

Our Works:

Weapon Parts Compendium

[Purple Shields Checklist](#)

[Purple Grenades Checklist](#)

[COM Compendium](#)

[Artifacts Compendium](#)

[A Bird's](#) & [A Duck's](#) Cooperation

ARTIFACTS

Primary Abilities [Prefixes]

Prefix	Stats	Description
Atom Balm	Aura Damage: +50%, Aura Burst Damage: +25%, Aura Burst Radius: +25%	Enhances the Radiation Status Effect Aura, making it more larger and deadly.
[BloodFrenzy] Berzerker	Sprint Speed: +20%, Fire Rate: +13% Duration: 10s	Melee enemies to trigger Enrage : increases your Sprint Speed and Fire Rate.
Caustic Coast	Bonus Damage: 50%, Shard Fire Rate: 10.0/s	Imbue Slide with Corrosive . Slide kicks up Corrosive shards that explode on impact.
[Cauterizer] Cauterizing	Bonus Damage: +95%, Paddle Cooldown: 10s	Imbue Slide with Incendiary . Slide deals bonus Incendiary Damage, creating a magma puddle upon impact.
Corrosive Stone	Bonus Damage: +80%	Imbue Melee with Corrosive . Adds Corrosive damage to all Melee attacks.
Cryo Stone	Bonus Damage: +80%	Imbue Melee with Cryo . Adds Cryo damage to all Melee attacks.
[FastHands] Cutpurse	Ammo Refill: +13%, Ammo Returned To Allies: +13%	Melee enemies to steal ammo. Dealing melee damage replenishes ammo.
Electric Banjo	Bullet Proc Chance: +20%	Star Power. We never could have foreseen the success.
Electric Slide	Bonus Damage: +95% Arc Targets: 7	Imbue Slide with Shock . Slide arcs beams of Shock to nearby enemies, which can arc to other nearby enemies.
[ElementalOrigin] Elemental Projector	Damage Boost: +129%	Elemental Damage Boost. While suffering an elemental effect, increase your damage with that same element.
Deathrattle	Second Wind Bonus - Weapon Damage: +30%, Fire Rate Increase: +30%	Instead of dying, get one automatic Second Wind . Resets on death when Deathrattle is equipped. Every Second Wind grants increased Damage and Fire Rate for 60 seconds. I always hated you the most.
Fire Stone	Bonus Damage: +80%	Imbue Melee with Fire . Adds Incendiary damage to all Melee attacks.
Flesh Melter	Bonus Damage: +32%, Max Stacks: 5, Duration: 12.5s	Corrosive Damage Boost. Killing an enemy with Corrosive increases your damage with Corrosive for a short duration.
Grave	Melee Damage: +100%, Weapon Damage: +20%, Splash Damage: +15%	Weakness Is In The Mind. Increase Melee damage when below 50% HP, Increase Weapon damage when below 20% HP, Increase Splash damage when below 5% HP. Pain becomes power.
Holy Grail	Second Wind Bonuses - Weapon Damage: +50%, Movement Speed: +33%, Health Regen Per Second: 10% PASSIVE BONUSES King Arthur's Holy Grail +30% Max Health Regenerates 3% Health/sec Percival's Holy Grail +20% Max Health Regenerates 2% Health/sec Holy Grail +10% Max Health Regenerates 1% Health/sec	After reviving an ally, you and the ally gain Weapon Damage , Movement Speed and Health Regeneration for 60 seconds. Just a really nice cup.
Hot Drop	Slam Bonus Damage: 113%, Slam Radius: +43%, Fireballs: 5	Imbue Slam with Incendiary . Slam launches Incendiary projectiles that spawn Magma Puddles.
Ice Spiker	Slam Bonus Damage: 125%, Slam Radius: +50%	Imbue Slam with Cryo . Fires 3 Cryo projectiles that damage and pass through enemies.
Knife Drain	Melee Lifesteal: +75%	Imbue Melee with Lifesteal . All Melee attacks return a portion of the damage dealt as Health.
Last Stand	Duration: 5s, Cooldown: 40s	Temporary Invulnerability. Temporary Invulnerability when Health drops below 50%.
[LootExpander] Loot Expanding	Cash: +137%, Ammo: +40%, Health: +65%	Enhanced Pickups. Increases the amount of cash, health and ammo you receive from pickups.
Lunacy	Shield Capacity Increase +100%	Double your shield's capacity but greatly increases your shield's recharge delay. Equivalent Exchange.
Mind Melt	Slam Bonus Damage: 113%, Slam Radius: +43%, Aura Duration: 8s	Imbue Slam with Radiation . Slam triggers a Radiation aura that follows you and damages nearby enemies.
[PUK] The Pearl of Ineffable Knowledge	Stack Damage Increase +90%	Consecutive successful hits grant 1% increased damage per hit up to 15 times. At maximum stacks, add an additional +90% damage. Knowing is half the battle.
Phoenix Tears	Health on Second Wind: 100%	Rise Up! Rise from the ashes.
Radiation Stone	Bonus Damage: +80%	Imbue Melee with Radiation . Adds Radiation damage to all Melee attacks.
Radiodead	Bonus Damage: 95%, Duration: 5s	Imbue Slide with Radiation . Slide deals addition Radiation damage, creating a toxic puddle on impact.
Rear Ender	Slam Damage: +110%, Slam Radius: +50%, Slam Knockback: +75%	Improved Slam.
Road Warrior	Buzzsaws: 3.0/s, Buzzsaw Damage: 1	Slides releases agonizing pain. Bonesaw is READY!
[ShatterRig] Ice Breaker	Bonus Damage: 50%, Cryo Efficiency: +61%	Vs. Frozen . Increase damage against Frozen targets.
Shock Stone	Bonus Damage: +80%	Imbue Melee with Shock . Adds Shock damage to all Melee attacks.
Snowdrift	Bonus Damage: 95%, Slide Speed: +128%, Cooldown: 5s	Imbue Slide with Cryo . Slide launches a snowball that does Cryo damage.
Spark Plug	Slam Bonus Damage: 125%, Slam Radius: +50%, Duration: 8s	Imbue Slam with Shock . Slam plants an electrified coil that does Shock damage to nearby enemies.
Shooter	Legendary Drop Chance: +100.000% Duration: 12s	On kill, dramatically increase your legendary drop chance for a short time. Non-dedicated loot drops only. Luck has nothing to do with it. [1]
Toboggan	Slide Speed: +100%, Damage Reduction: 50%, Amp Damage: +100%	Gain a protective bubble on slide. Your next shot consumes the bubble and gain amp damage. That's gonna leave a mark. [2]
Toxic Revenger	Slam Bonus Damage: 113%, Slam Radius: +43%, Puddle Duration: 5s	Imbue Slam with Corrosive . Slam creates a large Corrosive puddle on impact.
[EIDragon] Unleash the Dragon	Melee Ignite Chance: 100%, Slide Ignite Chance: 100%, Ground Slam Ignite Chance: 100%	Unleash The Power of El Dragón. En fuego!
[Vengeance] Vendetta	Heal Percent 25%, Slam Bonus Damage +75%	Slam launches rockets that heal for a percent of the damage dealt. Give as good as you get.

