

Dual Toxocyst Raw Damage Red Crit Meme + Variants (Patch 34.0)

PATCH VERSION	34.0
MASTERY REQUIRED	11
FORMA REQUIRED	6
ENDO REQUIRED	176,690

INCARNON OPTION 2	Fevered Frenzy	<ul style="list-style-type: none">• Increase Damage by +50.• On Ability Cast: +5% Multishot. Stacks up to 20x.<ul style="list-style-type: none">◦ The multishot bonus stacks additively with multishot mods such as Barrel Diffusion.◦ Transference can build stacks.
INCARNON OPTION 3	Marksman's Hand	<ul style="list-style-type: none">• -50% Weapon Recoil.
INCARNON OPTION 4	Commodore's Fortune	<ul style="list-style-type: none">• Increase Critical Chance by +20%.

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Dual Toxocyst INCARNON | Raw Damage Red Crit Meme + Variants

This is a raw damage build for non-endurance or endurance with armor strip which allows you to hit orange or red crits depending on your arcane preference, external buffs or riven. Incarnon form becomes a fully automatic dual pistol with ricochet which retains part of the Frenzy Buff (on headshot, 3s buff of +150% fire rate, +100% toxin (acts like a 9th mod) and -recoil by approximately 60%). Note the infinite ammo buff does NOT work on the Incarnon ammo.

Also note the ricochets from incarnon mode tend to hit the head REGARDLESS of whether your initial shot was a body shot or headshot. This makes the frenzy buff, crosshairs buff and deadhead buffs extremely consistent.

Alternate Viral Slash Endurance build: <https://overframe.gg/build/472826/>

[https://www.youtube.com/embed/DfGYQkyRS1s?enablejsapi=1origin=https%3A%2F%2Foverframe.
gg&widgetid=1](https://www.youtube.com/embed/DfGYQkyRS1s?enablejsapi=1origin=https%3A%2F%2Foverframe.gg&widgetid=1)

EVOLUTIONS

Evolution II: With Merciless on, Fevered Frenzy (+100% ms after 20 ability cast) gives ALOT more final DPS after 5 status effects (almost 250% more) compared to Carnage Reign. Without merciless on, Fevered Frenzy is 2% better. With Encumber on, Fevered Frenzy is identical to Carnage Reign.

This is because like [\[Galvanized Shot\]](#), the +33% damage from Carnage Reign is currently bugged in that it does not count the extra 60 base dmg. If one day this is fixed, Carnage Reign should be a bit better when running Overcharge or Encumber (by about 6-8%).

Evolution III: Marksman's Hand combines with Frenzy buff to completely [\[Negate\]](#) recoil even without Steady Aim in exilus. This frees up the exilus for anything of your preference.

Evolution III: Commodore's Fortune (+20% base cc) increases base CC to 31%, making final CC after mods 89%.

MOD BREAKDOWN

Galvanized Diffusion: Mandatory multishot +230%

- [\[Galvanized Shot\]](#): Mandatory base dmg mod +120% for every unique status, so +480% after impact, puncture, viral, slash. Note that currently, Galv Shot only applies its damage bonus to the original base dmg of 75 rather than 125.
- [\[Primed Pistol Gambit\]](#) + [\[Galvanized Crosshairs\]](#): Boosts final CC to 188% after max stacks while aiming down sights. Adding Cascadia Overcharge boosts final CC to 281% (i.e. 81% chance for Red Crits). Finally adding Arcane Avenger to this gives 326% CC which is guaranteed tier 3 red crits. NOTE, stacking this many crit chance source is always an overall REDUCTION in total DPS. If you want to actually maximise DPS, you should simply swap Primed Pistol Gambit for Primed Expel and Overcharge for Secondary Deadhead.
- Primed Target Cracker: Mandatory CD mod brings CD to 6.3
- [\[Convulsion\]](#): Combines with the innate tox from Frenzy to form +190% Corrosive dmg. This saves a slot allowing you to run a bane more crit chance or damage.
- [\[Lethal Torrent\]](#): Boosts fire rate and multishot. This is approximately a 46% final DPS boost with Frenzy active and 89% DPS boost without Frenzy active.
- [\[Seeker\]](#): Punchthrough causes the initial enemy hit to STILL ricochet, and the second enemy hit creating a new ricochet instance. Every enemy punched through basically adds an additional instance of ricochet, basically doubling or tripling the amount of enemies hit potentially. Even the ricochet bullet appears to be able to punchthrough and reaches FURTHER than it would without punchthrough, basically extending the overall range of ricochet. This is flexible for Primed Expel mod.
- Primed Expel: Boosts raw dmg by 55% which is multiplicative to Galv Shot/Deadhead (optional). Can slot over [\[Seeker\]](#) or [\[Lethal Torrent\]](#) if you like.

