I'm not a bot



Honkai star rail guide

The Honkai: Star Rail mission hub provides information on various types of missions, including Trailblaze, Continuance, Adventure, Companion, and Daily Missions. According to the 3.2 Livestream, a new Finality Mission will be added in Version 3.8, which complements the Penacony storyline. Trailblaze Missions are the main story missions that progress the game's storyline, while Continuance missions continue the story of previous worlds visited by Trailblazers. Companion missions focus on specific characters and their storylines, and completing them makes the character eligible for the Astral Express. Adventure missions have varying rewards, including Stellar Jades, and can be completed to earn 5000 Credits and 200 Activity Points daily. Daily Missions are random quests that players can complete to earn rewards, while Hidden Quests offer unique interactions and rewards. The article was created by Game8's team of writers and gamers and has been updated for Version 2.0. Note that the information may change with new discoveries, and players can join the Discord to participate in theorycrafting. Pela is a powerful 4★ character available since the game's release, offering excellent enemy DEF reduction and team utility. The article includes various updates and changes to the game, including Planar Ornaments, Light Cones, and Resolution Shines. Pela is a versatile support character who excels at reducing enemy DEF (DEF Shred) and generating SP for the team. She also has the ability to dispel enemy buffs, making her a valuable asset to any team. Pela's unique combination of high base SPD stat and flexibility in Basic ATK makes her one of the most efficient characters in the game. Her skills include Frost Shot, which deals damage to a single target; Frostbite, which removes buffs and deals additional damage; Zone Suppression, which applies Exposed status to all enemies, reducing their DEF; and Data Collecting, which restores Energy if an enemy is debuffed after Pela's attack. Her primary support ability is Zone Suppression, which significantly increases team damage. Pela also has a number of techniques that can be used to enhance her abilities. Preemptive Strike allows her to immediately attack the enemy upon entering battle, while Bash deals increased damage to debuffed enemies. The Secret Strategy increases allies' Effect Hit Rate and lowers EHR needs for both Pela and her team. Wipe Out increases the DMG of the next attack after removing a buff with Skill. When building Pela, it's essential to prioritize her Ultimate and Talent first, as they provide the majority of her utility. Her Basic ATK and Skill can be ignored if focusing on debuffs, but in most cases, Basic ATK takes priority due to being her default action. Pela's Skill Priority Can Rise with E4 and Ice-Type Damage Dealer Pela regenerates 5 Energy when an enemy is defeated, making it situationally useful. However, the value of this mechanic is limited due to its reliance on skill usage. Pela's best sets for effectiveness vary based on team composition and damage dealers' stats. The 4-Pc Guard of Wuthering Snow provides significant survivability benefits, while Planar Ornaments Broken Keel offer more impactful crit DMG. Fleet of the Ageless is a competitive alternative to Broken Keel, especially in DoT teams. Penacony's Ice DMG can be useful for certain players, but its survivability stats are lacking. Pan-Cosmic Commercial Enterprise offers EHR stats but requires additional sources and has an inefficient partner ornament. Before the Tutorial Mission Starts provides strong synergy with Pela and helps reach her EHR goal. Resolution Shines as Pearls of Sweat is a better choice at higher Superimposition Ranks due to its consistent damage amplification and defensive benefits. Given text analysis suggests that support characters in the game are questionable picks, as they may not provide sufficient benefits despite their decent EHR. Incessant Rain offers some advantages, including a damage-amplifying debuff via Aether Code, but its application is limited to after attacking an enemy. Patience Is All You Need also has its pros and cons, with the SPD buff being appreciated, but the additional debuff may not be necessary due to Pela's high EHR. Eyes of the Prey is a solid option if it's the only choice available, as it allows for a defensive Body stat through Effect Hit Rate. However, this Light Cone's DoT buff is wasted on Pela, making it less desirable compared to other options. Pela's build requires careful consideration of her main