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] Cauterazing	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%	Adds Corrosive damage to all Melee attacks. Imbue Melee with Cryo.
[FastHands] Cutpurse	Ammo Refill: +13%, Ammo Returned To Allies: +13%	Adds Cryo damage to all Melee attacks. 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.
[ElementalOrigin] Elemental Projector		Slide arcs beams of Shock to nearby enemies, which can arc to other nearby enemies. Elemental Damage Boost.
[ElementalOrigin] Elemental Projector	Damage Boost: +129% Damage Boost: +129% While suffering an elemental leffect, increase your damage with that same element. Instead of dying, get one automatic Second Wind .	
Deathrattle	Second Wind Bonus - Weapon Damage: +30%, Fire Rate Increase: +30%	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. 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 Pervial's Holy Grail +20% Max Health Regenerates 2% Health/sec Holy Grail +10% Max Health Regenerates 1% 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.
Knife Drain		Fires 3 Cryo projectiles that damage and pass through enemies. Imbue Melee with Lifesteal.
Last Stand	Melee Lifesteal: +75%	All Melee attacks return a portion of the damage dealt as Health.
[LootExpander] Loot Expanding	Duration: 5s, Cooldown: 40s Cash: +137%, Ammo: +40%, Health: +65%	Temporary Invulnerability. Temporary Invulnerability when Health drops below 50%. 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.
Euriacy	Silieti Capacity ilicrease +100%	Equivalent Exchange. Imbue Slam with Radiation.
Mind Melt	Slam Bonus Damage: 113%, Slam Radius: +43%, Aura Duration: 8s	Slam triggers a Radiation aura that follows you and damages nearby enemies.
[PUK] The Pearl of Ineffable Knowledge	Stack Damage Increase +90%	Consecutive succesful 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. Imbue Melee with Radiation.
Radiation Stone	Bonus Damage: +80%	Adds Radiation damage to all Melee attacks.
Radiodead	Bonus Damage: 95%, Duration: 5s	Imbue Slide with <mark>Radiation</mark> . Slide deals addition <mark>Radiation</mark> 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. On kill, dramatically increase your legendary drop chance for a short time. Non-dedicated loot drops only.
Shlooter	Legendary Drop Chance: +100.000% Duration: 12s	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.
[ElDragon] 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.	The power is YOURS!
Cosmic Crater	Elemental type changes every 5.0 seconds. Slam creates a random elemental puddle that lasts for 5 seconds.	Come on and SLAM!
Deathless	Reserves all but 1 Health.	What do we say to the God of Death?
Loaded Dice	+100% Shield Capacity, +25% Shield Recharge Rate, -20% Shield Recharge Delay -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.
Safegaurd	Slam triggers a shield that reduce incoming damage by 57% and lasts for 5 seconds.	My own little bubble. Packet rockets.
[Salvo] Launch Pad	Slam launches a barrage of homing rockets.	

Splatter Gun	+50% Shotgun Damage while Sliding.		This is my BOOMSTICK!
· · · · · · · · · · · · · · · · · · ·	Slide b	uilds a static charge, causing your next Melee attack to do	
[Static Touch] Static Charge		Shonus Shock damage that chains to nearby enemies.	Shock me like an electric eel.
Victory Rush		Kill a Badass to trigger Victory Rush.	Another one.
		% Movement Speed and Damage. 60 second duration.	
White Elephant	White Elephant Melee attacks have a 30% chance to attach a sticky bomb.		It's a SURPRISE!
