

ITEM

WEAPON

MELEE

NIKANAS

NIKANA PRIME

OTHER NIKANA PRIME BUILDS



Universal [Interchangeable Faction & Status]

by Umbrati — last updated 2 months ago

12 3 0

An ancient blade predating the fall of the Orokin Empire. Forged using techniques lost over the centuries, the edge remains sharper than that of any modern Nikana.

COPY



45 VOTES



4 COMMENTS

ITEM RANK

30

60 / 60

OROKIN REACTOR



APPLY CONDITIONALS



ATTACK SPEED

1.08

CRITICAL CHANCE

28%



Hybrid
Nikana:
Million
Damage
Bleed
(Angels
of
Zariman
31.5)

Nikana
Prime
guide by
hampstr

2
FORMA

LONG
GUIDE

VOT
15

Absolutely
THE BEST
Nikana
Prime -
Steel Path
and way
beyond
(READ guide
for more
information)

Nikana Prime
guide by
THeMooN85

2 FORMA

LONG GUIDE



Nikana
Prime
20k DPS
|
+Millions
Red
Critical

OVERFRAME

Top Builds

Tier List

Player Sync

New Build

STATUS CHANCE

28%

DAMAGE

IMPACT

9.9

PUNCTURE

9.9

SLASH

178.2

TOTAL DAMAGE

198.0

AVERAGE HIT

275.6

SUSTAINED DPS

298.6

Steel Path

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4 FORMALONG GUIDE

End Game Slayer - 4 Forma - 89K Sustained

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3 FORMALONG GUIDE

Eradicate The Murmur

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VOTI4

https://overframe.gg/build/380521/nikana-prime/universal-interchangeable-faction-status/

2/7

GUIDE

4 COMMENTS

NIKANA PRIME BUILDS

BUILDS BY UMBRATI

Universal [Interchangeable Faction & Status]

==UPDATE 8.3.2024==

Added [Condition Overload](#) directly in place of [Primed Pressure Point](#) for it to act more Universal than before and for easier viewing of this build at it's Top Level.

Doing this change on this post also allows other players who PRIMARILY use Melee (meaning barely using their Secondary and Primary) to see this and not worry too much about needing to take a Primer with them or plan around replacing [Primed Pressure Point](#) for a build that focuses on using an external Primer. Heat, Viral, and Corrosive (3 Status Effects, $80 \times 3 = 240$) not even counting ALL of the Status Effects, there is already a 240% increase in damage- a very noticeable difference when compared to [Primed Pressure Point](#)'s statis 165% Melee Damage Increase.

The Status Effects present on the weapon of course do well in their own category outside of [Condition Overload](#) synergy, and [Primed Pressure Point](#)'s raw damage is quite strong with them. But [Condition Overload](#) obviously takes the cake with it's build up that stacks almost instantaneously with how fast you can build up Status Effects.

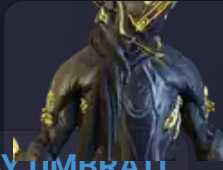
YES YOU CAN absolutely 100% pair a Primer with this build, but **NO IT IS NOT NECESSARY** to do so.

Faction Mod(s) ARE still Interchangeable
Status Effects ARE still Interchangeable

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==UPDATED GUIDE== (STILL RELEVANT) | **Checked on 8.3.2024**

So not too many changes here, just more so a different explanation needed as to how you should look at this build. I have realized Melee Duplicate is worthless on builds that end up pumping out consistent Orange/Red crits, especially consistent Red crits, so with that in mind and it being brought



Eye of
Lua
[Roar or
Eclipse]

Excalibur
Umbra
guide by
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VOTES

2

1
FORMA
LONG
GUIDE



Lua &
Sol
[Healing
Blood]

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VOTE

2

6
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Again, as before, you can still replace the Faction mod [Primed Smite Corrupted](#) with ANY faction mod you may desire if you'd like, or you can remove it entirely for something like [Gladiator Might](#) to stack with [Organ Shatter](#) and have synergy with the Crit Chance buildup from [Blood Rush](#). Or any other mod you may feel like will work well or know will work well within the config.

We're going to replace [Melee Duplicate](#) with [Melee Exposure](#). Then remove the CORROSIVE Combination from the config and replace it with the VIRAL Combination. So just replace [Voltaic Strike](#) (or whichever Electricity status mod you may have been using) with [Vicious Frost](#) (or another [\[Frost\]](#) mod). I also recommend replacing [Primed Pressure Point](#) with [Condition Overload](#) but if you don't then it's not going to be detrimental to your performance, there just is a noticeable difference of course if you WERE to switch to it.