stats, including Body, Boots, Sphere, Rope, EHR%, HP%, DEF%, and SPD%. The recommended substats are Effect Hit Rate > SPD > HP% = DEF%. Her A4 gives a free 10% Effect Hit Rate bonus, reducing the necessary amount to guarantee her Ultimate. For survivability, Pela relies on tank stats like HP, DEF, and Effect RES. However, she lacks inherent survivability due to her kit's low base stats. It's essential to build survivability on top of her existing stats. Damage output is a lower priority for Pela, as stacking CRIT is extremely difficult. Prioritize survivability and SPD before investing in damage stats. Rotation and talent management are crucial for maximizing Pela's performance. The optimal rotation involves running a defensive Body stat with Effect Hit Rate, while managing talent procs and rotations to ensure consistent uptime. Pela is a valuable addition to teams due to her skillset. She can quickly gain her Ultimate with three Talent procs and other buffs. Her effectiveness lies in reducing enemy DEF with universally useful effects while having strong SP positivity. While Pela and Silver Wolf share similarities as debuffers, they have distinct differences. Silver Wolf offers unique team compositions but at the cost of slightly more SP usage. Pela's AoE effect is beneficial against fast enemies, whereas Silver Wolf's single-target locked DEF Shred may hinder uptime. Running both Pela and Silver Wolf isn't optimal, but it can be a viable strategy. Her buff dispel ability is crucial in certain content. Pela works well with most units, especially damage dealers, due to her SP positivity. However, some units benefit more from her abilities than others. Pela's strengths include her use on teams with SP-hungry units like Dan Heng and Qingque. The 4-Pc Eagle of Twilight Line combined with Before the Tutorial Mission Starts increases Pela's SP generation. Her Ultimate has excellent synergy with multi-target damage dealers like Jing Yuan and Blade, especially when compared to single-target debuffers. Pela's DEF shred becomes more potent in larger quantities and adds to other sources of DEF reduction, such as the Genius set or Silver Wolf. This can lead to a significant increase in enemy DEF reduction. However, this may cause issues with certain sets or units. Pela provides an unconditional 10% teamwide Effect Hit Rate with her A4, making her synergize well with units that need it. Her Ice RES reduction on her Skill is beneficial for Ice-Type damage dealers like E4. Pela is highly effective against bosses, making her an excellent choice for any team that relies heavily on Ice damage. Her E4 RES Shred, although only lasting one turn, provides a significant advantage when utilized correctly, especially with a higher Eidolon. Fortunately, Pela does not have any notable anti-synergies, as her debuff is universal and can easily fit into most teams due to her SP-Positive playstyle. As a debuffer, she excels in hypercarry team formats. For instance, pairing her with Herta, Asta, and Natasha creates a formidable team, where Herta's AoE Ice damage complements Pela's debuffs perfectly, especially against Ice-Weak enemies. Another example is combining Pela with Kafka, Huohuo, and Sampo, where her Effect Hit Rate buff significantly enhances Kafka and Sampo's performance, while her SP positivity allows for more frequent use of Skills by Huohuo and Sampo. In a "Mono" Ice setup with Yanqing, Silver Wolf, and Gepard, Pela's E4 and SP generation capabilities make the team highly flexible in terms of Skill usage. She also pairs well with Imbibitor Lunae, Tingyun, and a sustain character, as her SP generation enables Imbibitor Lunae to use his enhanced Basic ATK more frequently, while her AoE DEF Shred aligns perfectly with his Blast targeting. Additionally, Pela synergizes well with Blade, Bronya, and a healer, where her AoE DEF Shred complements Blade's Blast and AoE attacks, making her a safe pick for support due to Blade's limited Harmony options. In teams with multiple damage dealers like Qingque, Serval, and Natasha, or Jingliu, Blade, and Lynx, Pela's debuffs can significantly enhance overall team damage, especially when the damage dealers scale differently. Her ability to reduce DEF is particularly valuable for improving Break damage, making her a versatile and valuable addition to various team compositions. Kafka in Honkai: Star Rail - A Powerful Damage Dealer Kafka belongs to the Nihility Path and excels at applying Damage over Time (DoT) effects, making her a valuable asset to any team. Her abilities allow for both personal damage