

ITEM WEAPON PRIMARY ASSAULT RIFLE UNIQUE TORID

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Torid INCARNON | Corrosive Blast and Variants

COPY



by ninjase — last updated 4 months ago

4 5 0

Torid lobs a toxic payload.

2515 VOTES 73 COMMENTS

ITEM RANK 30

60 / 60

OROKIN REACTOR

APPLY CONDITIONALS

FIRE MODE PRIMARY

ACCURACY 100.0

CRITICAL CHANCE 15%

CRITICAL DAMAGE 2.0x

FIRE RATE 1.50

MAGAZINE 5 / 60

NOISE ALARMING

RELOAD 1.7

RIVEN DISPOSITION 1.30

STATUS CHANCE 23%

TRIGGER SEMI

DAMAGE

TOXIN 100.0

DAMAGE OVER TIME

TOXIN 400.0

TOTAL DAMAGE 500.0

AVERAGE HIT 575.0

BURST DPS 862.5

SUSTAINED DPS 571.2



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GUIDE

73 COMMENTS

TORID BUILDS

BUILDS BY NINJASE

Torid INCARNON | Corrosive 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 Elemental], [Serration], [Primed Firestorm] or [Hammer Shot].

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

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.

MOD BREAKDOWN

Serration/Amalgam Serration - gives additive damage to Primary Merciless but very useful when at 0 stacks of merciless i.e. during periods of low enemy spawn or between rotations so you don't constantly drop to 0 +damage. Amalgam variant is optional as it gives mobility quality of life.

Galv Chamber: Mandatory multishot

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

[Vital Sense]: Mandatory CD.

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 a flexible option below.

Elements: See ELEMENTAL VARIANTS below

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

Why not Galvanized Aptitude?

Currently Galvanized Aptitude only applies to the base damage before the

both incarnoff and incarnon modes. Do NOT USE [Galvanized Aptitude].

Flexible options

- 1. Primed Bane: multiplicative to +dmg, double dips status damage for 2.4x. You need to swap this depending on the mission, and note some factions like Scaldra and Techrot do not currently have faction mods.
- 2. Rifle Elementalist - 1.9x multiplier to the blast status damage.
- 3. 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)
- 4. Hammer Shot - more crit dmg and status chance
- 5. Magnetic Capacity - magnetic status significantly boosts damage against overguard (e.g. thrax and eximus).

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

ELEMENTAL VARIANTS

Blast Corrosive: Best for trash clearing against armored enemies (e.g. grineer/corrupted). Use [Primed Cryo Rounds] for raw damage, blast status has a 5m AOE at 10 stacks or on death which accelerates trash clearance while [High Voltage] forms corrosive with innate toxin which allows you to strip some armor to boost damage against armored enemies. If you have external electric e.g. from a violet shard, you could drop [High Voltage] for [Rifle Elementalist], Primed Bane, [Magnetic Capacity] etc.

Pure Blast: Use this for trash clearing against enemies without armor or if using armor strip from another source. You can drop High Voltage for Rifle Elementalist or another flexible option.

Viral Heat/Electric: Better against single targets compared Corrosive Blast but slightly slower trash clear. Simply swap element mods around to make either Viral heat or viral electric, and make sure to use Rime Rounds instead of Primed Cryo Rounds.

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

Pure Toxin: This gives theoretically the highest single target DPS but only with some external priming and armor strip (e.g. viral + heat + corro):

<https://overframe.gg/build/492817/>

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