

Once Human: Comprehensive Game Knowledge Base (Current Version: 2.0.1 / Annual Version 2.0: Dreamveil)

I. Executive Summary

Once Human is a free-to-play, post-apocalyptic, third-person open-world multiplayer survival game developed and published by Starry Studio, a subsidiary of NetEase. Launched on Windows in July 2024 and on mobile platforms in April 2025, with console versions anticipated in 2026, the game integrates robust survival mechanics with a looter-shooter progression system within a shared sandbox environment.¹

The game's recent evolution, marked by the release of Annual Version 2.0: Dreamveil and the subsequent Version 2.0.1 update, signifies a pivotal strategic shift in its design. This update introduced a formal bifurcation of the core experience into "Once Human" for a deep, multifaceted survival gameplay and "Once Human: RaidZone" dedicated to a fair and balanced PvP environment.²

This bifurcation indicates a deliberate approach by the developers to cater to distinct player preferences, acknowledging that a singular design might not optimally serve both PvE and PvP enthusiasts. Such a foundational change suggests a long-term commitment to refining each mode independently, potentially leading to more specialized content and balance adjustments that enhance player satisfaction and deepen engagement across the game's diverse offerings.

II. Game Overview & Core Mechanics

A. Game Introduction

Once Human is positioned as a free-to-play, third-person open-world multiplayer survival game set in a unique post-apocalyptic future. Developed and published by Starry Studio under the NetEase umbrella, it initially launched for PC on July 9, 2024, followed by iOS and Android on April 23, 2025. Future expansion includes releases for PlayStation 5 and Xbox

Series X/S in 2026.¹

The core gameplay loop revolves around a blend of survival and looter-shooter mechanics. Players awaken with amnesia in a world reshaped by the "Starfall," an event that mutated most living beings into violent "Deviations" due to alien "Stardust" pollution.¹

As "Meta-Humans," individuals capable of controlling Stardust, players navigate this hostile environment by gathering resources, crafting essential items and weapons, and constructing personal territories. Progression is driven by engaging in main missions, side missions, and world events, all while managing critical survival meters such as sanity, hunger, and hydration.¹

The game's narrative unfolds through various "scenarios," with "Manibus" serving as the central storyline. Players select a scenario and server upon entering the game, understanding that servers operate on a timed shelf life and undergo periodic wipes.¹

B. Game Modes & Account Data

The Version 2.0.1 update formalized a significant split in the game's structure, differentiating between "Once Human" and "Once Human: RaidZone".² "Once Human" continues to offer a comprehensive survival experience, emphasizing exploration, crafting, and base building against environmental and mutated threats. In contrast, "Once Human: RaidZone" is designed as a focused PvP mode, prioritizing balanced competitive play.² Players can seamlessly transition between these two modes directly from the login screen.²

A unified account system underpins both modes, ensuring that the account character limit is shared.²

Data integrity is maintained across this split: content that directly impacts PvP balance, such as blueprints and mods, is retained under the player's account even if it cannot be actively utilized within "RaidZone" matches. Cosmetic items, including fashion pieces, vehicle skins, and furniture skins, are universally accessible across all modes. 2

A notable restriction in "RaidZone" is the temporary inaccessibility of "Eternaland" and the "Spacetime Backpack" until a match concludes. This design choice prevents players from feeling penalized or losing progression when engaging in different game modes, a common concern in titles with distinct PvE/PvP systems. By ensuring data retention, the developers minimize the "grind fatigue" often associated with mode-specific progression resets, encouraging broader engagement across the game's offerings. 2

The game further supports player agency through custom servers, with access gradually expanding. The maximum concurrent player capacity for these custom servers has been increased to 100, an upgrade available for purchase via the official top-up page.² This enhancement addresses a direct community desire for larger private gatherings and more controlled environments.²

This approach indicates that the developers are leveraging community interest in private server hosting as a revenue stream, while also recognizing the value of player-driven communities in fostering deeper engagement and content creation within the game's ecosystem. 2

The "Endless Dream" scenario has been integrated into custom servers, and badge cross-compatibility is enabled between custom and official servers. Players can transfer characters between scenarios in different modes using the Scenario Sign-Up function, and characters on closed servers can sign up for new scenarios without needing to first visit Eternaland. 2

C. Core Survival Elements

At its heart, Once Human is a survival game, demanding constant attention to resource management and character well-being. Players must diligently gather a wide array of resources and materials to craft essential items, weapons, and ammunition. This activity forms the bedrock of early gameplay, directly facilitating exploration and advancement through the narrative.¹

Base building is a central pillar of the survival experience, offering players extensive freedom to construct and customize their territories. Recent updates have refined this system, allowing fences to be placed on foundations and ceilings, and removing the default snapping of new or relocated territories to nearby structures, thereby granting greater creative control over architectural designs.³ The area within which a territory can be moved in flight mode has also been expanded, providing more flexibility in base placement and adjustment.³

Beyond construction, players must actively manage their character's core survival meters: Sanity, Hunger, and Hydration. Maintaining adequate levels of hunger and hydration provides various beneficial buffs, such as increased health and damage.¹ Conversely, prolonged exposure to supernatural areas depletes the Sanity meter, which in turn reduces the player's maximum health pool. Restoring sanity requires the consumption of specific resources or resting in a bed, emphasizing a continuous interplay between environmental hazards and character maintenance.¹

D. World & Lore

The foundational narrative of Once Human is rooted in a cataclysmic event known as the "Starfall," where an alien substance called "Stardust" descended upon the world, causing widespread pollution and mutating most living beings into aggressive "Deviations".¹ Amidst this chaos, players embody "Meta-Humans," biologically enhanced individuals capable of controlling Stardust. These Meta-Humans were the product of reckless experiments by a company named "Rosetta," which is ultimately responsible for the Starfall itself.¹

The main storyline follows the player and their mystical bird companion, "V," as they uncover Rosetta's horrors and confront the Deviations it created. The world is a landscape of abandoned towns, ripe for exploration, where players collect items and piece together the past.¹ Key figures encountered include "Igna," a mysterious and malevolent Meta-Human, and "Roland," a survivor of Rosetta's experiments.¹ Players can also acquire friendly Deviations, known as "Deviants," which serve as companions for combat or resource gathering.¹ The narrative framework is delivered through various "scenarios," with "Manibus" serving as the overarching main story. Complementary scenarios include "Endless Dream," a nightmare-themed PvE experience introduced in Annual Version 2.0, and "The Way of Winter".¹ A unique mechanic for server progression involves a "timed shelf life" for servers, culminating in a wipe. However, player characters and high-end items are preserved in "Eternaland," an isolated island designed for storing valuable gear and Deviants, which can then be carried into new scenarios with rarity-based limitations.¹ This deep integration of lore with mechanics ensures that player actions, such as fighting mutated beings and acquiring new powers, are meaningfully situated within the game's universe, rather than being mere disconnected tasks.¹ This strong narrative integration enhances player immersion and provides a cohesive thematic framework for all game mechanics, making the grind for resources and power feel more purposeful within the game's universe, driving deeper player investment. Further enhancing replayability and dynamic content, the game incorporates the "Visional Wheel" system. This mechanism introduces unique rules and unpredictable effects that alter game settings. "Visional Scenarios" specifically transform survival mechanics, combat parameters, and even game modes, offering exclusive rewards like mods and character upgrades. Each cycle of the Visional Wheel lasts approximately two to three months, ensuring a continuous influx of new challenges and encouraging players to adapt their strategies, preventing the game from becoming predictable or repetitive over time.⁴ This dynamic content model aims to significantly boost replayability and long-term engagement by providing a continuous incentive for players to return, experiment with new builds, and re-evaluate their understanding of game mechanics.

III. Combat Systems: Weapons, Armor, & Mods

A. Weapons

The combat system in Once Human is robust, offering players a diverse arsenal to confront the mutated threats of the post-apocalyptic world.

Weapon Types Overview

Players have access to nine distinct weapon categories: Pistols, Shotguns, SMGs, Assault Rifles, Sniper Rifles, LMGs, Bows, Heavy Weapons, and Melee weapons. Each character can equip a primary weapon, a sidearm, and a melee weapon, allowing for versatile loadouts.⁵

Weapon Stats & Attributes

Key attributes defining weapon performance include Damage (DMG), Fire Rate, Magazine (MAG) capacity, Rarity, Attack Speed, Attack Range, Stability (reducing recoil variation), Accuracy (reducing firing spread), Reload Speed (affecting reloading time), and Mobility (impacting movement while aiming or hip-firing).⁷ Many weapons also possess unique features or implicit perks; for instance, the Baseball Bat can reduce enemy damage, while the Torch serves as both a weapon and a light source.⁷

Weapon Acquisition & Upgrades

The acquisition and enhancement of weapons are multi-faceted:

- **Blueprints and Crafting:** Weapon blueprints are fundamental, obtainable through exploring Settlements, completing seasonal objectives, and utilizing the Wish Machine. These blueprints, or their fragments, enable crafting at a Gear Workbench using specified materials. Higher-tier blueprints yield equipment with superior attributes.⁶
- **Calibration:** A critical upgrade path, calibration refines weapon stats at the Armorer's Bench. The weapon's crafting tier determines the available calibration chances and slots.¹⁰
- It is important to note that calibration blueprints are consumed upon use and are not returned when a weapon is disassembled.¹⁰ This design choice elevates the strategic importance of calibration, as it represents a significant, non-recoverable investment of resources. This increases the "cost" of optimizing a weapon, adding a layer of strategic depth and resource management.¹⁰
- This can also lead to player frustration if a chosen calibration becomes suboptimal due to balance changes or if they wish to re-specialize without a significant grind. This could be a point of community feedback for developers, potentially leading to future quality-of-life improvements.¹⁰
- **Attachments:** Weapons can be further customized with various accessories such as scopes, magazines, and muzzles, each offering specific performance enhancements.¹¹
- **Mods:** Every weapon features a single mod slot.¹³ Mods themselves possess core effects and can have up to four attributes, with the number of attributes scaling with the mod's rarity (Legendary mods having the most). These attributes are unlocked as the weapon's tier increases, up to Tier 5.¹³
- **Direct Loot:** Beyond crafting, fully assembled weapons and gear can occasionally be

discovered as loot within the Overworld.⁶

Specific Weapon Details & Builds

A comprehensive database of all weapon statistics, including precise numerical values for damage, fire rate, and other attributes across all tiers, is not fully available due to the inaccessibility of certain external game databases.¹⁴ However, information from available community sources and game guides provides valuable insights into key weapons and their roles in various builds.

