},i-1}}, \quad (2.5)$$

whereby we also included a possible change in shield strength (e.g. Zhongli's passive) after each hit.

## 2.4. Examples

In the following table 2.1 the absorbable damage from character shields was calculated for “typical” stats to give a feeling on how much the shields can absorb. Keep in mind that higher absorbable damage, does by far not mean the shield character is better than another. Cooldown, utility, energy recharge and so on play a huge part too.

**Table 2.1.:** Shield health and absorbable damage of all character shields<sup>a</sup>

	Zhongli	Noelle <sup>b</sup>	Yun Jin <sup>b</sup>	Diona	Yanfei	Beidou <sup>b,e</sup>	Xinyan <sup>b</sup>	Thoma <sup>d</sup>
<i>HP/DEF</i>	35 000	2 400	16 000	32 000	32 000	20 000	1 000	28 000
<i>DMG</i> <sub>Absorption Bonus,%</sub>				75				
<i>DMG</i> <sub>Absorption Increase,%</sub>				15				
<i>Elemental</i> <sub>Effectiveness</sub>	150	150	150	250 <sup>(cryo)</sup>	250 <sup>(pyro)</sup>	250 <sup>(electro)</sup>	250 <sup>(pyro)</sup>	250 <sup>(pyro)</sup>
<i>HP</i> <sub>Shield</sub>	10 122	9 650	6 796	12 842	14 400	9 307 <sup>(E)</sup> 3 200 <sup>(Q)</sup>	3 362 <sup>(1)</sup> 4 653 <sup>(3)</sup>	5 806 <sup>(E)</sup>
<i>DMG</i> <sub>Absorbable</sub>	15 183 <sup>c</sup>	14 475	10 194	12 842 32 104 <sup>(cryo)</sup>	14 400 36 000 <sup>(pyro)</sup>	9 307 <sup>(E)</sup> 23 268 <sup>(electro,E)</sup> 3 200 <sup>(Q)</sup> 8 000 <sup>(electro,Q)</sup>	3 362 <sup>(1)</sup> 8 405 <sup>(pyro,1)</sup> 4 653 <sup>(3)</sup> 11 633 <sup>(pyro,3)</sup>	5 806 <sup>(E)</sup> 14 515 <sup>(pyro,E)</sup> 19 756 <sup>(max)</sup> 49 390 <sup>(pyro,max)</sup>
<i>DMG</i> <sub>Absorbable,Co-Op</sub>	15 183 <sup>c</sup>			6 421 16 052 <sup>(cryo)</sup>				

<sup>a</sup> Calculated for talent level 9, “typical (may vary around  $\pm 20\%$ ), rounded” character stats, C0 for 5\*-, C6 for 4\* characters and shield strength increase from external sources is 0%. (Kaeya’s shield is excluded here.)

<sup>b</sup> Without consideration of the stats which would boost the shield (e.g. full dps build or focus on other support stats).

<sup>c</sup> With Zhongli’s passive talent “Resonant Waves” the absorbable damage increases depending on the hits the Jade Shield takes, this can vary between 0 to 3 800 (normally  $\sim 1 500$ ).

<sup>d</sup> Thoma’s max absorbable damage was calculated under consideration of his passive talent, giving the active character shield strength increase, and all stacks (max. possible refreshes).

<sup>e</sup> Furthermore during Beidou’s Q is active, damage taken is also reduced (see example 1.3) which one could also interpret as an increase in absorbable damage of max. 59% (talent level 13).

## 2.5. Enemy Shields

To be continued... (needs Theory to be finished first)

# Chapter 3.

## Theoretical Background

The destruction of the nation of Khaenri'ah by the gods... is the reason why the Abyss Order now seeks to destroy the nations watched over by The Seven.

---

(Dainsleif)

### Contents

3.1. Elements, Reactions and Resonances . . . . .	20
3.2. Hidden Meanings and Complex Descriptions . . . . .	21
3.2.1. Difference between Movement and Damage . . . . .	22
3.2.2. On/Off Field . . . . .	23
3.2.3. Snapshotting . . . . .	24
3.3. Models and Symmetries . . . . .	24
3.3.1. D-Symmetry . . . . .	24
3.4. Quantum Theory . . . . .	24

### 3.1. Elements, Reactions and Resonances

With the orthogonal elements  $\{|pyro\rangle, |hydro\rangle, |anemo\rangle, |electro\rangle, |dendro\rangle, |cryo\rangle, |geo\rangle, |0\rangle\}$ <sup>14</sup> the currently implemented reactions until version 2.4 are shown in figure 3.1 and the simplified mathematical approach can be found in section 1.3.

