

# **Our Works:**

Weapon Parts Compendium

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# PURPLE GRENADES CHECKLIST

	ATLAS	HYPERION	PANGOLIN	TEDIORE	TORGUE	VLADOF	Effects						
<b>Behaviors</b>													
Exploder	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Explode when impacting an enemy.						
Homing	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Homes in on the closest target.						
Impact	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Explode on impact. Kaboom!						
Lobbed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Explode shortly after impact.						
Longbow	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Teleport to their destination.						
Rubberized	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Bounce, each bounce increases explosion damage and radius.						
<b>Parts</b>													
Artillery	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x3	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x3	Fires bullets dealing 15%/35%/50% damage per second.				
Bouncy	<input checked="" type="checkbox"/>	x2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x3	Bounces & Detonates up to 3/5/7 times.		
Divider	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x2	Splits into 1+ 1/2/3 Grenades in flight.	
Elemental Damage	<input checked="" type="checkbox"/>	x3	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x3	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	x3	+20%/30%/40% Elemental Damage & +85%/70%/55% Chance.	
Force	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x1	<input checked="" type="checkbox"/>	x1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Grenades cause very strong knockback.	
Generator	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Heals shields for 30%/60%/100% of shield damage dealt.	
[Spring] Jumping	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input type="checkbox"/>	x3	Jumps 1/2/4 times, +10%/15%/20% damage per jump.
Large	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	+20%/40%/60% Explosion Radius.
Lingering	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x3	Unique effects for each element <b>***SEE BELOW***</b>
Link	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+15%/30%/50% damage for each enemy damaged.
Mini-Mirv	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	MIRVs spawn 3/4 more grenades.
Mirv	<input checked="" type="checkbox"/>	x1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x2	<input checked="" type="checkbox"/>	x3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Spawns 3/6/9 MIRV grenades.
Money	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Enemies drop some/lots/a buttload cash when damaged.
Nuke	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Consumes up to 2/3/4 grenades, damage +50% for each.
Rain	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x3	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	Launches up & fires 3/4/5 Grenades down around it.
Roider	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	+20%/35%/50% Grenade Damage.
Singularity	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Pulls enemies in for 1.0/1.5/2.0 second.
Sticky	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+25%/100%/200% Damage to Stuck target.
Transfusion	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input checked="" type="checkbox"/>	x3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Heals for 30%/60%/100% of Health damage dealt.
<b>Elements</b>													
Kinetic (Normal)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<b>Lingering Effects</b>
Corrosive	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Fires 2/4/6 <b>Corrosive</b> bursts.
Cryo	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<b>Chills</b> area & deals damage for 4/6/8 seconds.
Incendiary	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Fires 2/4/6 <b>Incendiary</b> bursts.
Radiation	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<b>Irradiates</b> area & deals damage for 4/6/8 seconds.
Shock	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<b>Shocks</b> nearby enemies for 4/6/8 seconds.
A Bird's & A Duck's Cooperation								Discord: A Bird#7064					

# FISH SLAP

Say hello to my little fish!

Parts			Effects
Elemental Damage	✓	x2 or x3	+20%/30%/40% Elemental Damage & +85%/70%/55% Chance.
Generator	✓	x2 or x3	Heals shields for 30%/60%/100% of shield damage dealt.
[Spring] Jumping	✓	x2 or x3	Jumps 1/2/4 times, +10%/15%/20% damage per jump.
Link	✓	x2 or x3	+15%/30%/50% damage for each enemy damaged.
Roider	✓	x2 or x3	+20%/35%/50% Grenade Damage.
Singularity	✓	x2 or x3	Pulls enemies in for 1.0/1.5/2.0 second.
Elements			
[Normal] Kinetic			✓
Corrosive			✓
Cryo			✓
Incendiary			✓
Radiation			✓
Shock			✓

**559** ITEM SCORE LVL REQ. 57

**Alternating Fish Slap**

LEGENDARY DAMAGE 17256

RADIUS 135

RUBBERIZED

FISH

JUMPING

ROIDER

- Say hello to my little fish!
- Jumps 1 time, +10% damage per Jump.
- +20% Grenade Damage.
- Heals shields for 30% of shield damage dealt.
- **Anointed.**
- Fishslap's damage is Melee Damage.
- **On Action Skill End, gain 50% bonus Cryo damage with weapons for 10 seconds.**

\$ 39,977 **PANGOLIN**

A Bird's & A Duck's Cooperation

Discord: A Bird#7064