

This is a character build list for GENSHIN IMPACT VIDEO GAME. The characters are divided into 4 star and 5 star characters. Their weapons, artifacts, artifact stats and notes are mentioned below

The following is how one can build the genshin impact video game character AMBER (4 ☆ character).

ROLE 1:

Melt DPS role:

WEAPON:

1. The First Great Magic (5 ☆)
2. Aqua Simulacra (5 ☆)
3. Thundering Pulse (5 ☆)
- ~ = Skyward Harp (5 ☆)
- ~ = Polar Star (5 ☆)
4. Slingshot (3 ☆)
5. Amos' Bow (5 ☆)*
- ~ = Hunter's Path (5 ☆)
6. Ibis Piercer (4 ☆) (R5)
- ~ = Viridescent Hunt (4 ☆)
7. Hamayumi (4 ☆)
- ~ = Prototype Crescent (4 ☆)
8. Song of Stillness (4 ☆)
9. Windblume Ode (4 ☆)
- ~ = The Stringless (4 ☆)
10. Sharpshooter's Oath (3 ☆)*
- ~ = King's Squire (4 ☆)
- ~ = Scion of the Blazing Sun (4 ☆)

ARTIFACT:

1. Shimenawa's Reminiscence (4)
2. Wanderer's Troupe (4)
3. Crimson Witch of Flames (4)
- ~ = Marechaussee Hunter (2) + Crimson Witch of Flames (2)
- ~ = Gilded Dreams (4)
4. Crimson Witch of Flames (2) / Marechaussee Hunter (2) + 80 EM set (2)
5. Crimson Witch of Flames (2) / Marechaussee Hunter (2) + 18% ATK set (2)
- ~ = 80 EM set (2) + 80 EM set (2)
6. 18% ATK set (2) + 18% ATK set (2)
7. 18% ATK set (2) + 80 EM set (2)

ARTIFACT MAIN STAT:

Sands - ATK% / Elemental Mastery

Goblet - Pyro DMG

Circlet - Crit DMG

ARTIFACT SUB STAT:

1. Crit DMG

2. ATK%

3. Elemental Mastery

4. Flat ATK

TALENT PRIORITY:

1. Normal Attack

2. Skill

ABILITY TIPS:

None

ROLE 2 for amber:

SUPPORT role:

WEAPON:

1. Elegy for the End (5 ☆)

2. Favonius Warbow (4 ☆)

3. Sacrificial Bow (4 ☆)

4. The Viridescent Hunt (4 ☆)

ARTIFACT:

1. Noblesse Oblige (4)

2. Instructor (4)*

3. +20% Energy Recharge set (2) + 20% Energy Recharge set (2)

4. The Exile (4)

ARTIFACT MAIN STAT:

Sands - Energy Recharge / ATK%

Goblet - Pyro DMG

Circlet - Crit Rate / DMG

ARTIFACT SUB STAT:

1. Energy Recharge

2. Crit Rate / DMG

3. ATK%

4. Elemental Mastery
5. Flat ATK

TALENT PRIORITY:

1. Burst
2. Skill

ABILITY TIPS:

None

NOTES for AMBER:

DPS

Amber Melt DPS is a playstyle where she uses Charged Attacks to trigger Melt. Rankings assume she is used with Bennett.

Regarding Weapon Choices:

When attacking Weak Points, the attacks are guaranteed to Crit, making weapons with Crit Rate substat lose value.

Amos' Bow: Ranking assumes you stay close to the enemy but this weapon has the potential to outclass Aqua

Simulacra with max stacks but maintaining stacks would be difficult.

Sharpshooter's Oath: Significantly more potent if used in a headshot heavy Charged Attack playstyle.

SUPPORT

Due to her poor scalings, this section is dedicated to a low-investment build that provides utility and shieldbreaking capabilities by abusing her quick Pyro application on her Elemental Burst. Due to her energy generation being extremely poor, her Energy Recharge options are prioritized.

Regarding Artifact Sets:

Instructor (4): This set is preferred over Noblesse Oblige (4) when Amber is used as support in a Hu Tao Vaporize team.

The following is how one can build the genshin impact video game character XIANGLING.