**Melt:** Causes AoE pyro DMG and tears effortlessly through otherwise sturdy objects.

**Vaporize:** The pyro/hydro attack triggering vaporize deals increased DMG.

**Overload:** Causes AoE pyro DMG and tears effortlessly through otherwise sturdy objects.

**Superconduct:** Deals AoE cryo DMG and reduces physical resistance of all enemies in the AoE by 40 % for 12 s.

**Electro-charge:** Continuously deals electro DMG to both the electro-charged target and any nearby targets that are affected by hydro.

**Frozen:** Renders frozen beings immobile, and they become rock-hard – the follow up-reaction, Shatter, can be triggered with heavy attacks, from claymores, plunging attacks, explosions, geo DMG or any other attack considered 'heavy' (e.g. Klee's bombs).

**Swirl:** Absorbs elements it comes in contact with, deals elemental DMG and can cause follow up reactions.

---

<sup>14</sup>  $|0\rangle$  is considered physical/no element.

**Crystallize:** Generates corresponding elemental shards that provide elemental shields.

**Burning:** Deals pyro damage over time.

Corresponding to the elemental types of characters present in a party the whole team receives a bonus, see below. The maximum number of resonances possible is two and the party, doesn't including trial characters, must be full with four characters in order for elemental resonances to take effect.

### Fervent Flames



Affected by cryo for 40 % less time.  
Increases atk by 25 %.

### Shattering Ice



Affected by electro for 40 % less time.  
Increases crit-rate against enemies that are frozen or affected by cryo by 15 %.

### Impetuous Winds



Decreases stamina consumption by 15 %.  
Increases movement SPD by 10 %.  
Shortens skill CD by 5 %.

### Protective Canopy

4 unique elements  
All elemental and physical RES  
+15 %.

### Soothing Water



Affected by pyro for 40 % less time.  
Increases incoming healing by 30 %.

### High Voltage



Affected by hydro for 40 % less time.  
Superconduct, overload, and electro-charg have a 100 % chance to generate an electro elemental particle (CD: 5 s).

### Enduring Rock



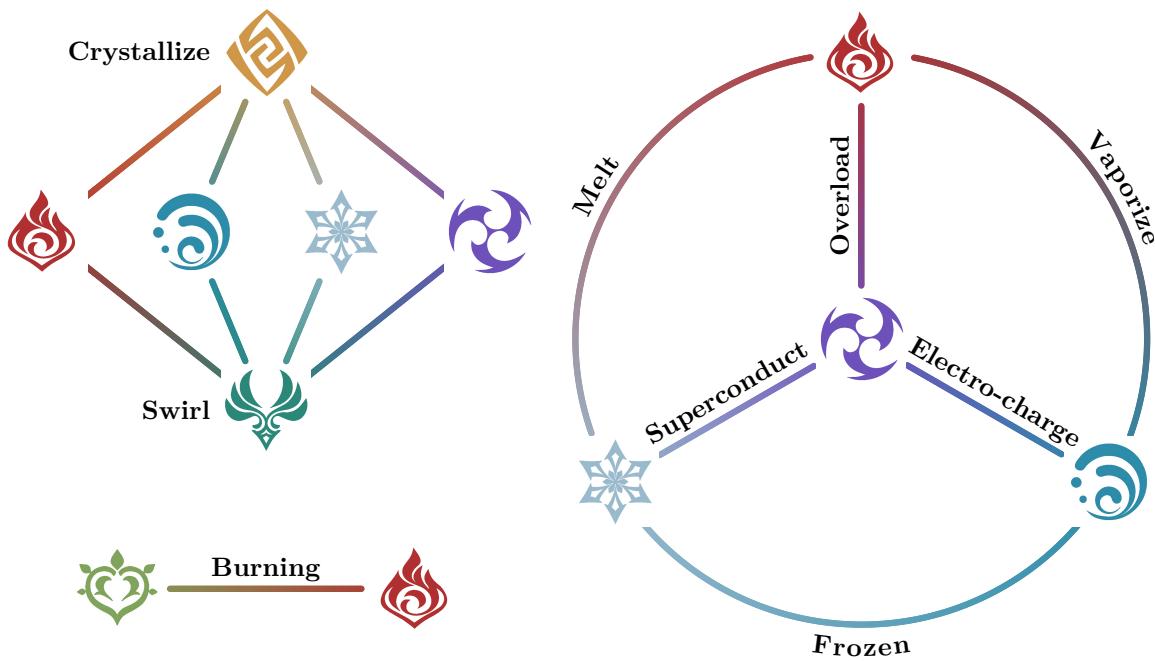
Increases shield strength by 15 %.  
Additionally, characters protected by a shield will have the following special characteristics:  
DMG dealt increased by 15 %, dealing DMG to enemies will decrease their geo RES by 20 % for 15 s.

