OVERFRAME ◉

Top Builds   **Tier List**   **Player Sync**   **New Build**

ITEM › WARFRAME › PROTEA PRIME

OTHER PROTEA PRIME BUILDS

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

VOT **21**

Protea Prime guide by ninjase

`UPDATE 36.1`
`3 FORMA`
`LONG GUIDE`

Siege Tank Protea | Semi-AFK Blaze Artillery DPS (non-helminth and variants)

[COPY] 👎 👍

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

🗡 2   ◉ 165,960

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.
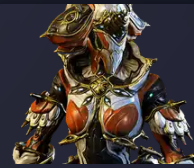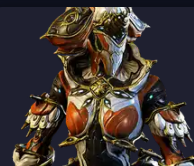
👍 63 VOTES   💬 4 COMMENTS

Siege Tank Protea | Semi-AFK Blaze Artillery DPS (non-helminth and variants)

VOTE **63**

Protea Prime guide by ninjase

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`2 FORMA`

↑14

Mecha Empowered

OVERFRAME

Top Builds   **Tier List**   **Player Sync**   **New Build**

APPLY CONDITIONALS

ENERGY	712
HEALTH	403
SHIELD	555
SPRINT SPEED	1.2
DURATION	199%
EFFICIENCY	45%
RANGE	124%
STRENGTH	139%
ARMOR	185
DAMAGE REDUCTION	38.1%
EFFECTIVE HIT POINTS	1,393

Primed Sure Footed

Blind Rage   8

Temporal Erosion   9

Archon Vitality   6

Primed Flow   7

Temporal Artillery   9

Overextended   11

...DS BY NINJASE

Narrow Minded   8

Tempest Tyrant | Blazing Artillery DPS (Tempest Barrage Helmith)

Protea Prime guide by ProteaPrimeOF

UPDATE 35.6
3 FORMA
LONG GUIDE

Protea Prime Steel Path Armor Strip SPAM! (Non Helminth)

Protea Prime guide by Unbusted-NUT

VOT 20

UPDATE 35.6
2 FORMA
MEDIUM GUIDE

The Devouring Void | Raw Non-crit Laetum (One-

OVERFRAME   Top Builds   Tier List   Player Sync   New Build

Molt Efficiency   Molt Augmented

GUIDE   4 COMMENTS   PROTEA PRIME BUILDS   BUILDS BY NIN

Siege Tank Protea | Semi-AFK Blaze Artillery DPS (non-helminth and variants)

This is a niche 'semi-AFK' camping [Protea] [Blaze] Artillery build for survival, using Mecha Set, Roar and [Archon Vitality] to mega boost heat status DPS. [Huras Kubrow] is needed for absolute lazy mode since it makes you invisible.

UPDATE JUNE 2024
The new [Blaze] Artillery augment will allow you to make one turret follow you for the duration of temporal anchor (approximately 20s) but stays stacked at 20x dmg multiplier. This is personal preference but could be a great quality of life change that goes in the empty slot (previously for [Primed Continuity]).

PLAYSTYLE

1. First you need to find a room in a decent tileset with ONE entrance where enemies funnel in through a narrow corridor or door. Pick a spot as your DPS LOCATION where you will camp and pop turrents, making sure the turrets are able to target all the enemies entering the area from that spot. Then pick another spot in the room that is AT LEAST 15m away from this camping spot and designate this as your DISPENSARY LOCATION. This is because Vacuum/Fetch radius is 13.5m maximum and any energy/health orbs you pick up during temporal Anchor are basically "wasted" since you revert back to near max energy at the end. The orbs from dispensary will basically be your "backup" pool of energy in case you run out somehow outside of Temporal Anchor.
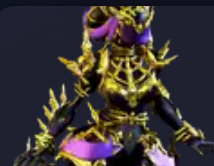
The Lich King Revenant | General Use/Endurance Steel Path | Mesmer Tank and One-shot Reave
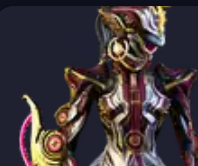
Revenant Prime guide by ninjase

Thunderdome Khora | Steel Path Endurance Survival and Looting

Khora Prime guide by ninjase

Octavia General Use | AFK Steel Path

Octavia Prime guide by ninjase

VOT

14

LONG
GUIDE

pick up health orbs from your dispensary spot to refill energy to max, before casting Temporal Anchor.

4. Once you cast temporal anchor, make sure NOT TO MOVE from this location, and just cast three turrets every 8-10s when they expire. Staying completely stationary will cause the resulting rewind to be nearly instantaneous.