ROLE:

OFF-FIELD DPS

WEAPON:

1. Staff of the Scarlet Sands (5 ☆)
2. Staff of Homa (5 ☆)
~ = Engulfing Lightning (5 ☆)
~ = "The Catch" (4 ☆) [R5]
3. Primordial Jade Winged-Spear (5 ☆)
~ = Skyward Spine (5 ☆)
~ = Calamity Queller (5 ☆)
~ = Deathmatch (4 ☆)
~ = Ballad of the Fjords (4 ☆)*

4. Vortex Vanquisher (5 ☆)
- ~ = Wavebreaker's Fin (4 ☆)*
- ~ = Dragon's Bane (4 ☆)*
5. Missive Windspear (4 ☆)
6. Kitain Cross Spear (4 ☆)*
7. Lithic Spear (4 ☆)*
8. Favonius Lance (4 ☆)*
9. Prototype Starglitter (4 ☆)

ARTIFACT:

1. Emblem of Severed Fate (4)
2. Crimson Witch of Flames (4)*
3. Noblesse Oblige (2) / Crimson Witch of Flames (2) / +18% ATK set (2) / +80 EM set (2) / Emblem of Severed Fate (2) [Choose Two of the above]
4. Noblesse Oblige (4)
5. The Exile (2) Scholar (2)*

ARTIFACT MAIN STAT:

Sands - Energy Recharge / ATK% / Elemental Mastery

Goblet - Pyro DMG

Circlet - Crit Rate / DMG

ARTIFACT SUB STAT:

1. Energy Recharge
2. Crit Rate / DMG
3. ATK%
4. Elemental Mastery
5. Flat ATK

TALENT PRIORITY:

1. Burst
2. Skill

ABILITY TIPS:

A few commonly used teams for pyro Xiangling are:

National Team: Xiangling, Xingqiu, Bennett and a Flex unit (Sucrose/Zhongli/Kazuha/Raiden/Chongyun/etc)

Childe Team: Childe, Xiangling, Bennett and a Flex unit (Sucrose/Zhongli/Venti/Kazuha/etc)

NOTES:

OFF-FIELD DPS

Regarding Weapon Choices: THIS LIST ASSUMES THAT XIANGLING IS RUN WITH BOTH BENNETT AND A SECONDARY BUFFER (i.e. Kazuha/Sucrose)

Wavebreaker's Fin: At [R5], this weapon is equal to or outperforms Staff of Homa, depending on your total team burst cost.

Dragon's Bane: At [R5], this weapon outperforms Primordial Jade Winged-Spear.

Kitain Cross Spear: This weapon's passive reduces the ER threshold of Xiangling greatly. This allows you to distribute ER rolls into otherwise offensive substats and due to this, an [R5] Kitain Cross Spear can outperform Primordial Jade Winged-Spear. Due to lowering ER thresholds so much, the Crimson Witch of Flames (4) artifact set will outperform Emblem of Severed Fate (4).

Lithic Spear: At [R5], and with 2 stacks, this weapon performs equal to Primordial Jade Winged-Spear.

Favonius Lance: The utility provided from a highly refined Favonius Lance can make it a weapon of choice in a team comp where Xiangling is not triggering the reaction and is instead used as an aura. (i.e. Reverse Melt teams)

Ballad of the Fjords: At [R5] this becomes a very strong weapon in reaction teams, being competitive with Staff of Homa and best in slot for Overvape (Overload + Vaporize) teams.

Regarding Weapons and Artifacts with EM stat:

Dragon's Bane / Kitain Cross Spear / EM substats: In team comps where you can trigger both Vaporize and Overload at the same time (i.e. Raiden National), Elemental Mastery gets more value, pushing these weapons and artifacts ahead in damage.

Regarding Artifact Sets:

Crimson Witch of Flames (4): This set can be competitive with Emblem of Severed Fate (4) on team comps where Xiangling triggers Overloads in addition to Vaporize (i.e. Raiden National).

The Exile (2) Scholar (2): This set can be used as a very low investment support build to enable Reverse Melt team comps where Xiangling is not triggering the reaction and is instead used as an aura and needs a lot of Energy Recharge. Note that it is not recommended to stay on this build as Xiangling can still contribute respectable damage with offensive stats.