Key Weapons by Stage/Role (Compiled from available data)

- **Baseball Bat:**
 - **Type:** Melee
 - **Rarity:** Fine
 - **Stage/Role:** Early Game
 - **Base Stats:** Damage: 162, Fire Rate: Middle, Magazine: N/A
 - **Key Feature/Perk:** Reduces enemies' damage⁷
- **Torch:**
 - **Type:** Melee
 - **Rarity:** Common
 - **Stage/Role:** Early Game
 - **Base Stats:** Damage: 142, Fire Rate: Middle, Magazine: N/A
 - **Key Feature/Perk:** Source of light, useful in low-visibility⁷
- **DE.50:**
 - **Type:** Pistol
 - **Rarity:** Common
 - **Stage/Role:** Early Game
 - **Base Stats:** Damage: 102, Fire Rate: 190, Magazine: 7
 - **Key Feature/Perk:** Minimal recoil, effective at limited range⁷
- **MPS7:**
 - **Type:** SMG
 - **Rarity:** Common
 - **Stage/Role:** Early Game
 - **Base Stats:** Damage: 26, Fire Rate: 850, Magazine: 35
 - **Key Feature/Perk:** High fire rate and mobility, good for close-range⁷
- **SN700:**
 - **Type:** Sniper Rifle
 - **Rarity:** Common
 - **Stage/Role:** Early Game
 - **Base Stats:** Damage: 255, Fire Rate: 40, Magazine: 5
 - **Key Feature/Perk:** Widely accessible, no passive abilities⁷
- **SOCR Outsider:**

- **Type:** Assault Rifle
- **Rarity:** Epic
- **Stage/Role:** Mid/Late Game, PvP
- **Base Stats:** Damage: 41, Fire Rate: 515, Magazine: 30
- **Key Feature/Perk:** Power Surge build, high damage, stagger debuff ⁷
- **KVD Icebreaker:**
 - **Type:** LMG
 - **Rarity:** Fine
 - **Stage/Role:** Mid Game, PvE
 - **Base Stats:** Damage: 35, Fire Rate: 500, Magazine: 100
 - **Key Feature/Perk:** Freezing capability, excellent crowd control ⁷
- **SN700 – Gulped Lore:**
 - **Type:** Sniper Rifle
 - **Rarity:** Epic
 - **Stage/Role:** Mid/Late Game, PvE
 - **Key Feature/Perk:** Unstable Bomber on weakspot hit, powerful sniper ⁷
- **KAM – Pioneer:**
 - **Type:** Assault Rifle
 - **Rarity:** Fine
 - **Stage/Role:** Mid Game
 - **Base Stats:** Damage: 31, Fire Rate: 600, Magazine: 40
 - **Key Feature/Perk:** Shrapnel build ⁷
- **MPS5 Blue Tiger:**
 - **Type:** SMG
 - **Stage/Role:** Mid Game
 - **Key Feature/Perk:** Bounce-based, high potential for crit damage ⁷
- **SOCR – The Last Valor:**
 - **Type:** Assault Rifle
 - **Rarity:** Legendary
 - **Stage/Role:** Late Game, PvE
 - **Base Stats:** Damage: 45, Fire Rate: 515, Magazine: 30
 - **Key Feature/Perk:** Shrapnel build, well-balanced, rapid reload ⁷
- **KVD Boom! Boom!:**
 - **Type:** LMG
 - **Rarity:** Legendary
 - **Stage/Role:** Late Game, PvE
 - **Base Stats:** Magazine: 100
 - **Key Feature/Perk:** Explosive bullet effect, best for AoE clears ²⁶
- **KAM – Abyss Glance:**
 - **Type:** LMG
 - **Rarity:** Legendary
 - **Stage/Role:** Late Game, PvE

- **Base Stats:** Damage: 39, Fire Rate: 600, Magazine: 50
 - **Key Feature/Perk:** Ice/Frost Vortex build ⁷
- **KAM – Crank:**
 - **Type:** Assault Rifle
 - **Rarity:** Legendary
 - **Stage/Role:** Late Game, PvP
 - **Key Feature/Perk:** Consistent Burn infliction, high reload speed ⁷
- **Compound Bow:**
 - **Type:** Bow
 - **Rarity:** Legendary
 - **Stage/Role:** Late Game, PvE
 - **Base Stats:** Damage: 310, Fire Rate: 125, Magazine: 1
 - **Key Feature/Perk:** Power Surge, silent takedowns, precise shots ⁷
- **DE.50 Wildfire:**
 - **Type:** Pistol
 - **Stage/Role:** Late Game
 - **Key Feature/Perk:** High damage, easy to use, synergizes with Bingo ²⁷
- **MG4 – Predator:**
 - **Type:** LMG
 - **Stage/Role:** Early Game
 - **Key Feature/Perk:** Fast Gunner build, strong on bosses ²⁷
- **Recurve Crossbow:**
 - **Type:** Crossbow
 - **Stage/Role:** All Stages
 - **Key Feature/Perk:** Applies "The Bull's Eye" debuff, silent ³⁴
- **AWS.338 - Bullseye:**
 - **Type:** Sniper Rifle
 - **Stage/Role:** PvE
 - **Key Feature/Perk:** Sniper build, utilizes "Bull's Eye" mark ³⁴
- **DE.50 - Jaws:**
 - **Type:** Pistol
 - **Stage/Role:** PvP
 - **Key Feature/Perk:** Unstable Bomber build, explosive damage ³⁴
- **M416 - Silent Anabasis:**
 - **Type:** Assault Rifle
 - **Rarity:** Legendary
 - **Stage/Role:** PvE
 - **Key Feature/Perk:** Frost Vortex damage, high survivability ¹⁶
- **R500 - Memento:**
 - **Type:** Pistol
 - **Key Feature/Perk:** Fast Gunner build, high DPS potential ²⁷
- **MG4 - Conflicting Memories:**

- **Type:** LMG
 - **Key Feature/Perk:** Fast Gunner build, Weakspot vs Crit build options ⁴³
- **Critical Pulse:**
 - **Type:** Crossbow
 - **Key Feature/Perk:** Power Surge build, high status damage ²⁶
- **DB12 - Raining Cash:**
 - **Type:** Shotgun
 - **Key Feature/Perk:** Fortress Warfare build, high weapon damage ⁴⁶
- **DBSG - Doombringer:**
 - **Type:** Shotgun
 - **Key Feature/Perk:** Bullseye effect, high physical damage at close range ⁴⁷
- **G17 - Hazardous Object:**
 - **Type:** Pistol
 - **Key Feature/Perk:** Unstable Bomber, high AoE blast damage ⁴⁸
- **HAMR - Brahminy:**
 - **Type:** LMG
 - **Key Feature/Perk:** Single-target LMG, pairs with Lonewolf's Whisper ⁵⁰
- **KV-SBR - Little Jaws:**
 - **Type:** SMG
 - **Key Feature/Perk:** Unstable Bomber, high single-target & AoE potential ¹⁷
- **ACS12 - Corrosion:**
 - **Type:** Shotgun
 - **Key Feature/Perk:** Power Surge shotgun, high crit damage potential ⁵²
- **ACS12 - Pyroclasm Starter:**
 - **Type:** Shotgun
 - **Key Feature/Perk:** Burn effect, Blaze Elemental Damage ¹⁸

B. Armor

Armor in Once Human is an integral component of character builds, providing unique bonuses through set effects that cater to diverse gameplay styles. ⁵³

While the game does not explicitly categorize armor as "Light," "Medium," or "Heavy" in its mechanics, general RPG principles suggest these classifications often relate to mobility, protection, and potential combat penalties. ⁵⁴

Individual armor pieces contribute to critical character statistics such as HP, Pollution Resistance, and Psi Intensity. Notably, mask pieces frequently offer the highest Psi Intensity, making them a priority for enhancement in elemental damage-focused builds. ⁵⁶

The durability of armor is also a significant factor, with recent updates reportedly increasing the rate of durability loss, necessitating more frequent repairs and adding a layer of resource management to gear maintenance. 58

Armor Sets

Armor sets in Once Human are designed to provide synergistic benefits when multiple pieces are equipped, offering distinct advantages for different combat roles and playstyles.

- **Raid Armor Set:**
 - **Parts for Max Bonus:** 4/6
 - **Primary Acquisition Method:** Memetic Unlock
 - **Set Bonuses:**
 - 1-Part: Gathering Speed +15%
 - 2-Parts: Max Load +20
 - 3-Parts: DMG Received -10%, Weapon/Tactical Item DMG +15% (if load >80)
 - 4-Parts: Glide/Roll Stamina Consumption -30% ⁵³
- **Agent Armor Set:**
 - **Parts for Max Bonus:** 4/6
 - **Primary Acquisition Method:** Loot from crates in Iron River
 - **Set Bonuses:**
 - 1-Part: Head DMG Reduction +10%
 - 2-Parts: Weak Spot DMG +10%
 - 3-Parts: Each precise kill grants "bullet saver" (Weak Spot DMG +15% for 8s, stacks 3x)
 - 4-Parts: After kill: Reload Speed +15%; Weak Spot kill: Fire Rate +10% (removed on reload/switch) ⁵³
- **Heavy Duty Armor Set:**
 - **Parts for Max Bonus:** 4/6
 - **Primary Acquisition Method:** Loot from crates in Chalk Peak
 - **Set Bonuses:**
 - 1-Part: Max HP +10%
 - 2-Parts: Elemental DMG +8%, Reload Speed +15%
 - 3-Parts: After kill: Movement Speed +20% (2s), Status DMG +40% (diminishing over 8s)
 - 4-Parts: For each enemy within 5m: DMG Reduction +4% (stacks 4x) ⁵³
- **Falcon Armor Set:**
 - **Parts for Max Bonus:** 4/6
 - **Primary Acquisition Method:** Loot from crates in Red Sands
 - **Set Bonuses:**
 - 1-Part: Roll Stamina Consumption -30%
 - 2-Parts: Crit Damage +12%

- 3-Parts: When stamina >90%: Crit Rate +5%, Crit Damage +20%
 - 4-Parts: After kill: Stamina +30, Movement Speed +20% (2s, 3s CD) ⁵³
- **Bastille Armor Set:**
 - **Parts for Max Bonus:** 4/6
 - **Primary Acquisition Method:** Wish Machine
 - **Set Bonuses:**
 - 1-Part: When HP >70%: Weapon DMG +10%
 - 2-Parts: Reload Speed +20%
 - 3-Parts: Crouch/still for 0.5s: "bastille status" (+40% Weapon DMG; ends with sprint disabled/stamina cost +100% for 3s)
 - 4-Parts: 3s after bastille ends: 1 stack of armor/s (up to 60); in bastille: 1% max HP shield/stack (vulnerability +30% if shield depleted) ⁵³
- **Renegade Armor Set:**
 - **Parts for Max Bonus:** 4/6
 - **Primary Acquisition Method:** Wish Machine
 - **Set Bonuses:**
 - 1-Part: Reload Speed +15%
 - 2-Parts: Weak Spot DMG +10%
 - 3-Parts: Hitting same enemy consecutively: "archer's focus" (Weak Spot DMG +4%, stacks 10x; halves on target switch)
 - 4-Parts: On reload: additional 0.6% ammo loaded per 1% weak spot hit from last clip (max 30%) ⁵³
- **Lonewolf Armor Set:**
 - **Parts for Max Bonus:** 4/6
 - **Primary Acquisition Method:** Wish Machine
 - **Set Bonuses:**
 - 2-Parts: Magazine Capacity +10%
 - 3-Parts: Critical Rate +5%
 - 4-Parts: "Lone Shadow" (+6% Crit Hit DMG for 30s, stacks 8x, with 2 weapon Crit Hits); Max Lone Shadow stacks to 10 & +8% Crit Hit rate for 2s after kill ⁵⁷
- **Shelterer Armor Set:**
 - **Parts for Max Bonus:** 4/6
 - **Primary Acquisition Method:** Wish Machine
 - **Set Bonuses:**
 - 2-Parts: Elemental DMG +8%
 - 3-Parts: Gain "Deviant Energy" stacks (Elemental DMG +1% per stack, up to 20 stacks)
 - 4-Parts: Deviant Energy stack limit +10, Weakspot hits grant 2 stacks ²⁷
- **Savior Armor Set:**
 - **Parts for Max Bonus:** 4/6
 - **Primary Acquisition Method:** Wish Machine

- **Set Bonuses:**
 - 2-Parts: Quicker medicine cooldowns
 - 3-Parts: Automatic Activator use
 - 4-Parts: Increased agility and defense after using Activator ⁵⁷

The diverse range of armor set bonuses, such as the Falcon set's emphasis on mobility and critical hits, the Renegade set's specialization in weakspot damage for sniping, and the Heavy Duty set's utility for elemental builds, demonstrates that armor is fundamental to defining and enhancing specific combat strategies. ⁵³

The observation that masks often provide the highest Psi Intensity further highlights the importance of selecting particular armor pieces for elemental damage-focused builds, as Psi Intensity directly scales elemental damage output. ⁵⁶

This necessitates that players meticulously consider how individual armor pieces, both for their set bonuses and their base stats, synergize with their chosen weapons and mods to maximize their build's overall effectiveness. This intricate interplay between armor attributes and build specialization fosters diverse strategic choices in gear optimization.

