



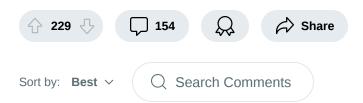
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What is the best ability to subsume onto Wisp for steel path?

Discussion

Hey everyone I was just wondering what your opinion was on the best ability to add onto Wisp when going into steel path?

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Roar, Eclipse, Silence, any armor strip, any groping ability.

Any any other ability which complete your build/setup.

Edit: Imao but honest mistake 🙃



I agree. Groping on wisp is S tier







I apologize for the following comment. But I must remind everyone that we are, in the worst scenario, 6 months from Wisp Prime...



I just recently worked on wisp. 2 normal forma and a potato is barely any cost I would say (40p is piss easy to farm) and definitely worth the investment. Might not be peak of potential but works more than good

Sure in 6 months I will probably go deeper with perhaps umbra formas that time for even bulkier build but for now it works. Archon shards can be removed for cheap anyway.

So my own reminder is that :if you want to build a unit that is months away from prime go for it. 6 months is a lot and the cost is not. Just don't go all the way in with non farmable stuff like umbras. Anything else like formas, potatoes, helminth mats are expendable and worth less than your enjoyment





My wallet is ready.





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- 1: If you have high duration, use buffs.
 - Team have nuke frame/weapon use status to deal damage/wanna buff your Surge damage? Roar.
 - Fight against Eidolon/Profit Taker/ want a general weapon buff? Eclypse.
 - Fight againsts Sentients/Archons/using the Trumna? Xata's Whisper.
 - Weapons take too long to reload even with Merciless on? Elemental Ward, and choose Toxin buff. Bring the augment if you're not camping or else squadmates will lose the buff when they're out of range. Other Ward buffs are already provided by Motes or not that useful on Wisp herself.
 - Want to add Heat/Cold/Electricity/Toxin/Radiation damage to weapon? Use Thermal Sunder/Shock/Nourish/Smite respectively. Except Nourish, everything else need augments to work.
 - Want to use Archguns/need more bullets or energy? Dispensary, with Equilibrium on.
 - Want status cleanse? Pillage, Spellbind or Hideous Resistance. Wisp already have 3s invulnerability on Wil-o-wisp, invisibility while airborne and tons of health/healing with motes, who needs Rolling Guard?
- 2: If you have high range, use grouping tools and kill things fast.
- 3: Want a Crowd Control that works on Acolytes? Ensnare or Condemn. Or just go Magus Lockdown and spam sling. Otherwise your Surge provides enough crowd control aready.
- 4: Want Armor Stripping? Shuriken, Terrify or Pillage. Pillage needs whooping 400% Strength to full strip tho so you need to spam it, and Terrify will not work on Acolytes.

☆ 17 ♂ ····

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Dispenser. Covers the two support things she doesn't already do, ammo and energy.

+ 1 more reply



Pillage from hildryn, then just make a 400% strength build to max pillage armor strip (ik its crazy stupid). It works the same way molecular prime does so go for 0 range and max duration. Im at 4 formas and still i need more to finish my wisp

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