5. Turrets cast while Temporal Anchor is active will automatically strip enemies as they take damage, in a few shots per enemy. Huras will keep you invisible as long as you don't attack with your weapon.

BUILD SPECIFICS

[Mecha Empowered] **Aura**
This is optional, but if you use a Kubrow you can utilize the Mecha Set bonus which transfers status procs from a marked enemy to all other enemies in 20+ meters, once every 15 to 30s depending on whether [Mecha Pulse] is equipped or not. If you want the maximum mod set effect, replace [Primed Continuity] with [Mecha Pulse]. If you DON'T want to use Mecha Set at all, swap aura for [Growing Power].

Duration
Scales the cumulative damage of [Blaze] Artillery and gives a very long Dispensary, Shrapnel Vortex and Temporal Anchor.

Range
We want to maintain a slightly positive range to give [Blaze] Artillery almost 40m range, while keeping some radius for Shrapnel Vortex.

Strength
Boosts [Blaze] Artillery, Dispensary extra pickup chance and the amount of armor stripped per hit by [Temporal Erosion], as well as any helminth you subsume on.

HELMINTH

The choice here is between Roar, Pillage

Roar (subsume over 3 and use additional energy sources or perhaps 1 if you run Huras for invisibility)

- More passive playstyle, can cast once after boosting to 89.7% roar (with Protea Passive) and lasts over 80s.

- Benefits teammate weapon and ability damage

Pillage (subsume over 4)

- Drop Temporal Erosion for Umbral Intensify and Aura for Corrosive Projection
- Slightly more active playstyle since you need to cast Pillage with every new group of unstripped enemies.
- Pillage Full strips at 328% with Corrosive Projection. This could be hit with Blind Rage + Umbral Intensify + Molt Augmented + Passive (343% str)
- Restores shields for shield gating but overrides the double shield gate effect of Shield Satellite
- Cleanses status effects
- The range of Pillage spreads more via duration. On this build Pillage has an effective radial range of 110m, limited by line of sight

FOCUS SCHOOL

Vazarin - gives protective dash for i-frames and void snare gives free low range grouping without a subsume.

ARSENAL

The mecha set requires a kubrow, ideally Huras kubrow which will allow you stay invisible as long as you don't shoot:
https://overframe.gg/build/268129/huras-kubrow/huras-mecha-synth-stealth-doggo/

A heat Inherit primer can further boost the heat DoTs created by Blaze Artillery:
https://overframe.gg/build/376162/epitaph/heat-inherit-primer-epitaph/

What is Heat Inherit?
The status effect of heat causes enemies to take heat damage every second over 6 seconds according to the formula

"0.5 x modded base damage x (1+heat damage) x (1+faction damage) x critical multipliers"

Each additional application of a heat status adds a stack of heat damage AND refreshes the 6 second duration. However, every subsequent heat proc uses the heat damage and faction

heat mod that can consistently reapply heat status but with damage, crit and faction mods, every heat proc will actually 'inherit' the heat/faction mods from the primer while taking the modded base damage and critical multipliers from the DPS weapon.

Example setup by Dystopia:
Video: https://www.youtube.com/watch?v=9Ta_ex7MUDs

Basically this means with 299% strength, Archon vitality, Mecha set, Roar and heat inherit you get the following maximum possible damage:

Raw hit per second:
1500 dmg/s x 2.99 (strength) x 1.897 (roar) x 4.25 (viral) * 1.25 (cloned flesh bonus) = 45 198 dmg/s which ramps up to 451,980 dmg/s after 10 shots.

Heat DoT per second:
500(base) x 0.5 (DoT multiplier) x 2 (Archon Vitality) x 2.99 (from strength) x 4.64 (from double dip roar + faction mod) x 3.25 (from heat inherit mods) x 6.25 (from mecha empowered) x 4.25x (from 10 viral status) x 1.25 (Cloned flesh bonus) = 2.24 million dmg/s, which ramps up to 22 million/s after 10 shots

If we consider this against something without a mecha mark, then we get 350,000 dmg/s which ramps up to 3.5 million dmg/s after 10 shots.

Over 8s of [Blaze] Artillery, all together we can basically deal between 10 million to 30 million damage per cast of [Blaze] Artillery

At levelcap, an unarmored corrupted heavy gunner and demolyst have approximately 2 to 4 million health, meaning they would die after 1-2s when armor stripped.

On the other hand, a fully armored corrupted heavy gunner has 3.3 billion eHP, which is halved to approximately 1.15 billion eHp by heat procs, meaning it could take 30+ full casts of [Blaze] artillery to kill them without armor strip. At level 500, they have approximately 75 mil eHP meaning they should still be killed within a few seconds depending on enemy density and number of turrets.

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