

ITEM

WEAPON

PRIMARY

SHOTGUN

TENET ARCA PLASMOR

OTHER TENET ARCA PLASMOR  
BUILDS

## The Gamma Launcher | Tenet Arca Plasmor

by UltimoFive — last updated 2 years ago (Patch 31.6)

16 2 186,520

Custom variant of a Corpus classic. Staggering blasts now ricochet and have greater range at the cost of a slower fire and reload speed. Surviving enemies are consumed with radiation.

COPY



913 VOTES



32 COMMENTS

ITEM RANK

34

1 / 68

OROKIN REACTOR

APPLY CONDITIONALS

KUVA ELEMENT

+60% Toxin



+165.0%

7✓



### The Gamma Launcher | Tenet Arca Plasmor

Tenet Arca Plasmor guide by UltimoFive

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91UPDATE  
31.62  
FORMA  
LONG  
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### Magnetic/Radiation Boom Stick general use s

Tenet Arca Plas

UPDATE 34.0



### BFG Config A: No Riven

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30.95 FORMA  
SHORT  
GUIDE

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OVERFRAME

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New Build

FIRE RATE

1.70

MAGAZINE

10 / 40

MULTISHOT

2.1

NOISE

ALARMING

RELOAD

2.1

RIVEN DISPOSITION

0.55

STATUS / PROJECTILE

34%

TRIGGER

SEMI

DAMAGE / PROJECTILE (X2.1)

RADIATION ( + )

3,121.7

VIRAL ( + )

4,869.9

TOTAL DAMAGE

16,782.4

AVERAGE HIT

52,226.5

BURST DPS

106,362.4

SUSTAINED DPS

106,362.4

+98.7%

9

Critical Deceleration

\*\*\*\*\*

+43.6%

5

Chilling Reload

\*\*\*

+63.4%

9

Hunter Munitions

\*\*\*\*\*

+95.6%

7

Primed Ravage

\*\*\*\*\*

+110.0%

8

Galvanized Hell

\*\*\*\*\*

+82.4%

9

Shotgun Barrage

\*\*\*\*\*

+79.8%

7

Primed Cleanse Grineer

\*\*\*\*\*

Primary Merciless

Tenet Arca Plasmor guide by dotValkyrie

UPDATE 35.0

5 FORMA

MEDIUM GUIDE

BUILDS BY ULTIMOFIVE

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UPDATE 31.6

2 FORMA

LONG GUIDE

VOTE 91

The Grim Impaler | Epitaph - Revisited

Epitaph guide by UltimoFive

UPDATE 31.6

3 FORMA

LONG GUIDE

VOTE 71

https://overframe.gg/build/179655/tenet-arca-plasmor/the-gamma-launcher-tenet-arca-plasmor/

2/10

GUIDE

32 COMMENTS

TENET ARCA PLASMOR BUILDS

BUILD BY ULTIMOFIVE

# The Gamma Launcher | Tenet Arca Plasmor

Hello everyone,

My name is UltimoFive and today we are going over the [Tenet Arca Plasmor], The Gamma Launcher.

Tenet Arca Plasmor Build - The Gamma L...



## Weapon Information

- The [Tenet Arca Plasmor] is the Tenet Version of the [Arca Plasmor] and is obtained by either vanquishing a Sister of Parvos or trading from a player a Sister that they already conquered.
- The [Tenet Arca Plasmor] has a max rank of 40. In order to obtain this level, the player must Forma the weapon at least 5 times. Due to this feature, the player gains a total of 4,000 Mastery Points rather than 3,000. However, the builds in this guide only require 2 Forma.
- The [Tenet Arca Plasmor] excels in Close to Medium Range Combat, dealing with High Leveled enemies of all faction in

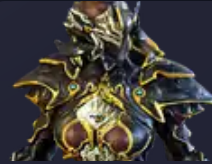
Prime

Mesa Prime  
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31.6

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The  
Glass  
Wielder  
| Gara  
Prime

Gara  
Prime  
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62








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31.7

3  
FORMA

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## Recommendation

With this weapon the player gets an option of having a Bonus Tenet Element, which caps at 60% based of the Progenitor Warframe you choose to spawn the Sister of Parvos.