## 3.2. Hidden Meanings and Complex Descriptions

In the following sections “hidden” meanings of descriptions will be explained as precise as possible.

To start with it is noteworthy to mention that if it's not explicitly stated that one can get multiple stacks or trigger something numerous times affecting the whole team or enemy even if the same artefacts or weapons are equipped on different characters (or one uses the same character, e.g. two Bennets in Co-Op) than one can't get the bonus multiple times, only the cooldown or timer will reset (or the buff that was applied first takes priority, e.g. two Bennets in Co-Op). Different weapons or artefact bonuses can ofc stack as long as it isn't otherwise mentioned (e.g. Freedom series).

E.g. one can get only one Nobless buff, one VV reduction of every element, one stack from Eula's C1 damage bonus, . . . , but on the other hand one can trigger multiple Favonius bows in succession, use Sacrificial weapons on different characters, . . . since this doesn't affect the whole team, only the character equipped with it.



**Figure 3.1.:** Reaction overview with short descriptions.

### 3.2.1. Difference between Movement and Damage

First every attack has one movement type: normal, charge, plunge, elemental skill, burst, ... Secondly every hit<sup>15</sup> is related to a damage calculation, of which there are three types: normal attack- (talent 1, NA), elemental skill- (-2, E) or elemental burst damage (-3, Q).

To sum it up every kind of attack can be part of one movement and one damage type, which do not necessarily have to be of the same type. For better understanding some examples (shortened descriptions) are listed below.

- Favonius Weapons: Crit hits have a 60 % chance to generate a small amount of elemental particles, which will regenerate 6 energy for the character. (Note: Every type of movement and hit that crits will trigger this passive. Therefore one can't trigger this passive if the enemy is in an invulnerable state, fully shielded<sup>16</sup> or immune, in general: if the attack doesn't or can't crit.)
- Sacrificial Weapons: After dealing damage to an opponent with an elemental skill, the skill has a 40 % chance to end its own CD. (Note: Attacks from the elemental skill movement type, that deal damage to an opponent (meaning reducing enemies hp bar), will trigger this passive. Therefore in short the enemies hp bar has to be affected by this attack and immune attacks, hitting enemy that are fully shielded or attacks during invulnerable states will not trigger this effect.)
- Raiden Shogun's burst (Musou Isshin): While Musou Isshin is active, the Raiden Shogun's normal, charged, and plunging attack DMG will be considered elemental burst DMG. (Note: While her Q is active any normal, charge or plunging attack will be considered normal, charge or plunging movement and burst damage. Therefore e.g. normal attack movement boosts and burst damage bonuses will work.)

<sup>15</sup>“Immune” damage is coming from a hit, but if the enemy is in an invulnerable state itself (e.g. Maguu Kenki switching from phase one to two) than one can't trigger any hits. Furthermore keep in mind that “dealing damage (influencing the hp bar)” and “hit” is still a difference.

<sup>16</sup>The difference between “shielded” and “fully shielded” is that the latter doesn't allow damage to bypass the enemy shield. For more see section 2.5.

