

ITEM > WEAPON > PRIMARY > BOW > NATARUK

OTHER NATARUK BUILDS



Nataruk | 1 Million+ Bleed | Steel Path Pure Slash (Grineer)/Pure Toxin (Corpus) Variants

by [ninjase](#) — last updated 2 months ago (Patch 36.0)

4 176,530

Shots can be charged and held; release them just before full charge for maximum effect.

COPY



738 VOTES 16 COMMENTS

ITEM RANK

30

0 / 60

OROKIN REACTOR

APPLY CONDITIONALS



One-Shot
Steel
Path |
150K
Slash
Procs |
180%

Crit
Chance | 2
Forma

Nataruk
guide by
DrSinistar

UPDATE
32.2

2
FORMA

LONG
GUIDE



Nataruk | 1
Million+
Bleed | Steel
Path Pure
Slash
(Grineer)/Pure
Toxin
(Corpus)
Variants

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4 FORMA

LONG GUIDE



2+ mil slash
| no primer
no forma no
sharpshot |
video |

OVERFRAME

Top Builds

Tier List

Player Sync

New Build

CRITICAL MULTIPLIER4.8x

MAGAZINE1 / ∞

MULTISHOT1.8

NOISEALARMING

PUNCH THROUGH2.2

RECHARGE DELAY0.05

RECHARGE RATE10

RELOAD0.2

RIVEN DISPOSITION0.65

STATUS / PROJECTILE90%

TRIGGERCHARGE

CHARGED SHOT

PUNCTURE2,562.2

SLASH996.4

TOTAL DAMAGE6,405.7

AVERAGE HIT43,302.3

BURST DPS130,448.5

SUSTAINED DPS130,448.5

Galvanized Chamber

Galvanized Aptitude

Critical Delay

Vital Sense

Primed Bane of Grineer

Amalgam Serration

Hunter Munitions

Primed Shred

Components | :3

Nataruk guide by VYXN

UPDATE 35.0

0 FORMA

LONG GUIDE

The Gassed Nataruk (config A)

Nataruk guide by TheMooN85

UPDATE 31.0

5 FORMA

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BUILDS BY NINJASE

The Devouring Void | Raw Non-crit Laetum (One-shot Steel Path)

Laetum guide by ninjase

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The Lich King Revenant | General Use/Endurance

https://overframe.gg/build/279221/nataruk/nataruk-1-million-bleed-steel-path-pure-slash-grineer-pure-toxin-corpus-variants/2/6

GUIDE

16 COMMENTS

NATARUK BUILDS

BUILDS BY NINJASE

Nataruk | 1 Million+ Bleed | Steel Path Pure Slash (Grineer)/Pure Toxin (Corpus) Variants

This is a dedicated slash-proc focused build to use against heavily armored enemies e.g. Grineer and Corrupted, since slash procs bypass armor completely. Ideally run with a Companion primer (eg hound, diriga, Panzer Vulpaphyla) or a secondary/melee primer (eg epitaph/[[Kuva Nukor](#)]) to give viral procs to magnify slash procs (up to 4.25x at max 10 stacks of viral) as well as give additional statuses to power [[Galvanized Aptitude](#)].

UPDATE Nov 2023

With the companion update, companion priming is better and easier than ever with Diriga and Hounds, in addition to panzer. Diriga primer:

<https://overframe.gg/build/541464/diriga/hydroids-arsenal-ultimate-jellyfish-priming-dps-orb-generation/>

Hound pimer: <https://overframe.gg/build/540825/dorma-hound/bond-robo-dog-update-34-oct-2023/>

Panzer: <https://overframe.gg/build/220091/>

UPDATE May 2023

The new bow arcane Longbow Sharpshot gives +300% separate multiplier on the next shot after a headshot, giving potentially 4x damage multiplier (separate to aptitude AND [[Serration](#)] AND bane) when chaining headshots. Primary Deadhead is still fine to use if you don't like chaining headshots.

