Making DPS Great Again

Harvester: Supercharged Build Guide and Advanced Report

By Ember

Table of Contents

Authors' Contributions

Conceptualization: Ember

Data Curation: Ember

Investigation: Ember (lead), BillyIdol (supporting)

Validation: Ember (lead), BillyIdol (supporting), Kosh (supporting), Skye666 (supporting)

Visualization: Ember

Writing - original draft: Ember

Writing - review & editing: Ember (lead), BillyIdol (supporting), Neflarian (supporting)


Theorycrafting Process

Problems Encountered

My goal going into this project was to create a reliable PVP build that would not solely rely on true damage to deal damage and instead have a major chunk of its damage come from skills. The closest example in modern times is Firent, but even then it is still pulled heavily by its 4/4 bonus. In order to accomplish this goal, I had to tackle four problems, those being:
- How do I counter Evade?
- How do I counter an Ancient Tank's Uxonium Power?
- What power spread is required in order to meet stamina-to-health scaling?
- How do I counter Soul of Escarium and pets/brains?

My first order of business is creating the counter to Evade, because Witchum's dominance relies directly on high evade. There are only two modifiers in the present game that bypass Evade, Accuracy and Braveheart. Braveheart, however, cannot be gained in a sufficient amount without sacrificing Clover, leading me to choose Accuracy as our solution. I took my first inspiration from Shawnbond's W2-4TY/Thundercracker build, which can clear the evade cap comfortably using Sword of Escarium. When asked about the build's performance, Shawn (2025, para. 1) stated, "Rarely would a tank type win. They'd have to get really lucky on nukes".
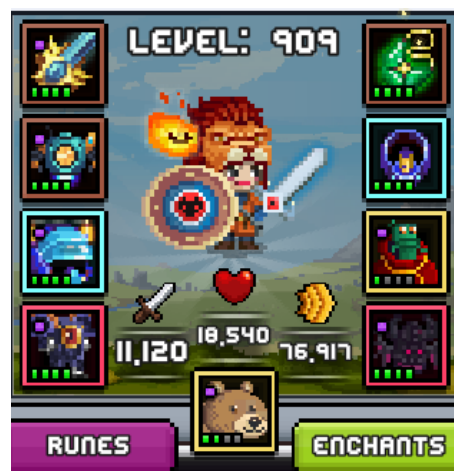
Credit: Shawnbond

Clearly, getting Accuracy to the Evade cap requires significant build budgeting that we crucially need for other modifiers. However, we have determined a range of 30%-50% to be a sufficient amount for the necessary amount of hits to get through. So where did we get the accuracy from? Billy and I have different methods of Accuracy acquisition here, but both work well enough. Billy chose to go with Evermore and Mystic Frog Amulet, and I chose to go with Elementarium, Runes, and Enchants. In addition to these gear, we also both have Infestus *********um, which gives 7% accuracy. Additionally, with big thanks to Kosh, this setup can also clear advanced PVE content such as Expedition. A small shift from high Accuracy to modifiers like Ricochet, Dual Strike, or Empower can increase DPS greatly.

The second problem I now needed to face was countering Ancient Tank's Uxonium Power, which utilizes the Unity set's 90% power Spread Heal skill. Conveniently, *********um also allows us to deathmark on our first hit, decreasing that target's healing bonus by 50%. This is enough to overpower an Ancient Tank before they can trigger Firium, but for good measure, I threw in the Filbur Rune, which gives me a chance to reduce an enemy's SP by 1 when I hit them.


The third problem I needed to face was figuring out how much power I needed to have in order to overtake a tank's potential sustain and stamina. Because stamina has a 1:10 ratio with health, a tank's survivability scales significantly with the more stamina they have. At ~90k-100k ts, a Witchum or Ancient Tank's stamina could range anywhere from ~20k to ~50k. This is where our pet selection comes into play. I've chosen to go with Zordig because of its high damage ceiling (damage range of ~80% to ~185%), and a higher trigger chance of 47% compared to other pets like Kolg. Using the very simple damage formula that I will not elaborate on, I've determined that a power in the high 20k is the minimum required to do enough damage to overtake a tank. Billy has chosen to go with ~27k power and has worked well for him, and I've chosen to go with ~37k power.