- Beidou's burst (Thunderbeast's Targe): When normal and charged attacks hit, they create a lightning discharge that can jump between opponents, dealing electro DMG. (Note: The word “hit” implies that the damage type must be part of the NA-talent. E.g. it doesn't work with Raiden while her Q is active since her normal and charge attacks are part of the Q-talent, even though the movement type is the same.)
- Xingqui's burst: Your active character's normal attacks will trigger consecutive sword rain attacks, dealing hydro DMG. (Note: Performing normal attack movements will trigger sword rain attacks independent of the damage type. E.g. it works with Raiden while her Q is active.)
- Albedo's elemental skill: When enemies within the Solar Isotoma zone take damage, the Solar Isotoma will generate Transient Blossoms which deal AoE geo DMG. (Note: Every type of movement and damage can trigger this effect as long as the enemy hp bar gets reduced by it.)
- ...

### 3.2.2. On/Off Field

There are two types of descriptions. One that triggers even when the character is off field, describing passive bonuses, and for the other the character must be on field, which usually contains one of the words like trigger, reaction or something along those lines.<sup>17</sup> In the following some examples (shortened descriptions) are listed for both cases.

#### Off Field

- 4pc Thundering Fury (TF): Increases damage caused by overload, electro-charge and superconduct by 40 %. (Note: Even if the character is off field, as long as he is the one causing the reaction the bonus is applied.)
- 4pc Viridescent Venerer (VV): Increases swirl DMG by 60 %.
- Dragon's Bane: Increases DMG against enemies affected by hydro or pyro by 20 %.
- ...

#### On Field

- 4pc TF: ... Triggering such effects decreases elemental skill CD by 1s. (Note: The character equipped with this set must be on field when the reaction occurs.)
- 4pc Archaic Petra (AP): Upon obtaining an elemental shard created through a crystallize reaction, all party members gain 35 % DMG bonus for that particular element for 10s. Only one form of elemental DMG bonus can be gained in this manner at any one time. (Note: The character equipped with this set only has to obtain (trigger) the elemental shard created by a crystallize reaction.)
- 4pc Bloodstained Chivalry (BC): After defeating an opponent, increases charged attack DMG by 50 %, and reduces its stamina cost to 0 for 10s. (Note: The defeat of the opponent is the trigger.)
- 4pc Scholar: Gaining elemental particles or orbs gives 3 energy to all party members who have a bow or a catalyst equipped. (Note: The character equipped with this set has to gain/collect (trigger point) the elemental particles or orbs.)

---

<sup>17</sup>In both cases the bonus is applied for the whole duration stated even if the character leaves the field (if not otherwise stated) after the trigger condition is met.

### Chapter 3. Theoretical Background

- 4pc Viridescent Venerer (VV): Decreases opponent's elemental RES to the element infused in the swirl by 40 % for 10 s. (Note: The swirl reaction/s is/are the trigger point/s. Multiple elements can be infused at the same time. E.g. if Sucrose's burst swirls elements while she is not on the field, this will not reduce the resistance/s.)
- Iron Sting: Dealing elemental DMG increases all DMG by 6 % for 6 s. (Note: "Dealing DMG" is the trigger point.)
- Favonius Weapons: Crit hits have a 60 % chance to generate a small amount of elemental particles, which will regenerate 6 energy for the character. (Note: "Hit" is the trigger point. E.g. if XQ's Rainswords crit while he is not on the field, this will not generate energy.)
- ...

#### 3.2.3. Snapshotting

To be continued...

##### 3.2.3.1. Static and Dynamic Buffs

To be continued...

##### 3.2.3.2. Elemental Reactions

To be continued...

## 3.3. Models and Symmetries

To be continued...

### 3.3.1. D-Symmetry

One of the main concepts covers the calculations of damage numbers and therefore assumes that they are from the same form between all objects.

**Definition 3.1 (Damage Reversal Symmetry (D-Symmetry)):** *The D-symmetry is the theoretical symmetry of laws regarding damage under the transformation of objects*

$$D : \text{object}_A \mapsto \text{object}_B, \quad (3.1)$$

*whereby in this thesis as objects only characters and enemies shall be considered.*

## 3.4. Quantum Theory

This theory will explain how elements work in the game (mustn't violate D-Symmetry). It explains elemental reactions, and internal cooldowns (ICD) of elemental application. To be continued...

# **Chapter 4.**

## **Computational Methods**

To be continued...

