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OTHER INAROS PRIME BUILDS



General Use Casual Tank Inaros | Tank/Grouping /Armor Strip/Priming/T rash Nuke

COPY



by [ninjase](#) — last updated 5 months ago



4



0

Rise, eternal, to cast the fear of Inaros into them. Featuring altered mod polarities for greater customization.



98 VOTES



7 COMMENTS

ITEM RANK

30

60 / 60

OROKIN REACTOR



Anubis!
God of
Death!
Immortal
Jackal!

VC 8

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5 FORMA

LONG
GUIDE

Immortal
Inaros
+10.5K
(Carapace
Mods) No
Umbral

VC 1

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LO



2 Umbra
Forma
1.173.660
EHP
UPDATED

OVERFRAME

Top Builds

Tier List

Player Sync

New Build

SHIELD

0

SPRINT SPEED

1.05

DURATION

100%

EFFICIENCY

100%

RANGE

100%

STRENGTH

100%

ARMOR

240

DAMAGE REDUCTION

44.4%

EFFECTIVE HIT POINTS

4,347

Weapon Guide

Inaros Prime guide by Big_Bwana_

6 FORMA

LONG GUIDE

BUILDS BY NINJASE

The Devouring Void | Raw Non-crit Laetum (One-shot Steel Path)

Laetum guide by ninjase

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The Lich King Revenant | General Use/Endurance Steel Path | Mesmer Tank and One-shot Reave

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https://overframe.gg/build/212527/inaros-prime/general-use-casual-tank-inaros-tank-grouping-armor-strip-priming-trash-nuke/

2/6

Path
Endurance
Survival and
Looting

Khora Prime
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3 FORMA

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GUIDE

7 COMMENTS

INAROS PRIME BUILDS

BUILDS BY NINJASE

General Use Casual Tank Inaros | Tank/Grouping/Armor Strip/Priming/Trash Nuke

Casual Tank [Inaros] build for base steel path (e.g. approximately under level 500).

EHP CALCULATIONS

Note that Scarab Shell and Arcane [Guardian] is a flat amount of armor applied after mods, meaning they give more than any armor mods can give. With [Vitality], [Adaptation], Scarab Shell and Arcane [Guardian], we end up with the following stats:

Health: 4830

Armor: 240 (base) + 994(scarab shell) + 900 (arcane guardian)
= 2134 armor for 87.67% DR

Adaptation: 90% maximum DR

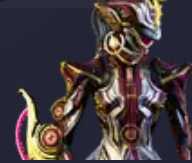
Total EHP: $4830 / (1 - 0.8767) * (1 - 0.9) = 391k$ EHP.

A level 200 SP Ballista deals about 4000 damage per shot.

Triumbral?

Three Umbral mods give 7245 health and 672 base armor at the cost of requiring Umbral Forma as well as requiring you to swap out Blind Rage for Umbral Intensify and either Primed Flow/Primed Continuity/[Hunter Adrenaline] for [Umbral Fiber] meaning you end up with worse overall quality of life but higher EHP of about 650k (approximately 70% increase in EHP). This is up to you if you want to invest more in EHP over making the frame feel better to play.

BUILD SPECIFICS



Octavia
General
Use |
AFK
Steel
Path

Octavia
Prime
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ninjase

VOT

140

3
FORMA

LONG
GUIDE

Efficiency/Energy Economy

Can dump since we run [\[Hunter Adrenaline\]](#) which constantly gives energy when you take damage (although note you need to be outside of sandstorm) and sandstorm has a very low base cost.

Range

Keep positive for the suction radius of sandstorm, although this not need to be excessive since you can control the direction of the tornado and pick up enemies. The base range of Scarab swarm and Dessication are quite high.

Strength

Strength is needed to boost the armor bonus from Scarab Shell, damage of sandstorm and status chance of elemental sandstorm (strength essentially double dips sandstorm's status DPS).

ARCHON SHARDS

- TWO regular Emerald +2 Corrosive stack shards: allows Scarab Swarm to full strip at 14 corrosive stacks
- THREE Crimson duration shards: increases sandstorm and scarab swarm uptime.

ARSENAL

Melee

The elemental mods placed on your melee and the melees base IPS/elemental distribution affects the elemental weighting of [\[Elemental Sandstorm\]](#), and changes how often a status is activated. Melee arcanes such as Melee exposure appear to work, while Melee influence has no specific interaction. Melee mods such as damage, crit, attack speed, status duration do NOT affect Sandstorm at all.

Primer:

If you want your sandstorm to be a pure condition overload/viral primer, simply place viral + heat/electric + radiation mods on a weapon with innate corrosive, such as Caustacyst. This will allow sandstorm to proc 6-7 statuses (IPS, corrosive, viral, heat, radiation), which can feed into certain guns that work well with priming and grouping e.g. Nataruk/Cinta, Lex incarnon, Tenet Arca Plasmor.


[Top Builds](#)
[Tier List](#)
[Player Sync](#)
[New Build](#)


it is procced more often. A very popular weapon that is forced to mod exactly like this is Dual Ichor Incarnon with Melee influence: <https://overframe.gg/build/572811/>

Electric Influence:

If you are running a priming companion such as Panzer/[Diriga] that can prime viral for you and would like to do a combination of sandstorm DPS and direct melee DPS, you can simply run a pure electric melee with Melee Influence, which doubles as an [Elemental Sandstorm] DPS statstick AND a DPS melee. Once sandstorm ends, enemies are often grouped and knocked down, making it very easy for the next few melee hits to naturally perform ground finishers. Weapons in the fist, sparring and claws category have the highest ground finisher multiplier of 30x, followed by tonfas at 20x.

The best of these for influence use are:

Furax Wraith Incarnon: <https://overframe.gg/build/642135/>

Prisma Obex:

Ruvax Incarnon:

Venka Prime:

Prisma Ohma: <https://overframe.gg/build/601313>

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Top Builds

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Leaguespy.gg

WildRiftFire.com

DOTAFire.com

CounterStats.net

RuneterraFire.com

ArtifactFire.com

HeroesFire.com

VaingloryFire.com

MMORPG.com

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