The following is how one can build the genshin impact video game character BENNETT.

ROLE 1:

DPS

WEAPON:

1. Mistsplitter Reforged (5 ☆)
2. Primordial Jade Cutter (5 ☆)*
3. Freedom-Sworn (5 ☆)
4. Summit Shaper (5 ☆)
5. Aquila Favonia (5 ☆)*
6. Blackcliff Longsword (1 Stack) (4 ☆)
7. Iron Sting (4 ☆) [R5]*
8. The Alley Flash (4 ☆)*
9. Skyward Blade (5 ☆)
10. The Black Sword (4 ☆)*
11. Iron Sting (4 ☆)*
12. Festering Desire (4 ☆)
13. Prototype Rancour (4 ☆)

ARTIFACT:

1. Crimson Witch of Flames (4)*
2. Crimson Witch of Flames (2) +18% ATK set (2) / Noblesse Oblige (2) / +80 EM set (2) [Choose Two]
3. Thundering Fury (4)*

ARTIFACT MAIN STAT:

Sands - Elemental Mastery / ATK%*

Goblet - Pyro DMG

Circlet - Crit Rate / DMG

ARTIFACT SUB STAT:

1. Crit Rate / DMG
2. Elemental Mastery
3. ATK%
4. Energy Recharge

TALENT PRIORITY:

1. Skill
2. Burst
3. Normal Attack*

ABILITY TIPS:

Bennett's EB grants you a pyro status as long as your characters are within his burst AoE (Cryo in specific, since Pyro>Cryo).

For that, cast EB with Bennett, switch to the character imbued with Cryo and walk on Bennett's Burst field

Upon entering burst field, the Pyro status will continuously imbue you with Pyro, reacting with other elements on you and eventually removing them.

ROLE 2:

SUPPORT AND DAMAGE

WEAPON:

1. Mistsplitter Reforged (5 ☆)
2. Aquila Favonia (5 ☆)
3. Skyward Blade (5 ☆)
4. Freedom-Sworn (5 ☆)
5. The Alley Flash (4 ☆)
6. Finale of the Deep (4 ☆)
7. Sapwood Blade (4 ☆)
8. Blackcliff Longsword (4 ☆)
9. Prototype Rancour (4 ☆)
10. Festering Desire (4 ☆)

ARTIFACT:

1. Noblesse Oblige (4)
2. Emblem of Severed Fate (4)
3. Crimson Witch of Flames (4)
4. Noblesse Oblige (2) / Crimson Witch of Flames (2) / +18% ATK set (2) / +80 EM set (2) / Emblem of Severed Fate (2) [Choose Two]

ARTIFACT MAIN STAT:

Sands - ATK% / Energy Recharge

Goblet - Pyro DMG

Circlet - Crit Rate / DMG

ARTIFACT SUB STAT:

1. Crit Rate / DMG
2. ATK%
3. Energy Recharge
4. Elemental Mastery

TALENT PRIORITY:

1. Burst
2. Skill

ABILITY TIPS:

None

ROLE 3:

SUPPORT

WEAPON:

1. Mistsplitter Reforged (5 ☆)*
~ = Aquila Favonia (5 ☆)*
2. Freedom-Sworn (5 ☆)*
3. The Alley Flash (4 ☆)*
4. Skyward Blade (5 ☆)
5. Sapwood Blade (4 ☆)
6. Prototype Rancour (4 ☆)
~ = Blackcliff Longsword (4 ☆)
7. Festering Desire (4 ☆)
8. Favonius Sword (4 ☆)
9. Sacrificial Sword (4 ☆)

ARTIFACT:

1. Noblesse Oblige (4)
2. Instructor (4)*

3. +20% Energy Recharge set (2) +20% Energy Recharge set (2)
4. Tenacity of the Millelith (2) +15% Healing Bonus set (2)

ARTIFACT MAIN STAT:

Sands - Energy Recharge / HP%

Goblet - HP%

Circlet - Healing Bonus% / HP%

ARTIFACT SUB STAT:

1. Energy Recharge
2. HP%
3. Flat HP

TALENT PRIORITY:

1. Burst

ABILITY TIPS:

NONE

NOTES:

REGARDING BENNETT'S [C6]:

Bennett's Constellation 6 grants a Pyro Infusion to Swords, Claymores and Polearms and 15% Pyro DMG Bonus to the active character standing in his Elemental Burst. This infusion may limit some potential team comps, however this constellation does more good than it does harm, as the majority of characters and teams it negatively affects usually do not want Bennett slotted in with them anyway.

