

Yanfei Guide

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A half-illuminated beast and highly-skilled legal adviser. She combines adherence to the legal codices and reasonable flexibility to find the perfect balance in her work. She devotes herself to protecting the fairness of contracts in Liyue with her identity as a legal adviser and her unique experience and methods.

– Official Genshin Website

Rarity: 4-star

Element: Pyro

Weapon: Catalyst

This guide is updated as of Genshin Impact version 1.6

Introduction

Welcome to the gameplay guide for Yanfei, the 4-star Pyro Catalyst character released in version 1.5! This guide will lay out how to utilise Yanfei: Weapons, Artifacts, Team, and Attack Combo in a simple, easy-to-read manner. Yanfei is a Main DPS character that focuses heavily around Charged Attacks. She's a relatively comfy character to play, with multiple ways to build a team. Yanfei havers and wanters alike are all encouraged to use the info in this guide to your hearts' content.

Pros

- Absurdly long range
- Relatively big AoE
- Comfortable to play: no complex animation cancelling required
- Charged Attacks go baboom
- Has synergy with multiple types of teams
- Fully playable at C0









Figure 1: Yanfei
2

Cons

- Stamina issue due to constant Charged Attacks
- Selfish Main DPS: requires field time to shine
- High investment
- Low survivability in close range
- Lower base damage than the 5-star Pyro DPSes
- Constellations mostly consist of QoL improvements, not much straight damage increase

Talents

Talent	Description
 Normal Attack: Seal of Approval	As a Main DPS unit, Yanfei's main source of DPS involves her Charged Attack and the Scarlet Seals mechanics. The Scarlet Seals, generated by Normal Attacks, increase the power of Yanfei's Charged Attack and reduce her stamina consumption . The Seals are consumed in the process. The point that Charged Attack is the main source of Yanfei's DPS is the main reason for many of her build choices, and it will be repeatedly highlighted throughout this document.
 Elemental Skill: Signed Edict	Deals a moderate amount of damage once and generates the maximum number of Scarlet Seals if an enemy is hit. The best part of this talent is, of course, the Scarlet Seals, which doesn't scale per talent levels at all. There is no need to invest in this talent.
 Elemental Burst: Done Deal	Deals a moderate amount of damage, generates the maximum number of Scarlet Seals at activation, generates one more Seal per second , and increases Yanfei's Charged Attack DMG , for 15 seconds. As said above, Yanfei's entire kit revolves around Charged Attacks, and this talent signifies how much it does.

Talent	Description
 Passive: Encyclopedic Expertise	<i>Displays the location of nearby resources unique to Liyue on the mini-map. Helps a bit on material gathering.</i>
 Ascension 1: Proviso	<i>When Yanfei consumes Scarlet Seals by using a Charged Attack, each Scarlet Seal will increase Yanfei's Pyro DMG Bonus by 5%. This effect lasts for 6s. When a Charged Attack is used again during the effect's duration, it will dispel the previous effect. Free Damage. Each time Yanfei performs a Charged Attack, a number will appear to signify how many Seals are consumed.</i>
 Ascension 4: Blazing Eye	<i>When Yanfei's Charged Attack deals a CRIT Hit to opponents, she will deal an additional instance of AoE Pyro DMG equal to 80% of her ATK. This DMG counts as Charged Attack DMG. More Damage. However, unlike the Ascension 1 Passive, this one isn't free. The additional hit comes with additional Pyro application, which can disturb the aura application of the team's supports. This talent is the main cause of the need to modify Yanfei's combo to fit her supports, which will be detailed below.</i>

Talent Priority



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i.e. Normal Attack > Elemental Burst »> Elemental Skill




Constellations

Number	Constellation	Description
C1	 The Laws Knows No Kindness	<i>When Yanfei uses her Charged Attack, each existing Scarlet Seal additionally reduces the stamina cost of this Charged Attack by 10% and increases resistance against interruption during its release.</i> This constellation helps alleviate stamina issues. It makes Yanfei able to spam more Charged Attacks and dodge enemies' attacks. This is Yanfei's best constellation. Try to get this if you can.
C2	 Right of Final Interpretation	<i>Increases Yanfei's Charged Attack CRIT Rate by 20% against enemies below 50% HP.</i> Effectively a 10% CRIT Rate boost. It's free damage, and it's a fine constellation.
C3	 Samadhi Fire-Forged	<i>Increases the Level of Signed Edict by 3. Maximum upgrade level is 15.</i> This constellation improves Yanfei's Elemental Skill . As described above, the Elemental Skill's level doesn't contribute much to Yanfei's DPS, so this constellation isn't a good one to aim for.

