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PURPLE SHIELDS CHECKLIST

Augments	ANSHIN			HYPERION			PANGOLIN			Effects
	x3	x2	x1	x3	x2	x1	x3	x2	x1	
Absorb	✓	✓	✓	✓	✓	✓	✓	✓	✓	+15%/30%/40% chance to absorb bullets as ammo.
Adaptive	□	□	□	✓	✓	✓	□	□	□	+8/15/23% Health & 17/33/41% Resistance to the last damage type received for 3 seconds. [1]
Adrenaline	✓	✓	✓	□	□	□	✓	✓	✓	+23/38/50% Reload Speed while shield is depleted.
Amp	✓	✓	✓	□	□	□	✓	✓	✓	While full, Shots drain 30/25/20% Shields for +20/50/100% Weapon Damage.
Brimming	□	□	□	✓	✓	✓	□	□	□	+5/10/15% Max Health per second while shields are full.
Capacity	✓	✓	✓	✓	✓	✓	✓	✓	✓	+25/50/75% Max Capacity.
Fleet	□	□	□	✓	✓	✓	✓	✓	✓	+10/17/24% Movement Speed while shield is depleted.
Healthy	□	□	□	✓	✓	✓	✓	✓	✓	+10/25/50% Max Health.
Nova	✓	✓	✓	□	□	□	✓	✓	✓	Triggers 34.658 / 74.268 / 123.780 Damage Nova when shield breaks.
Projected	□	□	□	✓	✓	✓	□	□	□	Crouching projects your shield forward, gaining +20/35/50% damage reduction.
Recharge Delay	✓	✓	✓	✓	✓	✓	✓	✓	✓	-25/40/50% Recharge Delay.
Recharge Rate	✓	✓	✓	✓	✓	✓	✓	✓	✓	+15/30/45 Recharge Rate.
Reflect	✓	✓	✓	□	□	□	✓	✓	✓	15/30/40% chance to Reflect projectiles while shielded.
Resistance	✓	✓	✓	✓	✓	✓	□	□	□	27/38/51% [Fire/Corrosive/Cryo/Radiation] & 32/41/53% [Shock] Resistance to Shield Element.
Roid	✓	✓	✓	□	□	□	✓	✓	✓	+80/180/300% Melee Damage while shield is depleted.
Safe-Space	□	□	□	□	□	□	□	□	✓	Deals area-knockback on shield break.
Spike	✓	✓	✓	✓	✓	✓	□	□	□	Returns 9902 / 19.805 / 39.609 damage if melee'd while shielded.
Trigger Happy	✓	✓	✓	□	□	□	✓	✓	✓	+10/17/24% Fire Rate while shield is depleted.
Turtle	✓	✓	✓	✓	✓	✓	□	□	□	+40/80/120% Capacity, -10/20/30% Max Health.
Vagabond	□	□	□	✓	✓	✓	□	□	□	+10/17/24% Movement Speed while shields are full.
Fortify Charge	✓	✓	✓	✓	✓	✓	□	□	□	When damaged, has a 15/20/25% chance to drop a Fortify Charge that grant 10/15/25% DR.
Health Charge	✓	✓	✓	✓	✓	✓	□	□	□	When damaged, has a 15/20/25% chance to drop a Health Charge that restores 15/25/35% of max health.
Power Charge	✓	✓	✓	□	□	□	✓	✓	✓	When damaged, has a 15/20/25% chance to drop a Power Charge that increases weapon damage by 10/20/30%.
Shield Charge	✓	✓	✓	✓	✓	✓	□	□	□	When damaged, has a 15/20/25% chance to drop a Booster that restores 8/15/23% shields.
A Bird's & A Duck's Cooperation										Discord: A Bird#7064

OLD GOD

The end comes from within. - Deal 20% increased damage for the element it is resistant against. 25% damage reduction against all elements.

