

ITEM WEAPON MELEE TONFAS KRONEN PRIME



202% Crit
Chance |
238% Status
Chance | Red-
Crit Bleed
Steelpath
Endurance

by Quakkcy — last updated 6
days ago

13 3 0

Ancient blades, perfected for
today's combat.

COPY



9 VOTES



0 COMMENTS

ITEM RANK

30

60 / 60

OROKIN REACTOR



APPLY CONDITIONALS



ATTACK SPEED

1.17

OTHER KRONEN PRIME BUILDS



Warglaives
of
Azzinoth

Kronen
Prime guide
by jawqesz

2 FORMA

SHORT
GUIDEV
3

Lidless
Kronen
Prime
(W/
Combo:
Avg Hit
20.3K ,
S-DPS
40.3K,
No
Riven)

Kronen
Prime
guide by
foxglove01

3
FORMASHORT
GUIDEVOTI
23

TRUE
VIRAL
SLASH
KRONEN
BUILD
(BLEED
DAMAGE)

Kronen
Prime guide
by 22Pixels

VO
18

34%

21.2

21.2

169.6

212.0

258.6

301.7

LONG
GUIDE



General Use/
Endurance/Fo
Farm

Volt Prime guide
Quakkcy

6 FORMA

LONG GUIDE

GUIDE

0 COMMENTS

KRONEN PRIME BUILDS

BUILDS BY QUAKKCY

202% Crit Chance | 238% Status Chance | Red-Crit Bleed Steelpath Endurance

[Kronen Prime] Introduction

These Are Quite Strong Melee Weapons Not The Strongest But Are Up There In The Tier List When It Comes To The Best Melee Weapons In Warframe, The Build Is Mainly Centered Ramping Crit Chance As Well As The Ramping Status Chance From The Mods Meaning The Playstyle Is Slaughterhouse, RIP AND TEAR If You Will To Keep Things Stacked Giving You The Most Capitalization From This Build

Playstyle

The Main Playstyle For This Build Is To Keep Killing As The Main Damage Comes From Killing And Maintaining The Combo Counter For The Damage Ramp The Survivability Comes From The Arcane Of This Build Melee Fortification Which Helps With Frames That Are Less Squishy And Synergies Well With The Weapons As Well Giving Overall Survivability For Long Steelpath Endurance Runs I Will Leave The Build I Like Running Alongside This Build In The Synergies Section ([Volt],[Gauss],Kalervo)

Synergies

There A Few Synergies I Like To Run Or Have Seen Used With These Melee Weapons Here Are My Opinions

[Volt]

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[Volt Build] That I Use For General Use, Focus Farming In ESO (Cephalon Simaris) As Well As Endurance Steelpath. The [Kronen Prime] Fits Nicely For This As The Abilitys Synergizes Well With This Melee Build

[Kullervo]

[Kullervo] Is Another Great Frame Although I Don't Have A Build For Him, But His 1st Ability Amps Crit Chance Massively Making This Build Even Stronger As It Pushes The Crit Chance Over The Edge To Extreme And Mouth-Watering Red Crits To Slaughter Your Way Through

Now Those Are The Two I Can Think Of Right Now But If You Have Anymore Feel Free To Leave A Comment And Ill Add it To The List

Mod Overview

Blood Rush - Blood Rush Is A Great Mod As it Adds Stacking Crit Chance Per Combo Counter (**Max 12x**)

Gladiator Might - This Is Another Great Mod Due To The 60% Increased Crit Dmg As Well As The 10% Increasing Crit Chance With Each Combo Counter Meaning Another Total Of 120% Crit Chance Added To The Weapon

Weeping Wounds - Ramping Status Chance (**CALCULATIONS BELOW**)

Condition Overload - Damage Buff Mainly As You Will Applying Status Effects To Enemies (**Mainly Slash N Viral**) Which Would Equal 120% Increased Melee Dmg But If Theres Other Unique Statuses Affecting That Target The Damage Goes Up (**Add 80% For Each Unique Status Effect That Isnt Slash Or Viral**)

Primed Reach - Extra Range Means Other Mods Get Stacked Faster

Vicious Frost - 60% Status Chance And 60% Cold (**For Viral**)
Virulent Scourge - 60% Status Chance And 60% Toxin (**For Viral**)

The 60/60 Mods Can Be Used With Lower Ranks If Not Unranked So You Don't Overshadow The Slash Weight Of This Weapon

0.22 Is Weapons Base Crit

Blood Rush (In The Math Its Counted As 12x combo) = 4.8 (4.8 x 0.22 = 1.056)

Sacrificial Steel = 2.2 - (2.2 x 0.22 = 0.484)

Gladiator Might = 1.2 - (1.2 x 0.22 = 0.264)

Total Crit Chance = 1.056 + 0.484 + 0.264 + 0.22 = 202% Crit
(PAIRED WITH [\[Kullervo\]](#) FIRST ABILITY YOU WILL SEE MORE RED CRITS)

0.34 Is Weapons Base Status Chance

[\[Virulent Scourge\]](#) = 0.6 Status Chance (0.6x0.34 = 0.204)

[\[Vicious Frost\]](#) = 0.6 Status Chance (0.6x0.34 = 0.204)

[\[Weeping Wounds\]](#) = 4.8 Status Chace (4.8 x 0.34 = 1.632)

Total Status Chance = 1.632 + 0.204 + 0.204 + 0.34 = 2.38 x
100 = 238% Status Chance (CHANCE TO APPLY 2 STATUS PER SWING)

Total Status Chance

Flexible

TO CHANGE FOR SACRFICIAL STEEL

Reach - Great For Range And Works Well if Your Pairing With A Speed Frame To Amp The Attack Speed

Fury/Beserkers Fury - Attack Speed If Going With Another Frame That Doesn't Have A Buff For Speed

Organ Shatter - Swap For [\[Amalgam Organ Shatter\]](#) If Available

Arcanes

Now This Is Really Personal Preference Im Sure I Could Benefit More From The Other Melee Arcanes Such As Influence Or Duplicate But I Run Melee Fortification Due To Typically Running Squishy Frames Where The Shields Get Shattered Almost Immediately While Doing Endurance Runs In Steelpath But I'll Leave Suggestions Here

[Top Builds](#)[Tier List](#)[Player Sync](#)[New Build](#)

Stat Spreading

Melee Duplicate - On Base (yellow) Critical Hits: 100% chance for your attack to strike a second time

Melee Exposure - On Ability Cast: Gain 60% Corrosive Damage on Melee strikes for 25s. Stacks up to 240%

Melee Retaliation - Gain 30% Melee Damage for every 200 current Shields, up to 420%. Bonus halved for Overshields

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OVERFRAME




Top Builds

Tier List

Player Sync

New Build



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