

Our Works:

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COM Compendium

STATS	VALUES [LV.72]
Weapon Damage	+35%
Assault Rifle Damage	+44%
SMG Damage	+44%
Pistol Damage	+44%
Shotgun Damage	+44%
Sniper Rifle Damage	+44%
Heavy Damage	+44%
Weapon Critical Damage	+26%
Weapon Accuracy	+39%
Weapon Handling	+41%
Weapon Fire Rate	+22%
Weapon Magazine Size	+32%
Weapon Reload Speed	+26%
Splash Damage	+39%
Splash Damage Radius	+37%
Grenade Damage	+41%
Grenade Radius	+32%
Grenade Capacity	+7
Action Skill Cooldown Rate	+43%
Action Skill Damage	+43%
Weapon Charge Speed	+75%
Melee Damage	+63%
Max Health	+9902
Health Regen	+990
Shield Capacity	+11091
Shield Recharge Delay	-26%
Shield Recharge Rate	+50%
Damage Reduction	-25%
Incendiary Resistance	+25%
Shock Resistance	+25%
Corrosive Resistance	+25%
Cryo Resistance	+25%
Radiation Resistance	+25%
ATLAS	
Weapon Critical Damage	+64%
Weapon Damage	+14%
Weapon Fire Rate	+46%
Weapon Reload Speed	+36%
COV	
Weapon Accuracy	+69%
Weapon Damage	+14%
Weapon Fire Rate	+31%
DAHL	
Weapon Accuracy	+69%
Weapon Critical Damage	+64%
Weapon Damage	+14%
Weapon Fire Rate	+22%
Weapon Reload Speed	+36%
HYPERION	
Weapon Critical Damage	+64%
Weapon Damage	+14%
Weapon Fire Rate	+22%
Weapon Reload Speed	+36%
JAKOBS	
Weapon Accuracy	+69%
Weapon Critical Damage	+64%
Weapon Damage	+14%
Weapon Reload Speed	+36%
MALIWAN	
Weapon Accuracy	+69%
Weapon Damage	+14%
Weapon Fire Rate	+22%
Weapon Reload Speed	+36%
TEDIORE	
Weapon Accuracy	+69%
Weapon Damage	+14%
Weapon Fire Rate	+22%
Weapon Reload Speed	+36%

Rules

- Any Combination of Bonuses is possible.
- Every stat is labeled as Primary and Secondary.
- Primary and Secondary are the same.
- Legit COM have 2 Primary Stats and 1 Secondary. ***
- 5 Point Skills=Max +5 - 3 Point Skills=Max +3 - 1 Point Skills=Max +1.

*** - Only important if you use the Memory Editor/Save Editors. But even if using 3 Primary Stats, the game still recognize them without messing up the COM (different story for Artifacts).

A Bird's & A Duck's Cooperation

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Exceptions [Bugs]

- Moze's **Green Monster** COM can only spawns with a maximum of +1 in "**Click, Click...**".
- Amara's **Spiritual Driver** COM can only spawn with +2 on **Clarity** and +2 on **Helping Hands**. Because of that, it always has at least 1 Point in **Mindfulness**.
- Moze's **Flare** COM can only spawns with a maximum of +3 in **Stainless Bear** and up to +5 in **Means of Destruction**.
- FL4K's **Peregrine** COM can only spawns with a maximum of +4 on any given skills (**Ambush Predator**, **Eager to Impress** & **Interplanetary Stalker**).
- Amara's **Muse** COM can spawns with +3 in **Illuminated Fist** and +5 in **Laid Bare**. Since they are, respectively, 1 and 3 point skills, that's most likely a bug. *FIXED
- FL4K's **3RROR Cmd3t** COM can only spawns with a maximum of +3 on **KeepThem Safe**.
- Amara's **Death's Blessings** COM can spawns with +5 on **Remnant**, +4 on **Atman** and +4 on **Wrath**.
- FL4K's **Roll Reversal** COM can spawns with a maximum of +4 on **Eager to Impress**, +4 on **Monkey Do!** and up to +5 on **Throat Ripper**.
- Moze's **Heat Exchanger** COM can spawns with a maximum of +4 on **Really Big Guns**, +4 on **Scorching RPM's** and up to +4 on **Feature Creep**. To further add on that, it can also roll a "None" Part, making it possible to spawn with only 4 Skill Points.
- Zane's **Executor** COM can only spawns with a maximum of +2 in "**Violent Violence**". - Credits to JoeForLong for pointing it out.

A Bird's & A Duck's Cooperation

TORGUE	
Weapon Accuracy	+69%
Weapon Damage	+14%
Weapon Projectile Speed	+74%
Weapon Reload Speed	+36%
VLADOF	
Weapon Accuracy	+69%
Weapon Damage	+14%
Weapon Fire Rate	+22%
Weapon Reload Speed	+36%