OVERFRAME ◈

Top Builds   **Tier List**   **Player Sync**   **New Build**

ITEM ⟩ WEAPON ⟩ PRIMARY ⟩ ASSAULT RIFLE ⟩ TENET TETRA

OTHER TENET TETRA BUILDS

AOE Tetra Perfected | Pure Electric | K5F 2024

by Depravety — last updated 14 days ago (Patch 36.1)

◈ 16   🎖 4   ⬤ 146,840

Parvosian upgrade of the classic Tetra. Slower fire rate but with a larger magazine. Can now alt-fire entire clip as a large burst radius grenade launcher.

👍 **38 VOTES**   💬 **4 COMMENTS**

COPY   👎   👍

ITEM RANK	40
5 / 80	
OROKIN REACTOR	
APPLY CONDITIONALS	
FIRE MODE	AUTO
KUVA ELEMENT	

Kinetic Ricochet
9 ▬
★★★★★
+58.0%   8 ⌐

| ONESHOT STEEL-PATH BUILD | Firestorm | Viral - Hunter Munitions |

Tenet Tetra guide by Cow0075

VOT 18

UPDATE 30.5
5 FORMA
SHORT GUIDE

The Energizer | Tenet Tetra

Tenet Tetra guide by UltimoFive

VOTE 44

UPDATE 31.1
4 FORMA
LONG GUIDE

AOE Tetra Perfected | Pure Electric | K5F 2024

Tenet Tetra guide by

VOTE 38

OVERFRAME

Top Builds   **Tier List**   **Player Sync**   **New Build**

ACCURACY	18.2
CRITICAL CHANCE	84%
CRITICAL MULTIPLIER	4.8x
FIRE RATE	6.75
MAGAZINE	80 / 480
MULTISHOT	1.8
NOISE	ALARMING
PUNCH THROUGH	2.8
RELOAD	2.2
RIVEN DISPOSITION	1.20
STATUS / PROJECTILE	72%
TRIGGER	AUTO

DAMAGE / PROJECTILE (X1.8)

➘ IMPACT	20.5
⤵ PUNCTURE	52.1
➘ SLASH	20.5
⚡ ELECTRICITY	145.1
TOTAL DAMAGE	428.6
AVERAGE HIT	1,810.9
BURST DPS	12,225.3
SUSTAINED DPS	10,311.0

+80.0%   ⟨8 ⤴

Galvanized Chamber

✦✦✦✦✦✦✦✦✦

⟨12 ⤵

Galvanized Aptitude

✦✦✦✦✦✦✦✦✦

+55.0%   ⟨7 ⤴

Primed Bane of Grineer

✦✦✦✦✦✦✦✦✦✦

⟨9 ⤵

Rifle Elementalist

✦✦✦✦✦

+110.4%   ⟨9 ⤴

Vital Sense

✦✦✦✦✦

+81.5%   ⟨9 ▬

Critical Delay

✦✦✦✦✦

+60.0%   ⟨4 ⤴

High Voltage

✦✦✦

Primary Deadhead

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4 FORMA

LONG GUIDE

Tenet Parvosian Tetra

Tenet Tetra guide by THeMooN85

VO **3**

UPDATE 31.0

5 FORMA

MEDIUM GUIDE

BUILDS BY DEPRAVETY

Cedo Perfected | K5F 2024

Cedo guide by Depravety

VOTE **89**

UPDATE 36.1

5 FORMA

SHORT GUIDE

Acceltra Perfected-Again | 2024 K5F

Acceltra Prime guide by Depravety

VO **7**

UPDATE 36.1

5 FORMA

LONG GUIDE

OVERFRAME ◉

Top Builds   **Tier List**   **Player Sync**   **New Build**

AOE Tetra Perfected | Pure Electric | K5F 2024

This is the [Tetra] perfected.

Electricity for massive crowd control and triple dipping ricochets.
|

Note: This is NOT the greatest of all builds, it is designed for high KPM **grouping setups**

For additional Variants, see below;

Viral-Slash - By MaliciouslyCryptic

—

Why do we use?

Update:

Now includes [Rifle Elementalist] for higher Electric Focused DPS and PT.

Bane can be swapped for Stormbringer if priming, or can be swapped alongside elementalist for viral 60/60.
|
If swapping for viral, also swap electric 60 for electric 90 for weight

Be sure to bring some source of external viral (*as in any companion in the game at this point*), a specter, nourish, a primer, etc.

[Point Strike] has been traded for crit delay since puncture was buffed, giving us a final cc of **109%** at 5 stacks with crit delay

Unlike Staltha / Aeolak, G-Shot is ADDITIVE to base damage and *not* multiplicative, even so it is still useful here.

