

OVERFRAME

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ITEM



WARFRAME

DANTE





Dante - The Book of AssWhooping

by TheMooN85 — last updated 6 months ago

 4  0

Seeker of knowledge. Keeper of history. Daring researcher of Leverian lore. Dante composes arcane tales to support allies and devastate enemies.

 358 VOTES

 22 COMMENTS

ITEM RANK

30

60 / 60

OROKIN REACTOR

APPLY CONDITIONALS

ENERGY

HEALTH

SHIELD


SPRINT SPEED


270

390


240

1.15





OTHER DANTE BUILDS




Infernal Symphony | General Use Dante | Slash Nuke, DPS, Buff (non-helminth and variants)

Dante guide by ninjase

3 FORMA

LONG GUIDE

vo 4




Dante - The Book of AssWhooping

Dante guide by TheMooN85

4 FORMA

LONG GUIDE



Dante's Noctua Slash everything // Endgame build ALL PURPOSE SP

Dante guide by Drakolaura

5 FORMA

LONG GUIDE

vo 5

OVERFRAME



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STRENGTH

100%

ARMOR

145

DAMAGE REDUCTION

32.6%

EFFECTIVE HIT POINTS

899



Iron Farm

Dante guide by V4DYM

1 FORMA

LONG GUIDE

BUILDS BY THEMOON85



Pestilence Carrier

Ignis Wraith guide by TheMoonN85

4 FORMA

MEDIUM GUIDE



The Nekromancer

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5 FORMA

LONG GUIDE



The Bullets Feeder

Regulators Prime guide by TheMoonN85

3 FORMA

SHORT GUIDE



The Last Living Bastion

Voidrig guide by TheMoonN85

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<https://overframe.gg/build/638729/dante/dante-the-book-of-asswhooping/>

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GUIDE

22 COMMENTS

DANTE BUILDS

BUILDS BY THEMOON85

# Dante - The Book of AssWhooping

Hello there,

## Introduction:

[Seeker] of knowledge. Keeper of history. Daring researcher of Leverian lore. [Dante] composes arcane tales to support allies and devastate enemies.

## Playstyle:

In general, I have found that his [Noctua] is the least useful skill, so if it does not suit you, in my opinion it is a candidate for a skill from Helminth.

- Enter the mission - use **Light Verse** (preferably 2x), finish with **Final Verse**. This will give you **Triumph**. It will give you protection in the form of **Overguard**, as well as **heal**

Now the fun begins with skill combinations and you actually have seven of them.

- want to nuke entire maps? .... use **Dark Verse** 2x and end **Final Verse** (you'll get **Tragedy**) and all light and medium armored units will go into oblivion
- use **Dark Verse** and **Light Verse** to end **Final Verse** to get **Pageflight**, which will **summon three Paragrimms** drawing all attention to itself and weakening enemies, a very good debuff on stronger units
- Use **Light Verse** and **Dark Verse** to end **Final Verse** to get **Wordwarden**, to **summon a spectral [Noctua] companion** that will attack nearby enemies hit by your weapon. You can "share" this skill with your team (one book per ally)

## Attributes & Abilities:

found in Final Verse.

## Suggested Aura Mod:

Dante is a Warframe with a built-in universal **Aura polarity**.

- **Corrosive Projection** - Reduces enemy armor.
  - **Enemy Radar** - Pinpoints enemy locations on mini-map.
  - **Energy Siphon** - Provides constant Energy regeneration.
  - **Growing Power** - Increases Ability Strength after Status proc.
  - **Mecha Empowered** - Increases damage against marked enemies.
  - **Shield Disruption** - Reduces enemy shields.
  - **Sprint Boost** - Increases sprinting speed.
  - **Steel Charge** - Increases melee weapon damage.
- The aura can potentially provide a total of 18 points, compared to most auras that provide 14.
- **Swift Momentum** - Increases Melee Combo Duration.

## Suggested Exilus Mod:

Must be unlocked with an **Exilus Adapter**.

- **NONE** - if there is no such need, then there is no point in unlocking the slot.
- **Coaction Drift** - Increases an Aura's strength and effectiveness.
- **Cunning Drift** - Increases slide, reduces friction and increases Ability Range.
- **Endurance Drift** - Increases Maximum Energy and parkour velocity.
- **Enemy Sense** - Displays all enemies within its radius with red markers on the mini-map.
- **Handspring** - Speeds up a Warframe's knock-down recovery rate.
- **Pain Threshold** - Increases the stagger recovery of your Warframe.
- **Power Drift** - Increases Ability Strength and grants a chance to resist knockdown.
- **Rush** - Increases the speed at which a Warframe moves while sprinting.
- **Speed Drift** - Increases sprint speed and casting speed.
- **Stealth Drift** - Increases enemy detection on the mini-map and Aim Glide and Wall Latch time.

system. It will become available at first at day 400. **TAKE IT!!!**

- **Vigilante Pursuit** - Displays all enemies within its radius with red markers on the mini-map.