		Stats	
Code Name [Edito	r]		Unique
А	rtifact_Part_Stat_ElectricBanjo	Electric Banjo	Bullet Proc Chance: +20%
	Artifact_Part_Stat_ElDragonJr	Linloach the Dragon	Melee Ignite Chance: 100%, Slide Ignite Chance: 100%,
	Artifact_rait_Stat_Elbragolisi	Officasii the Dragon	Ground Slam Ignite Chance: 100%
	Artifact_Part_Stat_Grave	Grave	Melee Damage: +100%, Weapon Damage: +20%, Splash Damage: +15%
А	rtifact_Part_Stat_PhoenixTears	Phoenix Tears	Health on Second Wind: 100%
А	rtifact_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		Heal Percent 25%, Slam Bonus Damage +75%
	tifact_Part_Ability_Deathrattle		Second Wind Bonus - Weapon Damage: +30%, Fire Rate Increase: +30%
	rtifact_Part_Ability_HolyGrail1		+10% Max Health, Regenerates 1% Health/Sec
	rtifact_Part_Ability_HolyGrail2		+20% Max Health, Regenerates 2% Health/Sec
A	rtifact_Part_Ability_HolyGrail3		+30% Max Health, Regenerates 3% Health/Sec
		Primary Stats	
	Artifact_Part_Stats_Asbestos		+43% Incendiary Resistance
	Artifact_Part_Stats_Brawler	Brawler	+44% Melee Damage
	Artifact_Part_Stats_Breaching	Breaching	
Arti	ifact_Part_Stats_Contaminated		+28% Radiation Damage
	Artifact_Part_Stats_DeadEye	Dead Eye	
	Artifact_Part_Stats_Durable	Durable	+43% Corrosive Resistance
	Artifact_Part_Stats_Frozen	Frozen	
	Artifact_Part_Stats_Greasy Artifact Part Stats Grenadier	Greasy Grenadier	+28% SMG Damage +34% Grenade Damage
	Artifact_Part_Stats_Grounded	Grounded	+43% Shock Resistance
	Artifact_Part_Stats_Hasty	Hasty	+14% Movement Speed
Α	rtifact_Part_Stats_HollowPoint	Hollow Point	
	Artifact_Part_Stats_Hulking		+28% Heavy Damage [3]
	Artifact_Part_Stats_Insulated	Insulated	
4	rtifact_Part_Stats_LeadCoated	Lead Coated	
	Artifact_Part_Stats_Loaded	Loaded	+73% Magazine Size
4	rtifact_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	
	Artifact_Part_Stats_Quickdraw	Quickdraw	
	Artifact_Part_Stats_Ravaging	Ravaging	+55% Area-Of-Effect Damage (Splash Damage)
	Artifact_Part_Stats_Spicy	Spicy	
	Artifact_Part_Stats_Stalwart	Stalwart	
	Artifact_Part_Stats_Unyielding Artifact_Part_Stats_Vigorous	Unyielding Vigorous	
	Artifact_Part_Stats_Vigorous Artifact_Part_Stats_Zappy	-	+28% Shock Damage
	Artifott_ruit_stats_tappy		120/0 SHOCK Dalliage
		Secondary Stats	
Antiford D	Artifact_Part_Stats_Accuracy	Action Skill Cookdown Pote	
	art_Stats_ActionSkillCooldown	Action Skill Cooldown Rate	+34% +55% [4]
	tifact_Part_Stats_AreaDamage t_Part_Stats_BleedoutDuration	Area-Of-Effect Damage (Splash Damage) Fight For Your Life Duration	
	art_Stats_BleedoutMoveSpeed	Fight For Your Life Movement Speed	
	t_Part_Stats_CorrosiveDamage	Corrosive Damage	+28%
	art_Stats_CorrosiveDoTChance	Melt Chance	+44%
Artifact_Part_Stats_CorrosiveResist			
Artif	act_Part_Stats_CorrosiveResist	Corrosive Resistance	+43%
	act_Part_Stats_CorrosiveResist act_Part_Stats_CryoDamage_2	Corrosive Resistance Cryo Damage	+43% +28%
Artif			
Artif Art	act_Part_Stats_CryoDamage_2	Cryo Damage	+28% +44%
Artif Art	act_Part_Stats_CryoDamage_2 ifact_Part_Stats_CryoEfficiency	Cryo Damage Cryo Efficiency	+28% +44%
Artif Art Art	act_Part_Stats_CryoEfficiency drifact_Part_Stats_CryoEfficiency Artifact_Part_Stats_CryoResist fact_Part_Stats_FireDamage_2 fact_Part_Stats_FireDoTChance	Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance	+28% +44% +43% +28% +44%
Arti Art Arti Artii	act_Part_Stats_CryoDamage_2 ifact_Part_Stats_CryoEfficiency Artifact_Part_Stats_CryoResist fact_Part_Stats_FireDamage_2 fact_Part_Stats_FireDoTChance Artifact_Part_Stats_FireResist	Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance	+28% +44% +43% +43% +44% +44%
