





Is it just me or does hildryn require way more than most other frames to work well at a high level

Discussion

I'm looking at her and it's like... you need 328% strength + corrosive projection to full strip, you basically need arcane aegis, balefire charger has terrible crit and status and really doesn't feel like it hits hard enough to justify that, the only bone she's really getting is when the eclipse rework drops she might have consistent enough DR to actually live through a good bit of SP without relying on gate. The numbers are just kinda wild I guess is what I'm getting at; I can't think of another strip that costs more than like just over 200% without corrosive projection, and I can't fathom a reason that crit stats are so low on a weapon that only has 500 base damage to show for its horrible fire rate and costs energy to fire on top of that, even if it has strength scaling. I know her shield gate is good but I will actually stick a toothpick under my toenail and kick a wall before I try to shield gate again.

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SabreWalrus • 7mo ago

Until you're up against the levels where your shields get oneshot due to super high enemy damage, she's unkillable and just waltzes through missions pressing 2 on repeat

I am serious about it - a Hildryn with Adaptation and Aegis who is frequently pressing Pillage is never gonna die other than player error

She has the longest innate shield gate duration but the entire ironic problem with her is that she never ever wants to reach that shield gate, because all her abilities cost shields. If you've got no shields you're not casting anything

☆ 21 ⊹ ···

Struggling_in_life • 7mo ago

Or just build it with 200% power strength and cast it twice for full strip?

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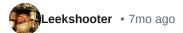


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Honestly i don't WANT Hildryn stripping in a single cast because I'm using Pillage constantly to top up my shields so over-investment in power doesn't really help her imho

☆ 7 ⊹ …



I think Hildryn is one of those frames who needs buffs to parts of her kit but the parts of her kit that don't need buffs are so strong that buffing her seems unreasonable, she's in a similar position to chroma and arguably even Valkyr in that regard. Infinite universal strip and the strongest shield gate in the game make her appear far better than I think she really is.

Gelkor • 7mo ago

Biggest change IMO she needs is a way for Pillage to still be useful vs flesh, without Blazing Pillage. Her 4 being meh is perfectly fine to me because it makes it a great subsume.

☆ 3 ♣ …

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In other news, feared assassin Shadow Stalker has fallen afoul of a violent toothpick-related death today.

☆ 3 ♣ ···



One of the easier SP frames honestly. Pillage can be spammed forever and gives you back shields so there's basically zero cost. Blazing pillage turns it into a potential field nuke. You can give allies shields for support. Swap her 4 for the instant shield helminth ability and you basically never have to worry about shields. She doesn't need flow and basically doesn't need continuity. You can throw archon vitality and get double heat procs for blazing pillage. As far as I see she's a nearly invincible field nuking armor stripping shield buffing monster.

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If you mean going into a basic SP Grineer survival and staying for an hour, then, no, she's fine.

☆ 2 ♣



Kaladin_S • 7mo ago

It's just you

♠ 2 ♣ ···

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