## **Chapter 5.**

## **Evaluation**

To be continued...

# **Chapter 6.**

## **Conclusion and Perspective**

To be continued...

# Appendix

<b>A. Experimental Setup Details</b>	<b>29</b>
<b>B. Additional Parameters and Regression Results</b>	<b>30</b>
B.1. Enemy Resistances . . . . .	30
B.2. Transformative Reaction Parameters . . . . .	33
B.3. Crystallize Parameters . . . . .	34

# **Appendix A.**

## **Experimental Setup Details**

To be continued...

## Appendix B.

# Additional Parameters and Regression Results

### B.1. Enemy Resistances

In the following table B.1 the resistances of all enemies in the open world until version 2.4 are listed. Keep in mind that in special circumstances these may vary, e.g. in Spiral Abyss (e.g. Leader and Attendants), near Elemental Nodes (Infusion Stones), in events and so on. Note that the pictures in the “Enemy” column only represent one element or type and in the “Side Notes” column, when  $\pm x\%$  is used, that value has to be added to the base resistance.

**Table B.1.:** Enemy resistances in the open world.

Enemy	Elemental <i>RES</i> %	Physical <i>RES</i> %	Side Notes
 Slime	10 %	10 %	Immune to corresponding element.
 Hilichurl	10 %	10 %	
 Mitachurl	10 %	30 %	
 Samachurl	10 %	10 %	+40 % elemental RES to corresponding element.
 Lawachurl	10 %	50 %	+60 % elemental RES to corresponding element.
 Ruin Guard	10 %	70 %	
 Ruin Grader	10 %	70 %	
 Ruin Hunter	10 %	50 %	
 Ruin Cruiser	10 %	30 %	
 Ruin Destroyer	10 %	30 %	
 Ruin Defender	10 %	50 %	
 Ruin Scout	10 %	50 %	
 Perpetual Mechanical Array	10 %	70 %	All RES -50 % when stunned.

Enemy	Elemental RES%	Physical RES%	Side Notes
 Whopperflower	35 %	35 %	+40 % elemental RES to corresponding element. All RES -25 % when stunned.
 Fatui Skirmisher	10 %	-20 %	All RES +100 % when enemy has elemental armor.
 Fatui Pyro Agent	10 %	-20 %	+40 % elemental RES to pyro.
 Fatui Cicin Mage	10 %	-20 %	+40 % elemental RES to corresponding element.
 Fatui Mirror Maiden	10 %	-20 %	+40 % elemental RES to hydro.
 Treasure Hoarder / Millelith	10 %	-20 %	
 Nobushi	10 %	-20 %	
 Kairagi	10 %	-20 %	
 Maguu Kenki	10 %	10 %	
 Geovishap Hatchling	10 %	30 %	+40 % elemental RES to geo.
 Geovishap	10 %	30 %	+40 % elemental RES to geo. +20 % elemental RES to corresponding element after enchanting.
 Primo Geovishap	10 %	30 %	+40 % elemental RES to geo. +20 % elemental RES to corresponding element. All RES +200 % when just awaking. All RES -50 % 5 s after countered.
 Primordial Bathysmal Vishap	10 %	30 %	+20 %* elemental RES to hydro. *Hatchlings <sup>a</sup> only +10 %.
 Rimebiter Bathysmal Vishap <sup>b</sup>	10 %	30 %	+20 %* elemental RES to cryo. *Hatchlings <sup>a</sup> only +10 %.
 Bolteater Bathysmal Vishap <sup>b</sup>	10 %	30 %	+20 %* elemental RES to electro. *Hatchlings <sup>a</sup> only +10 %.
 Abyss Mage	10 %	10 %	
 Abyss Herald	10 %	10 %	
 Abyss Lector	10 %	10 %	
 Eye of the Storm	10 %	10 %	Immune to anemo.