Arti Art Arti Arti	act_Part_Stats_CryoDamage_2 iffact_Part_Stats_CryoEfficiency Artifact_Part_Stats_CryoResist fact_Part_Stats_FireDamage_2 fact_Part_Stats_FireDoTChance Artifact_Part_Stats_FireResist tifact_Part_Stats_HealthRegen	Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Health Regen	+28% +44% +43% +28% +443% Regenerates +990 Health/sec
Arti Art Arti Arti An	act_Part_Stats_CryoDamage_2 iffact_Part_Stats_CryoEfficiency Artifact_Part_Stats_CryoResist fact_Part_Stats_FireDamage_2 iact_Part_Stats_FireDoTchance Artifact_Part_Stats_FireResist tifact_Part_Stats_FireResist tifact_Part_Stats_MagazineSize	Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Health Regen Magazine Size	+28% +44% +43% +28% +444% +43% Regenerates +990 Health/sec +73%
Arti Art Arti Arti Ar	act_Part_Stats_CryoDamage_2 ifact_Part_Stats_CryoEfficiency Artifact_Part_Stats_CryoResist fact_Part_Stats_FireDamage_2 iact_Part_Stats_FireDamage_2 iact_Part_Stats_FireDamage_2 itfact_Part_Stats_FirePamage_2 itfact_Part_Stats_MastHeagen itfact_Part_Stats_MagazineSize Artifact_Part_Stats_MaxHealth	Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Health Regen Magazine Size Max Health	+28% +44% +43% +28% +444% +33% Regenerates +990 Health/sec +73% +9902
Arti Art Arti Arti An Arti Artifact	act_Part_Stats_CryoDamage_2 ifact_Part_Stats_CryoEfficiency Artifact_Part_Stats_CryoResist fact_Part_Stats_FireDamage_2 iact_Part_Stats_FireDoTchance Artifact_Part_Stats_FirePachance Artifact_Part_Stats_FirePachance iffact_Part_Stats_Mapazinesize Artifact_Part_Stats_MaxHealth Part_Stats_MaxHealth Part_Stats_MaxHealth	Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Health Regen Magazine Size Max Health	+28% +44% +43% +28% +44% +43% Regenerates +990 Health/sec +73% +9902 +11091
Artifact. Artifact. Artifact. Artifact.	act_Part_Stats_CryoDamage_2 Ifact_Part_Stats_CryoEfficiency Artifact_Part_Stats_CryoResist fact_Part_Stats_FireDamage_2 fact_Part_Stats_FireDoTChance Artifact_Part_Stats_FireResist tifact_Part_Stats_MagazineSize Artifact_Part_Stats_MagazineSize Artifact_Part_Stats_MagazineSize Artifact_Part_Stats_MasAhelath Part_Stats_MasAhelatCapacity fact_Part_Stats_MasAhelatCapacity fact_Part_Stats_MasAhelatCapacity fact_Part_Stats_MasAhelatCapacity	Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Incendiary Resistance Health Regen Magazine Size Max Health Max Shield Melee Damage	+28% +44% +43% +43% +44% +44% Regenerates +990 Health/sec +73% +9902 +11091 +44%
Arti Art Arti Arti Ar Arti Arti Arti	act_Part_Stats_CryoDamage_2 ifact_Part_Stats_CryoEfficiency Artifact_Part_Stats_CryoResist fact_Part_Stats_FireDamage_2 icat_Part_Stats_FireDoTChance Artifact_Part_Stats_FireResist tifact_Part_Stats_HealthRegen iifact_Part_Stats_MagazineSize Artifact_Part_Stats_MagazineSize Artifact_Part_Stats_MasArtiealth Part_Stats_MasArtiealth Part_Stats_MasArtiealth part_Stats_MasArtiealth fact_Part_Stats_MasArtiealth fact_Part_Stats_MasArtiealth fact_Part_Stats_MasArtiealth fact_Part_Stats_Movespeed	Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Incendiary Resistance Health Regen Magazine Size Max Health Max Shield Melee Damage Movement Speed	+28% +44% +43% +28% +443% +443% Regenerates +990 Health/sec +73% +9902 +11091 +44% +14%
Artifact Artifact Artifact Artifact Artifact Artifact Artifact	act_Part_Stats_CryoDamage_2 ifact_Part_Stats_CryoEfficiency Artifact_Part_Stats_CryoResist fact_Part_Stats_FreeDamage_2 iact_Part_Stats_FreeDamage_2 inct_Part_Stats_FreeDamage_2 iffact_Part_Stats_FreeResist tifact_Part_Stats_HealthRegen iffact_Part_Stats_MagazineSize Artifact_Part_Stats_MagazineSize Artifact_Part_Stats_MayAHealth Part_Stats_MaxShieldCapacity fact_Part_Stats_MaxSheeDamage vitifact_Part_Stats_Movespeed L_Part_Stats_Rovespeed L_Part_Stats_RadiationDamage	Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Incendiary Resistance Health Regen Magazine Size Max Health Max Shield Melee Damage Movement Speed Radiation Damage	+28% +44% +43% +28% +444% +433% Regenerates +990 Health/sec +73% +9902 +11091 +444% +144% +28%