## Suggested Warframe Arcane Enhancements (Max Rank Description):

- **Arcane Aegis** - On Shield Damaged, 3% chance for +30% Shield Recharge for 12s.
- **Arcane Avenger** - On Damaged, 21% chance for +45% Critical Chance for 12s.
- **Arcane Energize** - On Energy Pickup, 60% chance to replenish 150 Energy to self and allies within 15m. 15s cooldown.
- **Arcane Eruption** - On Energy Pickup, 100% chance to Knockdown nearby enemies.
- **Arcane Nullifier** - Passive, +102% chance to resist a Magnetic Damage effect.
- **Arcane Steadfast** - On Ability Cast, 20% chance that the next 3 Abilities will not cost Energy.
- **Molt Augmented** - On Kill, +0.24% Ability Strength. Stacks up to 250x.
- **Molt Efficiency** - While Shields are Active, Gain 6% Ability Duration per second, up to a maximum of 36%.
- **Molt Reconstruct** - Heal yourself and your allies within Affinity Range 6 Health for each Energy point spent on the initial casting cost of abilities.
- **Molt Vigor** - On Operator Ability, 45% Ability Strength on next Warframe Ability Cast.

## Suggested Archon Shards (Tauforged):

- **Crimson Archon Shards** (RED):
  - +25% (+37.5%) Melee Critical Damage
  - +25% (+37.5%) Secondary Critical Chance
  - +10% (+15%) Ability Strength
- **Amber Archon Shards** (YELLOW):
  - +50% (+75%) Effectiveness on Energy Orbs



+50 (+75) Energy Max

- **Violet Archon Shard** (Crimson + Azure) (VIOLET):  
Gain +10% (+15%) Ability Damage on enemies affected by Electricity Status  
Gain +25% (+37%) Melee Critical Damage. When max Energy is over 500, the damage boost doubles
- **Topaz Archon Shard** (Crimson + Amber) (ORANGE):  
Gain +10% (+15%) Ability Damage on enemies affected by Radiation Status
- **Emerald Archon Shard** (Amber + Azure) (GREEN):  
Gain +10% (+15%) Ability Damage on enemies affected by Corrosion Status  
Increase max stacks of Corrosion Status by +2 (+3)

## Suggested Focus School:

- **Madurai:**  
**Power Transfer** - 50% Casting Speed on switching to Warframe.  
**Sling Strength** - Switching to Warframe after a Chained Sling adds 40% Ability Strength for 20s.
- **Vazarin:**  
**Void Snare** - Ability launches a projectile that spins up a vortex trap on impact, or tap 2 again to detonate in-flight. Trap lasts 8s.  
**Protective Sling** - Allies touched by Void Sling are granted immunity from damage for 5s and healed 60% over 5s for 10 energy cost.
- **Naramon:**  
**Power Spike** - Melee Combo Counter now decays while out of combat by 5 every few seconds, instead of depleting completely.
- **Unairu:**  
**Poise** - Gain immunity to slow, stagger, and knockdown effects for 40s after transferring between Operator or Warframe.  
**Magnetic Flare** - Use your first Ability to create a 8m radius field that lasts for 30s and disables the shields of any enemy that enters it.  
**Caustic Strike** - Second Ability launches an energy bomb that explodes with a 8m radius, stripping 100% of enemy armor. Tap 2 again to detonate in-flight.
- **Zenurik:**  
**Energy Pulse** - Energy pickups grant 50 % additional energy over 5s.  
**Wellspring** - First Ability creates a well of energy for 8s.

those inside.

**Temporal Drag** - Second Ability emits a radial burst, slowing any enemy it touches by 80% for 10s.

## Suggested Helminth Subsumable Abilities:

- **Infested Mobility** - Increase your parkour velocity.
- **Energized Munitions** - Imbue your weapons with ammo efficiency.
- **Expedite Suffering** - Hit enemies in a cone, affected enemies will have their Bleed and Toxin status removed, and their remaining damage dealt in a burst.
- **Sickening Pulse** - Emit a pulse that adds stacks to Status Effects already afflicting enemies, except Bleed, Heat, and Toxin effects which are duplicated with fresh timers.
- **Silence** - Damage Debuff, Disable Enemy Abilities, Stealth, with augment **Savage Silence**, Increasing Finisher Damage.
- **Sentient Wrath** - Crowd Control, Damage Debuff.
- **Fractured Blast** - Crowd Control, Healing, Energy Restore.
- **Elemental Ward** - with augment **Everlasting Ward**, Support.
- **Wyrd Scythes** - Crowd Control, Damage.
- **Thermal Sunder** - Crowd Control, Nuking, Damage Buff, with augment **Thermal Transfer**, Increasing Elemental Damage.
- **Nourish** - Crowd Control, Damage Buff, Energy Restore, with augment **Hearty Nourishment**, Clear Status Effects, Gain Status Immunity.
- **Tempest Barrage** - Damage, Crowd Control, with augment **Corroding Barrage**, Inflicting a Corrosive Status Effect.
- **Wrathful Advance** - Damage Buff, Movement.
- **Eclipse** - with augment **Total Eclipse**, Damage Buff, Damage Reduction.
- **Fire Walker** - Crowd Control, Movement Speed, Status Cleanse, with augment **Pyroclastic Flow**, Damage.
- **Resonator** - with augment **Conductor**, Damage, Crowd Control.
- **Roar** - Damage Buff, with augment **Piercing Roar**, Crowd Control, Damage.
- **Gloom** - Crowd Control, Healing.
- **Lycath's Hunt** - Healing, Energy Restore.
- **Breach Surge** - Damage, Crowd Control.
- **Xata's Whisper** - Damage Buff, Bullet Atractor.

## Suggested Loadout:


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- *Companion* - Sentinel, MOA, Hound, Kubrow, Kavat, Predasite, Vulpaphyla.

## Summary:

I am surprised! Surprised that DE released a male Warframe that literally nukes entire maps and is virtually indestructible in the process. Knowledge is power, [Dante] encourages you to read books!

Enjoy!  
THEMooN85

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