Element	Progenitor Warframe*
 Impact	<a href="#">Baruuk</a> • <a href="#">Gauss</a> • <a href="#">Grendel</a> • <a href="#">Rhino</a> • <a href="#">Sevagoth</a> • <a href="#">Wukong</a> • <a href="#">Zephyr</a>
 Heat	<a href="#">Chroma</a> • <a href="#">Ember</a> • <a href="#">Inaros</a> • <a href="#">Nezha</a> • <a href="#">Protea</a> • <a href="#">Vauban</a> • <a href="#">Wisp</a>
 Cold	<a href="#">Frost</a> • <a href="#">Gara</a> • <a href="#">Hildryn</a> • <a href="#">Revenant</a> • <a href="#">Titania</a> • <a href="#">Trinity</a>
 Electricity	<a href="#">Banshee</a> • <a href="#">Excalibur</a> • <a href="#">Limbo</a> • <a href="#">Nova</a> • <a href="#">Valkyr</a> • <a href="#">Volt</a>
 Toxin	<a href="#">Atlas</a> • <a href="#">Ivara</a> • <a href="#">Khora</a> • <a href="#">Nekros</a> • <a href="#">Nidus</a> • <a href="#">Oberon</a> • <a href="#">Saryn</a>
 Magnetic	<a href="#">Harrow</a> • <a href="#">Hydroid</a> • <a href="#">Lavos</a> • <a href="#">Mag</a> • <a href="#">Mesa</a> • <a href="#">Xaku</a> • <a href="#">Yareli</a>
 Radiation	<a href="#">Ash</a> • <a href="#">Equinox</a> • <a href="#">Garuda</a> • <a href="#">Loki</a> • <a href="#">Mirage</a> • <a href="#">Nyx</a> • <a href="#">Octavia</a>

My recommended Tenet Element would be:

- **Toxin** - Toxin deals 50% base damage per second over 6 seconds and stacks indefinitely with each instance having its own timer.

## Comparison to the Original Arca Plasmor

The **Tenet Arca Plasmor** had some buffs when compared to the original **Arca Plasmor**. These stats would be:

- Higher Base Damage at 760.0 Vs. 600.0
- Higher Critical Multiplier at 2.0x Vs. 1.6x
- Higher Status Chance at 34% Vs. 28%
- Longer Linear Damage Falloff start and end at 18 meters - 36 meters Vs. 10 meters - 20 meters
- Lower Fire Rate at 1.0 Rps Vs. 1.1 Rps
- Slower Reload Speed at 3 Seconds Vs. 2.8 Seconds

## Advantages Vs. Disadvantages

**Advantages:**



- Very High Status Chance at 34%
- High Base Damage at 760.0

### Disadvantages:

- Slow Reload Speed at 3.0 Seconds
- Has Linear Damage Falloff from 100% to 33.33% at 18 meters to 36 meters
- Slow Fire Rate at 1.0 Rps
- No Headshot Bonus Damage

## Builds

**Corpus:** Total Damage - | Average Hit - | Burst DPS - | Sustained DPS - | Tested up to Level 150

<b>PRIMARY</b>					
Accuracy	9.1				
Critical Chance	66.0%				
Critical Multiplier	4.2x				
Falloff	25.2 - 59.4				
Fire Rate	1.70				
Magazine	10				
Multishot	2.2				
Noise	ALARMING				
Reload	3.0				
Reven Disposition	●○○○○				
Status	84.4%				
Trigger	SEMI				
<b>DAMAGE</b>					
☢ Toxin	5,038.8				
☢ Radiation (★ + ☢)	7,212.4				
Total	26,952.6				



The Elements for the **Tenet Arca Plasmor** against the Corpus will be Radiation/Toxin. Radiation causes enemies to attack each other while dealing 100% additional damage to the allied for 12 seconds. Meanwhile, Toxin deals 50% base damage per second over 6 seconds and stacks indefinitely with each instance having its own timer. The Build's Flex Slot is [\[Contagious Spread\]](#) or [Shotgun Spazz](#) and is perfect. I was actually planning on revisiting the [\[Arca Plasmor\]](#), but when this got announced I was so excited. This weapon completely melts the Corpus away like they were nothing, except for those in the Index due to their heavier Armor. However, they can still be killed rather easily.

**Corrupted & Grineer:** Total Damage - | Average Hit - | Burst DPS - | Sustained DPS - | Tested up to Level 150

<b>PRIMARY</b>					
Accuracy	9.1				
Critical Chance	66.0%				
Critical Multiplier	4.2x				
Falloff	25.2 - 59.4				
Fire Rate	1.70				
Magazine	10				
Multishot	2.2				
Noise	ALARMING				
Reload	2.1				
Reven Disposition	●○○○○				
Status	84.4%				
Trigger	SEMI				
<b>DAMAGE</b>					
☢ Radiation (★ + ☢)	2,014.0				
☢ Viral (★ + ☢)	3,141.8				
Total	11,342.8				



325%. The Build's Flex Slot is **Shotgun Spazz** and is great! I originally wanted to use Radiation/Corrosive, but after testing with [\[Hunter Munitions\]](#) it was kind of bad to go with the other choice. Viral with the Occasional Slash proc turns this Shotgun into an amazing Corrupted and Grineer Killer and is a blast to use.