Augments	x3	x2	x1	Effects
Absorb	✓	✓	✓	15/30/40% chance to absorb bullets as ammo.
Adaptive	✓	✓	✓	+8/15/23% Health & 17/33/41% Resistance to the last damage type received for 3 seconds.
Brimming	✓	✓	✓	+5/10/15% Max Health per second while shields are full.
Capacity	✓	✓	✓	+25/50/75% Max Capacity.
Fleet	✓	✓	✓	+10/17/24% Movement Speed while shield is depleted.
Healthy	✓	✓	✓	+10/25/50% Max Health.
Projected	✓	✓	✓	Crouching projects your shield forward, gaining +20/35/50% damage reduction.
Recharge Delay	✓	✓	✓	-25/40/50% Recharge Delay.
Recharge Rate	✓	✓	✓	+15/30/45 Recharge Rate.
Resistance	✓	✓	✓	27/38/51% [Fire/Corrosive/Cryo/Radiation] & 32/41/53% [Shock] Resistance to Shield Element.
Spike	✓	✓	✓	Returns 1,926 / 3,852 / 7,704 damage if melee'd while shielded.
Turtle	✓	✓	✓	+40/80/120% Capacity, -10/20/30% Max Health.
Vagabond	✓	✓	✓	+10/17/24% Movement Speed while shields are full.
Fortify Charge	✓	✓	✓	When damaged, has a 15/20/25% chance to drop a Fortify Charge that grant 10/15/25% DR.
Health Charge	✓	✓	✓	When damaged, has a 15/20/25% chance to drop a Health Charge that restores 15/25/35% of max health.
Shield Charge	✓	✓	✓	When damaged, has a 15/20/25% chance to drop a Booster that restores 8/15/23% shields.

RULES

- Any Old God can spawn with 2/3 additional augs (Hyperion).

684
ITEM SCORE
72
LVL REQ

Bullet Buffet Old God

LEGENDARY

20% RESISTANCE

CAPACITY	64695
RECHARGE DELAY	4.8
RECHARGE RATE	8556
OLD GOD	
[A] ABSORB	
[B] ABSORB	

- The end comes from within.
- +20% shock damage.
- +25% elemental damage resistance.
- +40% chance to absorb bullets as ammo.

\$ 136,306
HYPERION

GAS MASK

Fight until the end; until your last breath. - Fight For Your Life time increased by 50%.

Augments	x3	x2	x1	Effects
Absorb	✓	✓	✓	15/30/40% chance to absorb bullets as ammo.
Adaptive	✓	✓	✓	+8/15/23% Health & 17/33/41% Resistance to the last damage type received for 3 seconds.
Brimming	✓	✓	✓	+5/10/15% Max Health per second while shields are full.
Capacity	✓	✓	✓	+25/50/75% Max Capacity.
Fleet	✓	✓	✓	+10/17/24% Movement Speed while shield is depleted.
Healthy	✓	✓	✓	+10/25/50% Max Health.
Projected	✓	✓	✓	Crouching projects your shield forward, gaining +20/35/50% damage reduction.
Recharge Delay	✓	✓	✓	-25/40/50% Recharge Delay.
Recharge Rate	✓	✓	✓	+15/30/45 Recharge Rate.
Resistance	✓	✓	✓	27/38/51% [Fire/Corrosive/Cryo/Radiation] & 32/41/53% [Shock] Resistance to Shield Element.
Spike	✓	✓	✓	Returns 1,926 / 3,852 / 7,704 damage if melee'd while shielded.
Turtle	✓	✓	✓	+40/80/120% Capacity, -10/20/30% Max Health.
Vagabond	✓	✓	✓	+10/17/24% Movement Speed while shields are full.
Fortify Charge	✓	✓	✓	When damaged, has a 15/20/25% chance to drop a Fortify Charge that grant 10/15/25% DR.
Health Charge	✓	✓	✓	When damaged, has a 15/20/25% chance to drop a Health Charge that restores 15/25/35% of max health.
Shield Charge	✓	✓	✓	When damaged, has a 15/20/25% chance to drop a Booster that restores 8/15/23% shields.

RULES

- Any Gas Mask can spawn with 2/3 additional augs (Hyperion).
- It can only spawn with the Corrosive Elemental Resistance.

616

ITEM SCORE LVL REQ. 65

Weatherproof Gas Mask

LEGENDARY

CAPACITY	44767
RECHARGE DELAY	4.2
RECHARGE RATE	5616
RESISTANT	
RESISTANT	
RESISTANT	

60% RESISTANCE

- Fight until the end; until your last breath.
- Fight For Your Life time increased by 50%.

53615

HYPERION

MADCAP

Sometimes there is no next time. - Fight For Your Life time reduced by 50%.

