

ITEM

WARFRAME

XAKU

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The Unseen Void | AFK Xaku-tavia | One shot SP Levelcap

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Broken Warframes adrift in the Void converged to create Xaku. Together, they deal high damage. Xaku proves that the sum of the whole is greater than its parts.



92 VOTES



3 COMMENTS

ITEM RANK

30

60 / 60

OROKIN REACTOR

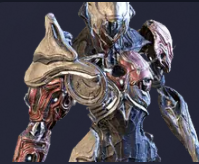


APPLY CONDITIONALS



ENERGY

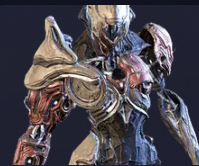
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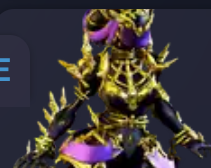
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3 COMMENTS

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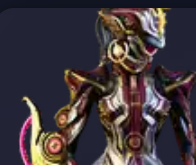
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The Unseen Void | AFK Xaku-tavia | One shot SP Levelcap

Low effort AFK camping [Xaku] build, using Quiver arrow's Cloak arrow to stay invisible, Grasp of [Lohk] to deal infinitely scaling damage, [Gaze] to full strip armor, Accuse to crowd control enemies and Vast Untime to freeze ability durations as well as apply void damage vulnerability and AOE slow. Note Vast Untime does NOT freeze the ability timers of helminth abilities such as Cloak Arrow.

More active non-AFK Xaku (with breach surge):

<https://overframe.gg/build/594750/>

Mobile Terrify Grasp of Lohk variant:

<https://overframe.gg/build/529670/xaku/terrify-xaku-variant/>

Nourish Weapon Platform (non-Lohk AFK) variant:

<https://overframe.gg/build/486591/xaku/deny-all-accusations-run-and-gun-nourish-weapon-platform-xaku/>

PLAYSTYLE

1. Tap 1 (default controls) to place a Cloak Arrow on the ground and stand within it to stay invisible. You can have up to THREE Cloak Arrows active so you can cover approximately 18m total area with bubbles to travel within safely. If you want to be mobile, you can also do the SENTINEL CLOAK trick, which requires you to run, jump and aim glide while shooting your sentinel with the Cloak Arrow. See guide here: <https://www.youtube.com/watch?v=P-pTNCvRBBs>
2. Tap 4 to cast The Vast Untime to freeze all timers BEFORE you cast The Lost and Grasp of [Lohk], and always keep 4 active by tapping 4 just before the duration runs out.
3. When enough enemies are in range, tap 2 to cast Grasp of [Lohk] to steal enemy guns.
4. Hold 3 (INVERTED controls) to cycle to Gaze, then tap 3 to cast on an enemy. Cast Gaze on a second enemy a small distance away e.g. approximately 10-20m.

6. When an acolyte spawns, you need to either use your weapon to kill them quickly OR cast Gaze directly on them to immobilize/deactivate them then shoot them safely with your weapon. Once you deactivate [Gaze] it will cause all accumulated damage to kill the acolyte.
7. Hold 3 (INVERTED controls) to cycle to Accuse and tap 3 on the ground near a group of enemies to convert them into allies (approximately 15 enemies). You can use a radiation primer to apply radiation status, which will make Grasp of [Lohk] target accused enemies again AND make [Gaze] armor strip them to, if you want to clear all the accused enemies.

BUILD SPECIFICS

Duration

I have opted to go as high duration as possible without sacrificing range in order to [Extend] the duration of Quiver Arrow to over 30s and The Vast Untime to almost 1 minute, meaning all you need to do is press 1 every half minute and 4 every minute once you are set up.

Efficiency

Minimum efficiency is fine since you only need to spend 155 energy to cast 4 once a minute and about 39 energy to cast Quiver arrow once. If you cast all three arrows twice a minute, that costs 234 energy per minute. Total energy expenditure once 2 and 3 are already set up is therefore approximately 389 energy minute, which you should easily be able to generate with enough kills, Zenurik, Dissipate or Arcane Energize.

Range

Range is [Xaku]'s most important stat because it scales the number of guns stolen by Grasp of [Lohk], the radius of [Gaze], Accuse and Deny, the radius of Cloak Arrow bubble and the radius of Vast Untime. Because Grasp of Lohk scales with base 6 guns x range, and rounds down, the cut-offs of range required for guns are 250% range for 15 guns and 267% range for 16 guns.

In order to [Reach] at least 267% range, you will need to slot [Overextended], [Stretch], [Augur Reach] and [Cunning Drift] (at least rank 0). Having just [Overextended], [Stretch] and [Augur Reach] gets 265% which is just 2% short of an extra gun. This means we can simply run [Overextended], [Stretch] and Cunning Drift to hit exactly 250% which gives 15 guns and free

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If you prefer to run a different exilus, drop [\[Augur Message\]](#) for [\[Augur Reach\]](#).

Strength

Strength is required primarily for the armor strip from [\[Gaze\]](#), which reaches 100% at 200% strength OR 164% strength when [\[Corrosive Projection\]](#) is equipped, as well as the initial damage of Grasp of [\[Lohk\]](#) and enemy limit for Accuse if you want to use it. If you don't mind waiting for 250 kills to build up to 164% strength, you can swap Energize out of Molt Augmented and run [\[Equilibrium\]](#) in place of [\[Umbral Intensify\]](#).

