




# Patch 34.0

- [Fulmin Prime - Semi-auto Viral Slash Endurance Fulmin + Variants \(Patch 34.0\)](#)

# Fulmin Prime - Semi-auto Viral Slash Endurance Fulmin + Variants (Patch 34.0)

PATCH VERSION	<a href="#">34.0</a>
MASTERY REQUIRED	12
FORMA REQUIRED	5
ENDO REQUIRED	105,650

<b>FIRE MODE</b>	<b>SEMI</b>
<b>ACCURACY</b>	9.1
<b>CRITICAL CHANCE</b>	90%
<b>CRITICAL MULTIPLIER</b>	4.8x
<b>FIRE RATE</b>	1.73
<b>MAGAZINE</b>	80 / ∞
<b>MULTISHOT</b>	1.8
<b>NOISE</b>	SILENT
<b>RECHARGE DELAY</b>	0.70
<b>RECHARGE RATE</b>	40
<b>RELOAD</b>	2.7
<b>RIVEN DISPOSITION</b>	0.60
<b>STATUS / PROJECTILE</b>	66%
<b>TRIGGER</b>	SEMI
<b>DAMAGE / PROJECTILE (X1.8)</b>	
 <b>IMPACT</b>	170.5
 <b>ELECTRICITY</b>	682.0
 <b>VIRAL (⊕ + ⊖)</b>	1,023.0
<b>TOTAL DAMAGE</b>	3,375.9
<b>AVERAGE HIT</b>	15,043.1
<b>BURST DPS</b>	26,081.2
<b>SUSTAINED DPS</b>	16,453.5



# The Fulminator | Semi-auto Viral Slash Endurance Fulmin + Variants

## Introduction:

Endurance focused viral slash semi-auto Fulmin build for armored Grineer/Corrupted without external armor strip.

## Playstyle:

## Mod Explanations:

- Galvanized Chamber - mandatory multishot mod
- Galvanized Aptitude - mandatory damage mod, giving +80% dmg for each unique status affecting the target. Having just three status effects from innate elements gives +240% dmg (3.4x multiplier), and on Fulmin's Semi-auto mode specifically, this is MULTIPLICATIVE to other base damage sources like Serration/Arcanes.
- Internal Bleeding - [\[Fulmin\]](#)'s semi auto mode has forced impact on every shot, meaning every shot has a 70% to make a slash proc, which bypasses armor. The fire rate just needs to be below 2.5 for maximum slash chance. This means you cannot run any fire rate buffs that exceed 44% (either from mods or external buffs like Haste mote, Harrow etc, arcane acceleration etc).
- Critical Delay - mandatory crit mod
- Vital Sense - mandatory crit mod
- Primed Bane of Corrupted/Grineer- double dips DoT for final +140.25% dmg boost (2.4025x multiplier), separate to Serration and G.Aptitude. If you don't like banes, you can swap this out for Serration, Bladed Rounds, Hammer shot.
- Arcane - Primary merciless procs on slash proc kills, while deadhead requires direct headshot kills.

## Building for Other Factions

For corpus - you can either run Viral Electric (best when shield/armor stripped) or Radiation Toxin (no shield or armor strip). For viral electric, just swap [\[Internal Bleeding\]](#) for stormbringer or high voltage. For Radiation toxin, swap Internal Bleeding and Rime Rounds for Wildfire + High Voltage/Stormbringer.

For thrax/acolytes/infested (without armor strip) - run raw corrosive by swapping Internal Bleeding and Rime rounds for Infected Clip + Vile Acceleration.

For Zephyr - simply swap [\[Internal Bleeding\]](#) for [\[Hunter Munitions\]](#).

## Synergies:

## Additional Media: