

# Incarnon Ceramic Dagger Atlas Stat Stick (Patch 35.0)

PATCH VERSION	<a href="#">35.0</a>
MASTERY REQUIRED	3
FORMA REQUIRED	3
ENDO REQUIRED	145,190

INCARNON OPTION 2	Gun and Blade	<ul style="list-style-type: none"><li>• Increase Damage by <b>+100</b></li><li>• On Primary Kill: <b>+1</b> Initial Combo. Stacks up to <b>100x</b><ul style="list-style-type: none"><li>◦ Initial Combo Increase stacks shows as a buff, which lasts permanently throughout the mission but are lost on death.</li><li>◦ Maximum stacks allows Ceramic Dagger to activate Incarnon Form, without building any additional combo.</li></ul></li></ul>
INCARNON OPTION 3	Adept Reflexes	<ul style="list-style-type: none"><li>• <b>+20</b> Initial Combo.</li></ul>
INCARNON OPTION 4	Absolute Valor	<ul style="list-style-type: none"><li>• Increase Critical Chance by <b>+30%</b>.</li></ul>

[image.png](#)

[image.png](#)

# Atlas Arsenal | Red Crit Statstick

Evolution 4 - +30% CC applies to [\[Atlas\]](#) Landslide, giving a final CC of 305% meaning guaranteed red crits.

Riven:

Desired stats: melee dmg, crit dmg, crit chance, elemental damage/impact

Replace spoiled strike if roll melee dmg

Replace Sac Steel if roll CC but no melee dmg

Replace both sac steel and spoiled strike with cc/dmg riven and use [\[Primed Heavy Trauma\]](#).

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Revision #2

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