Artifact_P Artifact_Artifact_Artifact_P	act_Part_Stats_CryoDamage_2 iffact_Part_Stats_CryoEfficiency Artifact_Part_Stats_CryoResist fact_Part_Stats_FireDamage_2 fact_Part_Stats_FireDamage_2 fact_Part_Stats_FireDamage_2 fact_Part_Stats_FireResist tifact_Part_Stats_HealthRegen iifact_Part_Stats_MagazineSize Artifact_Part_Stats_MagazineSize Artifact_Part_Stats_Masklealth Part_Stats_MaskleidCapacity fact_Part_Stats_MaskleidCapacity fact	Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Health Regen Magazine Size Max Health Max Shield Melee Damage Movement Speed Radiation Damage	+28% +44% +43% +28% +444% 43% Regenerates +990 Health/sec +73% +9902 +11091 +444% +114% +28% +444%
Artifact	act_Part_Stats_CryoDamage_2 ifact_Part_Stats_CryoEfficiency Artifact_Part_Stats_CryoResist fact_Part_Stats_FireDamage_2 act_Part_Stats_FireDoTChance Artifact_Part_Stats_FireResist tifact_Part_Stats_HealthRegen lifact_Part_Stats_MagazineSize Artifact_Part_Stats_MayagazineSize Artifact_Part_Stats_RadiationDoTChance act_Part_Stats_RadiationDoTChance act_Part_Stats_RadiationDoTChance act_Part_Stats_RadiationPoSidsace act_Part_Stats_RadiationResist	Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Incendiary Resistance Health Regen Magazine Size Max Health Max Shield Melee Damage Movement Speed Radiation Damage Irradiate Chance Radiation Resistance	+28% +44% +43% +443% +443% +443% Regenerates +990 Health/sec +73% +9902 +11091 +44% +14% +14% +14% +14% +43%
Artifact, Artifact, Artifact, Artifact, Artifact, Artifact, Artifact,	act_Part_Stats_CryoDamage_2 Ifact_Part_Stats_CryoEfficiency Artifact_Part_Stats_CryoResist fact_Part_Stats_FreDamage_2 act_Part_Stats_FreDoTChance Artifact_Part_Stats_FreResist tifact_Part_Stats_HealthRegen sifact_Part_Stats_MagazineSize Artifact_Part_Stats_MagazineSize Artifact_Part_Stats_Mashlealth Part_Stats_Mashlealth Part_Stats_MashlealCapacity fact_Part_Stats_MeleDamage uttifact_Part_Stats_MeleDamage trifact_Part_Stats_MashlealCapacity fact_Part_Stats_MashlealCapacity fact_Part_Stats_RadiationDoTChance act_Part_Stats_RadiationDoTChance act_Part_Stats_RadiationPassleadSpeed	Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Incendiary Resistance Incendiary Resistance Health Regen Magazine Size Max Health Max Shield Melee Damage Movement Speed Radiation Damage Irradiate Chance Radiation Resistance	+28% +444% +43% +43% +443% +443% Regenerates +990 Health/sec +73% +9902 +11091 +444% +144% +144% +149% +288%
Artifact_P Artifact_P Artifact_P Artifact_P Artifact_P Artifact_P Artifact_P	act_Part_Stats_CryoDamage_2 ifact_Part_Stats_CryoEfficiency Artifact_Part_Stats_CryoResist fact_Part_Stats_FireDamage_2 act_Part_Stats_FireDoTChance Artifact_Part_Stats_FireResist tifact_Part_Stats_HealthRegen lifact_Part_Stats_MagazineSize Artifact_Part_Stats_MayagazineSize Artifact_Part_Stats_RadiationDoTChance act_Part_Stats_RadiationDoTChance act_Part_Stats_RadiationDoTChance act_Part_Stats_RadiationPoSidsace act_Part_Stats_RadiationResist	Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Incendiary Resistance Health Regen Magazine Size Max Health Max Shield Melee Damage Movement Speed Radiation Damage Irradiate Chance Radiation Resistance	+28% +44% +43% +443% +443% 443% Regenerates +990 Health/sec +73% +9902 +11091 +44% +14% +14% +14% +14% +43%
