

ITEM

WARFRAME

WISP PRIME

OTHER WISP PRIME BUILDS



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COPY



by THeMoonN85 — last updated 8 months ago

7 0

Wisp Prime's gilded splendor haunts the battlefield. Allies welcome her interdimensional beauty.

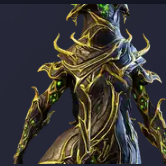
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ITEM RANK 30

60 / 60

OROKIN REACTOR

APPLY CONDITIONALS



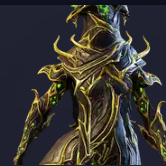
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LONG GUIDE



Ravenous Wraith | Nourish Wisp SP General Use and Endurance Levelcap

vc 5

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3 FORMA

LONG GUIDE

SPRINT SPEED	1.25
DURATION	100%
EFFICIENCY	100%
RANGE	100%
STRENGTH	100%
ARMOR	210
DAMAGE REDUCTION	41.2%
EFFECTIVE HIT POINTS	1,122

support | The
Best Wisp in
the World |
700%-900%
Strength |
Endgame
Build

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LONG GUIDE

894%
strength |
optimized
+ QoL |
roar wisp
ez steel
path
support
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Ignis Wraith
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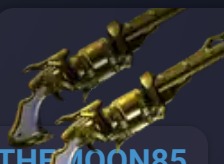
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71 COMMENTS

WISP PRIME BUILDS

BUILDS BY THeMooN85

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Hello there,

Introduction

[Wisp Prime], the [Ignis] **fatuus**, is here!

I reached up to **449% Strength** (solo), without sacrificing other important stats, like **Duration**, or **Range**. Given Strength can be further increased by adding (Tauforged) Crimson Archon Shards, your Teammates abilities, Auras, Focus Schools, etc.

Your first question is probably "why I replaced her 2nd ability, not her 4th?"

Short answer?

Heat Inherit!

Wait... what?!

Well, **Sol Gate** deals **Heat** and **Radiation** damage ramp-up per half second to 100% up to a maximum of 1,000% damage bonus. **That's a lot of damage!** And I never actually used **Wil-O-[Wisp]**. So... **Roar**, and now you possess the real "**portal to the Sun**". Use it after you prime your enemies with HI Primer, and burn them to ashes.

Playstyle:

- Cast **Roar** whenever it expires
- Cast chosen **Reservoirs**, take Motes with you for an adventure time
- Use **Breach Surge** whenever want/need/feel
- Use whatever weapons you like, take Heat Inherit Primer, to prime your enemies and give them a taste of summer

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ROAR - Heat Inherit fun build (yup, the above one).

ECLIPSE - Cool weapon platform build.

NOURISH - Totally peaceful build, most used.

Attributes & Abilities:

449% Strength, without anyone's help, buffs, Shards, just you, alone. That's a lot! But why? I'm glad you asked. Let me give you some numbers: **+1347 Health** added to your base Health, **134.7 Heal/s**, **+89.8% Movement Speed** and **Attack Speed**, also **+134.7% Fire Rate**, **8.98x Damage Multiplier**, with **89.8% Radiation Status Chance**, up to **6 735 Beam Damage/s** without any other boosts.

What about **Helminth abilities**, you ask? OK sure, I'll give you even more numbers: up to **+898% more Weapons Damage Bonus** thanks to **Eclipse**, **+157% Damage Vulnerability** for enemies affected by **Sentient Wrath**, **+134.7% Increased Damage** for you and your Teammates thanks to **Roar**, **+116.8% more Weapons Void Damage Bonus** thanks to [\[Xata\]](#)'s **Whisper**. Just a few examples of how Strength affect this build.

Those numbers can be further increased by Shards, your Teammates, Specters, Auras, Focus Schools Abilities, etc.

145% Range gives all your **Reservoirs 7.5 m Radius**, **22 m Shock Range** for your **Shock Mote**, **22 m Blind Radius** for your **Breach Surge**, and **58 m Beam Length**.

Negative Efficiency should not be any problem for you, because you are not a caster, you cast Motes in place, and you take them, you cast **Breach Surge** when you need it, you will probably barely use her 4th ability... and you will recast your chosen Helminth ability whenever its expires.

