

Praedos

- [Praedos x12 Heavy Attack \(One hit kill Steel Path\) \(Patch 35.0\)](#)

Praedos x12 Heavy Attack (One hit kill Steel Path) (Patch 35.0)

PATCH VERSION	35.0
MASTERY REQUIRED	14
FORMA REQUIRED	7
ENDO REQUIRED	106,030

INCARNON OPTION 2	Whirling Flurry	<ul style="list-style-type: none">• +20% Attack Speed
INCARNON OPTION 3	Shockwave Synergy	<ul style="list-style-type: none">• For each enemy hit by Slam radius, gain 4 Combo Count.
INCARNON OPTION 4	Evolved Ascension	<ul style="list-style-type: none">• +30% Parkour Velocity
INCARNON OPTION 5	Kinetic Harmony	<ul style="list-style-type: none">• +100% Heavy Attack Wind Up Speed

[image.png](#)

[image.png](#)

The Void Praedeter | x12 Heavy Attack (One hit kill Steel Path)

The [\[Praedos\]](#) has many passives and perks that allow you to save mod spaces and tends to push towards a hybrid x12 combo build, which means you spend the majority of your time spamming light attacks to build combo mixed in with heavy attacks at x12 combo against heavy units such as demolishers, acolytes, bosses, eximus units etc. With priming, a x12 heavy attack is strong enough so that single heavy attack can cause a steel path demolyt to bleed out.

UPDATE DEC 2023

For a more light attack focused build, use Melee Duplicate:

If you own the new Melee Arcane Melee Duplicate DON'T use [\[Sacrificial Steel\]](#) and use a lower rank [\[Blood Rush\]](#) (RANK 7). This is because every Tier 1 (yellow crit) hits twice, effectively resulting double damage. Tier 2 crits are NOT higher than double damage compared to tier 1, so you actually get more average DPS by keeping closer to 100%CC whenever you are below 200%CC. At x12 combo, [\[Praedos\]](#) sits at 130% with max rank [\[Blood Rush\]](#) and [\[Gladiator Might\]](#) giving an average light attack multiplier of 9.7. Reducing [\[Blood Rush\]](#) to rank 7 gives you an average multiplier of 9.94. Adding [\[Sacrificial Steel\]](#) actually brings this down to 9.26 for light attacks.

For a more x12 heavy oriented Tennokai build, use Melee Animosity to get an additional +420% CC, giving a total of 302% final CC or guaranteed red crit on heavy.

EVOLUTION GUIDE

- Evolution I : Incarnon mode - heavy attack at 5x combo to transform into Incarnon mode, where you will receive a passive +40% attack speed and +2 range. This basically allows you to drop attack speed and range mods on the melee.
- Evolution II: Whirling Fury - additional +20% attack speed to bring total of +60% attack speed without mods.
- Evolution III: Shockwave Synergy - gain 4 combo for each enemy hit by a slam attack. Helps regain combo quicker, particularly on the last attack of forward block combo of Sovereign Outcast.
- Evolution IV: Evolved Ascension - +30% parkour velocity. Gives a good boost to bullet jump.
- Evolution V: Kinetic Harmony - +100% heavy attack wind up speed. Great for heavy attacks and stacks with amalgam organ shatter

MOD BREAKDOWN

- [\[Sovereign Outcast\]](#) Stance: Arguably the most important mod. The neutral light attack combo (Rogue Edict) has a ridiculous average damage multiplier of 859.6%/s, one of the highest in the game (behind [\[Final Harbinger\]](#)) that also has FOUR forced slash procs on every 3rd hit each with a 200% multiplier. The forward block combo (Villain Rule) also has a Slam attack on 4th hit which helps gain more combo via Shockwave Synergy, so you can seamlessly weave in slams into your combos.
- [\[Condition Overload\]](#): +80% damage per status effect. This is NOT capped by the number of unique statuses i.e. with impact, puncture, slash statuses alone you get +240%

damage per hit. Paired with a primer such as Kuva Nukor or Eptaph, you can get up to 8 unique statuses for +640% damage per hit.

- [\[Organ Shatter\]](#): +85% crit damage with +60% heavy attack wind up which stacks with Kinetic Harmony for +160% heavy attack wind up speed. Makes your heavy attacks extremely quick.
- [\[Weeping Wounds\]](#): +440% status chance at x12 combo, giving 108% status. This means with each hit you are guaranteed a status (in addition to forced slash status procs from Rogue Edict). Since [\[Praedos\]](#) is 80% slash bias, with every 4 hits of Rogue edict, you will basically get 3 minimum slash procs from status with an additional 4 forced slash status procs from the stance, giving around 7-8 slash status procs which bypass armor to kill Grineer/Corrupted easily.
- Blood Rush: +440% critical chance at x12 combo allows crit chance to hit 108%.
- [\[Gladiator Might\]](#): Gives an addition +110% crit chance at x12 combo to hit 130% crit chance, as well as an additional 60% crit damage on top of 85% from organ shatter to hit 4.9x crit multiplier.
- [\[Sacrificial Steel\]](#): Another 220% crit chance for light attacks to hit 174% CC, doubled to +440% on heavy attacks so each heavy attack does 218% CC, meaning guaranteed orange crits with 18% chance for red crits on heavy. This is flexible for Primed Reach or Fury.
- [\[Reflex Coil\]](#): +60% heavy attack efficiency, drops you combo from x12 down to about x7, meaning you only need to regain a little bit of combo to get back to x12.

ALTERNATIVES

For Dedicated Acolyte Killer: Swap Primed Smite for [\[Primed Pressure Point\]](#) and [\[Weeping Wounds\]](#) for [\[Quickening\]](#)

For Corpus: Swap either [\[Gladiator Might\]](#) or [\[Sacrificial Steel\]](#) out for [\[Primed Fever Strike\]](#) (to make pure toxin to bypass shields)

For Infested: Swap [\[Gladiator Might\]](#) and [\[Sacrificial Steel\]](#) out for [\[Primed Fever Strike\]](#) and [\[Focus Energy\]](#)