Here is a quick showcase since people never seem to believe this build works for them:



Longbow Sharpshot

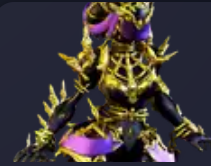
Reave

Revenant Prime guide by ninjase

UPDATE 36.0

5 FORMA

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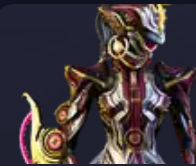
Thunderdome Khora | Steel Path Endurance Survival and Looting

Khora Prime guide by ninjase

UPDATE 36.1

3 FORMA

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Octavia General Use | AFK Steel Path

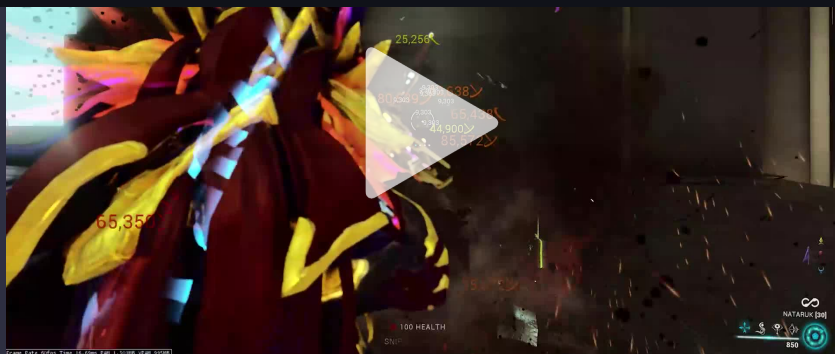
Octavia Prime guide by ninjase

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VOT
13



Mod breakdown:

- Galvanized Chamber - for multishot
- Galvanized Aptitude - currently this is **multiplicative** with +dmg from serration or primary merciless/deadhead on charged and perfect shots only, and increases with status effects
- Critical Delay - Gives crit chance at the cost of fire rate
- Vital sense - for crit damage
- Hunter munitions - chance to give slash procs on crit, allowing you to bypass armor
- Primed Shred/Vigilante Fervor - Gives fire rate to offset critical delay. While Nataruk innately has infinite BODY punchthrough, Primed Shred adds punchthrough to walls/objects so it doesn't get blocked by corners, thin walls and random objects. [\[Vigilante Fervor\]](#) adds to the vigilante crit bonus. Using [\[Vile Acceleration\]](#) increases the charge rate the highest, but makes it slightly harder to get perfect shots since the bar charges to max very quickly. Which option you use is personal preference. You could even drop this entirely and just run Point Strike.
- Primed Bane of Grineer - **multiplicative** 1.55x to both galv aptitude and +dmg, as well as double dipping on slash procs to give 2.401x
- Amalgam Serration - quicker wind up and multiplies with aptitude. Flexible for bladed rounds or hammer shot for more crit damage
- Terminal Velocity - improve flight speed

Flexible options:

Viral 60/60 - can be added over serration (need to run primary deadhead/merciless), [\[Primed Shred\]](#) (swap crit delay to [\[Point Strike\]](#) instead) or primed bane to give self viral procs. Note, running viral on the build is not as ideal as external viral since bows shoot single arrows quite slowly, meaning you only proc a few stacks of viral per shot, and you can even source viral externally via Nourish, Panzer or a secondary primer.

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elemental mods.

Arcane:

Primary Merciless is normally best used with slash builds as deadhead does not proc on slash proc kills BUT [\[Nataruk\]](#) is so strong that you can easily get direct headshot kills.

Deadhead provides a 1.3x headshot multiplier rather than Nataruks base 1x head multiplier, thereby multiplying headshot damage by 1.3x.

Longbow Sharpshot is a separate 4x multiplier on the shot after a headshot, giving potentially ALOT more damage on chaining headshots.

Against Corpus

Drop Hunter munitions for 90% toxin mod and swap Bane of Grineer for Bane of Corpus.

Against Infested/Thrax/Acolytes

Drop [\[Hunter Munitions\]](#) and Bane mod for Toxin and Electric mods to make Corrosive.

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CounterStats.net

RuneterraFire.com

ArtifactFire.com

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VaingloryFire.com

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