128% Duration is well enough. 38.40 s Mote lifespan, when you leave its Radius, 20.50 s Blind Duration, and various numbers for your chosen Helminth ability.

Why no [\[Rolling Guard\]](#) or [\[Primed Sure Footed\]](#)? Well, mostly because you are going to control an entire room full of enemies with your Shock Mote, and because you are going to jump like a bunny on Heroin, because this gives you complete invisibility to enemies while you're using melee weapons and jump.

If you feel like you need one or both of those mods... feel free to add them.


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For best results use [Aura Forma](#), so that it can be changed, when needed.

- **Aerodynamic** - Increases Aim Glide/Wall Latch duration. Reduces damage taken while Airborne.
- **Brief Respite** - Grants Shields equal to a % of Energy spent while Overshields are inactive.
- **Combat Discipline** - Allies gain Health on kill. Aura bearer loses Health on kill.
WARNING: this Aura can kill bearer.
- **Corrosive Projection** - Reduces enemy armor.
- **Empowered Blades** - Increases status chance and status damage of charged melee attacks.
- **Enemy Radar** - Pinpoints enemy locations on mini-map.
- **Energy Siphon** - Provides constant Energy regeneration.
- **Growing Power** - Increases Ability Strength after Status proc.
- **Mecha Empowered** - Increases damage against marked enemies.
- **Shield Disruption** - Reduces enemy shields.
- **Sprint Boost** - Increases sprinting speed.
- **Steel Charge** - Increases melee weapon damage.
The aura can potentially provide a total of 18 points, compared to most auras that provide 14.
- **Swift Momentum** - Increases Melee Combo Duration.

Suggested Exilus Mod:

Must be unlocked with an [Exilus Adapter](#).

- **NONE** - if there is no such need, then there is no point in unlocking the slot.
- **Aero Vantage** - A set mod that grants reduced gravity during Aim Glide.
- **Agility Drift** - Reduces damage taken while airborne and reduces enemy accuracy when targeting the player.
- **Aviator** - Reduces damage taken while airborne for the player.
- **Coaction Drift** - Increases an Aura's strength and effectiveness.
- **Conductor** - Warframe Augment for Octavia that allows her to command Resonator by reactivating it, ordering it to move to her reticle with increased speed.
- **Cunning Drift** - Increases slide, reduces friction and increases Ability Range.

red markers on the mini-map.

- **Gale Kick** - Jump Kicks deal a percentage of the equipped melee weapon's damage as Impact damage, and knocks nearby enemies down when killing with it.
- **Handspring** - Speeds up a Warframe's knock-down recovery rate.
- **Kavat's Grace** - Negates hard landings from high velocity falls.
- **Patagium** - Increases the duration of Aim Glide and Wall Latch.
- **Power Drift** - Increases Ability Strength and grants a chance to resist knockdown.
- **Rush** - Increases the speed at which a Warframe moves while sprinting.
- **Speed Drift** - Increases sprint speed and casting speed.
- **Stealth Drift** - Increases enemy detection on the mini-map and Aim Glide and Wall Latch time.
- **Sure Footed** - Increases a Warframe's chance to resist knockdown.

Primed Sure Footed is exclusive to the **Daily Tribute** system. It will become available at first at day 400. **TAKE IT!!!**

- **Vigilante Pursuit** - Displays all enemies within its radius with red markers on the mini-map.

Suggested Warframe Arcane Enhancements (Max Rank Description):

- **Arcane Aegis** - On Shield Damaged, 3% chance for +30% Shield Recharge for 12s.
- **Arcane Agility** - On Damaged, 60% chance for +60% Parkour Velocity for 18s.
- **Arcane Arachne** - On Wall Latch, +150% Damage for 30s.
- **Arcane Avenger** - On Damaged, 21% chance for +45% Critical Chance for 12s.
- **Arcane Barrier** - On Shield Damaged, 6% chance to instantly restore all Shields, 6s cooldown.
- **Arcane Blessing** - On Health Pickup, +24 Max Health. Stacks up to 50x.
- **Arcane Double Back** - Gain +25% damage resistance for 4s per Dodge, Double Jump and Bullet Jump. Stacks up to 3x.
- **Arcane Energize** - On Energy Pickup, 60% chance to replenish 150 Energy to self and allies within 15m. 15s