C. Mods

Mods are a crucial layer of customization and power amplification in Once Human, allowing players to fine-tune their weapons and armor for specific combat scenarios and playstyles.

Mod Mechanics

Each weapon and every piece of armor is equipped with a single mod slot.¹³ Mods themselves can possess up to four distinct attributes, with the quantity and quality of these attributes directly correlating with the mod's rarity, culminating in Legendary mods offering the most comprehensive enhancements.¹³ These attributes become active and scale in effectiveness as the weapon or armor piece reaches higher tiers, up to Tier 5.¹³

The mod conversion system provides a mechanism for players to influence the acquisition of desired mods and their substat rolls. By sacrificing six other mods of the same rarity, players can obtain a specific weapon mod. This process can also be used to guarantee a mod with a chosen suffix by consuming four other mods that already possess that same suffix. ⁶⁰

The rarity of the sacrificed mods' attributes influences the likelihood of obtaining rarer substats on the new mod. ⁶⁰ This system, while easing the grind for specific mods, introduces a complex layer of resource management, as players must decide whether to use mods for immediate benefit or save them for conversion attempts. ⁶⁰

The complexity of mod conversion, particularly regarding the precise formulas for combining substat rarities (e.g., 3 Rare substats convert to 1 Epic, 4 Common to 1 Rare, with specific "leftover" requirements), means that strategic planning is essential to optimize outcomes. 61 This intricate system of mod conversion and substat optimization adds significant depth to the endgame progression, requiring players to understand the nuanced relationships between mod rarity, attribute tiers, and conversion mechanics to truly maximize their character's power.

Weapon Mods

Weapon mods directly enhance a weapon's offensive capabilities, often introducing or amplifying specific damage types or effects.

- **Blaze Blessing:**
 - **Core Effect:** Killing an enemy in Burn status recovers 5% HP
 - **Possible Suffixes:** Violent, Deviant Energy, Burn
 - **Acquisition Methods:** Ravenous Hunter, Treant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Bombardier Souvenir:**
 - **Core Effect:** Triggering Unstable Bomber reloads 10% of the Magazine
 - **Possible Suffixes:** Violent, Deviant Energy, Unstable Bomber
 - **Acquisition Methods:** Treant, Servitor (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁷⁹
- **Bounce Rampage:**
 - **Core Effect:** More targets Bounce hits, higher Bounce DMG (max 45%)
 - **Possible Suffixes:** Violent, Deviant Energy, Bounce
 - **Acquisition Methods:** Shadow Hound, Treant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Burning Wrath:**
 - **Core Effect:** Upon inflicting Burn status, 25% chance to apply 1 more stack
 - **Possible Suffixes:** Not specified
 - **Acquisition Methods:** Ravenous Hunter, Treant (Wow), LEA Research Lab / Black Sector (Wow) ⁶²
- **Cowboy:**
 - **Core Effect:** Reloading empty mag increases Fast Gunner trigger factor by 100% for 5s; max stacks extend duration +5s
 - **Possible Suffixes:** Violent, Deviant Energy, Fast Gunner
 - **Acquisition Methods:** Arachsiam, Forsaken Giant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Cryo Blast:**
 - **Core Effect:** Frost Vortex can inflict Frostbite (Vulnerability +4%, Movement Speed -10%)

- **Possible Suffixes:** Violent, Deviant Energy, Frost Vortex
 - **Acquisition Methods:** Ravenous Hunter, Servitor (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Decisive Blow:**
 - **Core Effect:** After bullet hits Weakspot, Unstable Bomber DMG +15% for 3s
 - **Possible Suffixes:** Not specified
 - **Acquisition Methods:** Treant, LEA Research Lab ⁶²
- **Double Gunner:**
 - **Core Effect:** Under Fast Gunner state, switching weapons increases Weapon DMG of first 6 bullets by 30% (halved for SR/SG)
 - **Possible Suffixes:** Not specified
 - **Acquisition Methods:** Arachsiam, LEA Research Lab ⁶²
- **Durable Territory:**
 - **Core Effect:** Defeating enemy extends Fortress Warfare duration by 5s (max 5 extensions/instance)
 - **Possible Suffixes:** Violent, Deviant Energy, Fortress Warfare
 - **Acquisition Methods:** Arachsiam, Treant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Embers:**
 - **Core Effect:** When Burn status removed, only 50% of stacks lost
 - **Possible Suffixes:** Violent, Deviant Energy, Burn
 - **Acquisition Methods:** Ravenous Hunter, Treant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Fast Refurbish:**
 - **Core Effect:** When triggering Fast Gunner, Reload Speed +30% for 5s (stacks 3x)
 - **Possible Suffixes:** Not specified
 - **Acquisition Methods:** Arachsiam, LEA Research Lab ⁶²
- **Final Territory:**
 - **Core Effect:** Upon end of Fortress Warfare, Weapon DMG +10%, Movement Speed +10% for 10s
 - **Possible Suffixes:** Violent, Deviant Energy, Fortress Warfare
 - **Acquisition Methods:** Shadow Hound, Arachsiam, Treant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Flame Resonance:**
 - **Core Effect:** Increases max Burn stacks by 2, reduces Burn duration by 20%
 - **Possible Suffixes:** Violent, Deviant Energy, Burn
 - **Acquisition Methods:** Ravenous Hunter, Treant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Frosty Blessing:**
 - **Core Effect:** When Frost Vortex disappears, recovers 10% HP
 - **Possible Suffixes:** Violent, Deviant Energy, Frost Vortex

- **Acquisition Methods:** Ravenous Hunter, Servitor (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Heavy Explosives:**
 - **Core Effect:** Unstable Bomber impacts enemies
 - **Possible Suffixes:** Violent, Deviant Energy, Unstable Bomber
 - **Acquisition Methods:** Ravenous Hunter, Servitor (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Hunters Perk:**
 - **Core Effect:** DMG dealt by Marked enemies against Metas decreased by 20%
 - **Possible Suffixes:** Violent, Deviant Energy, The Bull's Eye
 - **Acquisition Methods:** Arachsiam, Forsaken Giant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Lasting Fortification:**
 - **Core Effect:** Fast Gunner's max stacks +1, each stack grants +5% Weapon DMG
 - **Possible Suffixes:** Not specified
 - **Acquisition Methods:** Arachsiam, LEA Research Lab ⁶²
- **Not Throw Away Your Shot:**
 - **Core Effect:** Bounces hit allies (no DMG), recover 1 bullet for self
 - **Possible Suffixes:** Violent, Deviant Energy, Bounce
 - **Acquisition Methods:** Shadow Hound, Treant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Obliterate:**
 - **Core Effect:** More parts hit by Shrapnel, higher Shrapnel DMG (+15% per part)
 - **Possible Suffixes:** Violent, Deviant Energy, Shrapnel
 - **Acquisition Methods:** Shadow Hound, LEA Research Lab, Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Portable Territory:**
 - **Core Effect:** After leaving Fortress Warfare, status remains for 2s
 - **Possible Suffixes:** Violent, Deviant Energy, Fortress Warfare
 - **Acquisition Methods:** Arachsiam, Treant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Precision Rush:**
 - **Core Effect:** In Fast Gunner status, rapid firing incrementally increases Weakspot DMG by up to +45% over 3s
 - **Possible Suffixes:** Violent, Deviant Energy, Fast Gunner
 - **Acquisition Methods:** Arachsiam, Forsaken Giant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Reckless Bomber:**
 - **Core Effect:** For every 1% Crit Rate, Unstable Bomber DMG +0.5%
 - **Possible Suffixes:** Violent, Deviant Energy, Unstable Bomber
 - **Acquisition Methods:** Shadow Hound, Servitor (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²

- **Recover Mark:**
 - **Core Effect:** Upon defeating enemy with The Bull's Eye, HP +15%, Stamina +25%
 - **Possible Suffixes:** Violent, Deviant Energy, The Bull's Eye
 - **Acquisition Methods:** Shadow Hound, Arachsiam, Forsaken Giant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Shattering Ice:**
 - **Core Effect:** When enemies at center of Frost Vortex defeated, cause Frost DMG (50% Psi Intensity) to units within 1m
 - **Possible Suffixes:** Violent, Deviant Energy, Frost Vortex
 - **Acquisition Methods:** Shadow Hound, Ravenous Hunter, Servitor (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Shatter Them All:**
 - **Core Effect:** More parts Shrapnel hits, higher Shrapnel DMG (+15% each part)
 - **Possible Suffixes:** Violent, Deviant Energy, Shrapnel
 - **Acquisition Methods:** Forsaken Giant (Wow), Black Sector (Wow), Weapon Crates ⁶²
- **Shield Breaker:**
 - **Core Effect:** When shielded unit hit, Shrapnel DMG +60% for 1s
 - **Possible Suffixes:** Violent, Deviant Energy, Shrapnel
 - **Acquisition Methods:** Shadow Hound, Forsaken Giant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates ⁶²
- **Shock Diffusion:**
 - **Core Effect:** When Power Surge triggered, Shock State spreads to 1 unit within 5m (prioritizes no status)
 - **Possible Suffixes:** Violent, Deviant Energy, Power Surge
 - **Acquisition Methods:** Treant, Servitor (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Shock Rampage:**
 - **Core Effect:** Each time Power Surge DMG dealt, Power Surge trigger factor +10% (based on weapon trigger chance) for 5s (stacks 3x)
 - **Possible Suffixes:** Violent, Deviant Energy, Power Surge
 - **Acquisition Methods:** Shadow Hound, Treant, Servitor (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Shoot Out:**
 - **Core Effect:** After triggering Fast Gunner, Weapon DMG +1.5% for 10s (stacks 20x)
 - **Possible Suffixes:** Violent, Deviant Energy, Fast Gunner
 - **Acquisition Methods:** Shadow Hound, Arachsiam, Forsaken Giant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²