Augments	x3	x2	x1	Effects
Absorb	✓	✓	✓	15/30/40% chance to absorb bullets as ammo.
Adrenaline	✓	✓	✓	+23/38/50% Reload Speed while shield is depleted.
Amp	✓	✓	✓	While full, Shots drain 30/25/20% Shields for +20/50/100% Weapon Damage.
Capacity	✓	✓	✓	+25/50/75% Max Capacity.
Nova	✓	✓	✓	Triggers 6,741 / 14,444 / 24,074 Damage Nova when shield breaks.
Recharge Delay	✓	✓	✓	-25/40/50% Recharge Delay.
Recharge Rate	✓	✓	✓	+15/30/45 Recharge Rate.
Reflect	✓	✓	✓	15/30/40% chance to Reflect projectiles while shielded.
Resistance	✓	✓	✓	27/38/51% [Fire/Corrosive/Cryo/Radiation] & 32/41/53% [Shock] Resistance to Shield Element.
Roid	✓	✓	✓	+80/180/300% Melee Damage while shield is depleted.
Spike	✓	✓	✓	Returns 1,926 / 3,852 / 7,704 damage if melee'd while shielded.
Trigger Happy	✓	✓	✓	+10/17/24% Fire Rate while shield is depleted.
Turtle	✓	✓	✓	+40/80/120% Capacity, -10/20/30% Max Health.
Vagabond	✓	✓	✓	+10/17/24% Movement Speed while shields are full.
Fortify Charge	✓	✓	✓	When damaged, has a 15/20/25% chance to drop a Fortify Charge that grant 10/15/25% DR.
Health Charge	✓	✓	✓	When damaged, has a 15/20/25% chance to drop a Health Charge that restores 15/25/35% of max health.
Power Charge	✓	✓	✓	When damaged, has a 15/20/25% chance to drop a Power Charge that increases weapon damage by 10/20/30%.
Shield Charge	✓	✓	✓	When damaged, has a 15/20/25% chance to drop a Booster that restores 8/15/23% shields.

RULES

- Any Madcap spawn with 3 additional augs (Anshin).

616 ITEM SCORE LVL REQ. 65

Equalizer Madcap

LEGENDARY

- 🛡️ CAPACITY 93171
- ⌚ RECHARGE DELAY 2.0
- ⚡ RECHARGE RATE 5239
- ⚡ AMP
- ⚡ AMP
- ⚡ AMP

13% RESISTANCE 🌫️

- Sometimes there is no next time.
- Fight For Your Life time reduced by 50%.
- While Full, Shots Drain 20% Shields for +100% Weapon Damage.

\$ 53,615

RE-VOLTER

Please conduct yourself. - On depleted, become shock-enraged for 15 seconds.
+50% Fire Rate, +200% Bonus Shock Damage (Action Skills, Melee, Grenades, and Weapons)

Augments	x3	x2	x1	Effects
Absorb	✓	✓	✓	15/30/40% chance to absorb bullets as ammo.
Adaptive	✓	✓	✓	+8/15/23% Health & 17/33/41% Resistance to the last damage type received for 3 seconds.
Brimming	✓	✓	✓	+5/10/15% Max Health per second while shields are full.
Capacity	✓	✓	✓	+25/50/75% Max Capacity.
Fleet	✓	✓	✓	+10/17/24% Movement Speed while shield is depleted.
Healthy	✓	✓	✓	+10/25/50% Max Health.
Projected	✓	✓	✓	Crouching projects your shield forward, gaining +20/35/50% damage reduction.
Recharge Delay	✓	✓	✓	-25/40/50% Recharge Delay.
Recharge Rate	✓	✓	✓	+15/30/45 Recharge Rate.
Resistance	✓	✓	✓	27/38/51% [Fire/Corrosive/Cryo/radiation] & 32/41/53% [Shock] Resistance to Shield Element.
Spike	✓	✓	✓	Returns 1,926 / 3,852 / 7,704 damage if melee'd while shielded.
Turtle	✓	✓	✓	+40/80/120% Capacity, -10/20/30% Max Health.
Vagabond	✓	✓	✓	+10/17/24% Movement Speed while shields are full.
Fortify Charge	✓	✓	✓	When damaged, has a 15/20/25% chance to drop a Fortify Charge that grant 10/15/25% DR.
Health Charge	✓	✓	✓	When damaged, has a 15/20/25% chance to drop a Health Charge that restores 15/25/35% of max health.
Shield Charge	✓	✓	✓	When damaged, has a 15/20/25% chance to drop a Booster that restores 8/15/23% shields.

RULES

Any Re-Volter can spawn with 2/3 additional augs (Hyperion).

679 ITEM SCORE LVL REQ **72**

Bullet Buffet Re-Volter

LEGENDARY

- CAPACITY 54007
- RECHARGE DELAY 7.1
- RECHARGE RATE 12833
- 20% RESISTANCE
- ABSORB
- ABSORB
- ABSORB

Please conduct yourself.

- On depleted, become shock-enraged for 15 seconds.
- +40% chance to absorb bullets as ammo.

HYPERION

\$ 118,527

[1] 20%/50%/70% seems to be the real values for the Resistance, due to how they unnecessarily go through the DR formula. Discovered by Lonemasterino, with a further and appreciated explanation by CZ47.