







Gauss, Wisp, or Titania, Mesa?

Question/Request

New to the game and honestly will get all four but wanted to know who I could get the fastest and who is really good solo(although I don't plan to play solo often) Side note: there's a character I saw that gave you or your teammates one of four buffs for killing a monster. Does anybody know this character?

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Of those 4, I use Wisp by far the most. Titania and Gauss are both faster, but not by an earth shattering amount. I feel that Wisp is overall more useful when speed isn't the main thing you're after, as well. Health/heath regen and haste buffs are always useful, and the shock mote can usually be useful.

Wisp and Gauss won't necessarily be quick to acquire via playing and drops, though (can always buy with plat, but I'd recommend not doing that).

Wisp is also who I'd say is the best solo frame out of all of those, simply due to the buffs. But any frame can be built to solo any basic (and 99% of all) mission in the game. There are a couple Steel Path missions that some frames will have a hard time getting a reliable build for.

☆ 6 ⊹ ···



I use my Gauss and Wisp more than my Titania and Mesa. That being said Titania and Mesa are going to be easier to get sooner without paying platinum in the Market.





Wisp is my fave out of those.

♦ 0 ♦ •••



reopie seem to like Gauss, but i naven treally ligured it out yet

Wisp is amazing. Gives great buffs too

Titania is fun for speed running some missions

Mesa's ult is basically a rapid fire aimbot

In short, they're all good for different reasons and styles



(+) 1 more reply



honestyf • 2y ago • Edited 2y ago

Well depending on your mr and weapon, gauss and wisp is going to be a hard farm. But they are stronger warframe in terms of solo play. Especially wisp.

Titania is the 3rd choice for me, especially in open world she is op. Now as for buffs to allys, the killing monster and getting buff, its titania. Its her skills. But id chose Wisps buffs any day of the week.

Last option for me is mesa. she is easy to get but the judgement point farm and low drop rate can mean u can be very unlucky and spend way to much time behind mesa.

Edit: I think gauss is the hardest to farm due to standing required in 2 fing places. But having 15 plats solves that issue



Super_Aggro_Crag • 2y ago

one thing you really have to consider when you are new is your energy economy. it can be very challenging getting enough energy to use abilities early on. i got mesa very early and then barely used her for ages because i couldnt even keep her 3 up consistently or use her 4 much and at that point she kind of sucks.

on titania with bad duration/efficiency mods and no energize or energy subsumes you are going to be able to stay in razorwing for about 30 seconds at a time which isnt great.

im just going to recommend nezha even though he isnt on your list.





ThatOneBumHere OP • 2y ago

Nezha is more of a tank as I've seen online and I don't really like tanks

☆ 1 ⊹ ···

+ 8 more replies



ridiculous levels. Recommended if you prefer to focus on gunplay and moving through the stage blasting everything on sight. Tied with Mesa for hardest one to get form the list, found in reward rotations from Sedna's C Disruption rewards.

I find that his 3 is kinda crummy, and usually replace it with Energized Munitions so I can go full roflolstomp with the Acceltra.

Wisp - Very powerful support frame that can buff her allies with massive health and regerenation buffs, as well as movespeed and attack speed buffs. Her 3 can blind enemies and massive increase the damage they take, and her 2 is very useful in Spy missions, as well as to give yourself a bit of a breathing room in tense situations. Her 4 is not very effective but is fun to play with. Highly recommend to get as she's useful in all levels of play. Second hardest to get, farm Ropalolyst in Jupiter.

Titania - Somewhat gimmicky. Her 1 is decent CC and can grant her status immunity, and her 2 provides some marginally helpful buffs. Her 3 kinda sucks, but her main draw is her 4, which turns her into a tiny Archwing that can rip enemies apart and summons distracting decoys for defense. Not the most efficient frame, but powerful in her own right and a lot of fun to play. Easiest one to get, just complete her quest.

Mesa - Her 1 is fucking useless, subsume it immediately. Her 2 massively buffs her damage, her 3 makes her almost unkillable, and her 4 just aimbots every god damn motherfucking enemy out of this plane of existence, probably one of the most efficient killframes in the game, though I personally don't enjoy playing as her much. Somewhat difficult to get, since you need Mutalist Nav Coords, and those can only be relieably obtained from Invasions.



+ 1 more reply



So I only have Wisp and Titania out of those, and I was sooo excited to get Titania, and I loved her kit when I leveled her up. In fact I used her to farm Wisp from the Ropololyst. And after I finished Wisp I have played Titania for about 30 mins. So I would say Wisp.



She's still great for ayatan treasure hunts for breaking every race.

☆ 2 ♣ …

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Pull this card while searching for Shaddolls. Is it good in that Deck or in any of its variants? I can see the synergy but I've never seen anyone using it



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IF you could have 1 Warframe IRL which one would you take?

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r/Warframe

Alright, what frame would you choose to become?

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