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The Blazing Lotus | General Use Temporal Anchor Protea (non-helminth and variants)

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Behold the child of two fathers. Protea Prime once fulfilled Parvos Granum's vision of a time-wielding guardian. Now she upholds the Tenno ideal of defending the defenseless.



210 VOTES



8 COMMENTS



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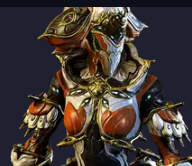
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ENERGY

HEALTH

SHIELD

SPRINT SPEED

DURATION

EFFICIENCY

RANGE

STRENGTH

ARMOR

DAMAGE REDUCTION

EFFECTIVE HIT POINTS

712

403

555

1.2

183%

100%

235%

40%

185

38.1%

1,393

Primed Sure Footed

Primed Continuity

Constitution

Temporal Erosion

Primed Flow

Stretch

Archon Vitality

Overextended

tempest

Tyrant |

Blazing

Artillery DPS

(Tempest

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Molt Efficiency



Molt Augmented

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PROTEA PRIME BUILDS

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The Blazing Lotus | General Use Temporal Anchor Protea (non-helminth and variants)

General Use [Protea] build with highly active playstyle utilizing her entire kit with a focus on Temporal Anchor, with Shield Satellite for shield gating/restore, Shrapnel Vortex for minor crowd control, Blaze Artillery for damage, dispensary for energy restoration and ammo recovery and finally Temporal Anchor for armor strip/grouping/nuking/i-frames.

Temporal Anchor is an often under-estimated ability that actually has multiple useful effects:

1. **SCALING NUKE:** It stores damage dealt (25% per instance of damage) with NO limit, meaning if you deal enough damage to enemies with a combination of weapons and [Blaze] Artillery, you can potentially hit damage cap and deal this same amount of damage in a 35+m radius (line of sight) upon ending.
2. **I-FRAMES AND STATUS CLEANSE:** Casting 4 initially gives 3s of i-frames and ending 4 gives free status cleanse (effectively a [Rolling Guard]).
3. **GROUPING:** Ending 4 creates an implosion effect that ragdolls and groups enemies in a big radius (15m at base), but dependent on line of sight.
4. **REWIND:** Any energy or ammo spent during the anchor is refunded upon rewind. Note, since dispensary exists, this is actually NOT a very useful thing since you also LOSE any energy/ammo gained via dispensary during the anchor period. This means it is ideal to cast 4 only while at max energy and to cast as much as possible without picking up



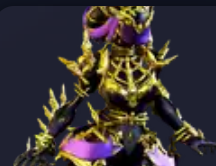
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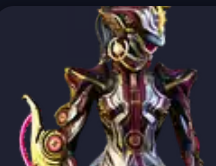
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5. **EXTRA LIFE:** Taking lethal damage during the anchor causes you to lose health to 5% max but regain shields to initial levels.

6. **ARMOR STRIP:** The [\[Temporal Erosion\]](#) augment allows any damage via 1 or 2 to strip armor. The speed of armor strip can occur quite rapidly if casts of 1 and 2 are stacked, and has very few of the limitations of other armor strip subsumes (i.e. does not need excessive strength like pillage, works on acolytes/demolysts unlike terrify/fireblast, technically has insane range matching the range of [\[Blaze\]](#) artillery which is approximately 70m at 235% range, works basically passively).

Variants

Semi AFK Mecha Roar: <https://overframe.gg/build/668069>

SPECIAL NOTES:

- Change control settings and Invert Tap/Hold abilities for Protea, so tapping 1 casts Shield Satellite as this will be your main method of resetting your shield gate.
- At 100% efficiency, you need exactly 5 or more leftover mod capacity to spawn with exactly 75 energy, which is exactly enough to cast one dispensary at the beginning of a mission. Alternatively you can use Archon shards that give energy on spawn. This saves you from needing energy pads or zenurik to get going each mission. At 45% efficiency, you will need 14 free mod capacity. This is why my build has excess mod capacity.

PLAYSTYLE

1. Tap 3 to cast Dispensary at beginning of mission and always keep one active near where you are
2. Tap 1 to cast Shield Satellites onto the ground and keep some active at all times. When you approach a Satellite it will attach to you generating shields/overshields and giving you a special double shield gate (currently 5s at 1100 overshield). Whenever shields break and you are not near a shield satellite, tap 1 and quickly pick up a satellite to reset your shield gate.
3. Hold 1 to cast Shrapnel Vortex near chokepoints (e.g hallways/doors) for crowd control, more damage and armor strip from 4

often. Having grouping can cause the damage of Blaze Artillery to ramp up significantly quicker.

