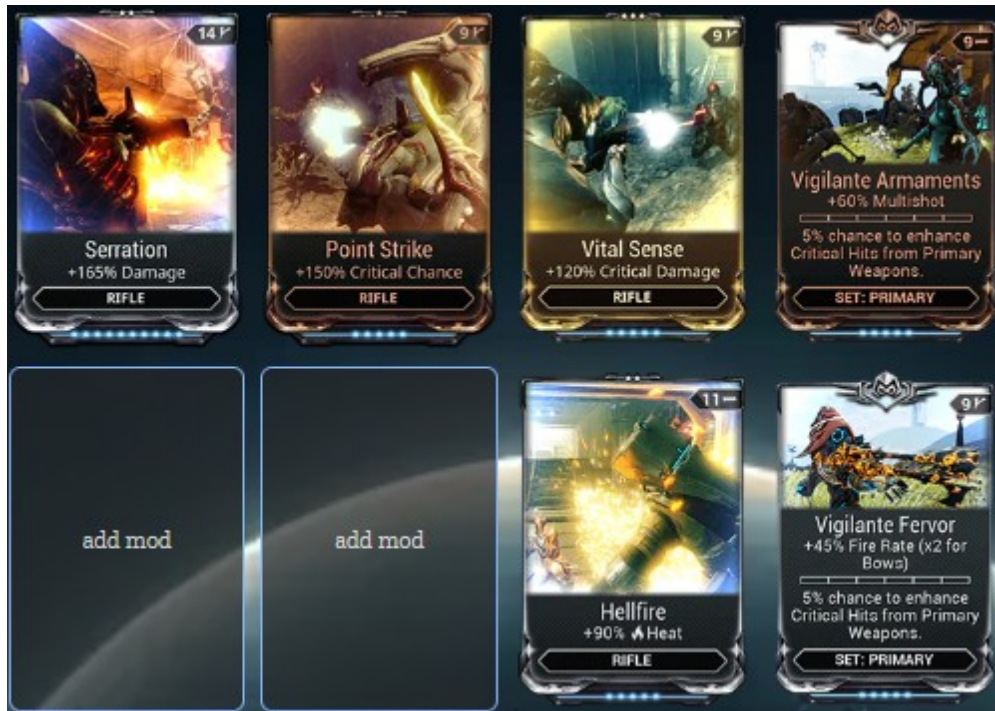


Basic Modding Cheat Sheet

- Mod for **different bonuses** rather than the **same bonuses (multiplicative vs additive stacking)**
 -  Good example: Serration (Base damage), Point Strike (Crit Chance), Vital Sense (Crit Damage)
 -  Bad example: Serration (Base damage) and Heavy Caliber (Base damage)
- **Match mod polarities** for lower capacity costs
 -  Polarity match: 50% reduced capacity cost
 -  Polarity mismatch: 25% increased capacity cost
 -  No Polarity match: No change in capacity cost
-  **Orokin Reactor/Catalyst** doubles Capacity.
-  **Forma** changes a mod slot's Polarity
 - Obtain early game from  Relics in Void Fissure missions
-  **Damage Total** in the Arsenal **does not** include a variety of conditional damage bonuses, so it is not safe to trust that this damage number is accurate.
-  **Status Chance** is split between the damage types of the weapon. Modding for a specific damage type increases the weighting toward that damage type.
-  **Modded IPS** (Impact, Puncture, Slash) only increases the damage of that specific damage type.
 -  **Modded Elemental** increases damage based on the Damage Total.
- **Statuses:**
 -  **Viral** (Cold + Toxin): Damage to Health multiplier
 -  **Corrosive** (Electric + Toxin): Armor strip
 -  **Magnetic** (Cold + Electric): Damage to Shield multiplier
 -  **Heat**: General use DPS, DoT, CC, and Armor strip
 -  **Toxin**: Toxin damage bypasses Shields, but NOT Overguard
 -  **Electric**: AoE DoT and CC, mostly used on Melee further into the game

Early Game Weapon Templates

Primary

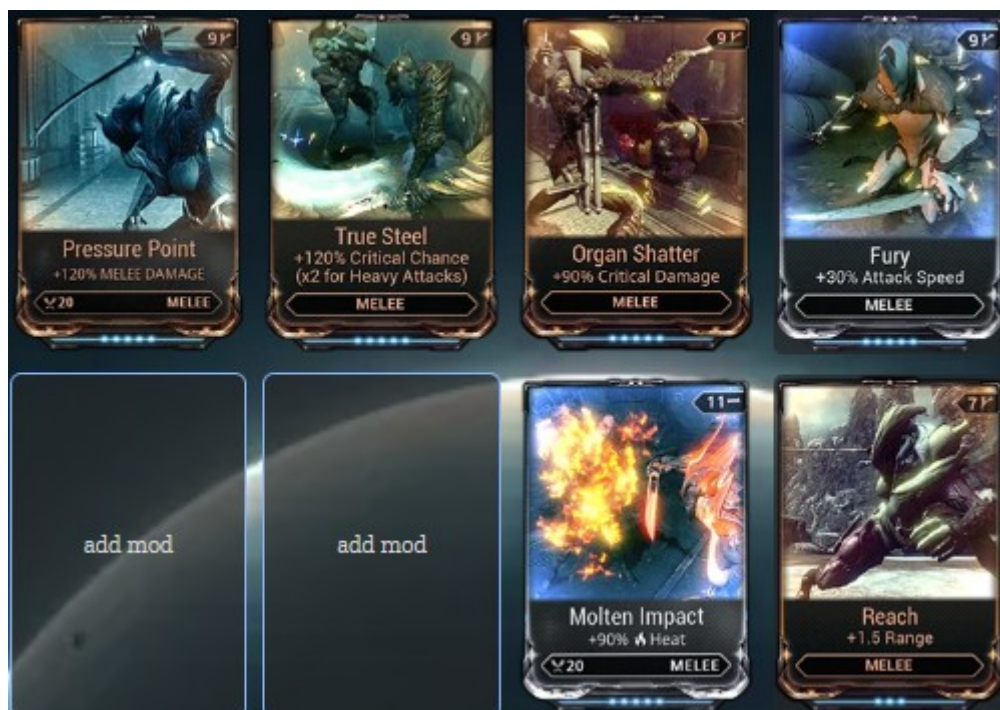


2 Additional slots for you to customize (If you have Viral modded elsewhere, do not mod Viral)

Secondary



2 Additional slots for you to customize (If you have Viral modded elsewhere, do not mod Viral)



2 Additional slots for you to customize (If you have Viral modded elsewhere, do not mod Viral)

*You do not **need** to mod Heat. If you have Heat on a weapon already, feel free to mod a different base Element (Example: Toxin when fighting Corpus, Electric for AoE CC, Corrosive for greater Armor strip, etc.)*