NOTES FOR DPS:

Regarding Weapon Choices:

The Black Sword: With an EM sand, this combo has the highest Melt/Vaporize damage.

Iron Sting: This weapon at [R1] with an Elemental Mastery sand turns out to have diminishing returns and isn't as good, but [R2+] Iron Sting is a different question because better buffs.

Aquila Favonia: Assuming you have a high investment build's CR/CD stats, this weapon with EM sands will be better than the two above.

Primordial Jade Cutter: With Thundering Fury (4), this weapon is able to out-perform Mistsplitter Reforged due to massive Crit Rate% substat, which allows consistent Vaporize damage despite the lack of Crit Rate/DMG substats, assuming that your EM Sands/Circlet lacks crit rate substats. However, in the rare occasion that your EM pieces manage to roll plenty of Crit subs, Mistsplitter Reforged easily overtakes the Primordial Jade Cutter.

The Alley Flash: This weapon has the potential to beat Iron Sting [R5], but this requires the passive to be up, whenever damaged, your passive is disabled for 5 seconds and you could be losing out a lot of damage, especially if you are constantly being damaged.

Regarding Artifact Sets:

Crimson Witch of Flames (4): Assuming a Melt/Vaporize team, this set is your best set for damage and works best with Chongyun on the same team for consistent Melt.

Thundering Fury (4): This set works best if paired with Electro supports such as Beidou and Fischl/Lisa, as it allows Bennett to accomplish 2 things:

>1) Rapidly spam E for raw Pyro damage and application, allowing frequent Overload reaction triggers and breaking Electro shields rapidly.

>2) Generate tons of energy for the entire team.

The setup is generally only recommended for those with Beidou [C2/C6].

The main-stat artifacts you want to farm for Thundering Fury (4) Bennett varies from the main-stat artifacts you'd normally go for the other builds. Instead of ATK%/EM, Pyro and Crit, you'd instead want to go for EM, Pyro and EM on a Thundering Fury (4) Bennett. As such, this also means weapons that have EM substats such as Iron Sting take priority over other swords.

Recommended amount of ER%: 130-150%.

With Thundering Fury (4), you have a lot more leeway when it comes to ER.

NOTES FOR SUPPORT AND DAMAGE:

A Support and Damage Bennett completely ignores the need for excess healing potential and is aimed for people who prefer to squeeze out more damage instead. On this build, Bennett is built with offensive stats like ATK%, Pyro Damage, and Crit stats while having a good amount of Energy Recharge to burst off cooldown.

Prioritize Energy Recharge before offensive stats if you cannot cast your Elemental Burst off cooldown.

NOTES FOR SUPPORT:

Heals from his Elemental Burst scale off of HP, while his damage buff from Burst only scales with your base ATK (Character Base ATK stat and Weapon Base ATK stat)

Although Bennett is usually considered a healer, he already heals a lot even without necessarily building for HP%, if you find it unnecessary to build for HP%, you can consider building him as a Burst Support.

Regarding Weapon Choices:

Mistsplitter Reforged, Aquila Favonia: These weapons have the highest Base ATK in the game which is why it is ranked quite high. It is assuming you have enough Energy Recharge so you still can burst off cooldown for the maximum ATK buff.

Freedom-Sworn: In comps where Bennett can reliably trigger reactions (and thus trigger this sword's passive), the buffs provided by this weapon will be stronger than Aquila Favonia.

The Alley Flash: This weapon currently has the highest Base ATK for a 4 Star weapon (even more Base ATK than some 5 stars like Skyward Blade).

Regarding Artifact Sets:

Instructor (4): The best option for teams that benefit more from Elemental Mastery boosts than ATK increases and where you can equip the Noblesse Oblige (4) set on a different character with minimal or no damage reduction.