Secondary Abilities [Suffixes]

Prefix	Stats	Red Text
Commander Planetoid	Deal 87% bonus elemental damage whenever you melee an enemy. Elemental type changes every 5.0 seconds.	The power is YOURS!
Cosmic Crater	Slam creates a random elemental puddle that lasts for 5 seconds.	Come on and SLAM!
Deathless	Reserves all but 1 Health. +100% Shield Capacity, +25% Shield Recharge Rate, -20% Shield Recharge Delay	What do we say to the God of Death?
Loaded Dice	-75% Max Health. Substantially increases your Luck.	Feelin' lucky?
Moxxi's Endowment	+14% Combat XP.	Hey, sugar. I got somethin' for ya.
Otto Idol	Restores 25% of your Max Health after killing an enemy.	Every man for himself.
Pull Out Method	Slam generates a singularity effect, pulling enemies toward you.	Doesn't work how you think it does...
Rocket Boots	Slide launches homing rockets that deal Incendiary damage.	Not that kind.
Safeguard	Slam triggers a shield that reduce incoming damage by 57% and lasts for 5 seconds.	My own little bubble.
[Salvo] Launch Pad	Slam launches a barrage of homing rockets.	Pocket rockets.

Splatter Gun	+50% Shotgun Damage while Sliding.	This is my BOOMSTICK!
[Static Touch] Static Charge	Slide builds a static charge, causing your next Melee attack to do 50% bonus Shock damage that chains to nearby enemies.	Shock me like an electric eel.
Victory Rush	Kill a Badass to trigger Victory Rush . +18% Movement Speed and Damage. 60 second duration.	Another one.
White Elephant	Melee attacks have a 30% chance to attach a sticky bomb.	It's a SURPRISE!
Stats		
Code Name [Editor]		Unique
Artifact_Part_Stat_ElectricBanjo	Electric Banjo	Bullet Proc Chance: +20%
Artifact_Part_Stat_ElDragonJr	Unleash the Dragon	Melee Ignite Chance: 100% , Slide Ignite Chance: 100% , Ground Slam Ignite Chance: 100%
Artifact_Part_Stat_Grave	Grave	Melee Damage: +100%, Weapon Damage: +20%, Splash Damage: +15%
Artifact_Part_Stat_PhoenixTears	Phoenix Tears	Health on Second Wind: 100%
Artifact_Part_Stat_RoadWarrior	Road Warrior	Buzzsaws: 3.0/s, Buzzsaw Damage: 1
Artifact_Part_Stat_PUK	The Pearl of Ineffable Knowledge	Stack Damage Increase +90%
Artifact_Part_Stat_Lunacy	Lunacy	Shield Capacity Increase +100%
Artifact_Part_Stat_Vengeance	Vendetta	Heal Percent 25%, Slam Bonus Damage +75%
Artifact_Part_Ability_Deathrattle	Deathrattle	Second Wind Bonus - Weapon Damage: +30%, Fire Rate Increase: +30%
Artifact_Part_Ability_HolyGrail1	Holy Grail	+10% Max Health, Regenerates 1% Health/Sec
Artifact_Part_Ability_HolyGrail2	Percival's Holy Grail	+20% Max Health, Regenerates 2% Health/Sec
Artifact_Part_Ability_HolyGrail3	King Arthurs's Holy Grail	+30% Max Health, Regenerates 3% Health/Sec
Primary Stats		
Artifact_Part_Stats_Asbestos	Asbestos	+43% Incendiary Resistance
Artifact_Part_Stats_Brawler	Brawler	+44% Melee Damage
Artifact_Part_Stats_Breaching	Breaching	+28% Shotgun Damage
Artifact_Part_Stats_Contaminated	Contaminated	+28% Radiation Damage
Artifact_Part_Stats_DeadEye	Dead Eye	+28% Pistol Damage
Artifact_Part_Stats_Durable	Durable	+43% Corrosive Resistance
Artifact_Part_Stats_Frozen	Frozen	+28% Cryo Damage