5. Tap 4 to enter Temporal Anchor, gaining i-frames, allowing armor strip with 1 and 2, and building up a damage counter:

- To STRIP with 4: Simply enter 4, and lay down some Shrapnel Vortex and [Blaze] Artilleries which will passively strip as they deal damage while 4 is active. You can just let the full timer of Temporal Anchor expire if you don't want to active nuke or group with it.
- To GROUP with 4: Tap 2 just before entering 4, which will allow [Blaze] artillery to build up some damage without you shooting, then immediately press 4 again to create an implosion. Note enemies will not be grouped if no damage has been dealt to enemies during temporal anchor.
- To NUKE with 4: Ideally while near max energy and shields, Tap 4 to enter Temporal Anchor mode, press 3 to create a 'free' dispensary, cast a few 'free' artillery turrets to deal damage and shoot enemies to build up damage counter, then press 4 again when near a group of enemies to nuke them. You will then rewind back to the initial state with full energy and shields, essentially refunding the cost of any abilities cast during temporal anchor.

6. If you feel nauseated by a long rewinding, simply skip this by entering operator just as the rewind starts and chill in void mode or shoot your amp etc. You could also HOLD 4 to cancel the anchor entirely, meaning you don't benefit from any of the built up damage and don't group with the implosion, but you get to keep any energy you gained during the anchor and skip the rewind completely. Note, if you don't move at all while temporal anchor is active, once it ends the rewind will effectively be instantaneous since the rewind duration is based on the distance travelled rather than the time elapsed.

Ability rotation to make use of passive. We want the +100% passive to apply to the cast of 4 so it strips 20% armor per hit (allowing full strip in about 4-5 shots of blaze artillery or roughly 2s with two turrets active).

Short Anchor Grouping combo:

- Tap 4 on 100% strength bonus passive, 2, 2, 2, tap 4 to end and group, tap 4 to start again

Long Anchor Passive Strip combo:

until rewinding stops, enter 4 again (should still be on 100% str bonus), 2, 2, 2 repeat

The Blazing Lotus | How to Play Protea | ...



BUILD SPECIFICS

Duration

Duration is important for the length of [Blaze] Artillery. The longer [Blaze] Artillery lasts for, the more its damage ramps up by the end of the duration. Duration is also helpful for shield satellite uptime and total dispensary drops. Primed Continuity with Constitution and 2-3 Crimson duration shards can get the duration to > 200%.

Efficiency

[Protea] is a very cast heavy frame that requires 4 ability casts to make use of her amazing bonus 100% str passive. You will be casting multiple blazing artillery turrets that last a short period of time. Usually 45% efficiency is fine with dispensary, however, Temporal Anchor has a very expensive cost and if you want to use this for frequent grouping or nuking you might want to keep either neutral or even positive efficiency. If you subsume OVER Temporal Anchor with an alternative grouping ability then you should be very comfortable running [Blind Rage] and dropping efficiency to 45%.

implosion radius and nuke radius of Temporal Anchor and range of [Blaze] Artillery (which is very high at base). You could swap [Stretch] for [Blind Rage] if you prefer.

Strength

Strength is used for shield gain, [Blaze] Artillery damage, extra drop chance from Dispensary and damage conversion + armor strip of Temporal Anchor. We don't need ridiculous amounts of strength as all her abilities still work well without strength, and [Protea] even has a passive that provides 100% extra strength to every 4th cast. [Growing Power] + Molt Augmented + passive brings her effective maximum strength to 225%. There are multiple other sources of free strength externally too, such as Madurai/Zenurik, [Grimoire] mods, [Nidus] Specter, Pax Bolt.

Flexible Slots

[Blind Rage]: you can slot this over [Stretch] or [Constitution] if you are okay with the negative efficiency.

Why Rank 0 [Archon Vitality]?

This is personal preference, but if you are shield gating you don't really need health and only need [Archon Vitality] for the extra heat proc effect for [Blaze] Artillery. Note, this is only effectively approximately 30% overall DPS boost to [Blaze] Artillery as the majority of damage is still dealt by the raw hits (unless you use Heat Inherit). If you feel you don't need this, you can swap this out for more strength (e.g. [Blind Rage], [Umbral Intensify]) or [Natural Talent].

