

Lesion

- [Lesion 23k Sustained DPS, 222% Status-Chance \(Patch 30.6\)](#)

Lesion 23k Sustained DPS, 222% Status-Chance (Patch 30.6)

PATCH VERSION	30.6
MASTERY REQUIRED	
FORMA REQUIRED	
ENDO REQUIRED	

[image.png](#)

[image.png](#)

Melee Update | General-Use Hybrid Lesion Build | 23k Sustained DPS, 222% Status-Chance

Introduction:

MAKE SURE to hit "Apply Conditionals" slider at the top of the stats information for actual damage/dps. 3.8x Critical Damage, 147% Critical Chance, 222% STATUS CHANCE.

Self explanatory general use hybrid-[Lesion] build. Change the elemental mods as you please.

To keep the Bloodrush and Weeping Wounds stacks, I suggest you have your Operator on Naramon.

If you have a riven try and get (>>in-order most important stats<<) +Frost (or +element), +SC, +CC or +CD, -Neg (ideally a useless -stat) and replace it with Vicious-Frost or whichever element

you have. The reason +SC over +CC/+CD is because when you replace your one 60/60 status/element mod with the Riven, you only reach 199.2% status-chance which isn't ideal for the multiple guaranteed status procs; having +SC on the riven puts you back over the 200% value.

Playstyle:

Mod Explanations:

Building for Other Factions

For Corpus: Swap [\[Rime Rounds\]](#), [\[Thermite Rounds\]](#) and [\[Hellfire\]](#) for [\[Infected Clip\]](#), [\[Amalgam Serration\]](#) and Vile Accelation to make pure toxin to bypass shields, and swap bane mod.

For Infested: Swap Rime Rounds for High Voltage or Stormbringer to make corrosive heat, and swap bane mod.

For Thrax/Acolyte: Make raw corrosive by swapping [\[Malignant Force\]](#) for [\[Infected Clip\]](#), [\[Rime Rounds\]](#) for [\[Stormbringer\]](#) or [\[Jolt\]](#) and drop Bane mod for [\[Amalgam Serration\]](#). Consider dropping [\[Primed Shred\]](#) and [\[Hellfire\]](#) for [\[Vile Acceleration\]](#) and Vigilante Armaments.

Synergies:

Additional Media:

<https://www.youtube.com/embed/Zb471xOwW3c>

Enemies used were Level 135 Corrupted Heavy Gunners - 500 Ferrite Armor, 700 Cloned Flesh; beefiest STANDARD enemy AI you can spawn.