Artifact_Part_Stats_Greasy	Greasy	+28% SMG Damage
Artifact_Part_Stats_Grenadier	Grenadier	+34% Grenade Damage
Artifact_Part_Stats_Grounded	Grounded	+43% Shock Resistance
Artifact_Part_Stats_Hasty	Hasty	+14% Movement Speed
Artifact_Part_Stats_HollowPoint	Hollow Point	+28% Assault Rifle Damage
Artifact_Part_Stats_Hulking	Hulking	+28% Heavy Damage [3]
Artifact_Part_Stats_Insulated	Insulated	+43% Cryo Resistance
Artifact_Part_Stats_LeadCoated	Lead Coated	+43% Radiation Resistance
Artifact_Part_Stats_Loaded	Loaded	+73% Magazine Size
Artifact_Part_Stats_LongLasting	Long Lasting	+34% Action Skill Cooldown Rate
Artifact_Part_Stats_LongRange	Long Range	+28% Sniper Damage
Artifact_Part_Stats_Lucky	Lucky	+20.00 Luck
Artifact_Part_Stats_Lustrous	Lustrous	+30% Elemental Resistance
Artifact_Part_Stats_Melty	Melty	+28% Corrosive Damage
Artifact_Part_Stats_Precision	Precision	+35% Accuracy
Artifact_Part_Stats_Quickdraw	Quickdraw	+19% Weapon Reload Speed
Artifact_Part_Stats_Ravaging	Ravaging	+55% Area-Of-Effect Damage (Splash Damage)
Artifact_Part_Stats_Spicy	Spicy	+28% Incendiary Damage
Artifact_Part_Stats_Stalwart	Stalwart	+11091 Max Shield
Artifact_Part_Stats_Unyielding	Unyielding	+73% FFYL Downed Time
Artifact_Part_Stats_Vigorous	Vigorous	+9902 Max Health
Artifact_Part_Stats_Zappy	Zappy	+28% Shock Damage
Secondary Stats		
Artifact_Part_Stats_Accuracy	Accuracy	+35%
Artifact_Part_Stats_ActionSkillCooldown	Action Skill Cooldown Rate	+34%
Artifact_Part_Stats_AreaDamage	Area-Of-Effect Damage (Splash Damage)	+55% [4]
Artifact_Part_Stats_BleedoutDuration	Fight For Your Life Duration	+73%
Artifact_Part_Stats_BleedoutMoveSpeed	Fight For Your Life Movement Speed	+54%
Artifact_Part_Stats_CorrosiveDamage	Corrosive Damage	+28%
Artifact_Part_Stats_CorrosiveDoTChance	Melt Chance	+44%
Artifact_Part_Stats_CorrosiveResist	Corrosive Resistance	+43%
Artifact_Part_Stats_CryoDamage_2	Cryo Damage	+28%
Artifact_Part_Stats_CryoEfficiency	Cryo Efficiency	+44%
Artifact_Part_Stats_CryoResist	Cryo Resistance	+43%
Artifact_Part_Stats_FireDamage_2	Incendiary Damage	+28%
Artifact_Part_Stats_FireDoTChance	Ignite Chance	+44%
Artifact_Part_Stats_FireResist	Incendiary Resistance	+43%
Artifact_Part_Stats_HealthRegen	Health Regen	Regenerates +990 Health/Sec
Artifact_Part_Stats_MagazineSize	Magazine Size	+73%
Artifact_Part_Stats_MaxHealth	Max Health	+9902
Artifact_Part_Stats_MaxShieldCapacity	Max Shield	+11091
Artifact_Part_Stats_MeleeDamage	Melee Damage	+44%
Artifact_Part_Stats_Movespeed	Movement Speed	+14%
Artifact_Part_Stats_RadiationDamage	Radiation Damage	+28%
Artifact_Part_Stats_RadiationDoTChance	Irradiate Chance	+44%
Artifact_Part_Stats_RadiationResist	Radiation Resistance	+43%
Artifact_Part_Stats_ReloadSpeed	Weapon Reload Speed	+19%
Artifact_Part_Stats_ShieldRechargeDelay	Shield Recharge Delay	-39%
Artifact_Part_Stats_ShieldRechargeRate	Shield Recharge Rate	+49%
Artifact_Part_Stats_ShockDamage	Shock Damage	+28%
Artifact_Part_Stats_ShockDoTChance	Electrocute Chance	+44%
Artifact_Part_Stats_ShockResist	Shock Resistance	+43%
Artifact_Part_Stats_XPMultiplier	Experience Gained From Combat	+11%
Unreleased		

