

# Incarnon Despair Viral Heat AOE (Patch 33.0)

PATCH VERSION	<a href="#">33.0</a>
MASTERY REQUIRED	4
FORMA REQUIRED	5
ENDO REQUIRED	185,630

INCARNON OPTION 2	Fatal Affliction	<ul style="list-style-type: none"><li>• Increase Damage by <b>+50</b>.</li><li>• <b>+40%</b> Direct Damage per Status Type affecting the target.</li></ul>
INCARNON OPTION 3	Swift Deliverance	<ul style="list-style-type: none"><li>• <b>+50%</b> Projectile Speed</li></ul>
INCARNON OPTION 4	Critical Parallel	<ul style="list-style-type: none"><li>• Increase Critical Chance by <b>+18%</b>.</li><li>• Increase Critical Damage Multiplier by <b>+0.4x</b>.</li></ul>

[image.png](#)

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## Despair INCARNON | Viral Heat AOE

[\[Despair\]](#) Incarnon projectiles explode on a short delay with 160 base dmg pure heat AOE in approximately 4m with fall off.

## EVOLUTIONS:

**Evolution II:** Fatal Affliction increases base dmg by 50 and gives a pseudo galv shot effect of +40% dmg per status (applies only to initial base dmg and non-AOE component). Stalker's vendetta requires you to hold all three stalker weapons and consumes tons of ammo so we don't use this one.

**Evolution III:** Swift Deliverance increases projectile speed by +50%

**Evolution IV:** Critical Parallel increases base CC to 48% and base CD to 3.4x. This is slightly better than both elemental balance and survivor's edge when accounting for both raw damage and heat status DPS combined.

See calculation table:

<https://imgur.com/a/JoZUVow>

TLDR: Critical parallel is about 10% better than Survivor's Edge for total DPS. Elemental Balance is best for pure heat status DPS, which is probably only relevant with Heat Inherit.

# MOD BREAKDOWN:

Why not [\[Galvanized Shot\]](#)?

Currently [\[Galvanized Shot\]](#) is bugged on most Incarnon weapons, only applying to the base damage (60) and ignoring the dmg from the perks eg +50 from Fatal Affliction. Additionally, Galv Shot does NOT apply to the AOE component which actually accounts for approx 65% of total damage (excluding headcrits and headshot multi). The +120% dmg per status is also additive to +40% dmg per status from Fatal Affliction, slightly reducing the overall impact of Galv Shot.

Finally, [\[Despair\]](#) has a very lopsided weighting with 80% puncture at base, meaning after mods we have final weights of approximately 1% impact, 4% slash, 20% puncture, 31% viral and 43% heat.

The chances of proccing impact or slash are so minimal that we effectively consider [\[Despair\]](#) as having 3 statuses to boost [\[Galvanized Shot\]](#) in most cases. Using an external primer and applying at least 5 statuses total does allow Galv Shot to overtake [\[Hornet Strike\]](#) and Primed Expel.

Why not [\[Hornet Strike\]](#)?

Secondary Deadhead actually provides all the base damage you need, +360% dmg with each stack lasting 24s after a headshot kill. Primed Expel is slotted over [\[Hornet Strike\]](#) as this provides more overall DPS, however, if you DON'T like faction mods, feel free to swap this out back to [\[Hornet Strike\]](#) or even [\[Galvanized Shot\]](#).

[\[Galvanized Crosshairs\]](#) vs [\[Primed Pistol Gambit\]](#)?

[\[Galvanized Crosshairs\]](#) gives highest possible crit chance but requires you to aim down sights AND

get headshots, which shouldn't be too difficult with the direct hits of [\[Despair\]](#). If you prefer not to constantly aim for headshots, feel free to swap this out for Primed Pistol Gambit or even Creeping Bullseye.

Alternative choices to go over Primed Expel:

- Hornet Strike - next best choice
- Galvanized Shot - last resort
- Primed Fulmination - increases 4m AOE to 5.76m.

### **Arcane**

Secondary Deadhead gives the highest multiplier if you aim at heads a lot (5.98x) and also forces a 1.3x headshot multiplier on the AOE component when you get headshots.

Cascadia Flare gives a multiplier of 5.8x which would be best if you tend not to aim for headshots.

Secondary Merciless is a viable alternative to both.

# ELEMENTAL VARIANTS

FOR GRINEER/CORRUPTED with or without armor strip : Viral Heat is the most versatile and globally applicable combination

FOR ACOLYTES/THRAX/GRINEER/INFESTED without armor strip: Can run Corrosive + heat for ferrite armor specifically

FOR CORPUS: Use Radiation + toxin for Corpus (swap [\[Frostbite\]](#) and [\[Pistol Pestilence\]](#) out for electric 90 + tox 90 mods and rearrange.

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