Number	Constellation	Description
C4	 Supreme Amnesty	<p><i>When Done Deal is used: Creates a shield that absorbs up to 45% of Yanfei's Max HP for 15s. This shield absorbs Pyro DMG 250% more effectively.</i></p> <p>Provides a shield. It contributes nothing to DPS directly, but makes fighting in close range more comfortable. The duration is the same as the ult. It's good to have but not necessary.</p>
C5	 Abiding Affidavit	<p><i>Increases the level of Done Deal by 3. Maximum upgrade level is 15.</i> This constellation improves Yanfei's Elemental Burst. More level of burst means more Charged Attack DMG Bonus, which contributes to a major portion of DPS. This is considered Yanfei's second best constellation.</p>
C6	 Extra Clause	<p><i>Increases the maximum number of Scarlet Seals by 1.</i> This increases the maximum number Scarlet Seals from 3 to 4. It may or may not help you depending on Yanfei's optimal combo for your team. One interesting thing to note is Charge Attacking with 4 Scarlet Seals consumes zero stamina. This constellation opens more gameplay options and is generally a good one.</p>

Weapons

5 Star Weapons

Weapon	Description
 <p>Skyward Atlas</p>	<p>The Skyward Atlas is best in slot in terms of DPS. With highest base ATK in the game, Elemental DMG Bonus, and additional hits, this weapon is pure power. You couldn't ask much more than this.</p>
 <p>Lost Prayer to the Sacred Winds</p>	<p>The Lost Prayer has slightly less damage than the Skyward Atlas. To pull ahead, you need to be on field for around 12 seconds. However, you'll want to swap Yanfei out not long after that since that's around when the supports' buffs run out. That said, the crit stat still makes it easier to build artifacts, and the movement speed is also a good stat on Yanfei considering how squishy she is. Overall, this weapon is still very good and is more or less equal to Skyward Atlas if you value the slightly better comfortability.</p>
 <p>Memory of Dust</p>	<p>The Geo series weapon. The Memory of Dust also gives good damage if you can maintain 100% shield uptime. It has the downside of limiting your team choice, but it's still a great weapon.</p>

4 Star Weapons

Weapon	Description
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The Widsith

The Widsith is a great weapon for Yanfei. With a **crit stat**, it's easier to build good crit ratio on artifacts. Furthermore, Yanfei can use **all** of its three effects extremely well, especially if you play with Vaporize. The only downside is its long cooldown, which affect the overall damage output if you play Yanfei as a sustained DPS. At **high refine**, it's a very good choice among four stars. However, at low refine, some of the other options might be better.



Dodoco Tales

Dodoco Tales, the free weapon from the 1.6 Midsummer Islands Adventure event, is another great choice. It grants **bonus to Charged Attack**, which is a big portion of Yanfei's output. Compared to The Widsith, this weapon **doesn't lose effectiveness in a long fight** and is **very easy to max refine**, so it can be a better choice than low refine Widsith. A solid weapon overall.

Weapon	Description
 <p>Solar Pearl</p>	<p>The battle pass weapon. Another solid choice with its crit stat. Although, its effect, granting Normal Attack, Elemental Skill, and Elemental Burst DMG Bonus, isn't big compared to the other two above due to how big of a deal Charged Attacks are for Yanfei. Overall it's slightly worse than The Widsith and Dodoco Tales, but still a viable choice. You can't go wrong with a battle pass weapon.</p>
 <p>Mappa Mare</p>	<p>The craftable weapon. A solid stat stick. With its Elemental Mastery stat, you're pretty much locked in to a Melt or Vaporize team. Still a good F2P choice if you missed Dodoco Tales.</p>
 <p>Blackcliff Agate</p>	<p>The Starglitter shop weapon. It has the exact same base stats as The Widsith, but a significantly worse effect. It's a fine F2P choice if you don't have any other options.</p>

Artifacts

Main stats

The main stats are built like typical DPS.

- **Sands:** *Elemental Mastery* or *ATK*

- **Cup:** *Pyro DMG Bonus*
- **Hat:** *CRIT Rate* or *CRIT Damage*

The choices for Cup and Hat are usually undisputed. In general, you want to evenly distribute each stat that contributes to damage output. DMG Bonus and CRIT stats are hard to come by, so they are the preferred choices for the slots that can get them. Although, since Yanfei has so many sources of DMG Bonus, there might be a case for an ATK Cup if its substats are much better than your Pyro Cup, but it really depends on the actual piece you have.