Artifact_Part_Stats_ATLAS	ATLAS Bonus	+22% ATLAS Weapon Fire Rate, +90% ATLAS Weapon Magazine Size
Artifact_Part_Stats_Jakobs1	Jakobs Bonus	+18% Jakobs Weapon Reload Speed, +46% Jakobs Weapon Magazine Size
Artifact_Part_Stats_Tediore	Tediore Bonus	+38% Tediore Weapon Accuracy, +143% Tediore Weapon Magazine Size
Artifact_Part_Stats_Vladof	Vladof Bonus	+11% Vladof Weapon Fire Rate, +70% Vladof Weapon Magazine Size
A Bird's & A Duck's Cooperation		Discord: A Bird#7064

Company Man

Info

Together we can put a ding in the universe.

- Damage and Crit Damage can have 2 variations (Damage 1/2, Crit Damage 1/2 in the Save Editor).

Unique Stats

- Only stats from Section B can spawn on them.

Damage 30% or 50%

- Each Manufacturer can have all the Unique Stats (max 3 per Artifact).

Crit Damage 30% or 50%

Fire Rate 40%

Mag Size 40%

Reload Speed 30%

Accuracy 50%

Secondary Stats

Accuracy +35%

Action Skill Cooldown Rate +34%

Area-Of-Effect Damage (Splash Damage) +55% [6]

Fight For Your Life Duration +73%

Fight For Your Life Movement Speed +54%

Corrosive Damage +28%

Melt Chance +44%

Corrosive Resistance +43%

Cryo Damage +28%

Cryo Efficiency +44%

Cryo Resistance +43%

Incendiary Damage +28%

Ignite Chance +44%

Incendiary Resistance +43%

Health Regen Regenerates +990 Health/sec

Magazine Size +73%

Max Health +9902

Max Shield +11091

Melee Damage +44%

Movement Speed +14%

Radiation Damage +28%

Irradiate Chance +44%

Radiation Resistance +43%

Weapon Reload Speed +19%

Shield Recharge Delay -39%

Shield Recharge Rate +49%

Shock Damage +28%

Electrocute Chance +44%

Shock Resistance +43%

Experience Gained From Combat +11%

[5]