AVOID Augur mods

Using Augur mods on your setup could potentially overwrite the long shield gate provided by Shield Satellite (currently 5s), since casting 2, 3, 4 during the 5s gate regenerates a tiny amount of shield and subsequently taking damage during that time now gives you a very small gate instead.

Aura

- Growing Power gives additional strength
- [Corrosive Projection] reduces armor by 18% and reduces the strength requirement for armor strip abilities to full strip, including Temporal Erosion.
- [Enemy Radar] lets you track enemies beyond what [Primed Animal Instinct] offers, and is good backup in case your companion is dead

be alternative.

Archon Shards

1 or 2 Tauforged Amber Cast speed - important for speeding temporal anchor activation animation and shield satellite recast.

3 or 4 Tauforged Crimson Duration shards - scales the [\[Blaze\]](#) Artillery duration

HELMINTH

Dispensary and Temporal Anchor are both potential subsume slots. If you run external energy eg (Arcane Steadfast + [\[Equilibrium\]](#) + [\[Synth Deconstruct\]](#) or [\[Grimoire\]](#)) with about 100% efficiency, you should be able to sustain energy without Dispensary. Alternatively if you don't enjoy using Temporal Anchor at all then you can just subsume over 4 (and swap [\[Constitution\]](#) or [\[Stretch\]](#) for [\[Blind Rage\]](#)).

Grouping

Greatly increases the damage ramp up of [\[Blaze\]](#) Artillery since each shot can hit multiple enemies at once, while also providing a form of crowd control. While Temporal Anchor does provide innate grouping that is of higher range than all the subsumable options, the casting process can be quite awkward to use.

- Larva: Larva is the most ideal grouping because it groups fast and tight allowing for more punchthrough hits per shot of artillery.
- Coil Horizon: Spammable and higher range but requires two button presses
- Airburst: Spammable but lower range than Coil Horizon
- Ensnare: Recastable on different enemies but provides slowest and sparsest grouping
- Pull: Spammable but only groups in frontal cone

Armor strip

Greatly improves the scaling of Blaze Artillery, meaning you can run long endurance and even levelcap using Blaze Artillery if you full-strip armor, assuming you don't run an alternative tool for armor strip such as [\[Latron\]](#) incarnon or Unairu. [\[Temporal Erosion\]](#) now gives Temporal Anchor inbuilt armor strip. If you don't enjoy using Temporal Anchor, then you can subsume a helminth option instead over it:


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works well since Protea has a bonus 100% strength to help you hit the threshold easier.

- Tharros Strike - needs 200 str (or 164 with [\[Corrosive Projection\]](#)), but has very short range so is not ideal since [\[Blaze\]](#) Artillery has insane range

Crowd Control

Greatly improves Protea's survivability by preventing enemies from shooting you

- Gloom - slows enemies up to 95%, affects acolytes and demolysts but not overguard
- Breach Surge - stuns enemies then causes damaging sparks, doesn't affect acolytes or overguard
- Resonator - turns off aggressive AI but doesn't affect overguard or acolytes

FOCUS SCHOOL

Vazarin - gives protective sling for 5s i-frames (without cooldown) and void snare gives free low range grouping without a subsume.

Madurai - gives 50% bonus cast speed and 40% bonus power strength

ARSENAL

Heat Inherit Primer

Heat Inherit refers to using a primer to create an initial heat proc, which then allows subsequent heat procs to benefit from heat mods and faction mods on the primer.

An AOE Heat Inherit primer can increase [\[Blaze\]](#) Artillery DPS but only if you manage to shoot them with your primer first before a turret hits them with a heat proc.

Prob Cernos can both group and prime:

<https://overframe.gg/build/489561/>

Epitaph: <https://overframe.gg/build/376162/epitaph/heat-inherit-primer-epitaph/>

Bubonico: <https://overframe.gg/build/345432/bubonico/heat-inherit-primer-shotgun/>

DPS Weapons

Latron Incarnon can also AOE prime viral and full strip, best used with grouping: <https://overframe.gg/build/463858/latron-prime/latron-incarnon-viral-heat-armor-strip-primer/>

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Companions

Nautilus - passive grouping which is excellent for Blaze

Artillery: <https://overframe.gg/build/540870/>

Diriga - passive viral priming for increasing damage and proccing synth deconstruct to make more health orbs for

Equilibrium: <https://overframe.gg/build/541464/>

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