Artifact Artifact Artifact Artifact Artifact Artifact Artifact Artifact	act_Part_Stats_CryoDamage_2 ifact_Part_Stats_CryoEfficiency Artifact_Part_Stats_CryoResist fact_Part_Stats_FireDamage_2 act_Part_Stats_FireDoTChance Artifact_Part_Stats_FireResist tifact_Part_Stats_HealthRegen iffact_Part_Stats_MagazineSize Artifact_Part_Stats_MayaHealth Part_Stats_MaskheildCapacity fact_Part_Stats_Movespeed t_Part_Stats_Movespeed t_Part_Stats_Movespeed t_Part_Stats_RediationDoTChance act_Part_Stats_RadiationDoTchance act_Part_Stats_RadiationPartStats_Part_Part_Part_Part_Part_Part_Part_Part	Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Incendiary Resistance Health Regen Magazine Size Max Health Max Shield Melee Damage Movement Speed Radiation Damage Irradiate Chance Radiation Resistance Weapon Reload Speed	+28% +44% +43% +28% +444% +43% Regenerates +990 Health/sec +73% +9902 +11091 +444% +144% +144% +144% +149%
Artifact_P	act_Part_Stats_CryoDamage_2 ifact_Part_Stats_CryoEfficiency Artifact_Part_Stats_CryoResist fact_Part_Stats_FreDamage_2 fact_Part_Stats_FreDamage_2 fact_Part_Stats_FreDamage_2 fact_Part_Stats_FreResist tifact_Part_Stats_HealthRegen fifact_Part_Stats_MagazineSize Artifact_Part_Stats_MagazineSize Artifact_Part_Stats_MaskHealth Part_Stats_MaskHealth Part_Stats_MaskHealth Part_Stats_MaskHealth fact_Part_Stats_Movespeed t_Part_Stats_RediationDamage art_Stats_RadiationDamage art_Stats_RadiationPage art_Stats_RadiationPage art_Stats_RadiationPage art_Stats_RadiationPage art_Stats_RadiationPage art_Stats_RadiationPage art_Stats_RadiationPage art_Stats_ShieldRechargeRade art_Stats_ShieldRechargeRade	Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Incendiary Resistance Health Regen Magazine Size Max Health Max Shield Melee Damage Movement Speed Radiation Damage Irradiate Chance Radiation Resistance Weapon Reload Speed Shield Recharge Delay Shield Recharge Delay	+28% +44% +43% +28% +444% +43% Regenerates +990 Health/sec +73% +9902 +11091 +444% +144% +144% +144% +149%
Artifact_	act_Part_Stats_CryoDamage_2 iffact_Part_Stats_CryoEfficiency Artifact_Part_Stats_CryoResist fact_Part_Stats_FireDamage_2 act_Part_Stats_FireDoTChance Artifact_Part_Stats_FireResist tiffact_Part_Stats_FireResist tiffact_Part_Stats_MealthRegen iffact_Part_Stats_MayBazineSize Artifact_Part_Stats_MayBazineSize Artifact_Part_Stats_MayBazineSize Artifact_Part_Stats_MayBazineSize fact_Part_Stats_Movespeed part_Stats_MaidationDamage art_Stats_RadiationDamage art_Stats_RadiationDamage art_Stats_RadiationDartChance act_Part_Stats_RadiationResist tiffact_Part_Stats_ReloadSpeed art_Stats_RadiationResist tiffact_Part_Stats_ReloadSpeed art_Stats_RadiationTesist art_Stats_RadiationPart_Stats_RadiationTesist tiffact_Part_Stats_ReloadSpeed art_Stats_RadiationDartChance act_Part_Stats_ReloadSpeed art_Stats_ShieldRechargeDelay Part_Stats_ShieldRechargeRate fact_Part_Stats_ShockDamage	Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Incendiary Resistance Incendiary Resistance Health Regen Magazine Size Max Health Max Shield Melee Damage Movement Speed Radiation Damage Irradiate Chance Radiation Resistance Weapon Reload Speed Shield Recharge Delay Shield Recharge Delay	+28% +44% +43% +443% +444% +444% +445% +445% Regenerates +990 Health/sec +773% +9902 +11091 +444% +444% +444% +444% +443% +19% -39% +469% +469% +28%

Experience Gained From Combat +11%
Unreleased

Artifact_Part_Stats_XPMultiplier

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#70G4

Compan	y Man	Info	
Together we can put a	ling in the universe.	- Damage and Crit Damage can have 2 variations (Damage 1/2, Crit Damage 1/2 in the Save Ed	litor).
