

OVERFRAME

Top BuildsTier ListPlayer SyncNew Build

ITEMWEAPONPRIMARYASSAULT RIFLEUNIQUETORID

OTHER TORID BUILDS



Torid
INCARNON |
Corrosive Blast
and Variants

by ninjase — last updated 2
months ago (Patch 36.0)

4 4 75,960

Torid lobs a toxic payload.

COPY

993 VOTES

44 COMMENTS

ITEM RANK30

0 / 60

OROKIN REACTOR

APPLY CONDITIONALS

FIRE MODEPRIMARY

ACCURACY100.0

CRITICAL CHANCE45%

CRITICAL MULTIPLIER4.4x

FIRE RATE2.55

MAGAZINE5 / 60

+0.9%

Vigilante Supplies

5

+80.0%

Galvanized Chamber

8



Torid
INCARNON |
Corrosive
Blast and
Variants

Torid guide
by ninjase

UPDATE36.0

4 FORMA

LONG
GUIDE



Actually
Good
Incarnon
Build

Torid
guide by
Malurth

VOTE12

UPDATE36.1

5
FORMA

LONG
GUIDE



Saryn's
Arsenal
| Blast
Tox Torid

Torid
guide by
ninjase

VOTE97

UPDATE36.1

6
FORMA

SHORT
GUIDE



Anti Murmur
INCARNON f
Whispers/Ne

OVERFRAME

Top Builds

Tier List

Player Sync

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RIVEN DISPOSITION

1.30

STATUS / PROJECTILE

64.4%

TRIGGER

SEMI

DAMAGE / PROJECTILE (X1.8)

BLAST (+)

158.1

CORROSIVE (+)

210.8

DAMAGE OVER TIME

BLAST (+)

632.4

CORROSIVE (+)

843.2

TOTAL DAMAGE

3,320.1

AVERAGE HIT

8,474.6

BURST DPS

21,612.8

SUSTAINED DPS

11,575.6

Vital Sense

+58.7%

Critical Delay

+55.0%

Primed Bane of Orokin

+27.3%

Thermite Rounds

+27.3%

Rime Rounds

+27.3%

High Voltage

+36.2%

Vile Acceleration

Primary Merciless

SHORT GUIDE

BUILDS BY NINJASE

The Devouring Void | Raw Non-crit Laetum (One-shot Steel Path)

Laetum guide by ninjase

UPDATE 36.0

5 FORMA

LONG GUIDE

The Lich King Revenant | General Use/Endurance Steel Path | Mesmer Tank and One-shot Reave

Revenant Prime guide by ninjase

UPDATE 36.0

5 FORMA

LONG GUIDE

Thunderdome Khora | Steel Path Endurance Survival and Looting

GUIDE

44 COMMENTS

TORID BUILDS

BUILDS BY NINJASE

https://overframe.gg/build/472389/torid/torid-incarnon-corrosive-blast-and-variants/

2/6

Blast and Variants

Torid Incarnon turns into a chaining beam with a small 2-3meter AOE at site of impact that creates chains.

UPDATE JUNE 2024: With Status changes, Blast now applies 5m AOE and Corrosive allows armor strip and has bonus against grineer. If you have external armor strip, swap [High Voltage] out for either [Rifle Elementalist], [Serration], [Primed Firestorm] or [Hammer Shot].

Quick Video demonstration of [Torid] gameplay in Simulacrum and Levelcap Cascade for clearing trash enemies:

Torid Incarnon | Corrosive Blast Levelcap...



EVOLUTION GUIDE

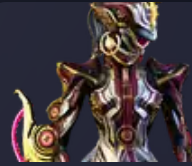
Evolution II: Final Fusillade gives +51 damage. The last shot bonus doesn't apply to incarnon mode. The other option Plentiful Mayhem only gives +31 dmg and consumes all your ammo rapidly.

Evolution III: Pick any, but i prefer Swift Deliverance +50% projectile velocity to allow you to hit targets easier for charging of the incarnon form

Evolution IV: Survivor's Edge - increases both CC and SC. This benefits natural status based builds such as blast or toxin. This is approximately 10% better than Commodore's Fortune.

3 FORMA

LONG GUIDE



Octavia
General
Use |
AFK
Steel
Path

Octavia
Prime
guide by
ninjase

VOT
14UPDATE
36.03
FORMALONG
GUIDE

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Galv Chamber: Mandatory multishot

Crit Delay: Mandatory CC. Flexible for [\[Galvanized Scope\]](#) if you are okay with getting headshots.

[\[Vital Sense\]](#): Mandatory CD.

Primed Bane: multiplicative to +dmg, double dips status damage for 2.4x. If you don't like faction mods you can swap this for one of the flexible options below.

Vile accel: Boosts fire rate. Flexible for other fire rate mods. If you can offload this to [\[Reinforced Bond\]](#), Arcane Acceleration or frame buffs, swap this for [\[Rifle Elementalist\]](#) or a flexible option below.

Primary Merciless: Gives +360% base damage and can proc on slash DoT kills.

Primary Deadhead: Optional, stacks last longer and you get a headshot bonus, but requires you to jump and aim at heads to trigger, which can be tricky. This is also nearly impossible on certain enemies such as murmur.

Flexible options

1. Rifle Elementalist - 1.9x multiplier to the blast status damage, try to fit this in over vile acceleration if you have external fire rate. Can slot over Bane if you dont like faction mods.
2. Primed Firestorm - increases the AOE at the end of the primary beam, which potentially increases how many total enemies can be hit (by approximately 1.5 to 2x).
3. Serration/Amalgam Serration - additive to Primary Merciless but useful when at 0 stacks of merciless i.e. during periods of low enemy spawn
4. Hammer Shot- more crit dmg and status chance
5. Bladed Rounds - more crit dmg but needs aim down sight

Note: Currently Galvanized Aptitude only applies to the base damage before Final Fusillade/Plentiful Mayhem, meaning it only has a 50% ish effect, and is additive. It also doesnt work on the AOE components of both incarnoff and incarnon. Do NOT USE [\[Galvanized Aptitude\]](#).

RIVEN

Positives: MS, CD, CC, FR, DMG

Slot over Vile accel if roll FR

Slot over Crit Delay if roll CC only

Slot over [\[Vital Sense\]](#) if roll CD only

VARIANTS

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to make either Viral heat or Viral HM.

Blast Tox: Use this against enemies without armor or if using armor strip from another source. You can drop [\[High Voltage\]](#) for [\[Rifle Elementalist\]](#) or another flexible option.

Pure Toxin: This gives theoretically the highest single target DPS but only in very specific circumstances (i.e. with external armor strip and secondary encumber priming) see: <https://overframe.gg/build/492817/torid/pure-tox-torid-incarnon/>. This works best with frames like [\[Saryn\]](#) or something running Expedite Suffering to trigger all toxin DoTs at once to basically 'oneshot' an strong enemy.

For Murmur/Whispers update:

<https://overframe.gg/build/572414/>

For Gargoyle's Cry even against Fragmented:

<https://overframe.gg/build/572820/>

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WildRiftFire.com

DOTAFire.com

CounterStats.net

RuneterraFire.com

ArtifactFire.com

HeroesFire.com

VaingloryFire.com

MMORPG.com

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