

OVERFRAME

Top Builds

Tier List

Player Sync

New Build

ITEM

WARFRAME

CHROMA PRIME



Arcane Battery
Energy Tank
Chroma

by unified_codex — last updated
19 days ago

 7  0

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

 17 VOTES

 0 COMMENTS

ITEM RANK

30

60 / 60

OROKIN REACTOR

APPLY CONDITIONALS

ENERGY

HEALTH

SHIELD

SPRINT SPEED

300

370

370

1



OTHER CHROMA PRIME BUILDS



High
Strength
/ Profit-
Taker /
Eidolons

Chroma
Prime
guide by
Taurael

3
FORMA

LONG
GUIDE

VOTE
14



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

by
ZeroX4

Chroma
Prime
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ZeroX4

3
FORMA

LONG
GUIDE

VOTE
24



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

Chroma Prime g
ZeroX4

3 FORMA

LO

https://overframe.gg/build/688539/chroma-prime/arcane-battery-energy-tank-chroma/

1/5

1,418

by ninjase

GUIDE

GUIDE

unified_codex

GUIDE

Dante

GUIDE

0 COMMENTS

CHROMA PRIME BUILDS

BUILDS BY UNIFIED_CODEX

2 FORMA

SHORT
GUIDE

Arcane Battery Energy Tank Chroma

Here is my video on this build -

(<https://youtu.be/Q3aNxc5mESI>) I accidentally had an extinguished dragon key on while recording, so multiply all of the already insane damage you see by 4x for real numbers!!

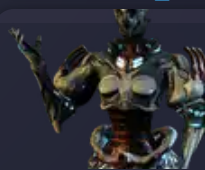
Build Rundown

The main purpose of this build is to generate an infinite survivability loop between health damage taken generating energy from [Hunter Adrenaline], that health is constantly regenerating from [Guardian Armor] from kills while also being hard to get through due to having multiple thousands of armor from Vex Armor, then if enemies DO get through all of our health they have to burn through our massive energy pool from Arcane Battery which is even tankier, while simultaneously fighting against us getting our health back to start it all over again. All of this while also allowing us to output absurd amounts of damage again thanks to Vex Armor + Arcane Avenger.

Even with no other external buffs, this build multiplies our armor by nearly 11.5x, putting us around 5,175 armor. With our archon shards we have 820 health, 5175 armor is a 18.25x EHP multiplier putting us right around 15k EHP, this goes up to 150k with [Adaptation].

However, this is not the best part. With [Quick Thinking] equipped each point of energy is also consumed as health, but each point of energy is worth 2.4 points of health meaning that our 1.3k energy equates to 3,120 health - multiply this by 18.25x and we get ~57,000, which becomes up to 570,000 with Adaptation - resulting in a combined EHP of up to 720,000. All of this on top of the fact that both our health *and* energy will both be constantly regenerating due to the mechanics of this build.

Once you throw in buffs like a fissure corruption or [Nidus] Parasitic Link the health values rocket into the millions, and we



Rotordeath
Gyre

Gyre guide by
unified_codex

6 FORMA

SHORT
GUIDE

If you are not using Arcane Avenger, change the Aura to Growing Power.

Archon Shards

1x Tauforged Emerald (*+3 max corrosive stacks*) - Allows you to strip 98% armor with corrosive procs, massively increasing damage to armored targets.

2x Tauforged Crimson (*+30% power str*) - Grants some more str for scaling Vex Armor, this extra 30% is doubled to 60% when corrupted. *Puts our actual str at 328 as opposed to the 298 seen above.*

2x Tauforged Azure (*+450 health*) - Scales EHP higher and increases health regeneration from [\[Guardian Armor\]](#) augment. *Puts our actual HP at 820 as opposed to the 370 seen above.*

The build will perform well even with no shards, they just help to further enhance its damage and survivability.

Helminth Choice

We went with **Nourish** as it perfectly suits the goal of this build, which is infinite energy sustain allowing us to highly effectively energy tank with [\[Quick Thinking\]](#) if enemies get through our health. The extra viral damage is of course a nice bonus as well.

Other choices:

Empower: - Grants a flat +50% power str to next cast, easy way to boost up Vex Armor even more. When corrupted, this bonus 50% will double to 100%.

Silence: - Silence allows you to nullify acolytes, mainly useful for when Violence spawns in allowing you to avoid getting nullified yourself and losing Vex Armor.

Orphanim Eyes: - Grants an armor strip and slow effect, however this will only really be useful on the "Team Buffing" version of the build where you replace Umbral Intensify with Overextended so you actually have enough range for this ability to effect targets.

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Gloom: - Will grant you even more lifesteal as well as a slow on nearby targets, albeit they will need to be **very** close given the low range on this build, which may actually be an upside since not affecting enemies with the slow will save you energy.

There are other options as well, play around as you see fit.

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