Aura

[\[Corrosive Projection\]](#) is required to reduce the strength for full armor strip to 164%. You can run a different aura like [\[Brief Respite\]](#), [\[Enemy Radar\]](#) or [\[Growing Power\]](#) if you prefer, as long as you use other means to hit 200% strength for armor strip.

Exilus

Also completely flexible - can use [\[Primed Sure Footed\]](#) if you prefer to always avoid knockdowns or [\[Power Drift\]](#) to help hit strength thresholds. If you drop Cunning Drift, just make sure to run Augur Reach to exceed 250% again.

Arcanes

Energize - optional if you own it but gives alot of energy to allow for consistent casts of 1 and 4

Molt Efficiency - gives even more duration to prolong 1 and 4

Molt Augmented - can build up 60% strength for full strip, allowing you to free up more slots on warframe build if you prefer eg drop Umbral Intensify for more efficiency, range or rolling guard.

Flexible Options

Blind rage - if you have energy issues, consider dropping Blind Rage for Transient Fortitude and Molt Efficiency for Molt Augmented.

Rolling Guard - optional addition that gives i-frames and status cleanse. If you run Vazarin protective sling, you can probably skip this.

Natural Talent - very useful if you don't have one or two amber cast speed shards equipped

Archon Shards

2 Amber Cast speed - reduce cast speed of The Vast Untime to reduce time loss of 2 as well as cast speed of quiver



HELMINTH

Non-helminth

Feel free to run this build with NO helminth. While [Xata]'s Whisper doesn't have much synergy with Xaku's other abilities, Xata's Whisper has some synergies with weapons including:

- Miter Incarnon: Xata bubble sucks the additional discs (up to 3) back into the same enemy until they are dead
- [Latron] Incarnon: [Xata] bubble sucks the bouncing projectile back into the enemy until they are dead, where normally it would bounce far away potentially not hitting another enemy

Quiver Arrow

For this build I have chosen Quiver Arrow, specifically for Cloak Arrow, which creates a 6+m radius bubble at the point of contact that makes everything inside invisible so you never get shot at, even by acolytes and eximus (note, the invisibility affects humanoid defense targets but does NOT affect defense pod or excavation cryopods). This is the extreme lazy approach to AFK [Xaku], similar to how [Octavia] is played, but possibly even lazier since you don't need to spam crouch.

Ensnare

A more active playstyle requiring you to cast Ensnare onto the Gazed target which will grab enemies in the distance, crowd control them and pull them into the field of [Gaze] armor strip. Note, at 250% range, Ensnare has a 25m radius while [Gaze] has a 20m radius, meaning you can pull enemies that hover outside of [Gaze] inwards. Ensnare also works on Acolytes to deactivate them.

Breach Surge

An even more active playstyle requiring you to cast Breach Surge on every new group of enemy. Breach surge is line of sight but also stuns Eximus/Thrax THROUGH Overguard, making this extremely good for things like SP Circuit Defense/Excavation. Breach Surge also causes [Lohk] gun damage to create sparks, which then go on to kill more enemies that are fully stripped by [Gaze]. Consider dropping [Blind Rage] for [Transient Fortitude] and Molt Efficiency for Molt Augmented to improve efficiency.

Shooting Gallery + [Muzzle Flash] augment

A much more passive approach for crowd control. Kills by

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could slow down the passage of enemies into [Gaze] and [Lohk] range so this might be detrimental to a camping playstyle, but would be excellent for a more mobile playstyle or for defending objectives.

Condemn

Another good crowd control option that also restores shields for shield gating.

Resonator

Turns off enemy AI, but does NOT affect Eximus or overguarded enemies, meaning you may often still be targeted.

Terrify/Tharros Strike/Ophanim Eyes

For a more mobile mission, you can use Terrify or Tharros Strike over 3.

<https://overframe.gg/build/529670/>

ARSENAL

Primers

A viral + radiation primer such as [Kuva Nukor] or [Epitaph] allows you to viral prime enemies to take more damage from [Lohk] guns while radiation status converts accused "allies" into enemies again so they can be targeted by Lohk guns AND Gaze armor strip.

Weapons

PHENMOR Raw Elemental Devouring Attrition:

<https://overframe.gg/build/314745/phenmor/the-devouring-void-raw-viral-heat-phenmor/>

LAETUM Non-crit Devouring Attrition (higher average DPS when spamming bodyshots):

<https://overframe.gg/build/315005/>

FELARX Raw Elemental Devastating Attrition:

<https://overframe.gg/build/328134/felarx/the-devastating-void-extreme-raw-damage-cold-corrosive-one-shot/>

Companions

[Shade] or [Huras Kubrow] can also keep you invisible WITHOUT quiver arrow, as long as you don't shoot a weapon, but is not as reliable.

Using a Sentinel such as [Wyrm] allows you to [Negate] knockdowns and statuses, and running any Sentinel allows you to cast cloak arrow onto it so you can move around and

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