and amplifying the damage of other DoT characters. Kafka's abilities deal various amounts of damage based on her original DMG or ATK. Her Twilight Trill skill affects enemies with an AoE Lightning DMG equal to 48%/80%/86% of her ATK and has a 100% chance to make them Shocked, taking additional DMG from their current Shock state. Shock lasts for two turns and applies a Lightning DoT equal to 115%/290%/318% of Kafka's ATK at the start of each turn. This damage depends on the owner's stats. Gentle but Cruel is a single-target skill that deals 42%/140%/159% of her ATK as Lightning DMG, with a 100% chance to inflict Shock equivalent to her Ultimate for two turns. Mercy Is Not Forgiveness immediately attacks all enemies within range and deals Lightning DMG equal to 50% of Kafka's ATK, inflicting Shock equivalent to her Ultimate on each enemy target for two turns. Torture allows her to detonate DoT effects from other units when using her Ultimate. Plunder regenerates 5 Energy if an enemy is defeated while Shocked. Thorns increases the base chance to inflict Shock by 30% for her Ultimate, Technique, and follow-up attack triggered by Talent. This reduces Kafka's need for EHR stats outside of E1, making it easier to reach a recommended EHR total of about 28.3%. Kafka, a powerful character in this game, offers several benefits to her allies and can be challenging to play effectively. To maximize her impact, it's essential to apply DoT (Damage Over Time) to enemies before using her Skill every turn. The focus is on combining 2-Pc sets to achieve higher useful substats, with options including Messenger Traversing Hackerspace, Musketeer of Wild Wheat, and Band of Sizzling Thunder. Planar Ornaments Space Sealing Station's set is valuable for ATK%, while Patience Is All You Need is a good 4-star gacha Light Cone but requires specific conditions to be effective. Incessant Rain has no use for CRIT Rate but benefits from Vulnerability debuff, making it less recommended compared to other options. Fermata is the best F2P option and solid at S5. Eyes of the Prey is worse than Fermata at E0 but becomes better at E1 due to increased EHR. Stats BodyFeetSphereRope prioritize EHR (to ~28%), SPD, ATK%, and Break Effect%. Prioritize getting 28% total Effect Hit Rate before focusing on other substats. More SPD has the most significant impact on damage, followed by more ATK. Break Effect% is useful against Lightning weak foes but can be unreliable and is better suited for other characters. Building CRIT should be a priority for Kritka. Cause we wanna live life with style in Band of Sizzling Thunder Cavern farmin crit pieces lol Because what else you even here for? To worship Kafka and build Kritka I mean that literally, a hundred Crit Value easy With a thousand Crit Value yeah it's just joke no crit pls DoT cant crit n Kafka's DoT detonation effect similarly cant crit, leavin her CRIT-scaling multipliers which are super bad The CRIT-scaling hit of her Ultimate has an 80% multiplier per enemy at Trace level 10 which is even less than her Basic ATK In comparrison, her DoT damage from Shock (which is completely incapable of hitting crits) is 290% of her ATK at the same level Buildin for CRIT will pull far more valuable substats away from the strongest part of Kafka's kit Again, this is super bad If you get CRIT substats by chance, that's just unlucky, but no matter how good that CRIT may seem, dont get baited Invest in Kafka DoT stocks instead Kafka has a unique set of synergies due to her reliance on DoT in terms of both her secondary Damage dealer options and the support buff and debuff options Characters that can apply DoTs have a natural synergy with Kafka's detonation effect, but characters that can enhance Kafka's own DoT or that are able to debuff enemies are also very potent Second Damage Dealer These characters require high investment as well, but can also contribute considerable damage Sampo Large AoE Wind Shear damage and DoT Vulnerability debuff benefit Kafka greatly After he's done maxing out his stacks, he can Basic ATK repeatedly to generate SP Also allows for an easy 3 stacks on Good Night and Sleep Well Great synergy Luka Highly recommended for content against single targets and/or Physical weak enemies He can also dispel problematic enemy buffs similarly to Pela's Skill if necessary Luka's Ultimate also increases the DMG that a single enemy receives, amplifying DoT as well Due to his Ultimate's high Energy cost, he can become an SP sink if you're not careful Serval Kafka's Talent can sustain her Shock effortlessly against a single