For the Sands choice, it depends on what your Yanfei does for your team.




- **Melt, Vaporize (“Amp” build):** Prefer **Elemental Mastery** Sands. It has slightly better damage output, especially if you use an ATK% weapon and have Bennett buff your ATK further. However, **ATK** Sands still has a chance to pull ahead if it has much better substats.
- **Overload, Reverse Melt, Mono Pyro, etc (“Enabler” build):** Use **ATK** Sands. It improves Yanfei’s Charged Attack damage, the largest portion of her DPS. Even with 1.6 buff, it’s still **not recommended to build EM for the Overload build** as it isn’t guaranteed that Yanfei will always be the trigger.
- Regarding **Energy Recharge** Sands, building it on Yanfei is **not worth it**. The DMG Bonus from the Elemental Burst is **not big enough** that you need to use it every rotation to do good damage, so you’re better off just **improving Yanfei’s damage through the actual damage stats**.


Substats

Crit Rate/Crit Damage > EM > ATK% > ER

Typical DPS substat priority. Energy Recharge is good if you can go from ulting **every other** rotation to ulting **every** rotation, but otherwise prefer the damage stats. **Ignore Elemental Mastery if you don’t Melt or Vaporize**.

Set Bonus

Artifact Set	Description
 <p>4x Crimson Witch of Flames</p>	<p>This set amplifies Yanfei's damage with 15% Pyro DMG Bonus and reaction damage bonus. Since everything Yanfei does is Pyro, and you'll want to do reactions with her anyway, this set is a perfect match. You'll realistically only have 1-2 stack for the 4x effect that increases Pyro DMG Bonus, but it's good enough.</p>
 <p>4x Wanderer's Troupe</p>	<p>This set also amplifies Yanfei's damage with 80 Elemental Mastery and 35% Charged Attack DMG. Elemental Mastery increases reaction damage, and Charged Attack DMG Bonus increases Charged Attack damage, which is the majority of Yanfei's DPS. The logic favouring this set is exactly the same as 4x Crimson Witch. For that reason, this set is considered equally as good.</p>
 <p>4x Retracing Bolide</p>	<p>This set has 35% Shield Strength and 40% Normal and Charged Attack DMG while shielded. It's recommended to have C4 or shield support while playing this set. The raw damage this set gives isn't as much as Crimson Witch or Wanderer's Troupe, but it comes with more Shield Strength. Overall, this set is playable if you can fulfill its shield condition.</p>

Artifact Set	Description
	<p>This set gives 35% DMG Bonus against enemies affected by Pyro. It's a niche set that requires specific team to shine, but it's playable if you're sure that your enemies will be affected by Pyro most of the time.</p>

Please be aware that generally a set **bonus** is just that, a bonus. It's usually better to have an off-set piece with good substats than to complete a set with bad substat. Punch your artifacts into a calculator if you want to optimise your DPS.

Team Compositions



Pairing a Pyro DPS and a Hydro support to **amplify Pyro damage via Vaporize** is the gold standard composition since launch. Obviously, it involves Xingqiu, the premier Hydro support guy. You can replace Xingqiu with another Hydro support like Mona or Barbara with varying results. This playstyle often **requires specific combos for Yanfei** to properly **Vaporize her big hits**, which will be detailed below. The flex slots usually consist of buffers and healers: Zhongli for his shield and RES shred, Diona for healing and C6 EM buff, Sucrose for EM buff and RES shred, or Bennett for ATK buff and healing. The main

benefit of this team is how it will give good results just by hyperinvesting in Yanfei: Get her to level 80, ascension 6, max her weapons, her talents, and her artifacts, and you're good to go.



Taser



This composition is similar to the Vaporize team. In addition to a Hydro support, an Electro support is also used to benefit from additional reactions. Enemies affected by **Electro-Charged** have both Electro and Hydro auras remained on them, so a Pyro hit will trigger **both Vaporize and Overload** at the same time. Like the Vaporize team, you can swap Xingqiu and Fischl out for another support of the same element, and anything said about the Vaporize

team applies here as well.



