

Statuses Cheat Sheet

Physical Statuses

Impact 

Puncture 

Slash 

Impact 

Staggers enemies
Increases special enemy Mercy Kill threshold

Puncture 

Reduce enemy damage
Your weapons receive up to 25% flat Crit Chance against them

Slash 

Deals 35% Base Damage over Time (DoT)
DoT bypasses Armor

*IPS mods increase that Status's damage only, **not** based on the Damage Total.*

Elemental Status mods add Elemental damage based on the Damage Total

Base Elemental Statuses

Cold 

Electricity 

Heat 

Toxin 

Cold 

Slows enemies
Upon 10 stacks, freezes them
Bonus Crit Damage against enemies, up to 1.0x on Frozen

Electricity 

Deals 50% Electric DoT to initial enemy and enemies within 3 meters
Stuns affected target for 3 seconds

Heat 

Deals 50% Heat DoT over 6 seconds
Target panics for 4 seconds
Gradually strips up to 50% Armor

Toxin 

Deals 50% Toxin DoT over 6 seconds
Toxin Damage bypasses Shields

Combined Elemental Statuses

Blast 

Corrosive 

Gas 

Magnetic 

Radiation 

Viral 

Blast 

Deals 30% Base Damage after 1.5 seconds
At 10 stacks, forced detonate occurs dealing 300% Base Damage per Blast stack to enemies within 5 meters, but not the initial target

Gas 

Deals 50% Base Damage in a cloud for 6 seconds in a 3 meter radius
Subsequent Gas stacks increases cloud radius up to 6 meters total

Radiation 

Enemy attacks closest enemy for 100% additional damage.
Subsequent procs increases this damage up to 550%

Corrosive 

First stack reduces Armor by 26%
10 stacks reduces Armor by 80%

Magnetic 

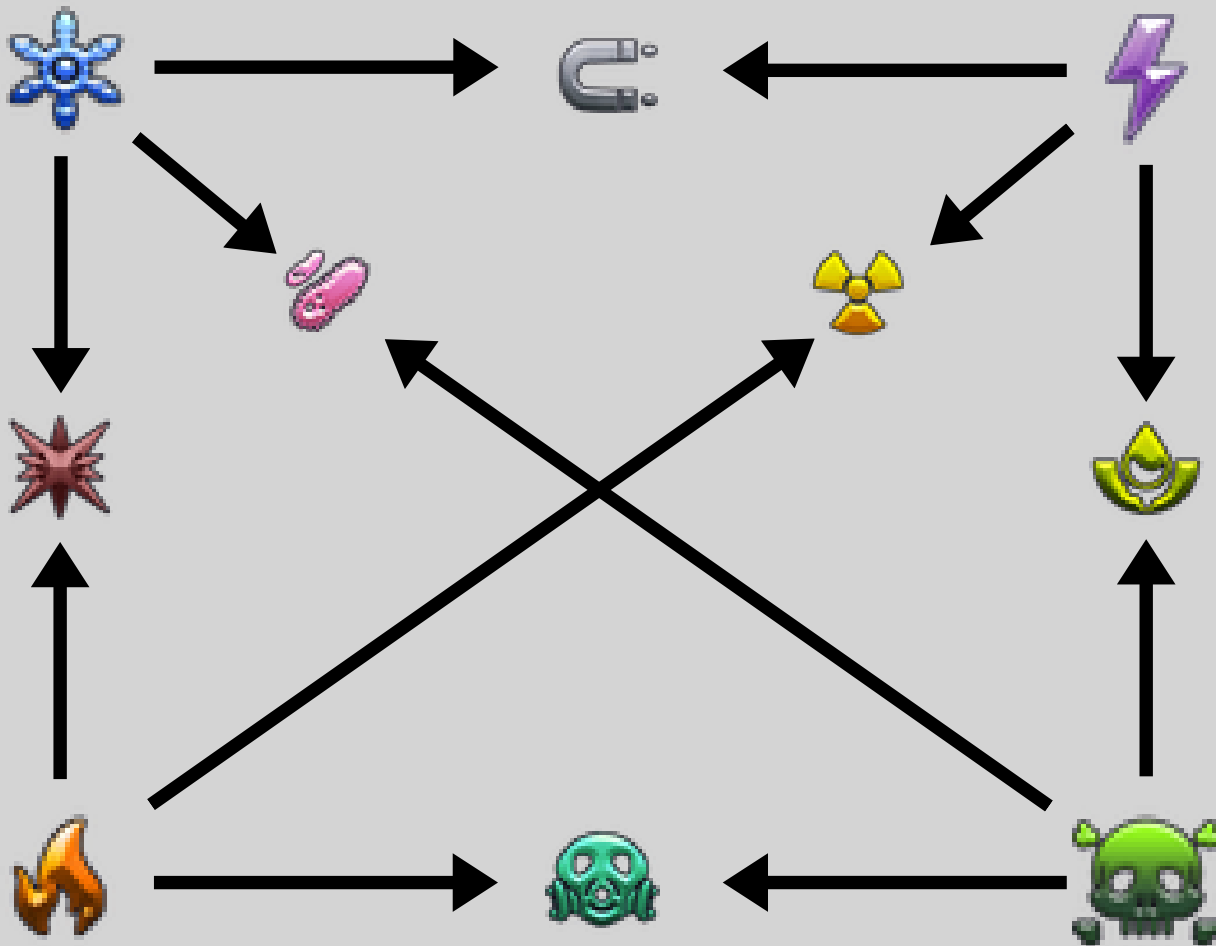
Bufs damage to Shields and Overguard
1st stack is a 100% increase, 10 stacks is a 325% increase
Upon removal of Shields or Overguard, inflicts Electric Status and Damage based on 3% of the maximum Shields or Overguard per stack for a total of 30%

Viral 

Bufs damage to Health
1st stack is a 100% increase, 10 stacks is a 325% increase

Elemental Statuses

Status Combinations



Status Damage (DoT, or Damage over Time)

Slash, Electricity, Heat, Toxin, Gas, and Blast all deal DoT
Only 3 of these have their DoT increased by modding their Status

Electricity  **Heat**  **Toxin** 

Electricity, Heat, and Toxin are the only Statuses that have their DoT increased by modding that Status.

Elementalist mods increase Status Damage (DoT) by 90%



Faction Damage mods are applied twice: 1st on the initial hit, 2nd on the Status Damage

Status Priming

Purposefully applying specific Statuses to debuff enemies, buff your damage, or both

Popular Primer Statuses

Viral 

Buff all of your damage against Health

Magnetic 

Buff all of your damage against Shields

Corrosive 

Strips up to 80% Armor

Cold 

Less popular, but provides hard CC

Best General Use Combo

Heat  + **Viral** 

Heat applies a DoT that causes CC (Crowd Control) and strips Armor. Viral Status buffs your damage to an enemy's Health. This means all damage dealt to Health, which includes the DoT.