Unique S	tats	- 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	[5]	
Accuracy	+35%	رح	
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%	How it should look in the save editor	
Melt Chance	+44%		
Corrosive Resistance	+43%	Artifact_Part_Rarity_Legendary	-
Cryo Damage	+28%	Author County and Company of the County of t	
Cryo Efficiency	+44%	Proposed Association for Continuo Conti	Part II
Cryo Resistance	+43%	Artifact_Part_CompanyMan_Base	
Incendiary Damage	+28%		
Ignite Chance	+44%		100011
Incendiary Resistance	+43%	Artifact_Part_Stats_CompanyMan_Maliwan_Damage2	
Health Regen	Regenerates +990 Health/sec		
Magazine Size	+73%	Artifact_Part_Stats_CompanyMan_Maliwan_CritDamage2	
Max Health	+9902	Artifact_Fart_Stats_CompanyMan_Manwaii_CfftDaffage2	
Max Shield	+11091		-
Melee Damage	+44%	Artifact_Part_Stats_CompanyMan_Maliwan_MagSize	_
Movement Speed	+14%		
Radiation Damage	+28%		F.17.17
Irradiate Chance	+44%	Artifact_Part_Stats_MagazineSize	-
Radiation Resistance	+43%	ALLOCATION CONTRACTOR AND AND AND THE STATE OF THE STATE	
Weapon Reload Speed	+19%	STANDARD AND AN AND AND AND AND THE PART OF THE PART O	in the
Shield Recharge Delay	-39%	Artifact_Part_Stats_AreaDamage	-
Shield Recharge Rate	+49%		
Shock Damage	+28%		
Electrocute Chance	+44%	Artifact_Part_Stats_ActionSkillCooldown	
Shock Resistance	+43%]	
Experience Gained From Combat	+11%	<u> </u>	

Tobo	ggan	Info	
That's gonna	leave a mark.		
Prima	ry Stats		
Absestos	+43% Incendiary Resistance	- The Toboggan can spawn with any Primary Stat but has a restricted number of Secondary Stats.	
Brawler	+44% Melee Damage	 In particular, Weapon Specific Damage cannot rolls with Magazine Size, for example, since they are both Primaries in this case (Loaded for Mag Size). 	
Breaching	+28% Shotgun Damage	654 ITEM SCORE	
Contaminated	+28% Radiation Damage	LVL REO 70	
Dead Eye	+28% Pistol Damage	Loaded Toboggan LEGENDARY ARTIFACT	
Durable	+43% Corrosive Resistance	SLIDE BUNUS	
Frozen	+28% Cryo Damage	SLIDE SPEED DAMAGE REDUCTION +100%	
Greasy	+28% SMG Damage	AMP DAMAGE	
Grenadier	+34% Grenade Damage	That's gonna leave a mark.	