Exilus: Currently there is no real need to run an exilus because Steady Aim isn't necessary. This is totally up to personal preference, but you could run [\[Targeting Subsystem\]](#) to reduce spread or [\[Spry Sights\]](#) to increase movespeed while aiming, or just leave it empty to save forma.

Riven

Ideal roll is CD, CC, MS, Punchthrough, FR with -puncture. Can replace [\[Primed Pistol Gambit\]](#) if roll CC, replace [\[Lethal Torrent\]](#) if roll MS+FR, replace, galv shot if roll dmg.

ELEMENTAL VARIANTS

Corrosive: Use against ARMORED Grineer, Corrupted and Infested. Raw Corrosive damage has a 75% bonus against Ferrite Armor and Fossilized Armor possessed by most grineer and heavy infested units, and ALSO ignores 75% of the armor DR granted by ferrite/fossilized armor. Any corrosive status procs will also remove up to 80% armor temporarily thereby basically bypassing 95% of armor in total. This will probably kill most starchart to early SP enemies (up to lvl 500ish) in only 1-3 shots.

Viral: Use against ARMOR STRIPPED Grineer and Corrupted. Raw Viral damage has a 75% bonus against Cloned Flesh possessed by all grineer and any viral status procs multiply damage to health by up to 4.25x at 10 stacks. Replace [\[Convulsion\]](#) with [\[Deep Freeze\]](#) or [\[Frostbite\]](#) if you have no capacity.

Toxin: Use against UNARMORED Corpus because toxin bypasses shields to hit corpus flesh directly for +50% dmg. Replace [\[Convulsion\]](#) with [\[Pathogen Rounds\]](#).

Gas: Use against UNARMORED infested, or as a meme against other factions with Grouping + armor strip. Replace [\[Convulsion\]](#) with [\[Primed Heated Charge\]](#).

ARCANES

Secondary Deadhead: Simplest and best option, procs from direct headshot kills which is very easy via ricochet, and gives extra 1.3x headshot multiplier, separate to the 3x normal headshot multiplier. This is approximately 43% better than Cascadia Overcharge.

Cascadia Overcharge: Boosts final CC to 281%, giving red crits but resulting in a final DPS drop compared to the other options and requires a consistent way to maintain overshield (e.g. [\[Protea\]](#) Shield Satellite, [\[Harrow\]](#) Condemn, Hildryn Pillage, Augur mods etc).

Secondary Encumber: The highest potential DPS boost but requires a bit of ramp up eg 2-4s to hit max potential. Each status proc has a 24% chance to create another random status proc. Due to the insane fire rate and high status chance of dual toxocyst, you should be able to create all 13 unique status effects by 2-4s for a total of +1560% base dmg due to [\[Galvanized Shot\]](#). This is approximately 94% better than Cascadia Overcharge and 36% better than Deadhead, but only useful in endurance when enemies tend to take longer than 3s to kill.

Revision #1

Created 2023-12-21 06:40:36 UTC by Ryan

Updated 2023-12-22 19:21:59 UTC by Ryan