- **Shooting Blitz:**
 - **Core Effect:** Increase Fast Gunner duration by 4s. In Fast Gunner status, Weapon DMG +15%
 - **Possible Suffixes:** Violent, Deviant Energy, Fast Gunner
 - **Acquisition Methods:** Arachsiam, Forsaken Giant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Shrapnel Smash:**
 - **Core Effect:** Triggering Shrapnel increases Shrapnel's Crit Rate by 1% for 2s (stacks 20x)
 - **Possible Suffixes:** Violent, Deviant Energy, Shrapnel
 - **Acquisition Methods:** Shadow Hound, Forsaken Giant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Shrapnel Souvenir:**
 - **Core Effect:** When Shrapnel hits Weakspot, reloads 1 bullet from reserves
 - **Possible Suffixes:** Violent, Deviant Energy, Shrapnel
 - **Acquisition Methods:** Shadow Hound, Forsaken Giant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Spreading Marks:**
 - **Core Effect:** Upon defeating enemy with The Bull's Eye, status transfers to different enemy within 15m
 - **Possible Suffixes:** Violent, Deviant Energy, The Bull's Eye
 - **Acquisition Methods:** Arachsiam, Forsaken Giant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Static Shock:**
 - **Core Effect:** Shock State time -50%; Power Surge DMG +20%
 - **Possible Suffixes:** Violent, Deviant Energy, Power Surge
 - **Acquisition Methods:** Treant, Servitor (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Super Bullet:**
 - **Core Effect:** Bounce Crit Rate +10%, Bounce Crit DMG +25%
 - **Possible Suffixes:** Violent, Deviant Energy, Bounce
 - **Acquisition Methods:** Shadow Hound, Treant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Super Charged:**
 - **Core Effect:** Triggering Unstable Bomber increases Unstable Bomber DMG by 5% for 3s (stacks 6x)
 - **Possible Suffixes:** Violent, Deviant Energy, Unstable Bomber
 - **Acquisition Methods:** Shadow Hound, Treant, Servitor (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Surge Amplifier:**
 - **Core Effect:** Dealing Power Surge DMG grants up to 4 stacks of Power Surge DMG +5% for 3s

- **Possible Suffixes:** Violent, Deviant Energy, Power Surge
- **Acquisition Methods:** Treant, Servitor (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Targeted Bounce:**
 - **Core Effect:** Bounce is 300% more probable to hit Weakspot
 - **Possible Suffixes:** Violent, Deviant Energy, Bounce
 - **Acquisition Methods:** Shadow Hound, Treant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **United We Stand:**
 - **Core Effect:** More players within Fortress Warfare area, greater Weapon DMG bonus (up to 40%)
 - **Possible Suffixes:** Violent, Deviant Energy, Fortress Warfare
 - **Acquisition Methods:** Arachsiam, Treant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Vortex Multiplier:**
 - **Core Effect:** Max number of Frost Vortexes +1, Frost Vortex DMG +10%
 - **Possible Suffixes:** Violent, Deviant Energy, Frost Vortex
 - **Acquisition Methods:** Shadow Hound, Servitor (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²
- **Vulnerability Amplifier:**
 - **Core Effect:** Increases Vulnerability effect of The Bull's Eye by 8%
 - **Possible Suffixes:** Violent, Deviant Energy, The Bull's Eye
 - **Acquisition Methods:** Arachsiam, Forsaken Giant (Wow), LEA Research Lab / Black Sector (Wow), Weapon Crates (Red Sands/Blackheart), Win Prime War ⁶²

Armor Mods

Armor mods primarily focus on defensive capabilities, utility, and enhancing character stats that indirectly boost combat effectiveness.

- **Abnormal Increase:**
 - **Core Effect:** When magazine empty, Status DMG +10% for 12s (up to 3 stacks)
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates, Silo - PSI (Wow), Black Sector (Wow) ⁶³
- **Ardent Shield:**
 - **Core Effect:** While the shield is active, you gain 15% damage reduction. When the shield exceeds 1,000 HP, single instances of damage will not penetrate the shield.
 - **Possible Suffixes:** Not explicitly specified in research notes.
 - **Acquisition Methods:** Can be obtained from The Entrance of the Zone of Haze (LEA Lab Equivalent) and The Way of Winter Silos (general armor mod acquisition). ⁸¹
- **Blaze Amplifier:**

- **Core Effect:** Every stack of Burn grants extra damage equal to 3% of Psi Intensity
 - **Possible Suffixes:** Violent, Deviant Energy, Burn
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - EX1 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow), Win Prime War ⁶³
- **Blitzkrieg:**
 - **Core Effect:** Fast Gunner stacks +5d and additional Fire Rate +1% for each stack
 - **Possible Suffixes:** Violent, Deviant Energy, Fast Gunner
 - **Acquisition Methods:** Armor Crates, Silo - EX1 (Wow), Black Sector (Wow) ⁶³
- **Break Bounce:**
 - **Core Effect:** When Bounce hits enemy with HP above 50%, Bounce ultimate damage +50%
 - **Possible Suffixes:** Violent, Precision, Bounce
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - EX1 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow), Win Prime War ⁶³
- **Bullet Siphon:**
 - **Core Effect:** Weapon DMG +5%; for every 5 rounds missing from mag, Weapon DMG +4% (max 20%)
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - PSI (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Covered Advance:**
 - **Core Effect:** Taking no damage within 4s boosts Melee, Weapon, Status DMG by 20% for 30s (not removed by damage)
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - PHI / Silo Delta (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Crit Amplifier:**
 - **Core Effect:** Crit Rate +10%, Crit DMG +15%
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - SIGMA / Silo Delta (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Crit Boost:**
 - **Core Effect:** Crit Rate +15%
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - SIGMA / Silo Delta (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Critical Rescue:**
 - **Core Effect:** When HP below 30%, DMG Reduction +20%, Healing Received +20%
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - THETA / Silo PSI (Wow), Silo 08 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow)

- **Deadshot:**
 - **Core Effect:** Each Crit hit with Ranged Weapon increases Crit DMG by 5% (max 45%, resets on reload)
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - PSI (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Delayed Blast:**
 - **Core Effect:** Before bomb explodes, for every 5 hits taken, bomb's Ultimate DMG +25%
 - **Possible Suffixes:** Violent, Precision, Deviant Energy, Unstable Bomber
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - EX1 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow), Win Prime War ⁶³
- **Deviation Expert:**
 - **Core Effect:** Range -25%, Fire Rate +10%, Status DMG +20%
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - PSI, Silo 08 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Elemental Havoc:**
 - **Core Effect:** Elemental DMG +10%; when HP >90%, extra 10% Elemental DMG
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - Alpha, Silo 08 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Elemental Overload:**
 - **Core Effect:** Elemental DMG +18% (Blaze, Shock, Frost, Blast)
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - SIGMA / Silo Delta (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Enduring Shield:**
 - **Core Effect:** Not in combat: Safe Haven stack every 5s (max 5); every 5 hits: 1 stack consumed, 8% HP shield for 3s
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - THETA / Silo PSI (Wow), Silo 08 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Explosive Shrapnel:**
 - **Core Effect:** Each 20th Shrapnel explosive (400% more Shrapnel DMG, guaranteed Crit)
 - **Possible Suffixes:** Violent, Precision, Shrapnel
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - EX1 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow), Win Prime War ⁶³
- **Fateful Strike:**

- **Core Effect:** Unable to deal additional Weakspot DMG, but Crit Rate +10%, Crit DMG +30%
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - Alpha, Silo 08 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Ferocious Charge:**
 - **Core Effect:** Upon killing target within 10m, Melee, Weapon, Status DMG +20% for 8s
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - PHI / Silo Delta (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **First Electrocution:**
 - **Core Effect:** Power Surge causes 30% more ultimate damage to enemies not in Shock state
 - **Possible Suffixes:** Violent, Deviant Energy, Power Surge
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - EX1 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow), Win Prime War ⁶³
- **First-Move Advantage:**
 - **Core Effect:** For 2s after reloading, Crit Rate +10%, Crit DMG +20%
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - Alpha, Silo 08 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Gunslinger:**
 - **Core Effect:** When in Fast Gunner status, Weakspot DMG +30%
 - **Possible Suffixes:** Violent, Deviant Energy, Fast Gunner
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - EX1 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow), Win Prime War ⁶³
- **Head Guard:**
 - **Core Effect:** When HP >70%, head won't be considered Weakspot
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - THETA / Silo PSI (Wow), Silo 08 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Head-on Conflict:**
 - **Core Effect:** Enemies within 7m: 10% DMG Reduction; Melee DMG from enemies: additional 10% DMG Reduction for 5s
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - THETA / Silo PSI (Wow), Silo 08 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Healing Fortification:**
 - **Core Effect:** When using Healing Shot, DMG Reduction +40% for 2s

- **Possible Suffixes:** Violent, Precision, Deviant Energy
- **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - THETA / Silo PSI (Wow), Silo 08 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow)

63

- **Lifeforce Boost:**

- **Core Effect:** Max HP +12%
- **Possible Suffixes:** Violent, Precision, Deviant Energy
- **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - SIGMA / Silo Delta (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³

- **Light Cannon:**

- **Core Effect:** Removes Super Armor but increases Attack by +15% in Fortress Warfare state
- **Possible Suffixes:** Violent, Precision, Fortress Warfare
- **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - EX1 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow), Win Prime War ⁶³

- **Lingering Frost:**

- **Core Effect:** Longer Frost Vortex duration, greater final damage (up to 60% increase)
- **Possible Suffixes:** Violent, Deviant Energy, Frost Vortex
- **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - EX1 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow), Win Prime War ⁶³

- **Mag Expansion:**

- **Core Effect:** Reloading empty magazine increases Magazine Capacity by 30%
- **Possible Suffixes:** Violent, Precision, Deviant Energy
- **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - Alpha, Silo 08 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³

- **Melee Amplifier:**

- **Core Effect:** Melee DMG +20%
- **Possible Suffixes:** None listed
- **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - SIGMA / Silo Delta (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³

- **Melee Momentum:**

- **Core Effect:** Melee DMG +20%; defeating enemy with Melee attack restores 30% Max Stamina
- **Possible Suffixes:** None listed
- **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - PSI (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³

- **Momentum Up:**

- **Core Effect:** Mag >50% full: Firing Speed +10%; Mag <50% full: Weapon DMG +50%
- **Possible Suffixes:** Violent, Precision, Deviant Energy
- **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - Alpha, Silo 08

(Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³

- **Most Wanted:**
 - **Core Effect:** Each time inflicting The Bull's Eye, Attack +5% (stacks 3x, lasts 8s)
 - **Possible Suffixes:** Violent, Precision, The Bull's Eye
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - EX1 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow), Win Prime War ⁶³
- **Munitions Amplifier:**
 - **Core Effect:** Weapon DMG +15%
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - SIGMA / Silo Delta (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Obliteration:**
 - **Core Effect:** More enemies within Frost Vortex, greater final damage (up to 60% boost)
 - **Possible Suffixes:** Violent, Deviant Energy, Frost Vortex
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - EX1 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow), Win Prime War ⁶³
- **Point Detonation:**
 - **Core Effect:** When Unstable Bomber DMG dealt to only one unit, DMG increased by 25%
 - **Possible Suffixes:** Violent, Precision, Deviant Energy, Unstable Bomber
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - EX1 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow), Win Prime War ⁶³
- **Precise Strike:**
 - **Core Effect:** Hitting Weakspot increases Weakspot DMG by 12% for 3s (stacks 3x)
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - Alpha, Silo 08 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Precision Bounce:**
 - **Core Effect:** 6th Bounce becomes Precision Bounce, deals +100% Bounce DMG (guaranteed Crit)
 - **Possible Suffixes:** Violent, Precision, Bounce
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - EX1 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow), Win Prime War ⁶³
- **Precision Charge:**
 - **Core Effect:** For every 10% Weakspot hit % from last clip, Elemental DMG +4% (max 24%, lasts 10s, resets on reload)
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - PSI (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Quick Comeback:**
 - **Core Effect:** Upon using Healing Shot, Movement Speed +20% for 2s, reloads

mag to 100%

- **Possible Suffixes:** Violent, Precision, Deviant Energy
- **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - THETA / Silo PSI (Wow), Silo O8 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow)

63

- **Rejuvenating:**

- **Core Effect:** When HP >60%, defeating enemy restores 15% lost HP
- **Possible Suffixes:** Violent, Precision, Deviant Energy
- **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - THETA / Silo PSI (Wow), Silo O8 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow)

63

- **Reload Rampage:**

- **Core Effect:** After killing an enemy, reloads 2 bullets from reserves (capped at 50% Mag Capacity), increases Weapon/Status DMG by 10% until next reload
- **Possible Suffixes:** Violent, Precision, Deviant Energy
- **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - PSI (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³

- **Resist Advantage:**

- **Core Effect:** When disengaged, DMG Reduction +10% every 5s (stacks 5x); being hit removes 1 stack
- **Possible Suffixes:** Violent, Precision, Deviant Energy
- **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - THETA / Silo PSI (Wow), Silo O8 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow)

63

- **Retrusion Explosion:**

- **Core Effect:** Increases Crit DMG dealt to enemies affected by Burn by 40%
- **Possible Suffixes:** Violent, Deviant Energy, Burn
- **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - EX1 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow), Win Prime War ⁶³

- **Rush Hour:**

- **Core Effect:** For every 10% decrease in HP, increases Melee, Weapon, Status DMG by 4%
- **Possible Suffixes:** Violent, Precision, Deviant Energy
- **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - PHI / Silo Delta (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³

- **Ruthless Reaper:**

- **Core Effect:** After accumulating 2 enemy kills, magazine automatically reloaded to 100% from reserve ammo
- **Possible Suffixes:** Violent, Precision, Deviant Energy
- **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - PHI / Silo Delta (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³

- **Secluded Strike:**

- **Core Effect:** No enemies within 7m: Weapon and Status DMG +15%
- **Possible Suffixes:** Violent, Precision, Deviant Energy
- **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - PHI / Silo Delta (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Shrapnel Carnage:**
 - **Core Effect:** Chance of Shrapnel hitting Weakspots +100%, Shrapnel Weakspot DMG +25%
 - **Possible Suffixes:** Violent, Precision, Shrapnel
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - EX1 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow), Win Prime War ⁶³
- **Slow and Steady:**
 - **Core Effect:** +10% Melee, Weapon, Status DMG; when HP >90%, DMG +10%
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - PHI / Silo Delta (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Status Amplification:**
 - **Core Effect:** Reloading empty magazine increases Status DMG by 10% for 12s (stacks 3x)
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - PSI, Forsaken Giant, LEA Research Lab ⁶³
- **Status Enhancement:**
 - **Core Effect:** Status DMG +20%
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - SIGMA / Silo Delta (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Status Immune:**
 - **Core Effect:** When HP falls below 60%, purges all negative Deviated states (15s CD)
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - THETA / Silo PSI (Wow), Silo O8 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Targeted Strike:**
 - **Core Effect:** When attacking enemies inflicted with The Bull's Eye, Crit Rate +10%, Crit DMG +25%
 - **Possible Suffixes:** Violent, Precision, The Bull's Eye
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - EX1 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow), Win Prime War ⁶³
- **Three Strikes:**
 - **Core Effect:** For first 3 shots (Mag Capacity >50%) after reloading, Weakspot DMG +30%

- **Possible Suffixes:** Violent, Precision, Deviant Energy
- **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - PSI (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Thunderclap:**
 - **Core Effect:** After Power Surge 20x, next Weapon hit summons Celestial Thunder (Shock DMG = 250% Psi Intensity)
 - **Possible Suffixes:** Violent, Deviant Energy, Power Surge
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - EX1 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow), Win Prime War ⁶³
- **Unbreakable:**
 - **Core Effect:** Fortress Warfare range -30%; in Fortress Warfare, Attack +12%
 - **Possible Suffixes:** Violent, Precision, Fortress Warfare
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - EX1 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow), Win Prime War ⁶³
- **Unstoppable:**
 - **Core Effect:** Hitting enemy >20m increases Weakspot DMG by 20%; +1% per 1m beyond 20m (max 40%)
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - PSI (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Weakspot DMG Boost:**
 - **Core Effect:** Weakspot DMG +25%
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - SIGMA / Silo Delta (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³
- **Work of Proficiency:**
 - **Core Effect:** Reloading empty magazine increases Reload Speed by 10% and Elemental DMG by 20% for 5s (resets on reload)
 - **Possible Suffixes:** Violent, Precision, Deviant Energy
 - **Acquisition Methods:** Armor Crates (Red Sands/Blackheart), Silo - Alpha, Silo 08 (Wow), Forsaken Giant, LEA Research Lab / Black Sector (Wow) ⁶³

D. Tactical Items & Consumables

Tactical items and consumables in Once Human offer crucial utility, ranging from direct combat enhancements to vital survival support and resource management.

Tactical Items

These specialized gadgets provide diverse functions beyond standard weapons and armor.

- **Space Twister:**
 - **Type:** Teleportation
 - **Effects:** Instantly summon teammates or go to their location
 - **Acquisition:** N/A ⁶⁴
- **Lightning Bottle:**
 - **Type:** Support
 - **Effects:** Enhances nearby Turrets, Drones, Portable Machine Gun Towers by 25% DMG, 33% chance to trigger Power Surge (15s CD)
 - **Acquisition:** Orb Lightning Deviation ⁶⁴
- **Portable MG Turret:**
 - **Type:** Offensive/Utility
 - **Effects:** Deploys a gun tower that automatically attacks nearby enemies, draws aggro
 - **Acquisition:** N/A ⁶⁴
- **Spectrum Generator:**
 - **Type:** Utility
 - **Effects:** Creates a replica of the user dealing damage based on PSI intensity, draws aggro
 - **Acquisition:** N/A ⁶⁴
- **Stardust Barriers:**
 - **Type:** Defensive
 - **Effects:** Spawns a barricade shielding from incoming damage (1500% PSI intensity HP), can be enhanced with specialization
 - **Acquisition:** N/A ⁶⁴
- **Scout Drone:**
 - **Type:** Offensive/Utility
 - **Effects:** Reconnaissance drone for remote intelligence, automatic cruising, suppressing enemies; can apply Bull's Eye with specialization
 - **Acquisition:** N/A ⁶⁴
- **Fusion Lighter:**
 - **Type:** Grenade
 - **Effects:** Highly unstable grenade, deals damage based on random base multiplier
 - **Acquisition:** N/A ⁶⁴
- **Smoke Bomb:**
 - **Type:** Grenade
 - **Effects:** Releases a cloud of smoke for 30 seconds, obscures vision
 - **Acquisition:** Crafting via Synthesis ⁶⁴
- **Sticky Ice Crystal:**
 - **Type:** Environmental
 - **Effects:** Reduces nearby temperature, useful in heat zones, has ~1000 HP
 - **Acquisition:** Ice Crystal Deviation (The Way of Winter) ⁶⁴
- **Projection Generators:**

- **Type:** Utility
- **Effects:** Creates a replica of the user dealing damage according to PSI intensity, helpful for aggro management
- **Acquisition:** N/A ⁶⁴
- **Incendiary Blast Ammo:**
 - **Type:** Ammo
 - **Effects:** Increased damage to wooden structures, chance to ignite enemies (Small-Caliber, Shotgun, Medium-Caliber); reduced Bullet Velocity/Damage Per Hit
 - **Acquisition:** Crafting ³
- **HV Ammo:**
 - **Type:** Ammo
 - **Effects:** Bullet Velocity increased (Small-Caliber +35%, Shotgun +50%, Medium-Caliber +20%, Sniper Rifle +20%); Shotgun also +10 Range
 - **Acquisition:** N/A ³
- **Demolition Ammo:**
 - **Type:** Ammo
 - **Effects:** Accuracy -13, Bullet Velocity -35% (Medium-Caliber, Sniper Rifle)
 - **Acquisition:** N/A ³
- **Suppression AP Ammo:**
 - **Type:** Ammo
 - **Effects:** Strong against Deviants, massive bonus damage to HP/Shields
 - **Acquisition:** Crafting with Stardust Ingots ⁶⁶
- **Penetration AP Ammo:**
 - **Type:** Ammo
 - **Effects:** Strong against humanoids, massive bonus damage to HP/Shields
 - **Acquisition:** Crafting with Control Units ⁶⁶
- **Red Plasma Rocket Warheads:**
 - **Type:** Ammo
 - **Effects:** Compatible with RPG7, significantly increases damage against Silver Plague shield
 - **Acquisition:** Memetic Specialization ⁶⁶
- **Red Plasma Grenades:**
 - **Type:** Grenade
 - **Effects:** Compatible with Grenade Launcher, significantly increases damage against Silver Plague shield
 - **Acquisition:** Memetic Specialization ⁶⁶
- **Red Antiviral Ammo:**
 - **Type:** Ammo
 - **Effects:** Massive damage to Original Entity bosses, highly effective against OE Kin
 - **Acquisition:** Memetic Specialization ⁶⁶
- **Shrapnel Grenade:**
 - **Type:** Grenade

- **Effects:** Larger area of effect (AoE), detonates on impact; less damage than HE grenade
- **Acquisition:** Crafting ⁶⁷
- **High-Explosive (HE) Grenade:**
 - **Type:** Grenade
 - **Effects:** Smaller AoE, 5-second timer; objectively better than Shrapnel Grenade in some aspects
 - **Acquisition:** Crafting ⁶⁷
- **Thermite Grenade:**
 - **Type:** Grenade
 - **Effects:** Single target, less damage than HE grenade
 - **Acquisition:** Crafting ⁶⁸

Food & Drink Consumables

Consumables are essential for managing character stats, gaining temporary buffs, and facilitating various activities from combat to resource gathering. Food effects typically do not stack, but different "Meat Bonus Effects" can stack. ⁶⁹