enemy, but has more difficulty in AoE situations Against multiple durable enemies, or those with powerful CC, Serval helps to maintain Shock uptime while contributing her own Shock DoT One advantage Serval brings to Kafka teams is her ability to extend Break Effect Shock favoring her against enemies that are weak to Lightning Keep in mind that the personal DoT contribution of Serval is significantly lower than either Sampo or Luka Buffer These characters buff Kafka and/or her teammates They typically require lower investment than another damage dealer Asta One of Kafka's best flex slot choices, especially against Fire-weak enemies Can buff both Kafka and any other damage dealers, and gives an ATK% and flat SPD buff to the entire team The more SPD, the more frequently Kafka can detonate DoTs, and this therefore equates to more damage Can also be run SP neutral Contributes a DoT of her own, though it is largely negligible Tingyun Tingyun's ATK% and DMG% buffs offer a considerable increase to Kafka's personal damage output Her Ultimate's Energy Regeneration allows Kafka to detonate more DoT instances more frequently Her Skill's 3 turn duration can also help achieve SP positive or neutral scenarios However Tingyun can't help a second damage dealer due to her single-target buffs. Bronya's benefits are different, as she grants ATK%, DMG%, and advances turn. However, she has high SP requirements, making it hard to use with other characters without certain skills or buffs. This makes her an advanced option that's not generally recommended. Silver Wolf debuffs enemies, including those who Freeze them, which slows down enemy turns and reduces DoT ticks. Pela is good for AoE DEF shred stacking and has a buff dispel. Freeze synergizes well with DoT effects as enemies take a turn to recover from Frozen, providing more DoT ticks. Welt's Ultimate DMG Vulnerability stacks additively with Sampo's, so it's better to use someone else. Strong Imaginary/Quantum Breakers like Qingque and Yukong should be avoided due to controlling effects that reduce DoT effect ticking rates. If you're focused on tackling endgame content like Memory of Chaos, it's best to prioritize defensive capabilities over increased damage output. Playing Kafka in a triple carry setup might seem appealing, but it's actually quite fragile and doesn't necessarily offer significant advantages over other carry setups. Kafka can be played as a solo carry or DoT unit with support units, relying on allies providing buffs or debuffs to enhance its damage output. Some viable team compositions include: * Tingyun Asta Solo Carry: A fast-paced team that relies on Asta's Skill for sustained uptime on her Ultimate, making Kafka an extremely powerful unit. * Bronya Solo Carry: Allows Kafka to double up on turns and increase its DoT detonations, but requires careful play and sufficient SP to maintain. * Double Debuffer Solo Carry: Features a flexible team with plenty of SP, enabling the use of Skills in various situations, such as dispelling enemies or using surplus SP for emergency purposes. Keep in mind that these teams have their limitations and require specific conditions to function effectively. When building Kafka, it's essential to focus on defensive capabilities rather than relying on critical damage boosts. Kafka is a versatile character that can be built in various ways to maximize damage output. Ideally, your Kafka should be highly invested and capable of clearing as a solo damage option. For the non-Defensive Flex Slot, any synergistic teammates can work, but notable choices include March 7th and Gepard for Freeze access. Kafka teams that utilize her kit to detonate DoT effects provided by another damage dealer are effective. These teams can use buffers or debuffers to enhance team damage output. Another example is the F2P Kafka team, which consists of Serval, Asta, and a Defensive Flex unit. This team focuses on generating SP necessary for Kafka and maximizing Ultimate uptime with Asta. Other team compositions include Sampo Dual Carry Kafka, Luka Dual Carry Kafka, and Triple Carry Kafka teams. The Sampo Luka Triple Carry Kafka team requires the highest investment among most of Kafka's team options to take full advantage of it. Each team composition has its strengths and weaknesses, but they all showcase Kafka's versatility in various gameplay scenarios. Having low survivability is a major issue, requiring careful balancing of Sampo and Luka's special abilities and investing heavily in a strong solo defensive setup.

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