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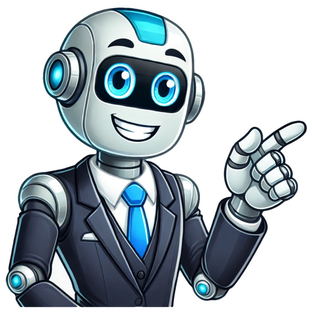

Arlecchino build guide

Genshin Impact's Version 4.6 brings a new area to explore, artifact set, and story content, but the most significant addition is Arlecchino, the Fourth Fatui Harbringer and Father of the House of the Hearth, as a playable character. Despite her cold demeanor, she has won over many Travelers, making 4.6 a historic patch for those interested in her. In combat, Arlecchino has stunning animations and a unique take on the Bond of Life mechanic, allowing her to excel as a main Pyro DPS. This guide will cover how to build premium and free-to-play builds for Arlecchino, including her kit, ability prioritization, weapon/artifact preferences, and team compositions. Arlecchino's release date is April 24th, 2024, with her initial banner run available during the "Two Worlds Aflame" event. You can pull on her character banner until May 14th, when she'll disappear from rotation and won't be available again until a future version update. To ascend Arlecchino to level 90, you'll need to collect Rainbow Rose (Fontaine Local Speciality), Recruit's Insignia/Lieutenant's Insignia (Enemy Materials), Fragment of a Golden Memory (Fontaine Boss Material), Agnidus Agate Sliver/Fragments/Gemstone (Elemental Gemstones), and Mora/Hero's Wit EXP Books. Beryl Region is home to an abundance of rare Roses. To find them, consider using Lyney's Passive Talent or the Teyvat Interactive Map. The Fatui's enemy materials needed to ascend Arlecchino come from their footsoldiers, including Insignias dropped by Skirmishers and Agents. Arlecchino's enemies have a strong presence throughout Teyvat, making them relatively easy to track down. However, using the Adventure's Handbook can aid in marking notable groups on the map. Unfortunately, Arlecchino's necessary World Boss Material, the Fragment of a Gold Memory, will not be available until 4.6 launches. To obtain all the drops needed for Arlecchino, you'll need to spend at least 600 Resin. Her Normal Attack, Invitation to a Beheading, is one of her most important abilities and can deal up to six consecutive spear strikes. When charged, she dashes forward and cleaves the air, consuming Stamina for high-speed movement. Arlecchino's kit revolves around the Bond of Life mechanic, with enhanced Normal Attacks being her primary way of dealing damage. Her Normal Attacks also deal bonus damage while in the Masque of Red Death state, which can be activated by having a Bond of Life equal to or greater than 30% of her Max HP. Arlecchino's Elemental Skill, All Is Ash, serves as a key to inducing the Bond of Life. Upon casting, she summons Balemoon Bloodfire, dealing Pyro DMG to multiple opponents and performing a dash-cleave. The Blood-Debt Directive applied to hit opponents deals damage over time and can be absorbed by Arlecchino's Burst or Charged Attack. Her Elemental Skill allows her to easily create Bond of Life, which is crucial for accessing the Red Death state and dealing enhanced damage. Arlecchino's main rotation involves casting All Is Ash, applying Blood-Debt, and then using a Charged Attack or Burst to absorb nearby debts and spawn a Bond of Life. Her Elemental Skill is a fundamental component of her damage output, as it enables her to enter the Red Death state without it. Her last major combat ability, Balemoon Rising, is an Elemental Burst that absorbs Blood-Debt Directives while granting Arlecchino a Bond of Life. This allows her to extend the Masque of Red Death state by resetting her Skill's cooldown. The exact rotation may take time to figure out due to the strict requirements for optimal performance, but Balemoon Rising provides additional damage based on ATK% and can be lifesaving in critical situations. Additionally, Arlecchino possesses three unique Passives that complement her combat abilities. The key to playing Arlecchino effectively lies in improving her consistency, boosting damage output, or transforming her playstyle entirely. Her first Passive Talent, The Balemoon Alone May Know, offers a 40% Pyro DMG Bonus and restricts healing to only through her Burst, Balemoon Rising. This drastic change renders healers obsolete and amplifies the value of shielders exponentially. Her next two Passive Talents, Agony Alone May Be Repaid and Seat Before the Knave Finally, offer significant utility upgrades. Agony Alone May Be Repaid enhances the effectiveness of Blood-Debt Directives, granting Arlecchino