- **Stargazy Pizza:**
 - **Type:** Dish
 - **Effect:** Remain underwater indefinitely
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** Yes (by Fish)
 - **Key Ingredients:** Fish, Deviated Aloe Vera, Shellfish, Caviar ⁶⁹
- **Ghoul Cookies:**
 - **Type:** Dish
 - **Effect:** Invisible Effect (removed on attack)
 - **Duration:** 3 min
 - **Durability:** 24 hours
 - **Bonus Effect:** No
 - **Key Ingredients:** Cheese, Deviated Tomato, Wheat, Sugar ⁶⁹
- **Lunar Gummy:**
 - **Type:** Dish
 - **Effect:** Shield = 60% of max HP * % of Sanity lost (60s CD)
 - **Duration:** 30s
 - **Durability:** 24 hours
 - **Bonus Effect:** No
 - **Key Ingredients:** Deviated Beet, Purified Water, Sugar, Lunar Whisper ⁶⁹
- **Spectral Canned Mushroom:**
 - **Type:** Drink

- **Effect:** Emit blinding light, stuns nearby monsters for 3s every 5s (no effect on elites/large animals)
 - **Duration:** 15 min
 - **Durability:** N/A
 - **Bonus Effect:** No
 - **Key Ingredients:** N/A ⁶⁹
- **Stardust Tea:**
 - **Type:** Drink
 - **Effect:** Satisfies food and water needs, Full Energy & Hydration
 - **Duration:** 2 hours
 - **Durability:** 24 hours
 - **Bonus Effect:** Yes (by Plant)
 - **Key Ingredients:** Deviated Plant, Purified Water, Sugar ⁶⁹
- **Stardust Energy Drink:**
 - **Type:** Drink
 - **Effect:** Double jump (Skybound buff)
 - **Duration:** 30 min
 - **Durability:** N/A
 - **Bonus Effect:** No
 - **Key Ingredients:** N/A ⁶⁹
- **Crumbly Bread:**
 - **Type:** Dish
 - **Effect:** All Weapon DMG +25%
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** No
 - **Key Ingredients:** Wheat, Deviated Aloe Vera, Sugar, Corn Oil ⁶⁹
- **Assorted Canned Fruit:**
 - **Type:** Dish
 - **Effect:** Weakspot DMG +25% when Sanity >80%
 - **Duration:** 30 min
 - **Durability:** N/A
 - **Bonus Effect:** No
 - **Key Ingredients:** Deviated Beet, Coconut, Aluminium Ingot ⁶⁹
- **Bone-in Deviated Sausage:**
 - **Type:** Dish
 - **Effect:** DMG against bosses +15%
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** Yes (by Meat)
 - **Key Ingredients:** Meat, Deviated Mushroom, Masala ⁶⁹
- **Shellfish Meat:**

- **Type:** Dish
- **Effect:** Hitting enemies grants Vulnerability +5% for 10s (cannot stack)
- **Duration:** 30 min
- **Durability:** 24 hours
- **Bonus Effect:** No
- **Key Ingredients:** Shellfish, Sugar, Purified Water ⁶⁹
- **Stardust Pumpkin Salad:**
 - **Type:** Dish
 - **Effect:** Crit DMG +15%
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** No
 - **Key Ingredients:** Deviated Pumpkin, Salt, Butter ⁶⁹
- **Stargazy Pie:**
 - **Type:** Dish
 - **Effect:** Crit DMG +25% when Energy is full
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** No
 - **Key Ingredients:** Deviated Pumpkin, Deviated Saffron, Deviated Wheat ⁶⁹
- **Honey Glazed Meat:**
 - **Type:** Dish
 - **Effect:** Crit Rate +15% when hitting enemies affected by Frost Vortex
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** Yes (by Meat)
 - **Key Ingredients:** Meat, Deviated Aloe Vera, Salt, Purified Water ⁶⁹
- **Mixed Fried Hot Dog:**
 - **Type:** Dish
 - **Effect:** DMG +20% toward enemies affected by The Bull's Eye
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** Yes (by Meat)
 - **Key Ingredients:** Meat, Deviated Mushroom, Corn Oil ⁶⁹
- **French Fries:**
 - **Type:** Dish
 - **Effect:** Weapon DMG +20% in Fortress Warfare
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** No
 - **Key Ingredients:** Deviated Potato, Masala, Cheese ⁶⁹
- **Canned Steak:**

- **Type:** Dish
- **Effect:** Shrapnel DMG +20%
- **Duration:** 30 min
- **Durability:** None
- **Bonus Effect:** Yes (by Meat)
- **Key Ingredients:** Meat, Salt, Aluminium Ingot ⁶⁹
- **Whimsical Drink:**
 - **Type:** Drink
 - **Effect:** Status DMG +25%
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** Yes (by Plant)
 - **Key Ingredients:** Plant, Deviated Saffron, Purified Water, Ice Cube ⁶⁹
- **Stardust Raspberry Shaved Ice:**
 - **Type:** Drink
 - **Effect:** effect duration +20%
 - **Duration:** 30 min
 - **Durability:** 8 hours
 - **Bonus Effect:** No
 - **Key Ingredients:** N/A ⁶⁹
- **Gingerdrop:**
 - **Type:** Dish
 - **Effect:** Fortress Warfare duration +5s
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** No
 - **Key Ingredients:** N/A ⁶⁹
- **Ginger Poppers:**
 - **Type:** Dish
 - **Effect:** All Shrapnel DMG +10%
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** No
 - **Key Ingredients:** N/A ⁶⁹
- **Popcorn:**
 - **Type:** Dish
 - **Effect:** Unstable Bomber DMG +10%
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** No
 - **Key Ingredients:** N/A ⁶⁹
- **Canned Minty Meat:**

- **Type:** Dish
- **Effect:** Frost DMG +15%
- **Duration:** 30 min
- **Durability:** N/A
- **Bonus Effect:** Yes (by Meat)
- **Key Ingredients:** Deviated Mint, Meat, Pickle, Aluminum Ingot ⁶⁹
- **Flaming Egg tart:**
 - **Type:** Dish
 - **Effect:** Burn DMG +10%
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** No
 - **Key Ingredients:** N/A ⁶⁹
- **Hearty Meat Stew:**
 - **Type:** Dish
 - **Effect:** Blaze DMG +15%
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** Yes (by Meat)
 - **Key Ingredients:** Deviated Polar Pepper, Meat, Masala, Water ⁶⁹
- **Canned Spicy Rabbit Dices:**
 - **Type:** Dish
 - **Effect:** Blaze DMG +15% when >30°C
 - **Duration:** 30 min
 - **Durability:** N/A
 - **Bonus Effect:** No
 - **Key Ingredients:** Rabbit Meat, Polar Pepper, Aluminum Ingot ⁶⁹
- **Sparkling Pumpkin Soup:**
 - **Type:** Beverage
 - **Effect:** Power Surge DMG +10%
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** No
 - **Key Ingredients:** N/A ⁶⁹
- **Roulette Dumplings:**
 - **Type:** Dish
 - **Effect:** Randomly gain: Sanity -150, DMG +15% (elites/bosses/Deviants); all effects during Lunar Oracle
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** Yes (by Meat & Sugar/Peppercorn)
 - **Key Ingredients:** Deviated Corn, Meat, Wheat, Lunar Whisper/Sugar/Peppercorn

- **Stardust Ratatouille:**
 - **Type:** Dish
 - **Effect:** Movement Speed +20%, Stamina consumption -50% when sprinting
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** No
 - **Key Ingredients:** Deviated Cabbage, Salt, Corn Oil ⁶⁹
- **Ice Tea:**
 - **Type:** Drink
 - **Effect:** Roll Speed +25%, Movement Speed +20% for 2s after rolling
 - **Duration:** 30 min
 - **Durability:** 8 hours
 - **Bonus Effect:** Yes (by Plant)
 - **Key Ingredients:** Plant, Purified Water, Ice Cube ⁶⁹
- **Stardust Malt/Corn Ale:**
 - **Type:** Drink
 - **Effect:** All action speed +20%
 - **Duration:** 30 min
 - **Durability:** N/A
 - **Bonus Effect:** No
 - **Key Ingredients:** N/A ⁶⁹
- **Fiery Meat Skewer:**
 - **Type:** Dish
 - **Effect:** Cold Resist +20, Sprint Speed 10% in cold, Clean Hypothermia
 - **Duration:** 1 hour
 - **Durability:** 24 hours
 - **Bonus Effect:** Yes (by Meat)
 - **Key Ingredients:** Meat, Polar Pepper, Sunny Ginger ⁶⁹
- **Iced Mint Tea:**
 - **Type:** Beverage
 - **Effect:** Heat Resist +20, Sprint Speed +10% in hot, Clean Heatstroke
 - **Duration:** 1 hour
 - **Durability:** 24 hours
 - **Bonus Effect:** Yes (by Plant)
 - **Key Ingredients:** Plant, Mint, Ice Cube ⁶⁹
- **Canned Lunch Meat:**
 - **Type:** Dish
 - **Effect:** Max HP +10%
 - **Duration:** 30 min
 - **Durability:** None
 - **Bonus Effect:** Yes (by Meat)

- **Key Ingredients:** Meat, Aluminium Ingot ⁶⁹
- **Fruity Sanity Capsule:**
 - **Type:** Dish
 - **Effect:** Pollution Resist +20%
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** No
 - **Key Ingredients:** Deviated Beet, Purified Water, Sugar ⁶⁹
- **Signature Ice Brew:**
 - **Type:** Drink
 - **Effect:** Pollution Resist +30%, Sanity recovery speed when out of combat
 - **Duration:** 30 min
 - **Durability:** 8 hours
 - **Bonus Effect:** No
 - **Key Ingredients:** N/A ⁶⁹
- **Malt/Corn Ale:**
 - **Type:** Drink
 - **Effect:** Prevent Sanity from dropping in Pollution Zones
 - **Duration:** 30 min
 - **Durability:** N/A
 - **Bonus Effect:** No
 - **Key Ingredients:** N/A ⁶⁹
- **Miracle Tea:**
 - **Type:** Drink
 - **Effect:** All recovery effects +10%
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** Yes (by Plant)
 - **Key Ingredients:** Plant, Deviated Saffron, Sugar, Purified Water ⁶⁹
- **Stardust Mushroom Soup:**
 - **Type:** Drink
 - **Effect:** Max Stamina +20%, Stamina Recovery Speed +30%
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** No
 - **Key Ingredients:** Deviated Mushroom, Sugar, Purified Water ⁶⁹
- **Spicy Roasted Meat:**
 - **Type:** Dish
 - **Effect:** Cold Resist +20, Pollution Resist +20%, Clean Hypothermia
 - **Duration:** 1 hour
 - **Durability:** 24 hours
 - **Bonus Effect:** Yes (by Meat)

- **Key Ingredients:** Meat, Spikemato, Polar Pepper ⁶⁹
- **Chilled Icemelon Soup:**
 - **Type:** Beverage
 - **Effect:** Heat Resist +20, Pollution Resist +20%, Clean Heatstroke
 - **Duration:** 1 hour
 - **Durability:** 24 hours
 - **Bonus Effect:** No
 - **Key Ingredients:** Ice Melon, Ice Cube, Water ⁶⁹
- **Fruit Cake:**
 - **Type:** Dish
 - **Effect:** Recover 50% Sanity & HP over 60 sec
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** Yes (by Fruit)
 - **Key Ingredients:** Fruit, Sugar, Butter ⁶⁹
- **Mixed Fruit Pie:**
 - **Type:** Dish
 - **Effect:** Recover 50% Sanity & HP over 60 sec
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** Yes (by Fruit)
 - **Key Ingredients:** Fruit, Sugar, Cheese ⁶⁹
- **Curry and Rice:**
 - **Type:** Dish
 - **Effect:** Stamina consumption -30% during sprinting and gliding
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** Yes (by Meat)
 - **Key Ingredients:** Meat, Wheat, Masala ⁶⁹
- **Seafood and Meat Platter:**
 - **Type:** Dish
 - **Effect:** Max HP +15%, Recover 100% HP over 30 sec
 - **Duration:** 30 min
 - **Durability:** 24 hours
 - **Bonus Effect:** Yes (by Meat & Fish)
 - **Key Ingredients:** Meat, Fish, Sunny Ginger, Salt ⁶⁹
- **All-Weather Stew:**
 - **Type:** Beverage
 - **Effect:** Stamina +30%, Heat and Cold Resist +30%, Clear Heatstroke and Hypothermia
 - **Duration:** 1 hour
 - **Durability:** 24 hours

- **Bonus Effect:** No
- **Key Ingredients:** N/A ⁶⁹

Food Recipe Locations

Recipes for various dishes and drinks are scattered across the different regions of Once Human.

