

ITEM WEAPON PRIMARY SHOTGUN CODA BASSOCYST

OTHER CODA BASSOCYST BUILDS



Apothicon Servant | Deadhead Electric v1.2.7

by Ntrophly — last updated 4 months ago (Patch 40.0)

17 4 216,590

Amplify shockwaves of devastating sound with this Technocyte virus infested shotgun that hungers for blood, and desires nothing more than to feed upon its enemies. Alternative fire at enemies not vulnerable to Mercy Kills to swarm them with infested mites, while firing at vulnerable ones will perform a ranged execution.

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535 VOTES 12 COMMENTS

ITEM RANK 40

12 / 80

OROKIN REACTOR

APPLY CONDITIONALS

KUVA ELEMENT

+60% Electricity

ACCURACY 100.0

CRITICAL CHANCE 54%

CRITICAL DAMAGE 4.6x

FIRE RATE 1.98

MAGAZINE 24 / 96

MULTISHOT 2.1

NOISE ALARMING

RELOAD 2.5

RIVEN DISPOSITION 0.60

STATUS / PROJECTILE 96%

TRIGGER SEMI

DAMAGE / PROJECTILE (X2.1)

RADIATION (+) 19.0

ELECTRICITY 2,617.9

BLAST (+) 789.0

VIRAL (+) 2,908.8

TOTAL DAMAGE 13,302.9

AVERAGE HIT 39,307.3

BURST DPS 77,968.6

SUSTAINED DPS 64,617.3

Galvanized Acceleration

+110.0% Galvanized Hell

Galvanized Savvy

+63.3% Critical Deceleration

+79.3% Primed Ravage

+93.2% Shotgun Barrage

+14.0%

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Easy 450k DPS + + Corrosive Coda Bassocyst guide by kleon04 UPDATE 38.5 5 FORMA SHORT GUIDE

BUILDS BY NTROPHY

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GUIDE

12 COMMENTS

CODA BASSOCYST BUILDS

BUILDS BY NTROPHY

Apothicon Servant | Deadhead Electric v1.2.7

Revision Log:

- v 1.X.X >> Build identity changes and complete build overhaul
- v X.1.X >> Central idea stays; only mod order changes or major guide rework
- v X.X.1 >> No change in setup; minor guide edits only

Why do we use?

Bassocyst Passive:

"Has a unique buff lasting 20 seconds when a mercy kill is completed, granting 100% damage additive to mods such as [Serration] and 100% additional multishot. This buff can be triggered with either the [Coda Bassocyst]'s alternate fire execution, or doing a normal mercy kill without switching to it."

From Wiki

Crit Delay + Primed Ravage – In a vacuum, a crit Bassocyst can slightly surpass a pure status Bassocyst in damage on single target headshots / weakpoints. This build can be useful if you don't like setting up or grouping and just want something that works.

A crit bassocyst may also perform marginally better in certain murmur / 1999 situations against enemies with increased weakpoint crit spots

Shotgun Barrage – Default fire rate, can be traded for Faction / Elementalist if applied externally.

G Savvy – Bassocyst has MultiCO, a must slot.

ELECTRIC PROGEN

Why Electric?

Electric is aoe damage, this works extraordinarily well with Bass because of its plasma wave. This projectile has a large hitbox and infinite body punch through, so for every enemy we hit with electric damage, our electric dots will each create a separate damaging radius for some fun overlapping aoe dots against crowds

Electric also activates on contact, electric says instant upfront aoe damage at the same time as our projectile compared to other dot's that need a full second to activate and deal damage.

Electric + Deadhead?

Deadhead – is necessary base damage for CO to multiply, it also means less recoil and better headshots.

- *Unique among the 'Plasmor' family, the Bassocyst has a non-reverted 3x headshot multiplier*

Electric has some unique interactions with Deahead: 'Tesla Chain' (*dot*) can headshot by itself separate from initial hit and activate headshot conditions /per tick. Telsa Chain is aoe damage per tick and considered its own damage instance, therefore it will also apply headshot bonuses from Deadhead to itself a second time (*or squared*).

Below is what *Electric Headshots^2* looks like for damage;

$3 \cdot (1 + 0.3)$	= 3.9	
Typical Headshot Multiplier + Deadhead =	<input type="text" value="3.9"/>	
$(3 \cdot (1 + 0.3)) \cdot (1 \cdot (1 + 0.3))$	= 5.07	
Electric Headshot Multiplier + Deadhead x2 =	<input type="text" value="5.07"/>	
$(3 \cdot (1 + 0.3)) \cdot (1 \cdot (1 + 0.3))$	= 5.07	
Gas Headshot Multiplier + Deadhead x2 =	<input type="text" value="5.07"/>	

As shown, when electric counts deadhead twice, it will benefit *effectively* 2.3x or 130% more from deadhead's headshot bonus compared to normal headshots that only apply it once.

Additional

1. For absolute min-maxing, consider a pure status Bassocyst for better theoretical performance than a crit Bassocyst, but requires more work:

[Pure Status Bassocyst](#) | [Electric + Crux / Cannonade](#) | [CODA](#)

2. Pure Status + Crux is also an option and can still work relatively well:

[Coda Bassocyst Perfected](#) | [Blast + Radiation + Magnetic + Viral + Electricity/Heat](#) | [Status - by HairlessPersian](#)

3. Optional RAW damage: [Corrosive Cold Bassocyst - by McCloud](#)

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