Grounded	+43% Shock Resistance	+73% Magazine Size	
Hasty	+14% Movement Speed	+34% Action Skill Cooldown Rate	
Hollow Point	+28% Assault Rifle Damage	+55% Area-Of-Effect Damage	
Hulking	+28% Heavy Damage [7]		
Insulated	+43% Cryo Resistance	 Gain a protective bubble on slide. Your next shot consumes the bubble and gains amp damage. 	
Lead Coated	+43% Radiation Resistance	Consumes the booble and gains only callings.	
Loaded	+73% Magazine Size	s 1 2 9,8 8 9	
Long Lasting	+34% Action Skill Cooldown Rate	How it should look in the save editor	
Long Range	+28% Sniper Damage		
Lucky	+20.00 Luck	1	
Lustrous	+30% Elemental Resistance		
Melty	+28% Corrosive Damage	Artifact_Part_Rarity_Legendary	
Precision	+35% Accuracy	, and a control of control of the co	
Quickdraw	+19%Weapon Reload Speed		
Ravaging	+55% Area-Of-Effect Damage (Splash Damage)	Terresis annotation and a second and a secon	
Spicy	+28% Incendiary Damage	Artifact_Part_Ability_Toboggan	
Stalwart	+11091 Max Shield		
Unyielding	+73% FFYL Downed Time		
	+9902 Max Health	Artifact_Part_Stats_Loaded	
	+28% Shock Damage	Artifact_Fart_Stats_Loaded	
Second	ary Stats		
Action Skill Cooldown Rate	+34%	Additional Deat Otata Assertance	
Area-Of-Effect Damage (Splash Damage)	+55% [8]	- Artifact_Part_Stats_AreaDamage =	
Health Regen	Regenerates +990 Health/sec		
Movement Speed	+14%		
Experience Gained From Combat	+11%	Artifact_Part_Stats_ActionSkillCooldown	
Corrosive Resistance	+43%	THE STATE OF THE S	
Cryo Resistance	+43%		
Incendiary Resistance	+43%		
Radiation Resistance	+43%		
Shock Resistance	+43%		

	oter	Info
	ry Stats	
Absestos	· ·	- The Shlooter can spawn with either 1 or 2 Secondary Stats .
	+44% Melee Damage	
	+28% Shotgun Damage +28% Radiation Damage	
Dead Eye		
Durable		
	+28% Cryo Damage	
Greasy	+28% SMG Damage	
Grenadier	+34% Grenade Damage	[9]
Grounded	+43% Shock Resistance	
Hasty	+14% Movement Speed	
Hollow Point	+28% Assault Rifle Damage	
Hulking		
Insulated		
Lead Coated		
Loaded		
	+34% Action Skill Cooldown Rate	How it should look in the save editor
	+28% Sniper Damage	
Lucky		
Lustrous		
Melty		
	+35% Accuracy +19%Weapon Reload Speed	
Ravaging		
	+28% Incendiary Damage	
	+11091 Max Shield	
	+73% FFYL Downed Time	
	+9902 Max Health	
	+28% Shock Damage	
Second	ary Stats	
Accuracy		
Action Skill Cooldown Rate		
Area-Of-Effect Damage (Splash Damage)	+55% [11]	
Area-Of-Effect Damage (Splash Damage) Fight For Your Life Duration		
	+73%	
Fight For Your Life Duration	+73% +54%	
Fight For Your Life Duration Fight For Your Life Movement Speed	+73% +54% +28%	
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage	+73% +54% +28% +44%	VA (: D
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage Melt Chance Corrosive Resistance Cryo Damage	+73% +54% +28% +44% +43% +28%	WiP
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage Melt Chance Corrosive Resistance Cryo Damage	+73% +54% +28% +44% +43% +28% +44%	WiP
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage Melt Chance Corrosive Resistance Cryo Damage Cryo Efficiency Cryo Resistance	+73% +54% +28% +44% +43% +28% +44% +44%	WiP
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage Melt Chance Corrosive Resistance Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage	+73% +54% +28% +44% +43% +28% +44% +43% +28%	WiP
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage Melt Chance Corrosive Resistance Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage	+73% +54% +28% +44% +43% +28% +44% +43% +28% +44%	WiP
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage Melt Chance Corrosive Resistance Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage	+73% +54% +28% +44% +43% +28% +44% +43% +28% +44% +43%	WiP
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage Melt Chance Corrosive Resistance Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Health Regen	+73% +54% +28% +44% +43% +28% +44% +43% +28% +44% +43% Regenerates +990 Health/sec	WiP
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage Melt Chance Corrosive Resistance Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Health Regen	+73% +54% +28% +44% +43% +28% +44% +43% +28% +44% +43% Regenerates +990 Health/sec +73%	WiP
