

Underrail Build Encyclopedia by Eidein

Disclaimer

All builds assume you are using [Hypercerebrix](#) and [Workbenches](#) to craft, and the [Large Waist Pack](#) to pass mercantile checks. Other boosts are available but for the sake of approachability I will limit it to just these two. The rest are listed [here](#).

Every build is better with 70 Temporal Manipulation but for the sake of variety I will only apply it when I think it suits. Don't expect to see it on tank builds.

If you have questions about any of the builds [ask me here](#) and on the [official discord](#) but check the FAQ at the end first.

Guns

Pistols

.44 Rapid (Smart or XM) Hammerer

[.44 Dexterity Versatility Pistol](#)

[.44 Perception/Dexterity Pistol](#)

SMGs

8.6 Muzzled Rapid Steelcat / 5mm Muzzled Rapid Jaguar

[Dexterity Versatility SMG](#)

Assault Rifles

7.62 Muzzled Rapid Hornet / 8.6 AA scoped Rapid Chimera

[Disgusting AR](#)

[5 burst Crit Assault Rifle](#)

[Simple Tank Assault Rifle](#)

[SS Nimble Tank Assault Rifle](#)

Sniper Rifles



7.62 AA scoped Rapid Smart Spearhead / 12.7 AA scoped Rapid Smart Harbinger

[Sniper/SMG](#)

[Pure Sniper](#)

Shotguns



Tactical Short Vindicator / Short XM Despot

[Nimble Shotgun](#)

[Tank Shotgun](#)

Heavy Guns

LMGs and Miniguns



9mm 100-round Ergonomic Muzzled Ratchet / 12.7 Slow Starter Ergonomic Destroyer

[Tank LMG/Minigun](#)

[Nimble LMG/Minigun](#)

Fusion Cannon



Re-assembled Fusion Cannon

[Max Damage Fusion Cannon](#)

Other Weapons

Grenade Launchers



40mm Regular Barrel 6-Chamber Grenade Launcher Scope Forward Grip Onager

[Demo belt Nade Launcher](#)

Chemical Pistol



XAL / Acid and Ice pistol

[Dexterity Versatility Chempistol](#)

Energy Pistol



The Stunner

[Dexterity/Perception Stunner Epistol](#)

Crossbows



Pneumatic Reloader AA scope Cyclon

[Crit Bow](#)

[Special Attack Bow](#)

Throwing Knives



[Throwing Knives](#)

Melee

Unarmed



[PK Strength/Dexterity Unarmed](#)

Gloves



Pneumatic Bladed Gloves

[Dexterity Gloves](#)

Knives



Tichrome Electroshock Knife

[Dexterity Knife](#)

Swords



Tungsten/Tichrome Straight Edge electroshock Machete / Tichrome Knife (when flurry is on cd)
/ Red Dragon

[Siphoner Man](#)

[Sword and Riot Shield](#)

Spears



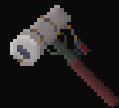
Tungsten Electroshock Winged Spear

[Tank Spear](#)

[Blitz Spear](#)

[MT Spear](#)

Sledgehammers



Tungsten Spiked Hammer (for superslam) / Tichrome Electroshock Hammer (for everything else)

[Tank Hammer](#)

[Hammer Wizard](#)

[Dexterity Crit Hammer](#)

Psi

 The Original Report, a Psi guide

Tranquility

Muffled Neural Overload filter TC Modulator Headband / Muffled Temporal Distortion filter TM Modulator Headband

[Thought Control / Temporal Manipulation](#)

Psychosis

Stable Neural Plasma Beam filter MT Modulator Headband / Stable Neural Electrokinetics filter PK Modulator Headband

[Metathermics / Psychokinesis](#)

FAQ

Why 130 hacking on most builds?

130 hacking allows you to disable security in Arke Powerstation without alerting the bots to your location, getting your hacking to 130 should happen in the last few levels of your build.

Why low lockpicking but high pickpocketing?

Pickpocketing holds a lot more value than lockpicking, with 70 pickpocketing alone you can net roughly 11k charons worth of loot and oddities you might not be able to get otherwise.

Why 105 mercantile with the belt?

Unlocks Hanna's special merchandise which can often give you 170q components.

Why Tempered Electricity on tank builds?

Tempered Electricity reduces *all* electrical damage, this includes mental attacks like neural overload or biolocation, the bane of tank builds.

How do I get the stunner and fusion cannon early enough?

Enter the compound at lv10-12, recharge the train, get the map, and leave with the gunslinger. He will give you the Stunner without any work for free.

The Fusion cannon is slightly trickier as you have to enter into the compound, ideally with around 80 effective stealth and avoiding the truesight bots. Eventually you will reach the Fusion Cannon chamber deep within the compound where you will have to pass through a big laser beam puzzle and grab it.

What goggles and armour?

Generally glass cannon crit builds like to get crit goggles and infused rathound gear for the 11-14% crit chance it provides.

Sniper and Broadhead bow are the two builds that use special attack goggles.

Tank builds love quad plated tungsten with a regen vest until you can acquire enough supersteel data to get decent quad plated supersteel.

If I have survival instincts should I always remain on <30% hp?

If you are a glass cannon, yes. Unless circumstances dictate that you will need some hp for the fight.

If you are a tank this isn't necessary as it will get a decent amount of use in natural gameplay.

What factions should I join?

If you use guns or are a tank, join the protectorate. Otherwise join the free drones. Protectorate has the best gun merchant and also offers a selection of high quality vests and plates.

The oligarchs generally don't matter but if you want the easiest time and the best choice of armour then JKK is optimal.

Why expose weakness on the psychosis build?

MT and PK alone struggle to deal with Tchort. So taking expose weakness on the very last levels whilst you are in DC means you can use a crowbar with a blast cap and expose weakness to lower Tchort's mechanical resistance enough to where a double proxied implosion nearly 1 shots him. This was mainly done for the sake of an ironman run but with enough crit plasma beams Tchort will fall eventually.

Is Stoicism really worth 7 will on most tank builds?

Yes Stoicism is the strongest tanking feat by far. The feat when specced offers 36% damage reduction to all damage types. Combined with the drug Aegis and morphine you are almost completely immune to damage.

Are there other crafting boosts I can use?

Yes, many. 5 int builds can use the [Lemurian Engineer Suit](#) and 6 int builds can use Phreak's [Remote Control Energizing Glove](#). You can

also use an [Underpie](#) or a [Jon's special](#) for a 3 and 5 skill boost respectively. Tchartist belts also boost their respective departments' skill, for example the [Electroinvestigative Belt](#) boosts electronics. The [Technomedic suit](#) from heavy duty boosts biology and electronics, the [boning knife](#) also increases biology.

Credit

The listed builds are largely my own with some help from Underrail vets for the finer points. Raven gave me the Special attack crossbow build and the Siphoner man build is largely inspired by Harperfan from the forums. Tygrende, known as the crowbar man, helped me with some of the details on the pure sniper build and Shepherder made the dex hammer build except I adjusted the str so you dont need all-in.