Now IF you wanted and didn't care about having more Status Effects than just Heat + Corrosive on thus, since it still functions quite well with those, you COULD instead remove the extra Elemental Combination ENTIRELY and replace those two mods with [Gladiator Might](#) and [Weeping Wounds](#). This will add extra Crit Damage, extra Crit Chance, so you'll be hitting noticeably harder and having a bit higher reds. Then that extra Status Chance for your Heat & Corrosive procs to climb much faster.

You can ALSO do whatever you may like if it works for you, this is more so just a blueprint that also efficiently functions on it's own if you AREN'T looking to make a whole personalized build. Whether you don't have time for it, don't care too much for it, or just don't necessarily know how to go about it JUST yet, then yeah here ya go.

It's versatile and very efficient on it's own, but also flexible when it comes to making changes to it if changes are desired.

To anyone struggling with Netracells, Deep Archimedeas, Elite Deep Archimedeas, or anything else involving the High Level Murmur Faction, I recommend checking this one out ==> <https://overframe.gg/build/465610/nikana-prime/eradicate-the-murmur/>

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Obviously if you have a good primer and prefer to use primers put on [\[Condition Overload\]](#) in an optimal spot. Replace [Primed Pressure Point](#) or Your Chosen Faction Mod. Preferably the [\[Pressure Point\]](#) mod to keep the Double Dip aspect in play from your Smite Mod. **<== IF YOU HAVE A PRIMER, YOU SHOULDN'T HAVE A BUNCH OF STATUS EFFECTS IN HERE, JUST CRIT CHANCE & DAMAGE BUFFS, STATUS BUILD FOR SLASH, AND [CONDITION OVERLOAD](#) FOR RAW DAMAGE**

Meant to be paired with the "Eye of Lua" Umbra build- but works very well on any Warframe of course. Also **HEAVILY** recommend pairing any [Nikana](#) build with the [Daikyu](#) + [Amalgam Daikyu Target Acquired](#) combo for amazing healing benefits. **<== RELEVANT ONLY TO UMBRA MAINS/ENJOYERS TBH**

[Quickening](#) pairs well with [Blood Rush](#) for it's speed and Combo Count Chance as well as [Arcane Strike](#) for it's extra speed. Heavily recommend throwing that one on if you have that arcane maxed especially if you're wanting a free slot for something other than an Attack Speed mod on your Melee. If you change the status effects around and only have Heat instead or you have just Corrosive or Viral with an open slot, slotting [Gladiator Might](#) is a great option for it's extra Critical Damage and 10% Critical Chance per Combo Multiplier, synergizing well with [Blood Rush](#) **<== [Quickening](#) WAS REMOVED FROM THIS CONFIG LONG AGO, BUT CAN STILL BE UTILIZED IF YOU WANNA BE A SPEED DEMON**

[Weeping Wounds](#) isn't worth using unless you are specifically wanting to build up a bunch of status. Then obviously you will want a high stat chance for near infinite procs and high stacks. I have plenty of procs with this- more than enough for it's effects to take place on Viral, Heat, Corrosive, Radiation, etc etc. **<== STILL RELEVANT**

Example of Percentage Consistency within Warframe

*[Arcane Strike](#) stays active for almost (literally 90%+ of the time) the whole mission for me, I'm always attacking enemies/ads. Even on single target bosses. That arcane has a 15% CHANCE OF ACTIVATING. Well if that's the case- then the status chance being at 61% is perfectly fine for what I'm presenting here. If I'm having a virtually infinite up-time on an arcane that doesn't last TOO long with only a FIFTEEN PERCENT (15%) CHANCE OF ACTIVATING. 61% is fine. Other than my personal experiences of seeing this within gameplay

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to do with the personal goal you have in mind. I do not bash on personal preferences in any way whatsoever. That 15% has it's chance to proc on EVERY single hit you're throwing out- the faster you are, speed mods or not, the more virtually infinite up-time you have on [Arcane Strike](#)

People would want to argue "With that logic why do you have [Blood Rush](#) on then?".

Red Crits (Red Tier Critical Damage). You ABSOLUTELY NEED high percentages if you want Red Crits. You are NEVER going to hit red crits if your percentages aren't at least a lil over 200%.

But PLEASE REMEMBER that Red Crits are NOT NECESSARY for wild damage. You can hit crazy numbers without them being red.

Heat/Corrosive is quite the universal combination that works well in any mission and enemy type- but if you find yourself mainly against enemies with Alloy Armor I recommend testing out this Radiation/Viral build here --> [Eradicate The Murmur](#)

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