

ITEM

WARFRAME

WISP PRIME

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Wisp Prime STR=413% DUR=226.5 | Nourish/Xata's Whisper/Roar/ Eclipse | Steel Path

COPY



by Glogikon — last updated 3 months ago

4 0

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



91 VOTES



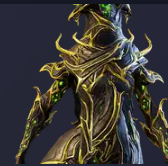
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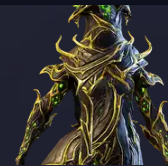


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Red
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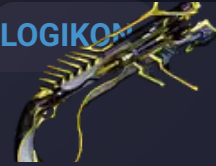
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Wisp Prime STR=413% DUR=226.5 | Nourish/Xata's Whisper/Roar/Eclipse | Steel Path

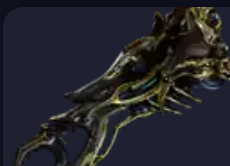
This is my [Wisp] damage buff build; it works very well with Nourish, [Xata]'s Whisper, Eclipse, Roar, etc. Overframe doesn't take into account [Archon Intensify] +30% STR well, and [Precision Intensify] fits for 1 forma less if all you care about is more damage to your 4. If you don't mind a loss of 60% STR you can equip [Overextended] instead of [Augur Reach]. I don't typically recommend having a very high range on [Wisp] because spark seek range isn't affected by range mods. Only the initial Breach Surge range is affected, which can be good for niche open-world missions. Otherwise, as long as your range isn't negative then Schock Motes and Breach Surge will work perfectly fine. Also, [Flow] isn't needed because Wisp doesn't cast a lot of abilities. The long duration of abilities helps offset energy economy on non-nourish subsumes, but if you feel that you need it you can use it instead of Primed Continuity. Alternatively, Prime Sure-Footed can fit instead of Narrow-Minded if you use explosive weapons. Arcane [Vigor] instead of Avenger or Molt if you lack them or want to speedrun. Good luck, have fun! 😊

Unnecessary Essay below, you can skip if you want.

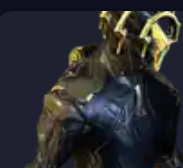
Optional: Equip as many strength shards as you have, all five if applicable, and fill the missing gaps with Amber Casting Speed or Amber Energy Efficiency if needed. [Flow] is completely unnecessary if you are running Nourish instead of Roar, Xata's Whisper, or Eclipse. Power Drift can be replaced with Fused Reservoirs, Prime Sure-Footed, some jump or gravity mod, etc. If you want to equip Prime Sure-Footed, you can replace [Narrow Minded] or use a forma for the Exilus slot. You have



Pyra
Prime |
+Millions
DPS +
Slash +
Heat +
Critical | VOTI
Nourish 19

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Phantasma
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+400K
Burst DPS |
Viral +
Electric +
Critical | v
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Frost Prime
| Nourish +
Icy
Overguards
+ Biting
Critical +

[Growing Power] with [Archon Intensify], as that combination is very unreliable because you and your allies will typically avoid receiving health damage in Steel Path. For me, Combat Discipline is better suited to trigger the Arcane Avenger with its self-damage. If you lack an Arcane Avenger, then you can go the other route for 9% more STR with an Arcane of your choice, although it will cost one more forma. Also, Molt Augmented can be replaced with an Arcane such as Molt [Vigor] for quick runs. You don't need defensive arcane or adaptation if you're actively using your abilities. Schock Mote stuns everything, Will-o-Wisp is rolling guard, Breach Surge blind penetrates over guards, and Roar/Xata's/Eclipse/Nourish provides both damage that double dips on sparks and lots of energy in the case of Nourish. Additionally, since spark seeks range is unaffected by range mods, that makes the sweet spot 100%–175% range, as you want the initial range to be neutral or maybe even a medium-high for Breach Surge's ease of use. However, you also don't want to go beyond the 175% range because it could make many missions go very slowly with shock mote, because the enemy gets stuck at 190-250% range and thus never reaches you unless you're on an open world map. You can of course not use shock Motes on those situations, but if you do then that 60% STR loss was for nothing whereas with a neutral or medium range you can use shock motes regardless.

Strength buffs Order of Execution:

- 1. Equip as many strength shards as you have.
- 2. If applicable, use an Operator Ability to gain +45% Ability Strength on your next Warframe Ability Cast if you use Molt Vigor instead of Molt Augmented or Arcane Avenger. Fused Reservoirs make this step a bit easier but it is not necessary.
- 3. If applicable, use the Madurai Strength Chained Sling for 40% STR for 20 seconds, or the Zenurik Hardened Wellspring for 20% strength for those inside it.
- 4. Trigger Archon Intensify to obtain +30% bonus STR through self-damage; kill anything with [Combat Discipline] equipped. If you are using [Growing Power] with Umbra [Intensify] instead, then use [Growing Power] by applying a status effect to gain 25% STR for 6 seconds. Growing Power should be matched with Umbra Intensify and not Archon Intensify for the best effect.

Endurance Steel Path

Frost Prime
guide by
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forever or until you die. Recast Motes as appropriate for that juicy 60% bonus STR.

- 7. If applicable, summon a [Nidus] Specter for a multiplicative ~1.285x strength buff so long as it's linked to you. This is a massive +100% STR buff, so try to get some specters with Nidus in it.
- 8. If applicable, use the Parazon mod [Power Drain] to obtain +50% STR after a mercy kill for your next warframe ability. Fused Reservoirs make this step a bit easier, but it is not necessary.
- 9. Repeat steps 1–8. Similarly, if you get a terrain buff that doubles your STR, then also repeat as many steps as possible before the buff runs out. Good luck!
- 10. Profit. Enjoy :)

Pet:

Endurance Panzer build: <https://overframe.gg/build/526287/>
or

Vigilante buff Carrier build:

<https://overframe.gg/build/468562/> synergizes very well with Avenger.

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