

ITEM

WARFRAME

CHROMA PRIME

OTHER CHROMA PRIME BUILDS



Immortal Slumbering Dragon | Gloom Chroma | Lazy Passive Heal, Crowd Control, Team Buff

COPY



by [ninjase](#) — last updated 2 months ago

2 0

Bind the elements and unleash untold destruction with Chroma Prime. Featuring altered mod polarities for greater customization.



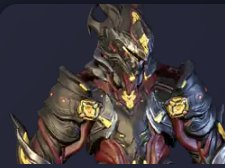
194 VOTES



8 COMMENTS

ITEM RANK

30

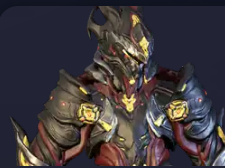


High Strength / Profit-Taker / Eidolons

Chroma Prime guide by [Taurael](#)

VOTE
14

3
FORMA
LONG
GUIDE



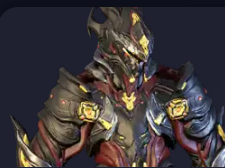
Chroma Prime (for Profit-Taker 5 Minutes Soloing + Videos)

by [ZeroX4](#)

Chroma Prime guide by [ZeroX4](#)

VOTE
24

3
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Chroma Prime Eidolons Rubi Prime+AMP+ (READ GUIDE)

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3
FORMA
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GUIDE

ENERGY	300
HEALTH	370
SHIELD	370
SPRINT SPEED	1
DURATION	100%
EFFICIENCY	100%
RANGE	100%
STRENGTH	100%
ARMOR	450
DAMAGE REDUCTION	60%
EFFECTIVE HIT POINTS	1,418

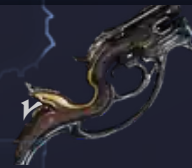


Dragon |
Gloom
Chroma |
Lazy
Passive
Heal, v
Crowd 1
Control,
Team Buff
Chroma
Prime guide
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2 FORMA

LONG GUIDE

BUILDS BY NINJASE



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

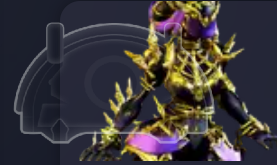
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guide by
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5 FORMA

LONG
GUIDE

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

LONG GUIDE



Thunderdome
Khora | Steel
Path
Endurance
Survival and
Looting

Khora Prime
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GUIDE

8 COMMENTS

CHROMA PRIME BUILDS

BUILDS BY NINJASE

Immortal Slumbering Dragon | Gloom Chroma | Lazy Passive Heal, Crowd Control, Team Buff

INTRODUCTION

Give [Chroma] the power of lazy immortality and time control through Gloom. Gloom slows enemies down in a radial field while also allowing you to heal via damage dealt to enemies, including via abilities. Elemental Ward can passively deal damage to enemies which then heal you due to Gloom. Combined with [Chroma]'s natural tankiness, you can be effectively immortal while AFK throughout base Steel Path and even the first couple hundreds levels of Steel Path until enemies start dealing more than your health pool. The positive range also lets you buff your teammates with elemental ward and vex armor.

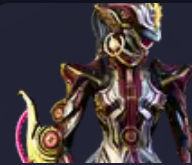
Endurance variant (relying on shield gating for higher levels > 1000+) <https://overframe.gg/build/289828/>

UPDATE NOV 2023

It appears the reflected damage via Cold Ward no longer heals via Gloom. It is uncertain if this is a bug or intended. After testing, neither cold ward nor electric ward heal consistently anymore.

The best option is now Heat Elemental Ward which gives a big buff to EHP, and also deals passive heat damage in a radius.

PLAYSTYLE



Octavia
General
Use |
AFK
Steel
Path

Octavia
Prime
guide by
ninjase

VOT

14'

3
FORMALONG
GUIDE

them active at all times

3. Activate Gloom when you have enough energy buffer and have [\[Growing Power\]](#) active

ELEMENT CHOICE

Heat Ward

- Gives an extra 470 health, reaching 1120 total health. This increases the overall eHP more compared to cold ward.
- Heat ward deals damage only to enemies in a 5m radius, meaning for Gloom to heal passively you need enemies in close proximity, which makes this ideal for a melee oriented playstyle.

COLD AND ELECTRIC ARE OUTDATED NOW BUT KEEPING IN CASE THEY REVERT/FIX CHANGES

Cold Ward

- Gives 352% or 1496 more armor, reaching a total of 5414 armor with vex armor and elemental ward active. This gives 94.75% damage reduction from armor. Multiplied with adaptation, you gain 99.5% DR to each damage type affecting you.
- Reflected damage cause cold procs on enemies, with 10 stacks giving up to 70% slow. Tthis **multiplies** with the 82% slow of Gloom, giving up to 95% slow at 10 cold procs. This means the more enemies shoot at you, the slower they become and the less they shoot at you.
- Incoming damage is furthermore reflected and multiplied by 7x and dealt back to the attacker with no range limitation, meaning you effectively heal 7 times the amount of each incoming damage instance (give or take modifiers). This makes you effectively immortal while AFK as long as Gloom and Cold Elemental Ward are both active, and as long as an enemy does not bypass your DR or do a damage instance exceeding your health after DR calculations. For example, if at level 1000 an enemy does 1 million damage and you block 99.5% of that, you still get dealt 50,000 damage which is instant death.

Electric Ward

- Boosts shields, but also has damage [\[Reflection\]](#) with a 23x multiplier in a 14m range. Meaning as long as you have an

BUILD SPECIFICS

Flexible Slots

- Umbral Vitality and Adaptation - you can swap these for more strength or duration if you prefer.
- Hunter Adrenaline/Rage - [\[Hunter Adrenaline\]](#) or [\[Rage\]](#) over [\[Streamline\]](#) is a viable option so you can get hit to regenerate energy faster than you spend energy in Gloom. I found with Arcane Energize, you gain much more energy by actively killing enemies for orbs than just standing around getting shot. This is because Gloom + Slow procs slow enemies down to a crawl, meaning you take less damage and generate less energy.
- Aura - [\[Growing Power\]](#) is flexible for Combat Discipline, which helps you self damage to stack up vex armor damage buff. Any self damage you deal is instantly healed by Gloom.
- Stretch - if you **don't** want the radial slow of Gloom or team buff effect, you can drop [\[Stretch\]](#) for [\[Narrow Minded\]](#). This will make the radius of Gloom only 5m, but the healing effect has infinite range. This means you won't slow enemies outside this small field, but also you will have basically zero energy drain from Gloom while retaining the healing effect.

ARSENAL

Vex Armor damage buff is a additive buff to +dmg mods like serration, hornet strike and merciless/deadhead arcanes. For this reason, you can actually remove these base damage mods on any weapons you use. Additionally, there is a current strange interaction of Vex Armor buff where it 'double dips' (i.e. has a squared effect) on certain weapons including all Glaives ([\[Glaive Prime\]](#), [\[Cerata\]](#), [\[Xoris\]](#)) and Exodia Contagion. Here are some builds for them (make sure to replace the base damage mod with something else):

Exodia Contagion (Grineer) - replace primed pressure point with north wind or a riven:

<https://overframe.gg/build/241631/dokrahm/exodia-contagion-grineer/>

Exodia Contagion (Corpus) - can keep primed pressure point or replace with riven, no better options:

<https://overframe.gg/build/241632/dokrahm/exodia->

[Top Builds](#)[Tier List](#)[Player Sync](#)[New Build](#)[heavy-spam-detonation/](#)

Xoris Influence - replace primed pressure point with Blood

Rush: <https://overframe.gg/build/325681/>

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