How it should look in the save editor

Artifact_Part_Rarity_Legendary



Artifact_Part_CompanyMan_Base



Artifact_Part_Stats_CompanyMan_Maliwan_Damage2



Artifact_Part_Stats_CompanyMan_Maliwan_CritDamage2



Artifact_Part_Stats_CompanyMan_Maliwan_MagSize



Artifact_Part_Stats_MagazineSize



Artifact_Part_Stats_AreaDamage



Artifact_Part_Stats_ActionSkillCooldown



Toboggan

That's gonna leave a mark.

Info

Primary Stats

Absestos	+43% Incendiary Resistance
Brawler	+44% Melee Damage
Breaching	+28% Shotgun Damage
Contaminated	+28% Radiation Damage
Dead Eye	+28% Pistol Damage
Durable	+43% Corrosive Resistance
Frozen	+28% Cryo Damage
Greasy	+28% SMG Damage
Grenadier	+34% Grenade Damage
Grounded	+43% Shock Resistance
Hasty	+14% Movement Speed
Hollow Point	+28% Assault Rifle Damage
Hulking	+28% Heavy Damage [7]
Insulated	+43% Cryo Resistance
Lead Coated	+43% Radiation Resistance
Loaded	+73% Magazine Size
Long Lasting	+34% Action Skill Cooldown Rate
Long Range	+28% Sniper Damage
Lucky	+20.00 Luck
Lustrous	+30% Elemental Resistance
Melty	+28% Corrosive Damage
Precision	+35% Accuracy
Quickdraw	+19% Weapon Reload Speed
Ravaging	+55% Area-Of-Effect Damage (Splash Damage)
Spicy	+28% Incendiary Damage
Stalwart	+11091 Max Shield
Unyielding	+73% FFYL Downed Time
Vigorous	+9902 Max Health
Zappy	+28% Shock Damage

Secondary Stats

Action Skill Cooldown Rate	+34%
Area-Of-Effect Damage (Splash Damage)	+55% [8]
Health Regen	Regenerates +990 Health/sec
Movement Speed	+14%
Experience Gained From Combat	+11%
Corrosive Resistance	+43%
Cryo Resistance	+43%
Incendiary Resistance	+43%
Radiation Resistance	+43%
Shock Resistance	+43%

- The Toboggan can spawn with any Primary Stat but has a restricted number of Secondary Stats.
 - In particular, **Weapon Specific Damage** cannot roll with **Magazine Size**, for example, since they are both **Primaries** in this case (**Loaded** for Mag Size).



How it should look in the save editor

Artifact_Part_Rarity_Legendary	
Artifact_Part_Ability_Toboggan	
Artifact_Part_Stats_Loaded	
Artifact_Part_Stats_AreaDamage	
Artifact_Part_Stats_ActionSkillCooldown	

Shooter

Luck has nothing to do with it.

Primary Stats

Absestos	+43% Incendiary Resistance
Brawler	+44% Melee Damage
Breaching	+28% Shotgun Damage
Contaminated	+28% Radiation Damage
Dead Eye	+28% Pistol Damage
Durable	+43% Corrosive Resistance
Frozen	+28% Cryo Damage
Greasy	+28% SMG Damage
Grenadier	+34% Grenade Damage
Grounded	+43% Shock Resistance
Hasty	+14% Movement Speed
Hollow Point	+28% Assault Rifle Damage
Hulking	+28% Heavy Damage [10]
Insulated	+43% Cryo Resistance
Lead Coated	+43% Radiation Resistance
Loaded	+73% Magazine Size
Long Lasting	+34% Action Skill Cooldown Rate
Long Range	+28% Sniper Damage
Lucky	+20.00 Luck
Lustrous	+30% Elemental Resistance
Melty	+28% Corrosive Damage
Precision	+35% Accuracy
Quickdraw	+19% Weapon Reload Speed
Ravaging	+55% Area-Of-Effect Damage (Splash Damage)
Spicy	+28% Incendiary Damage
Stalwart	+11091 Max Shield
Unyielding	+73% FFYL Downed Time
Vigorous	+9902 Max Health
Zappy	+28% Shock Damage