a substantial Bond of Life when opponents defeated are targeted by directives. Seat Before the Knave Finally provides increased Elemental and Physical RES for every 100 ATK over 1,000. Arlecchino's Passive Talents are game-changers, particularly her first one, which necessitates adapting team compositions towards shielders or debuffers rather than healers. Overall, these talents enhance consistency, BoL generation, or resistance, making Arlecchino an formidable unit if played strategically. Arlecchino's Blood-Debt Directive damage ticks are crucial for triggering the Bond of Life trigger from her CA2 Talent, making it a more reliable choice than leveling her Burst for increased damage. For those lucky enough to obtain Arlecchino's Stella Fortunas through her Event Wish, unlocking Constellations can significantly enhance her abilities. Her Constellations, such as "All Reprisals and Arrears, Mine to Bear…", increase the damage boost of Masque of the Red Death to 100% and improve interruption resistance during Normal or Charged Attacks. Other Constellations like "All Rewards and Retributions, Mine to Bestow…" grant Arlecchino new abilities, such as unleashing Balemoon Bloodfire when absorbing Blood-Debt Due, dealing massive AoE Pyro DMG and increasing her Elemental RES and Physical RES. The "You Shall Become a New Member of Our Family…" Constellation increases the level of Normal Attack: Invitation to a Beheading by 3, while "You Shall Love and Protect Each Other Henceforth…" decreases Balemoon Rising's CD and restores Elemental Energy when Arlecchino absorbs a Blood-Debt Directive. The "For Alone, We Are as Good as Dead…" Constellation increases the level of Balemoon Rising by 3, and "From This Day On, We Shall Delight in New Light, Together" increases the DMG of Balemoon Rising based on Arlecchino's ATK and Bond of Life percentage. After using All Is Ash, Arlecchino's Normal Attacks and Elemental Burst gain increased CRIT Rate and CRIT DMG for 20s. Her C2 Constellation is particularly important for low spenders, allowing faster rotations by removing the wait time for Blood-Debt to change before casting a Charged Attack or Burst. The best weapon for Arlecchino is her signature Polearm, Crimson Moon's Semblance, which offers unique benefits that make it a top choice. First and foremost, Arlecchino's signature weapon can be obtained during the Weapon Event Wish when her Character Event Wish is active. Additionally, Crimson Moon's Semblance complements Arlecchino's kit by increasing damage output and altering animations in a way that Genshin Impact has never seen before. At its maximum level, this Semblance provides 674 ATK and 22.05% extra CRIT Rate as a substat. It also offers the Ashen Sun's Shadow affix, which gives a Bond of Life equal to 25% of Max HP when a Charged Attack hits an opponent. Furthermore, having multiple sources of Bond of Life increases damage by up to 24%. Crimson Moon's Semblance significantly improves Arlecchino on every level, allowing her to deal consistent high-damage crits and dominate the battlefield. The extra Bond of Life source makes it easier for Arlecchino to enter the Red Death state, while the Bond of Life damage bonus increases her ferocity and strength in this state. If Crimson Moon's Semblance is not available, there are other Polearms that can outfit Arlecchino effectively. Many 4-star Polearms currently available in Genshin Impact offer benefits similar to Crimson Moon's Semblance. Before exploring specific recommendations, it's worth noting that these suggestions will mainly be 4-star due to their accessibility for F2P or low-spender players. However, if a 5-star Polearm like the Staff of Scarlet Staff is available, it can still be tried out on Arlecchino as its higher base stats and more powerful affixes may prove useful. For replacement weapon options, consider using the Staff of Homa, Crescent Pike, or Dragon's Bane. The Staff of Homa stands out due to its synergy with Arlecchino's kit. At level 90, it provides 608 ATK and 66.31% CRIT DMG. Its affix, Reckless Cinnabar, increases HP by 20% and gives an ATK Bonus based on the wielder's Max HP, which is particularly beneficial for Arlecchino. This combination of increased damage and survivability makes the Staff of Homa a solid choice. The Crescent Pike and Dragon's Bane are two reliable options for Polearms in Genshin Impact. The Crescent Pike provides 546 ATK and access to the Infusion Needle effect at level 90, which increases Normal and