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- **Arcane Fury** - On Critical Hit, 60% chance for +180% Melee Damage to Melee Weapons for 18s.
- **Arcane Grace** - On Health Damaged, 9% chance for +6% Health Regeneration/s for 9s.
- **Arcane Guardian** - On Damaged, 15% chance for +900 Armor for 20s.
- **Arcane Nullifier** - Passive, +102% chance to resist a Magnetic Damage effect.
- **Arcane Pistoleer** - On Pistol Headshot Kill, 60% chance for +102% Ammo Efficiency for 12s.
- **Arcane Precision** - On Headshot, +300% Damage for 18s on Secondary Weapon.
- **Arcane Reaper** - On Melee Kill, +24 Heal Rate/s and +660 Armor for 10 seconds.
- **Arcane Rise** - On Reload, 60% chance for +150% Damage to Primary Weapons for 24s.
- **Arcane Steadfast** - On Ability Cast, 20% chance that the next 3 Abilities will not cost Energy.
- **Arcane Strike** - On Hit, 15% chance for +60% Attack Speed to Melee Weapons for 18s.
- **Arcane Tanker** - On Archgun Equipped, +1200 Armor for 60s.
- **Arcane Tempo** - On Critical Hit, 15% chance for +90% Fire Rate to Shotguns for 12s.
- **Arcane Trickery** - On Finisher Kill, 15% chance to become invisible for 30s.
- **Arcane Ultimatum** - On Finisher Kill, +1200 Armor for 45s.
- **Arcane Velocity** - On Critical Hit, 90% chance for +120% Fire Rate to Pistols for 9s.
- **Theorem Demulcent** - Standing in a zone created by a Residual Arcane increases weapon damage by 12%/s stacking up to 15x. The effect persists for 20s upon leaving the zone.
- **Molt Augmented** - On Kill, +0.24% Ability Strength. Stacks up to 250x.
- **Molt Efficiency** - While Shields are Active, Gain 6% Ability Duration per second, up to a maximum of 36%.
- **Molt Vigor** - On Operator Ability, 45% Ability Strength on next Warframe Ability Cast.

Suggested Archon Shards (Tauforged):

- **Crimson Archon Shards (RED):**
+25% (+37.5%) Melee Critical Damage

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- **Amber Archon Shards** (YELLOW):
+25% (+37.5%) Casting Speed
+15% (+22.5%) Parkour Velocity
- **Azure Archon Shards** (BLUE):
+50 (+75) Energy Max

Suggested Focus School:

- **Madurai:**
Power Transfer - 50% Casting Speed on switching to Warframe.
Sling Strength - Switching to Warframe after a Chained Sling adds 40% Ability Strength for 20s.
- **Vazarin:**
Void Snare - Ability launches a projectile that spins up a vortex trap on impact, or tap 2 again to detonate in-flight. Trap lasts 8s.
Protective Sling - Allies touched by Void Sling are granted immunity from damage for 5s and healed 60% over 5s for 10 energy cost.
- **Naramon:**
Power Spike - Melee Combo Counter now decays while out of combat by 5 every few seconds, instead of depleting completely.
- **Unairu:**
Poise - Gain immunity to slow, stagger, and knockdown effects for 40s after transferring between Operator or Warframe.
Magnetic Flare - Use your first Ability to create a 8m radius field that lasts for 30s and disables the shields of any enemy that enters it.
Caustic Strike - Second Ability launches an energy bomb that explodes with a 8m radius, stripping 100% of enemy armor. Tap 2 again to detonate in-flight.
- **Zenurik:**
Energy Pulse - Energy pickups grant 50 % additional energy over 5s.
Wellspring - First Ability creates a well of energy for 8s. Allies passing through the well gain 5 Energy/s for 30s. Use your first Ability inside a Wellspring to increase its size, boost its duration by 20s, and grant 20% Ability Strength to those inside.
Temporal Drag - Second Ability emits a radial burst, slowing any enemy it touches by 80% for 10s.