Secondary Stats

Accuracy	+35%
Action Skill Cooldown Rate	+34%
Area-Of-Effect Damage (Splash Damage)	+55% [11]
Fight For Your Life Duration	+73%
Fight For Your Life Movement Speed	+54%
Corrosive Damage	+28%
Melt Chance	+44%
Corrosive Resistance	+43%
Cryo Damage	+28%
Cryo Efficiency	+44%
Cryo Resistance	+43%
Incendiary Damage	+28%
Ignite Chance	+44%
Incendiary Resistance	+43%
Health Regen	Regenerates +990 Health/sec
Magazine Size	+73%
Max Health	+9902
Max Shield	+11091
Melee Damage	+44%
Movement Speed	+14%
Radiation Damage	+28%
Irradiate Chance	+44%
Radiation Resistance	+43%
Weapon Reload Speed	+19%
Shield Recharge Delay	-39%
Shield Recharge Rate	+49%
Shock Damage	+28%
Electrocute Chance	+44%
Shock Resistance	+43%

Info

- The Shooter can spawn with either 1 or 2 **Secondary Stats**.

[9]

How it should look in the save editor

WiP

Experience Gained From Combat	+11%
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Artifact Creation Guide

- Select one **Primary Ability** and one **Secondary Ability**.

- Exception given for **Unique Artifacts** (e.g Banjo). Full explanation in the link below.

- You can only select 1 stat from **Primary Stats** and 2 from **Secondary Stats**.

Exception given for Unique Artifacts, where you can only select two from **Secondary Stats** (full explanation in the link below).

- *Weapon Specific Damage*, *Grenade Damage*, *Luck* and *Elemental Resistance* are exclusives of **Primary Stats**.

They always need to be in the first line.

[Courtesy of [Aaron0000](#)]

- Some passive bonuses can potentially spawn twice (these passives will only display once on the item card but with double the bonus a single instance would have):

- [Cryo Damage](#)

- [Incendiary Damage](#)

- [Melee Damage](#)

- [Movement Speed](#)

- [Radiation Damage](#)

- Unique Artifacts have specific Stats to choose from. You can't simply select anything from the **Secondary Stats**. You can select only two of these:

Electric Banjo	Shock Damage, Electrocute Chance, Shock Resistance.
Grave	Max Health, FFYL Duration, FFYL Movement Speed, AS Cooldown Rate.
Lunacy	AS Cooldown Rate, AOE Damage, Health Regen, Movement Speed, EXP, Corrosive/Cryo/Fire/Radiation/Shock Resistance.
The Pearl of Ineffable Knowledge	Magazine Size, Fire Rate, Weapon Reload Speed, Max Health, Health Regen, EXP.
Phoenix Tears	FFYL Duration, FFYL Movement Speed, Max Health, Incendiary Resistance, Incendiary Damage.
Road Warrior	Movement Speed, Melee Damage, Radiation Resistance.
Unleash the Dragon	Incendiary Resistance, Incendiary Damage, Melee Damage.

- The **Deathrattle** has the same **Primary Stats** as other Legendary Artifacts, but has a limited selection for the **Secondary Stats**:

- AS Cooldown Rate, Area-Of-Effect Damage, Health Regen, Movement Speed, EXP, Corrosive/Cryo/Fire/Radiation/Shock Resistance.

Artifact Creation Guide (Visual):	Old Guide
	New Guide

[1] While being an Unique Artifact, the Shlooter has access to all of the Primary and Secondary Stats.

[2] While being an Unique Artifact, the Toboggan has access to all of the Primary and Secondary Stats.

[3] It's considered Shotgun Damage due to a bug. [IT SHOULD BE FIXED NOW]

[4] When it's in the 2nd or 3rd line (so not the Ravaging Effect from Primary Stats), it does also increase your Splash Radius.

[5] Image courtesy of Lootlemon:

<https://www.lootlemon.com/bonus-item/company-man-bl3>

[6] When it's in the 2nd or 3rd line (so not the Ravaging Effect from Section A), it does also increase your Splash Radius.

[7] It's considered Shotgun Damage due to a bug. [IT SHOULD BE FIXED NOW]

[8] When it's in the 2nd or 3rd line (so not the Ravaging Effect from Section A), it does also increase your Splash Radius.

[9] Image courtesy of Lootlemon: <https://www.lootlemon.com/bonus-item/shlooter-bl3>

[10] It's considered Shotgun Damage due to a bug. [IT SHOULD BE FIXED NOW]

[11] When it's in the 2nd or 3rd line (so not the Ravaging Effect from Section A), it does also increase your Splash Radius.