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage Melt Chance Corrosive Resistance Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Health Regen Magazine Size Max Health	+73% +54% +28% +44% +43% +28% +44% +43% +43% +28% +44% +43% Regenerates +990 Health/sec +73% +9902	WiP
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage Melt Chance Corrosive Resistance Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Health Regen	+73% +54% +28% +44% +43% +28% +44% +43% +43% +28% +44% +43% Regenerates +990 Health/sec +73% +9902 +11091	WiP
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage Melt Chance Corrosive Resistance Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Health Regen Magazine Size Max Health Max Shield	+73% +54% +28% +44% +43% +28% +44% +43% +428% +44% +43% Regenerates +990 Health/sec +73% +9902 +11091 +44%	WiP
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage Melt Chance Corrosive Resistance Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Health Regen Magazine Size Max Health Max Shield Melee Damage	+73% +54% +28% +44% +43% +28% +44% +43% +28% +44% +43% Regenerates +990 Health/sec +73% +9902 +11091 +44% +14%	WiP
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage Melt Chance Corrosive Resistance Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Health Regen Magazine Size Max Health Max Shield Melee Damage Movement Speed	+73% +54% +28% +44% +43% +28% +44% +43% +28% +44% +43% Regenerates +990 Health/sec +73% +9902 +11091 +44% +14% +14% +28%	WiP
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage Melt Chance Corrosive Resistance Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Health Regen Magazine Size Max Health Max Shield Melee Damage Movement Speed	+73% +54% +28% +44% +43% +28% +44% +43% +28% +44% Hear and the second s	WiP
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage Melt Chance Corrosive Resistance Cryo Damage Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Health Regen Magazine Size Max Health Max Shield Melee Damage Movement Speed Radiation Damage	+73% +54% +28% +44% +43% +28% +44% +43% +28% +44% +43% Regenerates +990 Health/sec +73% +9902 +11091 +44% +14% +14% +28% +44% +44% +43%	WiP
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage Melt Chance Corrosive Resistance Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Health Regen Magazine Size Max Health Max Shield Melee Damage Movement Speed Radiation Damage Irradiate Chance Radiation Resistance	+73% +54% +28% +44% +43% +28% +44% +43% +28% +44% +43% Regenerates +990 Health/sec +73% +9902 +11091 +44% +14% +28% +44% +43% +19%	WiP
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage Melt Chance Corrosive Resistance Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Health Regen Magazine Size Max Health Max Shield Melee Damage Movement Speed Radiation Damage Irradiate Chance Radiation Resistance	+73% +54% +28% +44% +43% +28% +44% +43% +28% +44% +43% Regenerates +990 Health/sec +73% +9902 +11091 +44% +14% +14% +28% +44% +14% +28% +44% +43% +19% -39% +49%	WiP
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage Melt Chance Corrosive Resistance Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Health Regen Magazine Size Max Health Max Shield Melee Damage Movement Speed Radiation Damage Irradiate Chance Radiation Resistance Weapon Reload Speed Shield Recharge Delay Shield Recharge Pate	+73% +54% +28% +44% +43% +28% +44% +43% +28% +44% +43% Regenerates +990 Health/sec +73% +9902 +11091 +44% +14% +28% +44% +19% +39% +49% +49% +28%	WiP
Fight For Your Life Duration Fight For Your Life Movement Speed Corrosive Damage Melt Chance Corrosive Resistance Cryo Efficiency Cryo Resistance Incendiary Damage Ignite Chance Incendiary Resistance Health Regen Magazine Size Max Health Max Shield Melee Damage Movement Speed Radiation Damage Irradiate Chance Radiation Resistance Weapon Reload Speed Shield Recharge Delay	+73% +54% +28% +44% +43% +28% +44% +43% +28% +44% +43% Regenerates +990 Health/sec +73% +9902 +11091 +44% +14% +128% +44% +19% +28% +44% +43% +19% +39% +49% +28% +44%	WiP

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.