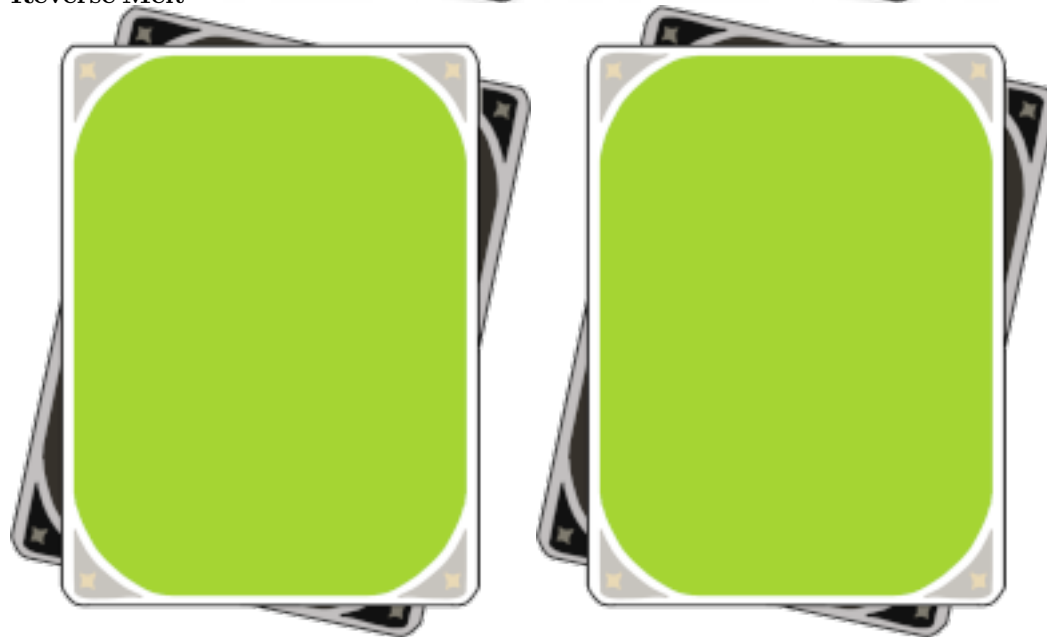
Overload



This team utilises the **Overload** reaction, with Yanfei as the on-field **enabler** for the team. It is often undesirable to use Overload against small targets since they'll be blasted away. However, unlike other Pyro DPS, Yanfei can utilise her **very long range** to keep attacking those enemies, and blasting them away makes it safer to continue attacking. Although, unlike the Vaporize team, Yanfei's personal damage doesn't get amplified to stellar level, and that means this team needs **more damage from the supports**, and you'll need to **actually build them** up before the overall team damage becomes competitive.



Reverse Melt



This team uses Yanfei as an **enabler** for the Melt reaction with a Cryo sub-DPS. In this comp, it's important to build the Cryo unit first since it's their damage that will get amplified. Also, since you'll want the aura on enemies to be Pyro most of the time, and Yanfei is rarely the reaction trigger, the Lavawalker set becomes another contender for preferred artifact sets.



Mono Pyro



This team utilises Pyro units that **benefit from other Pyro units**, like Xiangling and Bennett. It'll constantly apply Pyro aura and can utilise Lavawalker for DMG Bonus.

How To Play

Terminology

- **N:** Normal Attack
- **C:** Charged Attack

- **E:** Elemental Skill
- **Q:** Elemental Burst
- **NxC:** Normal Attack x times, then Charged Attack

Data

- KeqingMains Theory Crafting Library's Yanfei page
- KeqingMains Evidence Vault's Yanfei page

Attack Combos

Most of Yanfei's damage in an attack combo will come from her Charged Attack. Thus, it's logical that Yanfei's combos usually goes in the form of **“something, followed by a Charged Attack”**.

Using to the frame data, we can conclude that:

- Starting from zero Scarlet Seals, the attack string that **deals the most damage per frame** is **N2C**.
- N3C has lower damage, but it **consumes less stamina** due to more time to recharge and more Scarlet Seals. It can be useful for stamina management.
- In terms of animation cancelling, Yanfei has **Charge Cancelling** as her only useful tech. It involves holding your attack button for Charged Attack right after a Normal Attack, to make Yanfei's Charged Attack come out earlier. This encourages thinking about how many Normal Attacks you're going to perform beforehand.
- Jump and Dash Cancelling are **not** necessary. Jump Cancelling doesn't improve Yanfei's DPS, and Dash Cancelling consumes too much stamina to be useful in normal play.