- **Dayton Wetlands & Broken Delta:** Borscht Deluxe (Sutherland Family Orchard porch), Stardust Tea, Stardust Pumpkin Soup, Bacon Burger (Sunbury building), Herbal Tea (High Banks building), Cold Pumpkin Soup (Harborside kitchen table), Vertical Grip (rocks 4630, -6041), Cobra Grip (grass 5597, -6009), Recon Combat Optic (floating cars), Small Brake (middle of island), Osprey Suppressor (blue square surrounded by orange cones), Light Reflex Sight (graveyard stone statues), Explosion Barrier (glowing rock 2268, -4215).⁷⁰
- **Iron River:** Stardust Pumpkin Salad, Shattered Bread (Rippleby Market upstairs), Stargazey Pie (Highland diner bottom floor), Miracle Tea (Winding Ridge Farmland bar), Fat-Burning Juice (Greywater Camp building), Safety Sandwich (Riverside Souvenirs kitchen counter), Stardust Italian Soup, Stardust Canned Fruit (Alkirk bar), Canned Meat (Rippleby docks), Creamy Spaghetti Soup (East Blackfell Junction red building), Integrated Compensator (camera on tripod), Tactical Pistol Mag (road north of Highland), Tactical SMG Mag (West of Rippleby 7197, -4066), Large Laser Sight (lily pads).⁷⁰
- **Chalk Peak:** Stargaze Pizza (Fisherman Wharf), French Fries (Silvershore Resort kitchen), Anti-Gravity Milkshake (Grandma Nina's Diner), Croquette (Urban Food motel), Signature Ice Brew (Evergreen Vineyard bar counter), Yuanbao Dumplings (Urban Food motel ground floor), Mixed Fried Hotdog (HT town Cafe building), Spectral Canned Mushroom (Norton Farm shed), Whimsical Drink (Brewery Estate building), Canned Seafood in Oil (Greenlake Hill), Sealed Reflex Sight (Abandoned Hospital), Small Compensator (blue square surrounded by orange cones), Amended SR Mag (Abandoned Hospital).⁷⁰
- **Red Sands:** Ghoulish Cookies (Blackfell Union Stronghold desk), Bone-in Deviated Sausage (Blackfell Fallen Zone), Fish & Chips, Securement Soup, Honey Glazed Meat (Alternative Reality Research Institute dinner table), Stardust Raspberry Shaved Ice (Evergreen restaurant), Extended Brake (South of river), Integrated Suppressor (South of river 4274, -2694).⁷⁰
- **Blackheart Region:** Fish Formula (teleportation tower east to beach), Ghost Cookies (restaurant table in Blackfell Fallen Zone), Securement Soup (LEA Research Lab, box next to Elite Drone master), Honey Glazed Meat (rooftop where rift), Weighted SMG Mag (North of PvP Frontier), Extended Pistol Mag (4004.80, 147.09), Forward Flash Hider, Compact Infrared Indicator (West of Sunshine Farm), Tactical Combine Grip (South of White Cliff 3640, 730), Large LMG Drum Mag (river bank).⁷¹

- **The Way of Winter Specific Locations:**
 - **Wish Land – East:** Popcorn (Kores Desserts kitchen).⁷⁷
 - **Wish Land – West:** Ginger Poppers (hotdog stand northeast corner).⁷⁷
 - **Frost Forge:** Sparkling Pumpkin Soup (northwest corner, metal table).⁷⁷
 - **Bear's Den:** Butter Matsutake Mushroom (Baker's Bon Bons Café counter).⁷⁷
 - **Mousseville:** Mixed Fruit Pie (lodge building kitchen counter).⁷⁷
 - **Mousseville Sweet Factory:** Fruit Cake (office desk).⁷⁷
 - **Camp Igloo:** Snow Mushroom Fried Rice (kitchen counter).⁷⁷
 - **Ground Unfallen Site:** Gingerdrop (bunker table next to Severin).⁷⁷
 - **Fire Throat Fortress:** Canned Minty Meat (market section, last stall on right).⁷⁷
 - **Ashenton:** Hearty Meat Stew (Panorama Mall area, crumbled layered building).⁷⁷

IV. Progression & Economy

A. Resource Management

Effective resource management is paramount for survival and progression in Once Human. Players must acquire a diverse range of materials to support their crafting, construction, and combat needs.

Core Resource Types

Fundamental resources include:

- **Construction Materials:** Wood, Stone, and Scrap Metal are essential for building and maintaining territories.⁷⁸
- **Crafting Components:** Fiber, Resin, and various Rare Compounds are vital for crafting gear and other specialized items.⁷⁸
- **Sustenance:** Food items are

Works cited

1. Once Human (video game) - Wikipedia, accessed July 23, 2025, [https://en.wikipedia.org/wiki/Once_Human_\(video_game\)](https://en.wikipedia.org/wiki/Once_Human_(video_game))
2. Once Human - Steam Community, accessed July 23, 2025, <https://steamcommunity.com/app/2139460>
3. VERSION 2.0.1 UPDATE ANNOUNCEMENT (JULY 16) - Once Human, accessed July 23, 2025, https://www.oncehuman.game/news/update/20250716/40780_1247675.html

4. Once Human for Android - Download the APK from Uptodown, accessed July 23, 2025, <https://projecteoe.en.uptodown.com/android>
5. The Complete List of Weapons in Once Human - OhDex, accessed July 23, 2025, <https://ohdex.gg/weapon-list>
6. Weapon & Gear Guide _ Once Human Official Website _ Annual Version 2.0, New PvE Scenario - Endless Dream is Now Live, accessed July 23, 2025, https://www.oncehuman.game/wiki/20240516/37492_1155622.html
7. Best Weapons In Once Human – blix.gg, accessed July 23, 2025, <https://blix.gg/news/games/best-weapons-in-once-human/>
8. Weapon stats confusing. : r/OnceHumanOfficial - Reddit, accessed July 23, 2025, https://www.reddit.com/r/OnceHumanOfficial/comments/1e4cssk/weapon_stats_confusing/
9. Once Human - Craft BETTER and POWERFUL Weapons Easy! (Complete Weapons Guide), accessed July 23, 2025, <https://www.youtube.com/watch?v=72pkytroVJY>
10. Weapon calibration blueprints :: Once Human General Discussions - Steam Community, accessed July 23, 2025, <https://steamcommunity.com/app/2139460/discussions/0/601895119916927852/>
11. Once Human: Guide to Weapons and Equipment - BlueStacks, accessed July 23, 2025, <https://www.bluestacks.com/blog/game-guides/once-human/ohn-weapon-equipment-guide-en.html>
12. How to Mod Armor & Weapons + Attachments | Once Human Guide - YouTube, accessed July 23, 2025, <https://www.youtube.com/watch?v=7OdeVikNfM>
13. Can you add mod slots to your weapons/armors? : r/OnceHumanOfficial - Reddit, accessed July 23, 2025, https://www.reddit.com/r/OnceHumanOfficial/comments/1kvjlpj/can_you_add_mod_slots_to_your_weaponsarmors/
14. accessed January 1, 1970, <https://ohdex.gg/weapon/m416-silent-anabasis>
15. accessed January 1, 1970, <https://ohdex.gg/weapon/torch>
16. Once Human: M416 - Silent Anabasis Build Guide | Balanced ..., accessed July 23, 2025, <https://www.youtube.com/watch?v=FMktYh2OwjK>
17. Once Human Guide | Little Jaws Build | NoobFeed, accessed July 23, 2025, <https://www.noobfeed.com/articles/once-human-guide-little-jaws-build>
18. Maxing Out the ACS12 Pyroclasm Starter Shotgun | Once Human ..., accessed July 23, 2025, <https://www.youtube.com/watch?v=zb5HRPJ0vDE>
19. Best The Sniper Rifles In Once Human - TheGamer, accessed July 23, 2025, <https://www.thegamer.com/once-human-sniper-rifles-ranked/>
20. SOCR OUTSIDER 237K DPS BUILD GUILD ONCE HUMAN ..., accessed July 23, 2025, <https://www.youtube.com/watch?v=nbwjubPWRMo>
21. BEST ENDGAME GULPED LORE UNSTABLE BOMBER BUILD ..., accessed July 23, 2025, <https://www.youtube.com/watch?v=eNPfuRHqfKE>
22. Curious What Weapons/Armor Setup people are Using : r ... - Reddit, accessed July 23, 2025, https://www.reddit.com/r/OnceHumanOfficial/comments/18r1sek/curious_what_weaponsarmor_setup_people_are_using/