Electric + Deadhead

DPS Setup | w/ Variants | JS 2024

Akarius Prime guide by Depravety

VOTE **66**

UPDATE 36.1
6 FORMA
MEDIUM GUIDE

AOE Tetra Perfected | Pure Electric | K5F 2024

Tenet Tetra guide by Depravety

VOTE **38**

UPDATE 36.1
4 FORMA
LONG GUIDE

functionally spread not only its damage but its status effect to additional enemies, electric must inherit its own set of 'enemy body part multipliers'. We can abuse this with anything that alters said multipliers, (such as the 30% headshot bonus from Deadhead), in which electric will apply the given bonus to itself a second time

PT interactions with [Kinetic Ricochet]

When punch through is added alongside Kinetic Ricochet, this can cause what appears to be bugged reactions; after testing i have found an explanation for this.

- Punch Through is prioritized over ricochet when a scan line detects an enemy body part, so if we shoot a line of enemies, bullets will punch through them until it 'runs out' of punch through distance, after which bullets will ricochet 6x as normal.

- [Kinetic Ricochet] is prioritized when weapon performs a scan line that detects **terrain** and will bounce off said surface as normal.

However, what is unusual is that a scan line does not end the moment it detects something...

- In my developer headcannon, this is because the [Tetra] is using the same path scanning method that 'hit scan' weapons use, even though the [Tetra] is a projectile. (perhaps the devs didnt want to program an entire new function just for one or few weapons). Because [Tetra] is a projectile with travel time, the game cannot immediately scan what is directly in front of it like traditional hit scan or obviously you would get '[Ghost] rounds', so instead it must continually scan the total area in front of the projectile for its entire travel duration.

- Why does this matter? The weird interactions begin when an enemy is positioned **behind** terrain. Because of the nature of priority that we discussed; if a scan line at **any** point detects an enemy body part, alive or dead, behind a wall then punch through will immediately take priority and the projectile will pass through the wall in an attempt to hit the enemy on the other side instead of ricocheting as it should. Even if the surface that the projectile is trying to punch through is *greater* than 2.1 meters, the projectile will

for this reason, punch through is still useful for grouping or hallways, however, if these odd interations bother you, just use vile accel instead.

Should you choose: Tenet Tetra vs Stahlta vs Aeolak

Tetra has additive co, while staltha / [Aeolak] have multiplicative co

[Tetra] has the best crit stats with [Aeolak] following close behind

[Tetra] has the lowest fire rate at 5 < 6

[Tetra] has by far the best ammo economy with double the [Mag] size of both competitors and the highest reserves.

[Tetra] has the best status thanks to its 60% progen, with [Aeolak] following behind, while [Aeolak] does have innate rad and 3% higher sc its weight is almost non existent.

[Tetra] has by far the best damage per shot and dps

[Aeolak] is the only hitscan

Both [Aeolak] and [Stahlta] have innate punch through

Tetra has Kinetic ricochet which can help clear corridors and large rooms

—

Alt fire:

Tetra- 8m aoe blast damage with a -60% falloff, consumes entire mag so it is very unsustainable and has a very long downtime

Stahlta- 7.2m aoe with a 0.4s imbed delay, costs 20 ammo to charge and a 1.6 second charge up time, and suffers from a -70% dmg falloff
Alt fire explosion deals rad damage

Aeolak- smallest radius at only 7m, but only costs 10 ammo to charge and only has a -50% falloff. Only has a 0.3s charge time and has a 1.5 fire rate, so it can reliably be spammed
Deals blast damage like [Tetra],

—

Overall:

Primary fire: [Tetra] > [Aeolak] > [Stahlta]

[Tetra] destroys the competition here, having the highest total dps by a huge margin, ricochet projectiles and double the mag size, while also requiring almost 0 investment like all tenet weapons compared to the others.

- Even considering multiplicative co, tetra still holds the dps lead when considering internal stats only non outside primed

Aeolak has the dis/advantage of being the only hitscan, which is overall more reliable but less synergistic, however, it earns second place because it is literally the power creeping version of the [Stahlta]. Higher damage per shot, higher crit chance, crit damage, and status chance, more ammo reserves, innate rad on primary fire while also sharing stahlta's innate punch through.

Stahlta- nothing really to say here other than this weapon has started to show its age, but its still a solid choice

—

Just the Alt fire: [Aeolak] > [Stahlta] > [Tetra]

[Aeolak] takes the top spot because it has notably less falloff, very little charge time and is extremely conservative. Aeolaks alt fire can easily be spammed without much delay and has a high status chance so it can also double as an aoe primer, just don't expect any of these to nuke..

[Stahlta] alt may have the most damage but its just too slow and doesn't give enough results in an incarnon era, s tier sound quality tho..

Tetra- lmao do not

OVERFRAME

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⋀ MAGIC FIND

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