**Infested:** Total Damage - | Average Hit - | Burst DPS - | Sustained DPS - | Tested up to Level 150



The Element for the **Tenet Arca Plasmor** against the Infested will be Gas. Gas deals 50% base damage per second for 6 seconds in a 3-meter radius and stacks up to 10 times for a total of 6 meters. The Build's Flex Slot is [\[Scattering Inferno\]](#) and is great. This is another one of those instances where I was going to choose a different Element Combination, but after seeing how well Gas worked, I couldn't say no. Seriously...2-4 shots to take out an entire squad is pretty insane!

## Galvanized Builds

With the Release of Galvanized Mods alterations can be made to these builds for those who want to take the weapon further beyond with stacking. All Elements will stay the same for each Faction. However, it will require an Extra Forma. The Two mods to be Replaced would be [\[Galvanized Hell\]](#) in order to help stack Multishot and increase overall Damage and [\[Galvanized Acceleration\]](#) in order to really extend Projectile Speed and make it so Damage Falloff is farther.

## Recommended Alternative Mods

- **Ravage** - In place of **Primed Ravage** if you don't have it.
- **Point Blank** - In place of **Primed Point Blank** if you don't have it.

- **Frigid Blast** or **(Primed) Chilling Grasp** - In place of **Chilling Reload** if you are okay with the Slower Reload Speed and want more Status Chance instead or more Viral Damage.
- **Shrapnel Shot** - In place of the **Build's Cleanse Mod** if you don't like using Faction Mods.
- **Seeking Fury** or **Seeking Force** - In place of the **Build's Flex Slot** if you want Punch Through, which can assist in killing off Larger Crowds.

## Synergy with Tenet Arca Plasmor

There are several ways to enhance Critical Stats and Damage for this weapon:

### Damage:

- **Rhino's Roar** adds bonus damage.
- **[Nova]'s Molecular Prime** makes all sources of damage increase by 100% against primed enemies, on top of that they will detonate upon death dealing blast damage.
- **Mirage's Eclipse** mixed with her **Hall of Mirrors** adds a massive damage bonus during the day or in light.
- **Saryn's Toxic Lash** mixed with her **Spores** abilities.
- **Equinox's Rest & Rage** in Day Form makes targets more vulnerable to Damage.
- **Wisp's Haste Reservoir** bolsters fire rate, in turn increasing DPS.
- **Chroma's Vex Armor** when Health gets damaged increases Weapon Damage.

### Critical Stats:

- **Harrow's Covenant** can add up to 50% Critical Chance and 200% on headshots.

- **Zephyr's Passive** increases Critical Chance by 150% while airborne.
- **Adarza Kavut** with **Cat's Eye** can give a 60% Critical Chance boost.
- **Smeeta Kavut** with **Charm** can give a 200% Crit Chance.

## Arcane Synergy

- **Arcane Rage** - Upon getting Headshot, 15% chance for 180% Damage to Primary Weapons for 24 seconds.
- **Arcane Avenger** - Upon being damaged, 21% chance for 45% Critical Chance for 12 seconds.
- **Arcane Primary Charger** - On Melee Kill, 30% chance for 300% damage to Primary Weapons for 12 seconds.
- **Arcane Arachne** - On Wall Latch, 150% Damage for 30 seconds.

### Primary Arcane

- **Primary Merciless** - On Kill 30% Damage for 4 seconds, which stacks up to 12 times and comes with 30% Reload Speed and 100% Max Ammo. This Arcane I would say is more beneficial to the [\[Tenet Arca Plasmor\]](#) due to its Slow Reload Speed and Low Ammo Capacity. However, alternatively if one doesn't want to use this Arcane, than use **Primary Deadhead** and just be aware that Headshots are a bit hard sometimes with this Shotgun.

## Riven Synergy

When you get your hands on a Riven for this weapon the Flex Slot to replace will be what was previously discussed before. This can require 1 more Forma and in order to maximize Damage output with **Tenet Arca Plasmor**, one will need to get lucky and get some nice stats. These stats would be:

- **Ideal Stats** - The Ideal Stats would be; Damage, Critical Chance, Critical Damage, and Negative Weapon Recoil.



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If you guys enjoyed and liked the build make sure to give it a ★ to help out! To help out even more, why not check out my channel where I not only make guides and builds, but also stream games, make Playthroughs, and more!

Link for my Channel →

<https://www.youtube.com/c/UltimoFive>

See you guys on the next guide!

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