23. Once Human Version 1.3.4 Update Announcement _ Once Human ..., accessed July 23, 2025, https://www.oncehuman.game/news/update/20241218/40780_1200958.html
24. The Ultimate 6 Star Mps5 Kumawink Bounce Smg Build Showcase ..., accessed July 23, 2025, <https://www.youtube.com/watch?v=2I7tMDU4rgQ>
25. Once Human: 190k DPS Last Valor Build Guide (for Shrapnel ..., accessed July 23, 2025, https://www.youtube.com/watch?v=Z_elPf-kugc
26. Best weapon blueprint to get? :: Once Human General Discussions - Steam Community, accessed July 23, 2025, <https://steamcommunity.com/app/2139460/discussions/0/601894977920856032/>
27. A one paragraph build guide for every Gold Weapon. : r ... - Reddit, accessed July 23, 2025, https://www.reddit.com/r/OnceHumanOfficial/comments/1kvwjqg/a_one_paragraph_build_guide_for_every_gold_weapon/
28. Help with KVD Boom Boom : r/OnceHumanOfficial - Reddit, accessed July 23, 2025, https://www.reddit.com/r/OnceHumanOfficial/comments/1la9ix9/help_with_kvd_boom_boom/
29. KVD BOOM! BOOM! UPDATED ULTIMATE BUILD | ONCE HUMAN ..., accessed July 23, 2025, <https://www.youtube.com/watch?v=7XCETr-Kz-s>
30. BEST ABYSS GLANCE FROST VORTEX BUILD GUIDE! - ONCE ..., accessed July 23, 2025, <https://www.youtube.com/watch?v=7gFBwcpt5Co>
31. Once Human: Best Burn Build (Armor, Mods & Deviant) - Screen Rant, accessed July 23, 2025, <https://screenrant.com/once-human-best-burn-build-armor-mods/>
32. KAM - Crank How to Get and Location _ Once Human | PDF | Strategy Guide - Scribd, accessed July 23, 2025, <https://www.scribd.com/document/889141053/KAM-Crank-How-to-Get-and-Location-Once-Human>
33. Once Human Weapon Accessory Stats Explained, Accuracy, Range, Stability, Reload Speed, Mobility - YouTube, accessed July 23, 2025, https://www.youtube.com/watch?v=_RQh1XEoKd0
34. Best Once Human Builds Meta 2025 - Top PvE & PvP Loadouts, accessed July 23, 2025, <https://skycoach.gg/blog/once-human/articles/best-once-human-builds>
35. A one paragraph build guide to all Purple Weapons (and Blues) : r/OnceHumanOfficial, accessed July 23, 2025, https://www.reddit.com/r/OnceHumanOfficial/comments/1l3elmd/a_one_paragraph_build_guide_to_all_purple_weapons/
36. Need Help Optimizing My DE.50 Wildfire Build - Suggestions ..., accessed July 23, 2025, https://www.reddit.com/r/OnceHumanOfficial/comments/1fb54mc/need_help_optimizing_my_de50_wildfire_build/
37. DE.50 How to Get and Location _ Once Human | PDF | Strategy Guide - Scribd, accessed July 23, 2025, <https://www.scribd.com/document/889957210/DE-50-How-to-Get-and-Location-Once-Human>

38. THE BEST MG4 PREDATOR FAST GUNNER BUILD GUIDE - ONCE ..., accessed July 23, 2025, <https://www.youtube.com/watch?v=P-bybJMBClw>
39. ONCE HUMAN OP DPS 900K+ POWER SURGE CROSSBOW ..., accessed July 23, 2025, <https://www.youtube.com/watch?v=coWwqPGL24>
40. Best PVP and PVE Build - Bull's Eye AWS .338 BINGO Build - ONCE ..., accessed July 23, 2025, <https://www.youtube.com/watch?v=kd3bhld2Ing>
41. MOST OP DE JAWS BUILD - ONCE HUMAN - YouTube, accessed July 23, 2025, https://www.youtube.com/watch?v=8_m1e0SpH30
42. BEST ENDGAME MEMENTO FAST GUNNER BUILD GUIDE ..., accessed July 23, 2025, <https://www.youtube.com/watch?v=NA3RpHdv9NQ>
43. ONCE HUMAN BEST MG4 CONFLICTING MEMORIES ENDGAME ..., accessed July 23, 2025, https://www.youtube.com/watch?v=uANmM-Xv_Mw
44. MOST OP CRITICAL PULSE SURGE BUILD - ONCE HUMAN ..., accessed July 23, 2025, <https://www.youtube.com/watch?v=CA4zZV5myXM>
45. Critical Pulse Question : r/OnceHumanOfficial - Reddit, accessed July 23, 2025, https://www.reddit.com/r/OnceHumanOfficial/comments/1klismf/critical_pulse_question/
46. MASSIVE SHOTGUN DPS | Infinite Fortress Warfare DB12 Raining ..., accessed July 23, 2025, <https://www.youtube.com/watch?v=VNSnlyfSUOU>
47. Once Human Guide | Overpowered Doombringer Build | NoobFeed, accessed July 23, 2025, <https://www.noobfeed.com/articles/once-human-guide-overpowered-doombringer-build>
48. SHOCKING Weapon Balances & Quality of Life Added | Once ..., accessed July 23, 2025, https://www.youtube.com/watch?v=p8k7_Sy97IY
49. G17 HAZARDOUS OBJECT LUNA TANK BUILD PRO - YouTube, accessed July 23, 2025, <https://www.youtube.com/watch?v=4xpc0XBmKFw>
50. Sharing my gear setup for HARM-Brahminy (high DPS version) : r ..., accessed July 23, 2025, https://www.reddit.com/r/OnceHumanOfficial/comments/1l9iwzg/sharing_my_gear_setup_for_harmbrahminy_high_dps/
51. Sharing my gear setup for HARM-Brahminy (high DPS version) : r ..., accessed July 23, 2025, https://www.reddit.com/r/OnceHumanOfficial/comments/1l9iwzg/sharing_my_gear_setup_for_harmbrahminy-high-dps/
52. BEST CORROSION POWER SURGE BUILD GUIDE - ONCE ..., accessed July 23, 2025, <https://www.youtube.com/watch?v=nXzzqGlibEI>
53. Once Human: 6 Best Armor, Ranked - Game Rant, accessed July 23, 2025, <https://gamerant.com/once-human-best-armor/>
54. What would you consider Light, Medium and Heavy armor? : r/ArmsandArmor - Reddit, accessed July 23, 2025, https://www.reddit.com/r/ArmsandArmor/comments/1gvweri/what_would_you_consider_light_medium_and_heavy/
55. Armor | D&D 5th Edition on Roll20 Compendium, accessed July 23, 2025, <https://roll20.net/compendium/dnd5e/Armor>

56. What is the smart way to go about staring up weapons and gear? : r ..., accessed July 23, 2025,
https://www.reddit.com/r/OnceHumanOfficial/comments/1kmiaxi/what_is_the_smart_way_to_go_about_staring_up/
57. Once Human: How To Get The Lonewolf Armor Set (All Gear ..., accessed July 23, 2025,
<https://screenrant.com/once-human-how-to-get-lonewolf-armor-set-gear/>
58. Armor durability change needs to go ASAP : r/OnceHumanOfficial - Reddit, accessed July 23, 2025,
https://www.reddit.com/r/OnceHumanOfficial/comments/1eii1ur/armor_durability_change_needs_to_go_asap/
59. How Do You Get Armor Sets In Once Human - TheGamer, accessed July 23, 2025,
<https://www.thegamer.com/once-human-best-armor-sets-list/>
60. Once Human: How To Use The Mod Conversion Feature - Game Rant, accessed July 23, 2025,
<https://gamerant.com/once-human-how-use-mod-conversion-feature-change-s-ubstats-suffix/>
61. The Mod Conversion Formula, (Just About) Solved : r/OnceHumanOfficial - Reddit, accessed July 23, 2025,
https://www.reddit.com/r/OnceHumanOfficial/comments/1gnrfoq/the_mod_conversion_formula_just_about_solved/
62. Weapon Mods List - Once Human Game - Gaming With DaOpa, accessed July 23, 2025, <https://gamingwithdaopa.ellatha.com/once-human/weapon-mods-list/>
63. Armor Mods List - Once Human Game, accessed July 23, 2025,
<https://gamingwithdaopa.ellatha.com/once-human/armor-mods-list/>
64. Once Human: 10 Best Tactical Items - DualShockers, accessed July 23, 2025,
<https://www.dualshockers.com/best-tactical-items-in-once-human/>
65. Smoke Grenade in Once Human | Blueprint, Stats & Effects - MagicStark, accessed July 23, 2025, <https://www.magicstark.cz//smoke-grenade/>
66. Development Update | Pollution Zone Revamp, Gameplay Tweaks, and Mod Conversion Adjustments _ Once Human Official Website_ Annual Version 2.0, New PvE Scenario - Endless Dream is Now Live, accessed July 23, 2025,
https://www.oncehuman.game/news/update/20250322/40780_1221471.html
67. Difference Between HE and Shrapnel Grenades? : r/OnceHumanOfficial - Reddit, accessed July 23, 2025,
https://www.reddit.com/r/OnceHumanOfficial/comments/1f2kr8p/difference_between_he_and_shrapnel_grenades/
68. Some suggestions :: Once Human General Discussions - Steam Community, accessed July 23, 2025,
<https://steamcommunity.com/app/2139460/discussions/0/7073555028226802832/>
69. Guide :: All about Food + Food & Bonus Effects - Steam Community, accessed July 23, 2025,
<https://steamcommunity.com/sharedfiles/filedetails/?id=3339574420>
70. All Food Blueprint Locations | Once Human - YouTube, accessed July 23, 2025,

- https://www.youtube.com/watch?v=_0wKH4lr0zQ
71. Complete Once Human Cooking and Drink Recipes Guide - PlayerAuctions, accessed July 23, 2025, <https://www.playerauctions.com/once-human-guide/tips-guides/all-cooking-and-drink-recipes-list-and-where-to-find-them/>
 72. Once Human | All Locations and Items - Map Genie, accessed July 23, 2025, <https://mapgenie.io/once-human/checklist>
 73. All Weapon Accessory Locations in Once Human | Map Genie, accessed July 23, 2025, <https://mapgenie.io/once-human/guides/weapon-accessories>
 74. All 28 Recipe Locations In Once Human | Once Human Gameplay Guide - YouTube, accessed July 23, 2025, https://www.youtube.com/watch?v=_qRDaSqVHgU
 75. Cooking and drink recipes - once human game guide, accessed July 23, 2025, https://cdn.prod.website-files.com/65f04aac2bc3fcd881a719b5/68151c837332d5b214b75ba5_fudotavanonumim.pdf
 76. Locations and Items Checklist - Once Human Guide - IGN, accessed July 23, 2025, https://www.ign.com/wikis/once-human/Locations_and_Items_Checklist
 77. Gourmet Recipe Locations in Once Human: The Way of Winter - GNL Magazine, accessed July 23, 2025, <https://genelmag.com/article/gourmet-recipe-locations-in-once-human-the-way-of-winter>
 78. Once Human - Efficient Farming Guide for Resources and Progression | BlueStacks, accessed July 23, 2025, <https://www.bluestacks.com/blog/game-guides/once-human/ohn-farming-guide-en.html>
 79. Infinite ammo jaws build | never reload : r/OnceHumanOfficial - Reddit, accessed July 23, 2025, https://www.reddit.com/r/OnceHumanOfficial/comments/1ffueko/infinite_ammo_jaws_build_never_reload/
 80. The ULTIMATE Unstable Bomber build nobody knows about (No Reload JAWS) - YouTube, accessed July 23, 2025, <https://www.youtube.com/watch?v=F4wicm4POTQ>
 81. Ardent Shield Mod Explained - Once Human #oncehumangame #oncehumanguide #oncehuman - YouTube, accessed July 23, 2025, <https://www.youtube.com/shorts/LyPluOwRY3M>
 82. Ardent Shield Mod Explained - Once Human #oncehumangame #oncehumanguide #oncehuman - YouTube, accessed July 23, 2025, https://www.youtube.com/watch?v=LyPluOwRY3M&pp=0gcJCfcAhR29_xXO
 83. Weapon and Armor Mod Locations in Once Human: The Way of Winter - OhDex, accessed July 23, 2025, <https://ohdex.gg/resources/mod-locations-way-of-winter-once-human>
 84. Devs Talk: Comprehensive Weapon and Gear Balance Adjustments Preview! _ Once Human Official Website _ Annual Version 2.0, New PvE Scenario - Endless Dream is Now Live, accessed July 23, 2025, https://www.oncehuman.game/news/update/20250110/40780_1205980.html