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ITEMWARFRAMEVOLT PRIME

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Capacitance Shield Gate | General Use/SP Endurance/Focus Farm


by Quakkcy — last updated 3 months ago

 6  0

A glorious warrior from the past, Volt Prime features the same abilities as Volt but with unique mod polarities for greater customization.

COPY





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60 / 60

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Capacitance  
Shield Gate |  
General Use/

GUIDE

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VOLT PRIME BUILDS

BUILDS BY QUAKKCY

# Capacitance Shield Gate | General Use/SP Endurance/Focus Farm

## Introduction (CAN ALSO BE USED ON A REGULAR [Volt] DOES NOT NEED TO BE PRIME)

This Is My General Use [Volt] Build That I Generally Use For Endurance Runs In Steelpath As Well As Synergizing With My [Kronen Prime] As A Melee Playstyle With The High Crit Chance N Status Chance Coupled With Volts Speed Ability And [Kullervo]'s 1st Ability For Even Higher Red Crits Adding To My Overall **DPS** Output But You **DO NOT NEED** To Have A Melee Playstyle You Can Use This Build For A Multitude Of Playstyles

## Playstyle

The Playstyle To This Build Is Rather Simple, Utilizing The 4 Ability (Discharge's) Augment To Shield Gate And Help Yourself Survive Missions As Well As Keeping Your Team Alive By Applying Overshields To Yourself N Team Members

Energy Regeneration Mainly Comes From [Archon Stretch] And Combining It With The Discharge For Energy [Regen] From Enemies Caught In The Discharge As Well As Benefiting From The Zenurik Focus Tree's Wellspring And Hardened Wellspring

For Utilizing The Melee Build, I Would Use Discharge For Shields, Activate Your 1st Ability Then Rip N Tear Till You Need To Refresh Abilities

## Ability Overview

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increases his Melee Critical Chance, Meaning That Paired With My [\[Kronen Prime\]](#) It Equals Some Really Nutty Red Crits Holding This Ability Will Teleport You To A Location

Speed - Embrace An Electric Current Boosting Volts And Squad Mates Move Speed And Reload Speed, This Is The Core Of My Melee Build As This Also Boosts My Melee Attack Speed, Meaning That My DPS Output Is Must Greater Than It Would Be If I Wasn't Using Speed

Electric Shield (Can Be Replaced By Wrathful Advance, Instead Of Shock For Intended Use Of Shocks Augment) - [\[Volt\]](#) Places An Electric Shield That Blocks Incoming Projectile As Well As Doubling Crit Dmg Of Outgoing Projectiles And Applying 50% Electricity (**CRIT DMG DOES NOT STACK**)

Discharge - [\[Volt\]](#) Discharges The Energy Flowing Through Him Into A Shockwave That Stuns And Damages Enemies, This Is The Main CC Of This Build As Well As Shield [\[Regen\]](#) And Energy Regen From Enemies Effected, Even With The Fairly Okay Range I've Found I Can CC A Decent Room With Just One Cast Of This Ability

## Flexible Slots

Aura - Growing Power For More Strength Can Be Replaced With Energy Siphon For Extra Energy Regen

Exilus - [\[Primed Sure Footed\]](#) For Knockdown Resistance, Power Drift For Extra Strength N Some Knockdown Resistance, HandSpring Is Also A Good Choice

Streamline - You Can Change This For [\[Rolling Guard\]](#) If You Care About When N Were To Use Your 4th Ability So You Can Utilize Rolling Guard For Invulnerability And Status Cleanse/ **If Focus Farming Swap For Blind Range For Massive Strength Boost**

## Alternative Helminth Abilities

Nourish - Nourish Is A Great One To Run On This Build As It Boosts Overall Energy Recovery As Well As Adding Viral Procs To Your Weapons

Mirages Eclipse - Okay Hear Me Out I Know It Was Recently Shot In The Kneecaps For Damage Amp On For The Helminth But It Can Serve As A Lil Damage Boost When Needed But Can Add ANother Layer Of Survivability With The DR It Will Offer **(75% Is Max I Believe)**

## Operator Focus Trees

Theres Only One Main Focus Tree That Synergizes Well With This Build And That Is Zenurik For Extra Energy Regen

**Zenurik Tree\* - You Will Need Wellspring** (Hardened Wellspring If You Have It For The 20% Boost To Strength Inside The Wellspring)\*\* And I'd Recommend Energy Pulse Too As It Boosts Energy Recovery By 60% over 5s This Leads To Overall Okay-ish Energy Regen

## Ability Order

1. Transfer Into Operator Place Down Wellspring/Hardened Wellspring
2. Cast Discharge To Build Shields Up + Energy Regen From Archon Stretch \*\*(Cast As Needed For Energy Regen/Shield Gating)
3. Cast Speed For Move Speed And Melee Attack Speed (**CAN FIT IN A SHIELD IF YOU WOULD LIKE**)
4. Cast 1st Ability N Go Rip N Tear Tenno!
5. Rinse N Repeat 1 Through 4

## Arcanes

You Can Use Any Choice Of Arcanes But My Reasoning For Using Arcane Energise And Molt Augmented Is Because The 60% Strength From x250 Kills For Molt Augmented Is Really Nice For A Boost All Abilities, Arcane Energise Comes In Handy As This Build Is Really Energy Hungry Due To Bottom Of The Barrel Efficiency (**WHEN USING BLIND RAGE IN-PLACE OF [Streamline]**)

## Archon Shards (Use Regular Where Needed)

3x Tauforged Crimson Shards - 45% Extra Ability Strength To Boost Power To All Abilities

**(Optional)** 2x Amber Archon Shards - More Energy Filled On Spawn (90% With Tauforged) Now I Know I Could Swap This For Something More Useful **BUT** I Also Use This Volt For Eidolon Hunting And I Just Swap Configs Where Needed

**(Optional)** 2x Azure Archon Shards - 75 Max Energy These I Would Recommend Over The Amber Archon Shards If You Don't Plan On Using The Same [Volt] For Multiple Builds As The Energy Max Comes In Handy When Casting Abilities N Not Having To Worry Too Much about Energy

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