Enemy	Elemental <i>RES</i> <sub>%</sub>	Physical <i>RES</i> <sub>%</sub>	Side Notes
 Cicin	10 %	-50 %	+40 % elemental RES to corresponding element.
 The Great Snowboar King	10 %	50 %	+20 % elemental RES to cryo.
 Hypostasis	10 %	10 %	Immune to corresponding element. Immune to hydro. Boar and Ferret -55 % pyro RES. Crane and Raptor -55 % electro RES.
Hydro Mimic	15 %	15 %	Crab and Mallard -55 % cryo RES. Finch and Frog -55 % geo RES. +60 % elemental RES to corresponding element. All RES -100 % when stunned.
 Regisvine	110 %	130 %	Immune to corresponding element.
 Specter	10 %	10 %	Immune to electro.
 Rifthound Whelp	20 %	20 %	-30 % RES to corresponding element during devour phase.
 Rifthound	25 %	25 %	-65 % RES to corresponding element during devour phase.
 Golden Wolford	25 %	25 %	+200 % RES to all elements at the beginning of the fight. -45 % geo RES for the rest of the fight after the shield phase.
 Dvalin	10 %	10 %	
 Andrius	10 %	10 %	Immune to anemo and cryo.
 Tartaglia	0 %	0 %	Phase 1: +50 % elemental RES to hydro. All RES -30 % when stunned. Phase 2: +50 % elemental RES to electro. All RES -50 % when stunned. Phase 3: +70 % elemental RES to both hydro and electro. +60 % geo RES.
 Azhdaha	10 %	40 %	+60 % elemental RES to corresponding element after first infusion. +50 % elemental RES to corresponding element after second infusion.

Enemy	Elemental <i>RES</i> <sub>%</sub>	Physical <i>RES</i> <sub>%</sub>	Side Notes
 Signora	10 %	10 %	Phase 1: +40 % cryo RES. Phase 2: +60 % pyro RES.

<sup>a</sup> Hatchlings aren't currently (version 2.4) listed in the archive and are the "smaller Bathysmal Vishaps which also have less attack patterns".

<sup>b</sup> This also includes the Bathysmal Vishap Herd boss on Dainichi Mikoshi island.

## B.2. Transformative Reaction Parameters

In the following tables B.2 and B.3 the level multipliers of objects (for transformative reactions, see section 1.3.2) until version 2.4 are listed.

**Table B.2.:** Level multiplier for characters from level 1 to 90.

Level	Multiplier	Level	Multiplier	Level	Multiplier	Level	Multiplier
1	17.2	26	113.2	51	336.8	76	946.7
2	18.5	27	118.1	52	350.5	77	979.4
3	19.9	28	123.0	53	364.5	78	1 011.2
4	21.3	29	129.7	54	378.6	79	1 044.8
5	22.6	30	136.3	55	398.6	80	1 077.4
6	24.6	31	142.7	56	416.4	81	1 110.0
7	26.6	32	149.0	57	434.4	82	1 143.0
8	28.9	33	155.4	58	453.0	83	1 176.4
9	31.4	34	161.8	59	472.6	84	1 210.2
10	34.1	35	169.1	60	492.9	85	1 253.8
11	37.2	36	176.5	61	513.6	86	1 289.0
12	40.7	37	184.1	62	539.1	87	1 325.5
13	44.4	38	191.7	63	565.5	88	1 363.5
14	48.6	39	199.6	64	592.5	89	1 405.1
15	53.7	40	207.4	65	624.4	90	1 446.9
16	59.1	41	215.4	66	651.5		
17	64.4	42	224.2	67	679.5		
18	69.7	43	233.5	68	707.8		
19	75.1	44	243.4	69	736.7		
20	80.6	45	256.1	70	765.6		
21	86.1	46	268.5	71	794.8		
22	91.7	47	281.5	72	824.7		
23	97.2	48	295.0	73	851.2		
24	102.8	49	309.1	74	877.7		
25	108.4	50	323.6	75	914.2		

**Table B.3.:** Level multiplier for enemies from level 1 to 100.

Level	Multiplier	Level	Multiplier	Level	Multiplier	Level	Multiplier
1	17.2	26	113.2	51	336.8	76	854.4
2	18.5	27	118.1	52	350.5	77	877.8
3	19.9	28	123.0	53	364.5	78	900.1

