



[Starforged Legendaries - Vanilla Weapons Enhanced](#)

Chasing god rolls is more fun when the legendary weapon enchantments are interesting and strong. :)

Legendary Slot 1:

This tends to be the slot that offers the largest damage increases, so I tried to ensure everything was competitive. By adding fire rate adjustments to more weapon enchantments, the same gun can feel differently, since increased fire rate will also lead to different recoil and spread.

Atomic:

Molecular enhancements pierce armor and deal 10% bonus damage against humans.

(Buffed Anti-personnel. Helps make physical damage weapons viable by providing another path to armor piercing Also grants incoming damage resistance from humans.)

Meteoric:

Meteoric power burns enemies and deals 30% damage against alien creatures.

(Buffs exterminator; adds a new option for burn damage. Also grants incoming damage resistance from creatures)

Voltaic:

Slowing, magnetic particles enhanced with 20% damage against robots

(Buffed Dissassembler. Also grants incoming damage resistance from robots)

Earthseed:

Survival increases as health decreases. +15% damage while connected to a celestial body.

(Replaces Space-Adept. Honors Octavia Butler)

Endless Fury

Each consecutive hit deals 5% additional damage. Fire rate increased by 15%.

(Buffed Furious)

Overture

Deal double damage while targets have greater than 80% of their health.

(Buffed Instigating)

Clarity:

Remain calm in the face of death, gaining increased damage and fire rate.

(Buffed Cornered)

Bloodlust:

Gain bonus survival and damage with low health or armor. Weapon bash and bleed damage increased.

(Buffed bashing. Allowed a player to invest in low health/armor/bleed builds all in one perk. Gain damage resistance as health decreases.)

Deadshot:

Increased stability and accuracy while moving. 20% bonus damage against Spacers and Ecliptic.

(Replaces Berserker, which was merged into Bloodlust alongside Bashing.)

Legendary Slot 2:

These mods tend to do something interesting or offer utility. Where possible, I tried to expand the functionality to include a small amount of AoE, or to synergize with other options.

Artillery

Heavy materials add firepower, increasing damage by 15%. This bonus doubles when you lack precision.

(Buffed Crippling)

Blessed:

Automatically use a Med Pack at low life. Defeated humans drop extra Med Packs. Increased range.

(Buffed Med Theft. Provides access to the automatic healing armor perk on a weapon).

Marksman:

+15% damage while aiming and increased focus. If applied to a rifle, 10% additional damage.

(Buffed hitman. Gives “no frills” rifle users an additional damage bump.)

Oxygenated

Attacks cause additional stagger. Hold-breath time with scoped weapons is increased.

(It was hard to make this one interesting, but getting stagger in slot 2 is nice!)

Rapid:

+25% increased attack speed. 25% increased accuracy

(Added accuracy bonus to synergize with other perks and to help deal with emptying your mag faster.)

Lacerate:

Bleed living targets for 12 seconds.

(Only affects living targets now, damage doubled from vanilla. Can be buffed by Bloodlust and has a chance to proc on multiple targets if your bullet hits them all).

Legendary Slot 3:

Shattering

Break through enemy armor, dealing 15% more damage.
(Unchanged, description updated to be more accurate).

Featherweight:

Premium build materials make this weapon light, fast, and quiet.
(Buffed Titanium. Now adds reload speed, slightly more fire rate, and a modest silencer).

Iron:

Chance to knock down targets. Reduced incoming damage while standing still.
(Buffed Staggering with the damage resistance half)

Mirrored Pain:

Chance to demoralize a target and reflect incoming damage.

(Buffed demoralizing)

Subzero:

Cryo technology slows your attacks, but may freeze enemies.

(Completely freezes enemies, but fire rate is reduced by 35%, reducing damage. This creates a true “Control” weapon, at the cost of DPS.)

One-Inch-Punch

Rounds fire in a shotgun-like spread that deals bonus damage.

(Increased # of projectiles from 3 to 5. Increased maximum range from 35 to 50, allowing it to be used more as a ranged weapon that isn't so situational.
-Reduced the physical and energy weapon % scalars.

Starforged Armory General:

- Tweaked zoom and recoil of most guns.
- Updated vanilla descriptions with accurate %s wherever possible.
 - Iron Sights get 10-20% faster reload.
 - Iron and Reflex sight aim improved.
 - Large and Drum Magazines increased by 10-25%

“Small” magazines replaced:

On Old Earth Assault Rifle:

Whitehot Rounds. Burns targets and converts a small percent of damage to energy.

On futuristic guns: Orion, Equinox, Drumbeat:
Small magazine replaced with Magnetic Rounds: +10 rounds, and rounds slightly slow targets
with a greater chance to ricochet (Cut vanilla mechanic).

-Tesla and Annihilator Rounds will no longer hurt friends and allies