



O/ERFRAME (

Top Builds

Tier List

Player Sync

New Build

4 FORMA MEDIUM GUIDE

400ish Str Crit Machine Gyre guide

by

TOV

4

7 FORMA SHORT

GIIIDE

Beastlinator

A Note on Galvanized Mods - The Galvanized mods on the

HEAT otherwise Fired Up does NOTHING. See end of guide.

Verglas do Apply when YOU get stacks, HOWEVER the Verglas/[Nautilus] itself cannot get stacks.

If you really care to optimize every last darn percent out of the thing, and you dont ever use rifles that explicitly have Galvanized Chamber and Galvanized Aptitude, then feel Free to swap them out for Split Chamber and Heavy Caliber / Rifle Elementalist / [Rime Rounds], I just often use rifles and I dont want to bother with having to remember to swap configs on my sentinel weapon. Still runs smooth as butter and gets kills and prints energy when im using shotguns

RIVEN - If you get a riven try to find Toxin Heat or Fire Rate, and then look for the usual suspects: Multishot, Damage, Status Chance, maybe some flavors of crit could work? Mine Personally is + Heat + Damage + Status Chance

Why Thermite Rounds instead of Wildfire? - a bigger magazine is not helpful most of the time the [Verglas] will target an enemy and then [Mag] dump them, stacking heat viral and rad on them and they will die while the [Verglas] is reloading. It is much better that the [Verglas] reloads often, the more often it reloads, the more often it redesignates a target. Before [Nautilus] and the [Verglas] existed I would use Primed Fast Hands on my Artax, but nowadays we are blessed with Radiated Reload.

EDIT:

Update 34.0 (2023-10-18)

[Fired Up] has been both improved and simplified. Previously this would require that your Sentinel has been shooting continuously for some period of time, and then added a Heat damage multiplier. This has been changed so that the Sentinel gains a 5% bonus Heat damage on every weapon hit up to 100%. The bonus resets after 5 seconds if the Sentinel has not landed a hit during that time.

This Mod was difficult to understand and only worked if the Sentinel weapon already did some amount of Heat damage. The mechanics are now more intuitive and the bonus applies the same way adding a Mod would, so your Sentinel's weapon doesn't need to already do Heat damage to benefit.



Top Builds

Tier List

Player Sync

New Build

MAGIC FIND OUR COMMUNITIES

SOCIAL MEDIA

SERVICES

My Account Support

RESOURCES

Terms of Privacy Service

Policy

MMO-Champion

BlueTracker

HearthPwn

Minecraft Forum

Minecraft Station

Overframe

MTG Salvation

DiabloFans

MOBAFIRE NETWORK

MOBAFire.com Teamfight Tactics SMITEFire.com

Leaguespy.gg WildRiftFire.com DOTAFire.com

CounterStats.net RuneterraFire.com ArtifactFire.com

HeroesFire.com

VaingloryFire.com

MMORPG.com

© 2024 MagicFind, Inc. All rights reserved.