Level	Multiplier	Level	Multiplier	Level	Multiplier	Level	Multiplier
4	21.3	29	129.7	54	378.6	79	923.8
5	22.6	30	136.3	55	398.6	80	946.4
6	24.6	31	142.7	56	416.4	81	968.6
7	26.6	32	149.0	57	434.4	82	991.0
8	28.9	33	155.4	58	452.6	83	1 013.5
9	31.4	34	161.8	59	471.4	84	1 036.1
10	34.1	35	169.1	60	490.5	85	1 066.6
11	37.2	36	176.5	61	509.5	86	1 090.0
12	40.7	37	184.1	62	532.8	87	1 115.0
13	44.4	38	191.7	63	556.4	88	1 141.7
14	48.6	39	199.6	64	580.1	89	1 171.9
15	53.7	40	207.4	65	607.9	90	1 202.8
16	59.1	41	215.4	66	630.2	91	1 202.8
17	64.4	42	224.2	67	652.9	92	1 233.9
18	69.7	43	233.5	68	675.2	93	1 264.7
19	75.1	44	243.4	69	697.8	94	1 305.7
20	80.6	45	256.1	70	720.2	95	1 346.1
21	86.1	46	268.5	71	742.5	96	1 468.9
22	91.7	47	281.5	72	765.2	97	1 524.0
23	97.2	48	295.0	73	784.4	98	1 577.0
24	102.8	49	309.1	74	803.4	99	1 627.6
25	108.4	50	323.6	75	830.9	100	1 674.8

### B.3. Crystallize Parameters

In the following table B.4 the base shield  $HP$  for crystallize shields (for more see section 1.3.3) until version 2.4 are listed.

**Table B.4.:** Base shield  $HP$  for crystallize shields created from characters with level 1 to 90.

Level	$HP$	Level	$HP$	Level	$HP$	Level	$HP$	Level	$HP$
1	91	20	304	40	585	60	1 030	80	1 597
10	159	30	438	50	787	70	1 315	90	1 851

# List of Figures

1.1.	Defense multiplier for different enemy levels as a function of the character level and defense reduction. . . . .	5
1.1.a.	No defense reduction. . . . .	5
1.1.b.	Character level 90. . . . .	5
1.2.	Damage comparison for defense reduction with Lisa's Q- and Keqing's E skill. . . . .	5
1.2.a.	Without Lisa's defense reduction: 14 147. . . . .	5
1.2.b.	With Lisa's defense reduction: 15 303. . . . .	5
1.3.	Resistance multiplier as a function of the total resistance. . . . .	6
1.4.	Damage comparison for resistance reduction with 4pc VV artifact bonus. . . . .	7
1.4.a.	Without VV reduction: 14 147. . . . .	7
1.4.b.	With VV reduction: 18 076. . . . .	7
1.5.	Incoming damage comparison for damage reduction with Beidou's Q. . . . .	7
1.5.a.	Without damage reduction: 3 440. . . . .	7
1.5.b.	With damage reduction at 2nd hit: 1 317 (+3 018 from shield). . . . .	7
1.6.	Elemental bonus damage as a function of the elementary mastery. . . . .	8
1.7.	Damage comparison for reverse vaporize with Hu Tao's normal attacks. . . . .	9
1.7.a.	Without reaction: 5 502. . . . .	9
1.7.b.	With reverse vaporize: 10 513. . . . .	9
1.8.	Multipliers for transformative reactions as a function of the characters level. . . . .	10
1.9.	Stats and damage of the C2 Raiden with R1 Engulfing with full team buffs as mentioned at the beginning of section 1.5.1. . . . .	13
1.9.a.	Raiden's stats without any form of buffs. . . . .	13
1.9.b.	Initial burst hit: 299 484. . . . .	13
1.9.c.	Charge attack 1.hit: 49 416, 2.hit: 55 389. . . . .	13
1.10.	Total damage as a function of $ER$ and $ATK\%$ artifact rolls (sand main stat and substats) for R1 Engulfing. . . . .	14
2.1.	Crystallize base shield health as a function of the characters level. . . . .	16
3.1.	Reaction overview with short descriptions. . . . .	22

# List of Tables

1.1.	Regressed model parameters for the elemental bonus $EM_{Bonus}$ .	8
2.1.	Shield health and absorbable damage of all character shields	18
B.1.	Enemy resistances in the open world.	30
B.2.	Level multiplier for characters from level 1 to 90.	33
B.3.	Level multiplier for enemies from level 1 to 100.	33
B.4.	Base shield $HP$ for crystallize shields created from characters with level 1 to 90.	34