The fourth and final problem I had was now trying to work around Soul of Escarium and hits from pets and brains. Early into the project, I've determined that most get hit effects such as Vampirism do not trigger with enough consistency before enemies die, so I've decided to ignore them. I had the most difficult time trying to work around Soul of Escarium, because the trigger frequency and damage potency resulted in my team getting wiped quickly. The first solution I tried using to combat this was to utilize the tombstone bug, where a teammate is actually still alive despite their tombstone visibly being present. This could lead the teammate to becoming "revived" if you have a form of sustain. I've determined that this bug is a result of skill processing, as there is some form of finality mechanism that occurs at the end of a turn where a teammate gets tombstoned. If you have a strong enough sustain, paired with a never ending loop of skill chaining, you could theoretically keep a teammate revived forever and have them buffer the hits from Soul of Escarium. However, I've come to find out that the bug is not easily predictable, and the frequency of revives is not consistent enough to counteract the trigger frequency from Soul of Escarium.

My second, more successful solution was to simply increase the immediate eHP of my teammate that Soul of Escarium is targeting. The most cost effective method of doing this is by using Gomoloid Cyclone Armor, which gives your team's first death one free revive, full health, and full shields. I've paired this with Teithyus, who has inherently increased max shields, for even more eHP. The nice thing about Gomoloid Cyclone Armor is that it works on any teammate dying. If I die because the enemy has an attack weakest effect, no I didn't.
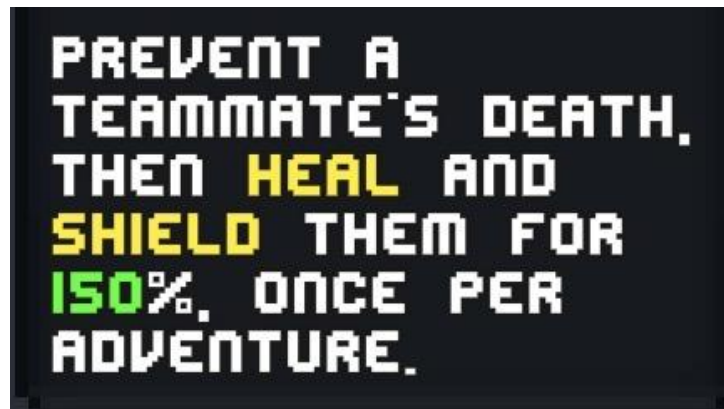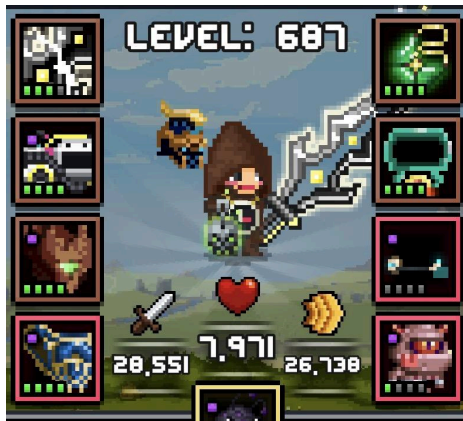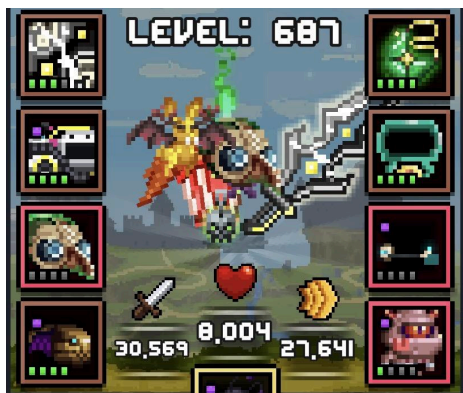

Iterations

I went through many iterations during the project while trying to answer the above questions.
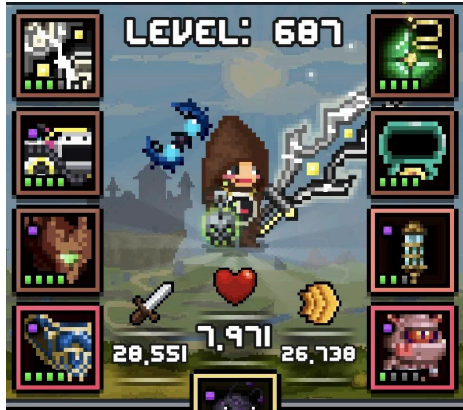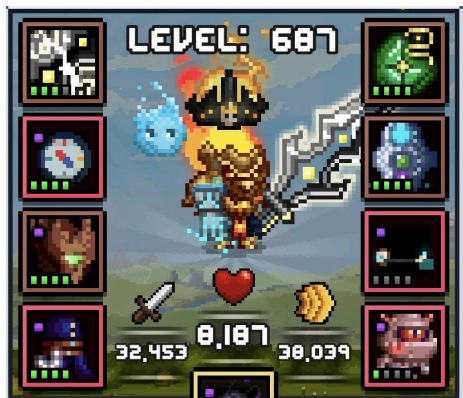
Poly/Greatcloak + Sodat Bottle (+120% Crit Damage)

