

Tenet Ferrox

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PATCH VERSION	32.2
MASTERY REQUIRED	16
FORMA REQUIRED	5
ENDO REQUIRED	177,320

KUVA ELEMENT	
+60% Toxin	▼
ACCURACY	16.7
CHARGE RATE	0.18
CRITICAL CHANCE	102%
CRITICAL MULTIPLIER	6.6x
FIRE RATE	6.00
MAGAZINE	20 / 100
MULTISHOT	1.8
NOISE	ALARMING
PUNCH THROUGH	3.7
RELOAD	1.8
RIVEN DISPOSITION	0.95
STATUS / PROJECTILE	46.8%
TRIGGER	CHARGE
CHARGED SHOT	
➤ IMPACT	17.0
✂ PUNCTURE	119.0
↪ SLASH	34.0
🦠 VIRAL (🌀 + 🦠)	550.8

CHARGED RADIAL ATTACK	
➤ IMPACT	5.1
✂ PUNCTURE	35.7
↪ SLASH	10.2
🦠 VIRAL (🌀 + 🦠)	165.2
TOTAL DAMAGE	1,686.7
AVERAGE HIT	11,321.1
BURST DPS	68,748.6
SUSTAINED DPS	54,042.1



Tennet Savage Iron Ferrox

Hello there,

As per [Wiki](#):

- **Tenet Ferrox**: Upgrades to critical, status, fire rate, magazine, and explosion radius at the expense of damage; holding down fire button immediately charges the next shot.
- The weapon's max rank caps at 40 after 5 polarizations - max rank increases by 2 per Forma added (similarly as the [Paracesis](#)).
- All Tenet weapons deal innate elemental damage in addition to physical damage. The amount of this damage is random, ranging from 25-60%, while the type of element is randomly generated in [Ergo Glast's](#) shop, which are cycled every 4 days. Can be bought from [Ergo Glast](#) of [The Perrin Sequence](#) in any [Relay](#) for 40 [Corrupted Holokeys](#).

According to the above, I added exactly 5 forma to this weapon, so we can obtain **Mastery Points** from it.

In this case, I recommend picking **Toxin** as an elemental.

Some info about weapon:

- This weapon deals **primarily Puncture damage** on its primary fire and **Impact damage on its alt-fire**
- Primary Fire charges and shoots **thin beams**
- **Holding the fire button** after shooting will **immediately charge up the next shot**
- **Beams are hitscan** and do not have projectile travel time, despite the animation
- Shots explode in a **4-meter radius** after reaching maximum punch through distance
- Initial hit and explosion apply status separately
- Explosion does not need direct line of sight to deal damage and will penetrate walls
- Can benefit from **Cautious Shot**
- Vaporizes enemies on kill, making it **good for stealth when silenced**
- Alternate Fire throws the [\[Ferrox\]](#), creating a **field dealing Electricity damage** and **pulling enemies within 10 meters** toward the Ferrox **every 2 seconds**
- Throwing the spear consumes 1 ammo, then reloads the weapon
- The field lasts for **10 seconds**
- Only one spear can be deployed at a time. Throwing the spear again will remove existing spears
- Reloads **33% of the magazine** per second while deployed or holstered
- The Ferrox' **alt-fire is affected by fire rate mods**, making it **tick more often**

Enjoy!

THeMooN85