Sustainable Abilities:

- **Empower** - Increase the strength of your next ability use.
- **Infested Mobility** - Increase your parkour velocity.
- **Rebuild Shields** - Instantly restore your shields.
- **Energized Munitions** - Imbue your weapons with ammo efficiency.
- **Marked For Death** - Stun an enemy; a portion of the next damage you deal to it will be dealt to all enemies around it.
- **Expedite Suffering** - Hit enemies in a cone, affected enemies will have their Bleed and Toxin status removed, and their remaining damage dealt in a burst.
- **Hideous Resistance** - Grant yourself immunity to Status effects.
- **Sickening Pulse** - Emit a pulse that adds stacks to Status Effects already afflicting enemies, except Bleed, Heat, and Toxin effects which are duplicated with fresh timers.
- **Shuriken** - Damage, Slash Status on Hit, with augment **Seeking Shuriken**, Armor Strip.
- **Petrify** - Crowd Control, with augment **Ore Gaze**, Scan to Codex, Farming.
- **Silence** - Damage Debuff, Disable Enemy Abilities, Stealth, with augment **Savage Silence**, Increasing Finisher Damage.
- **Sentient Wrath** - Crowd Control, Damage Debuff.
- **Elemental Ward** - with augment **Everlasting Ward**, Support.
- **Spectrorage** - Crowd Control, with augment **Spectrosiphon**, Increasing Drop an Energy Orbs.
- **Nourish** - Crowd Control, Damage Buff, Energy Restore, with augment **Hearty Nourishment**, Clear Status Effects, Gain Status Immunity.
- **Pillage** - Defense Strip, Shield Restore, Status Cleanse.
- **Quiver** - Stealth, Tap-cast for Cloak, hold-cast for Noise, with augment **Empowered Quiver**, prevent Status Effects.
- **Ensnare** - Crowd Control.
- **Shooting Gallery** - Damage Buff, Crowd Control, with augment **Muzzle Flash**, Blinds Enemies.
- **Eclipse** - with augment **Total Eclipse**, Damage Buff, Damage Reduction.
- **Terrify** - with augment **Creeping Terrify**, Armor Strip, Crowd Control.
- **Larva** - Crowd Control, with augment **Larva Burst**, Damage.
- **Null Star** - Damage Reduction, with augment **Neutron Star**, Damage.
- **Resonator** - with augment **Conductor**, Damage, Crowd Control.
- **Dispensary** - Healing, Energy Restore, Ammunition Restore, with augment **Repair Dispensary**, Revives Robotic



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- **Roar** - Damage Buff, with augment **Piercing Roar**, Crowd Control, Damage.
- **Gloom** - Crowd Control, Healing.
- **Tharros Strike** - Crowd Control, Defense Strip, Healing.
- **Spellbind** - Crowd Control, Status Cleanse, with augment **Spellbound Harvest**, Regain Energy.
- **Warcry** - Attack Speed Buff, Crowd Control, with augment **Eternal War**, Extends Warcry's Duration.
- **Tesla Nervos** - Crowd Control, with augment **Tesla Bank**, Damage.
- **Lycath's Hunt** - Healing, Energy Restore.
- **Xata's Whisper** - Damage Buff, Bullet Atractor.
- **Aquablades** - Crowd Control, Damage, with augment **Surging Blades**, Increasing Damage.
- **Airburst** - Crowd Control, with augment **Airburst Rounds**, Damage Buff.

Suggested Loadout:

- **Weapons - Primary** - use whatever you like, my only suggestion is to pick something hard hitting against Acolytes, **Secondary** - any good Primer is always welcome, **Melee** - I suggest to pick something you will use as your main killing weapon, so something with light attack build with good range, **Parazon** - put the mods you like, **Archgun** - use whatever you like
- **Amp** - chosen **Amp Parts** and **Arcanes**.
- **Operator** - chosen **Arcanes**.
- **Companion - Sentinel** - whoever you like, **MOA** - whoever you like, **Hound** - whoever you like, **Kubrow** - whoever you like, **Kavat** - whoever you like, **Predasite** - whoever you like, **Vulpaphyla** - whoever you like.

Summary:

Ah yes... [Wisp Prime]. Simps can't wait for her... all thanks to her... skills ;) Skills that are very useful on the battlefield... healing, crowd control, blinding, damage buff... all of which are greatly appreciated by the rest of the team... You know what else Simps appreciate? HER ASS! Yes! Don't write nonsense here, I know what distracts you so much in this game... Her biggest "advantage" are definitely well-shaped buns and their animations while standing and moving.

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