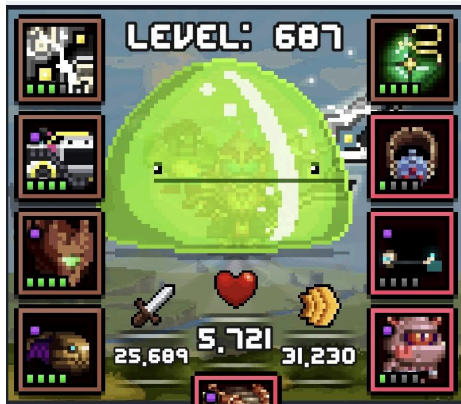*Poly/Greatcloak + Fobbett (+70% Crit Damage)*

Poly + Exothermic Mask

Revitalize Evolvium + Pressure Shield

Offensive Codex or Defensive Codex

Poly/Uxonium Ring

All of these variants had decent to great damage capabilities. However I struggled with finding the solution to survivability against Soul of Escarium, up until I tried using Cyclone Armor. Because Cyclone Armor does not benefit from Poly, the offhand is a free slot and can be used for whatever you want. I currently use a placeholder, but the best options I've found are Offensive or Defensive Codex, Thorstein Shield, Rabid Skeever, and Superstition. Superstition is mentioned here because of Enrage's unique trait in being only one of two modifiers that can modify the base damage of elemental apex modifiers. This will lead to bigger E.M.P. values that easily cross into the 300k+ territory.

Harvester Explained

Why Harvester?

This thing cost me my left kidney, so I'm using it. Jokes aside, Harvester: Supercharged has an excellent 0 SP skill that will apply two stacks corresponding to your chosen element. With just one Dual Strike, you can trigger any of the elemental apex modifiers, those being Explosion, E.M.P., Hunter's Mark, Shatter, and Backstab.


Elements

Harvester: Supercharged has five different versions, corresponding to the five non-physical elements of fire, electric, earth, water, and air. Out of these five, only fire and electric have the ability to trigger their elemental apex modifiers without needing a set, Explosion and E.M.P. respectively. After extensive testing between fire and electric, we conclude that electric is the de facto pick due to a few reasons. E.M.P. hits multiple targets, whereas Explosion hits only one enemy. This allows us to not only transfer elemental apex modifier damage across multiple targets, but also produce more hits that increase the trigger frequency of our pet.

Special Modifier

Harvester: Supercharged features a rare modifier that allows the user to use skills for free. Harvester: Supercharged gives the user an inherent 35% chance to trigger this modifier at the beginning of their turn, or can be forcefully triggered twice with Harvester's two 4 SP skills. Free skills retain all properties of their SP skill counterparts except for SP cost and auto weights (which are different values). This means that mechanics relating to SP skills interact with free skills, including Purification and gear that grants bonus damage to SP skills. Notably, free skills can Dual and Quad Strike, and you can potentially have an infinite chain of skills as long as you keep getting one of the 4 SP skills.
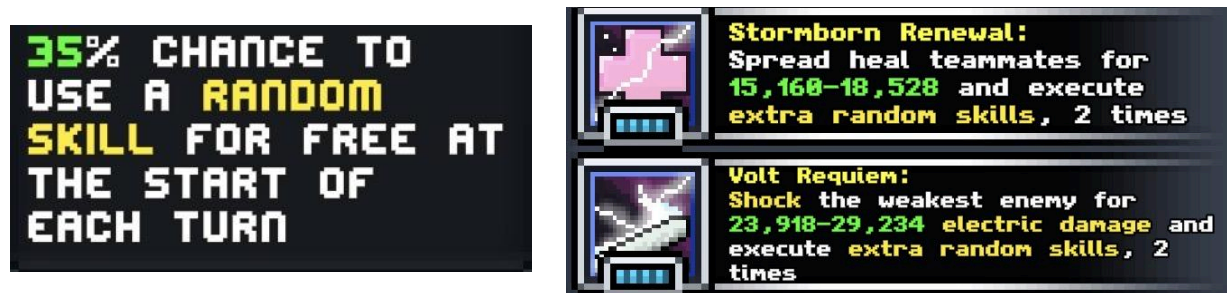
Counters Explained

This section will explain certain mechanics that can or can potentially counter this build.