Charged Attack DMG by 20% of ATK for 5s after picking up an Elemental Orb/Particle. This is particularly beneficial for Arlecchino as an on-field Pyro DPS. Meanwhile, Dragon's Bane offers 454 ATK, 220 bonus Elemental Mastery, and the Bane of Fire and Water effect, which increases DMG against opponents affected by Hydro or Pyro by 20% (up to 36% at R5). When in the Red Death state, Arlecchino's Normal Attacks will be Pyro-infused, making it easy to trigger the Bane effect. When choosing an artifact set for Arlecchino, there are two main paths: using a new set arriving in Version 4.6 or relying on older sets. The Fragment of Harmonic Whimsy Artifact set is highly recommended as it provides 18% ATK and causes the wearer to deal 18% increased DMG for 6s each time the value of their Bond of Life increases or decreases. This effect can stack up to 3 times, increasing bonus DMG by 54%. Arlecchino's Red Death state and Blood-Debt absorption ensure that her Bond of Life is constantly fluctuating, guaranteeing increased DMG. Alternatively, Shimenawa's Reminiscence could be used, which also increases AT by 18% but has a different 4-piece effect. After the holder casts their Elemental Skill, they lose 15 Energy and gain a 50% increase in Normal, Charged, and Plunging Attack DMG for 10s. However, Arlecchino's long cooldown on her Elemental Skill makes this set less ideal for her playstyle. Shimenawa's Reminiscence: A Powerful Artifact Set for Arlecchino Arlecchino's artifact set choice is a crucial step in building her efficiently as a powerful main damage dealer. The set increases damage without relying on the Bond of Life, making it suitable for Arlecchino. Key stats and substats to focus on include ATK%, Pyro DMG Bonus, and CRIT Rate/DMG. Substats like Elemental Mastery are also essential. Arlecchino's team compositions can be elevated with the right setup. A Vaporize Team featuring Bennett, Yelan, and Zhongli is highly effective, as Arlecchino can trigger powerful Elemental Reactions using her enhanced Normal Attacks. This composition grants access to Pyro Resonance, increasing ATK for every team member. Arlecchino's Bond of Life increases comfortingly, making her more aggressive alongside Zhongli's shield, which reduces Elemental RES nearby, amplifying damage output while keeping Arlecchino safe. This Vaporize team excels in terms of comfort and power, showcasing Arlecchino's prowess. Alternatively, try an Overload composition with Yae Miko, Chevreuse, and a Pyro or Electro unit, utilizing Chevreuse's ATK boosts for both Pyro and Electro characters and her Overload Reaction shredding RES. Run Arlecchino alongside Bennett, Xingqiu, and Yunjin for a F2P-friendly team composition that utilizes Bennett's ATK buff and Xingqiu's healing capabilities to support Arlecchino's on-field damage. The ideal team composition for Arlecchino in Genshin Impact features his off-field Hydro applicator to trigger Vaproize without relying on premium units like Yelan. Xingqiu's Rain Swords are a valuable addition, allowing Arlecchino to excel on the battlefield with their long-lasting effects. Meanwhile, Yunjin may seem unconventional but investing in her can significantly boost Arlecchino's survivability and playstyle. Her Crystallize Reactions grant small but meaningful boosts, while her Burst enhances Normal Attacks and adds a significant Geo DMG bonus based on Yunjin's DEF. With C6 Yunjin, Arlecchino's Normal Attack SPD increases, greatly benefiting his overall performance. Arlecchino gains a significant boost from Blood-Debt Directives, which she absorbs and clears around her, dealing AoE Pyro DMG before healing herself. The value of the Bond of Life is determined by her ATK and her current health. When an opponent to which Arlecchino applied a Directive is defeated, she receives a 130% increase in her Max HP's worth as a Bond of Life. After five seconds, the Directive becomes Blood-Debt Due, granting Arlecchino a 130% increase if absorbed. Arlecchino gains RES for every 100 ATK above 1,000, with a maximum increase of 20%. While in combat, she receives a Pyro DMG Bonus and can only be healed through Balemoon Rising. The Masque of the Red Death enhances Arlecchino's abilities, increasing her damage output. When Arlecchino absorbs Blood-Debt Directives, she unleashes Balemoon Bloodfire, dealing 900% of her ATK as AoE Pyro DMG and increasing her RES by 20%. This effect can trigger once every 10 seconds.

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