As for the Elemental Skill and Burst:

- You should generally use Elemental Skill whenever it's available, then, since it generates maximum Scarlet Seals, immediately follow with a Charged Attack.
- The Elemental Burst should be immediately followed by a Charged Attack for the same reason.
- During burst, Yanfei will generate one Scarlet Seal per second, which usually translates to one more Seal per combo. This means, starting from zero Seals, N2C will have 3 Seals, and N3C will have 3 Seals (w/o C6) or 4 Seals (w/ C6).
- Without C6, N2C has the **same damage and stamina consumption** as N3C during burst, but uses significantly less time.
- Even **with C6, N2C still deals more damage per frame**. However, **N3C will consume zero stamina** (because 4 Seals) and become the ultimate stamina management tool.

- If you have both the Elemental Skill and Burst available, the logical combo of these two would be **QC EC**, since the Charged Attack after E will also be boosted by Q.

Elemental Reactions

Generally, the above info applies to the playstyles that **doesn't care** about who triggers the reaction (like Overload) or **wants Pyro aura** on enemies anyway (Reverse Melt and Mono Pyro).

When **Amplifying** Elemental Reactions are taken into account, like the **Vaporize** and **Taser** team, the combos will need to be re-evaluated. Yanfei has **very fast Pyro application**, and her **Ascension 4 Passive** adds even more of it. Since each of Yanfei's hits aren't equal, you need to **be selective of which hit to Vaporize** (meaning you should Vaporize the Charged Attack whenever possible). This will be different depending on your Hydro applier.

Elemental Skill and Burst

- When the enemy has Hydro aura, it's sometimes better to use **EC QC** (Elemental **Skill** first). The reason is because the Elemental Burst's initial hit applies stronger Pyro, which will wipe out the Hydro aura. Meanwhile, the Elemental Skill's Pyro application leaves Hydro aura to **Vaporize the subsequent Charged Attack hit** and deal more damage as a result.

Xingqiu Xingqiu's Elemental Burst is the best Hydro application in the game at the moment. The Hydro swords appear on Normal Attacks and can happen every 1 second.

- As it stands, N2C won't Vaporize Yanfei's Charged Attack hits consistently.
- You'll need to do **N3C**. The third Normal Attack will trigger Xingqiu's swords one more time, clearing Pyro aura from Yanfei's earlier attack and re-apply Hydro. Subsequent Charged Attack then Vaporizes the Hydro aura, dealing big damage.
- You can also utilise Xingqiu's "orbital" swords (the ones around your character that reduces damage and heal you) to apply more Hydro aura. This will enable N2C, but it requires putting a squishy, long-range character in melee range, so it's not desirable.
- Xingqiu's **Constellation 6** adds more swords to his Elemental Burst, and that means more Hydro application. It adds a 5-sword hit to the usual loop, so his [2, 3]-sword loop becomes [2, 3, 5]-sword loop.
- This means you can get away with N2C **during the 5-sword round**, since there will still be Hydro aura on the enemy without another Hydro application.
- Assuming no dodges, the combo becomes **N3C, N2C, repeat**. The first N3C triggers the 2-sword hit and the 3-sword hit, then N2C triggers the 5-sword hit.

Summary

This is a quick TL;DR for this guide. For more information, refer to the texts above.

- Yanfei is a Main DPS. Her kit heavily utilises Charged Attacks and Scarlet Seals.
- C1, C5, and C6 are good. C2 and C4 are average. C3 is bad.
- Use 5-star weapon if you have them. Otherwise, best 4-stars are R5 Widsith and R5 Dodoco Tales.
- EM/Pyro/Crit for Amp build. ATK/Pyro/Crit for Enabler build.
- Can be built with Vaporize, Taser, Overload, Reverse Melt, or Mono Pyro team, along with other compositions not covered by this guide.
- Always follow attack strings, E, and Q with a Charged Attack.
- N2C for damage, N3C for stamina management.
- With Xingqiu, always N3C for consistent Vaporize. With Xingqiu C6, N3C N2C is also fine.

Afterwords

Lastly, I would like to invite anyone reading this guide to hang out in the Court of Yanfei Discord. We have a peaceful, comfy community open for every Yanfei lovers alike. You can also message me (phantomsatsuki#9043) for any questions, feedbacks, and general discussions about this guide and Yanfei. See ya!

Created by phantomsatsuki#9043 and formatted by Anne.