Barrier

Barrier is described as: "Gives an X% chance to end the attacker's corresponding skill proc chain within their entire turn sequence whenever you get hit. Multi-hit skills, and any effects such as 'when you hit' and Dual/Quad strikes associated with the specific chain that is stopped will not continue or proc. Barrier can trigger off of any hit you receive, and can end a specific chain at any point in its lifetime" (Knight, 2025, Para. 2).

ELI5: View hits as a tree. Your first hit is the tree trunk, and it will branch out to multiple different branches. View Barrier as a saw. You can cut off different parts of the tree. If you cut at the trunk, the whole tree with all the branches fall and are no more.

With this definition in mind, Barrier can't guarantee our Harvester build won't evaporate you. However, if you have enough trigger frequency to reliably trigger Barrier on the first hit, you can delay your death long enough for your own DPS or Soul of Escarium to clean up the enemy team. This is not foolproof however, as I commonly took down barrier familiars such as Kimusaba, Bleeximum, and Googie Moogienz with ease.

Cleanse

If you can reliably trigger Cleanse, you can prevent elemental apex modifiers altogether. This cuts down Harvester's damage output significantly, but you will need to pair it with Barrier to decrease the trigger frequency of Zordig, who can still vaporize you in one hit.

Be Faster

Simply be faster by using your own DPS build. Ancient self-hit DPS with Shield of Escarium is your best choice here because you don't need a high power spread in order to make it effective. For safe measures, apply stall tactics like Freeze to delay Harvester even further.

_____

Build Guide

Ember

BillyIdol

DISCLAIMER: This is not a definitive build guide meant to be copied one to one. It is instead a summation of theorycrafting findings resulting in a desired outcome. You are recommended to modulate your build to your own liking.

Runes

Berthro (Gain damage while above 75% Health) **Meta**

4 Uriz (Accuracy) **Major**   4 Tol (Empower) **Major**

Boli or Filbur **Relic**   Mull, Bonik, or Dralvik **Relic**

Othale, Thork, or Mayu **Artifact**

Enchants

3 Fervent (DS), 3 Dauntless (Accuracy)   3 Fervent (DS), 3 Generous (Empower)

Mount

Dracus (+5% Empower)   Spirit (+5% Speed)

Modifiers

38.5% Accuracy   29% (+15%) Accuracy
7.5% Dual Strike   27.5% Dual Strike
11% Empower   23.5% (+15%) Empower
40% Critical Chance   10% (+15%) Critical Chance
70% Critical Damage   50% (+15%) Critical Damage

100 Ticket PVP Test

To determine a general win rate for the build, I decided on a sample size of 100 PVP matches. The rules I used are as follows:
- Must be a Witchum at or near the Evade cap, or a well-built Ancient Tank variant
- Must play all matches on Auto
- Must choose highest ts opponent with required build

I ended the test with a win rate of 92/100
- 72 Witchum tanks / 28 Ancient Tank variants
- Enemy ts ranged from ~80k to ~105k against my ~93k ts (~37k power with 1-0-1 distribution)
- In a 3v3, enemy team makeup was a mix of tank/tank, tank/bait, bait/dps, and dps/dps
- Most common familiars I saw were Teithyus, Lerky, Penguita, and Glarzdos

A notable observation I made early into the test was that my chances of winning were guaranteed if any familiar, and not the player enemy, was in front. This is likely because of Clover, which still gives player Evade a huge boost over familiars.

_____

Glossary

*********um - Sacramentum when said in-game. The T20 Ancient.
Chain - A branch of a Sequence. Can create more chains of its own.
DPS - Damage per second. Can also be used synonymously with the Damage Dealer role.
eHP - Effective Hit Points. The total amount of damage a unit can take before dying.
Elemental Apex Modifiers - Group of modifiers that require multiple elemental stacks AKA "Stacking".
Sequence - An attacker's entire attack process, including all hits and heals. Can contain multiple chains.
W2-4TY - W3-4TY's 2 set piece bonus

_____

References

Bond, S [shawnbond]. (2025, November 21). *Bit Heroes Official Discord: Theorycrafting.* Discord. https://discord.com/channels/608309926569181217/644980559608807451/14415601374028146 17

Knight, A [ember]. (2025, December 19). *Bit Heroes Official Discord: Wiki-Discussions.* Discord. https://discord.com/channels/608309926569181217/677261321644802048/14516226591366841 92