

ITEM

WARFRAME

CHROMA PRIME

OTHER CHROMA PRIME BUILDS



Chroma Prime (for Profit- Taker 5 Minutes Soloing + Videos) by ZeroX4

COPY



by ZeroX4 — last updated 3 years ago

3 0

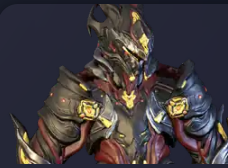
Bind the elements and unleash untold destruction with Chroma Prime. Featuring altered mod polarities for greater customization.

249 VOTES 10 COMMENTS

ITEM RANK

30

60 / 60

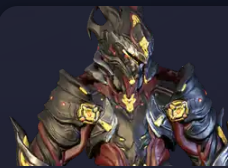


High Strength / Profit- Taker / Eidolons

Chroma
Prime
guide by
Taurael

VOTE
149

3
FORMA
LONG
GUIDE

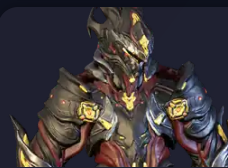


Chroma Prime (for Profit- Taker 5 Minutes Soloing + Videos) by ZeroX4

Chroma
Prime
guide by
ZeroX4

VOTE
249

3
FORMA
LONG
GUIDE



Immortal Slumbering Dragon | Gloom Chroma | Lazy Passive Heal,

[illegible]

Chroma
Prime
guide by
ZeroX44
FORMASHORT
GUIDE

GUIDE

10 COMMENTS

CHROMA PRIME BUILDS

BUILDS BY

Chroma Prime (for Profit-Taker 5 Minutes Soloing + Videos) by ZeroX4

This is easiest build i could develop for Profit-Taker and is interchangeable with my [CHROMA PRIME](#) for Eidolons build

If You dont want to read any of this or just know what to do scroll down to end of this guide where links to builds and videos are

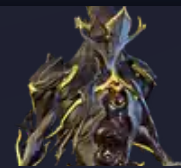
This guide is focused around You going solo. It will take You from 4-6 mins depending on how You perform, but after few runs You will be closer to 5 mins.

(Just a note here for my end progress i ended up using mod setup from above but instead of [\[Augur Secrets\]](#) i use [\[Primed Flow\]](#) since i benefit more from large energy pool rather than from that extra Strength also since i run with fire element from first emissive color i replaced Arcane [\[Guardian\]](#) with Arcane Nullifier

Also i (and you should also if you have) replaced Handspring with Primed Sure Footed

it looks like this <https://i.imgur.com/3CbRjFE.png>

Also i run with PRIMARY Kitgun 3-1-13 and SECONDARY Kitgun 3-2-13 (BUILDS IN BUILDS SECTION) since i dont like to spam click fire each time with [\[Vectis\]](#) or wait for reload on [\[Pandero\]](#) even its like half sec long

Hydroid
Prime
(Loot
Collector
with
Pilfering
Swarm
+ Shedu
farm)
by
ZeroX4VOTE
40Hydroid
Prime
guide by
ZeroX40
FORMASHORT
GUIDENekros
Prime
(Loot
Collector
+
Vodyanoi
Endo and
Shedu
farm
HIGH
RANGE)
by
ZeroX4VOT
32Nekros
Prime
guide by
ZeroX4



mins)

That's why mod setup you see in this build on top is for when you start to do profit taker and what is in screenshot above is what you should aim for if you are confident enough in your skills

Credit Farm

- Drop Chroma's Effigy (press 4) Behind Profit-Taker's ass (not straight below it, but behind her ass closer to left leg where loot will drop)
- After You see bounty reward window but before loot drops she will slam into the ground that is Your cue to drop Effigy
- YOU will have 60% chance to get 2x credits
- Smeta Kavata + Charm will stack with Chroma's Effigy bonus so that's 4x credits

Operator and AMP

- On operator I use Magus Vigor and Repair
- Void Dashing into any part of Profit-Taker to cycle her weakness works as fine as using AMP
- IF/WHILE waiting for Archgun to cooldown ducking in Void Mode can be good idea
- If You don't have Arcane Grace Guardian get at least Magus Repair You will need some way of healing Your warframe
- AMP with Cantic-Anspatha-Phahd parts will be best for doing pylons if You don't want to slam attack them

!!! NOTE !!! ALL DAMAGE HERE NEEDS TO BE DONE WHILE FURY FROM CHROMA'S VEX ARMOR IS FULLY CHARGED !!!

Chroma

- Speed Holster Aura and Handspring are shit stoppers here (run once with them then go without them and You will understand)
- I run this build with yellow energy (1st emissive color) it starts any mission with fire element selected under Spectral Scream (press 1 to cycle) which gives bonus max HP and Heals You on casting Elemental Ward (press 2)
- YOU can go with white for bonus Armor but in the end try both and pick what suits You the best

- BUUUUT!!!! I will point out that after few runs when u get comfy doing Profit-Taker Energy from Energizing Dash WITHOUT [Rage] will be enough
You just need to learn when and how to avoid her Magnetic ground slam
U can put there any other mod You want i use it just because im too lazy to keep an eye on my Energy
- Arcane Grace and [Guardian] are not mandatory they just help (there is video on end of this guide showing how it can be done without Arcanes with easiest to get loadout)
- YOU can switch Rage or Augur Secrets with Adaptation (Rank 0 will be fine) if You die allot

Primary and Secondary Weapons

- Elements i choose here are not random!!!
- YOU only miss Electric Gas and Viral Damage with my setup
- Rivens <- if You believe they will make You do it faster, then Your right. Like 1-2 secs per weapon usage, not worth it at all
- Kitguns < with Pax Charge Arcane (even on rank 0) You dont bother with reloading so thats big advantage

Melee

- YOU either get Redeemer Prime or You go with Exodia Contagion there is no option C if You wanna go solo under 5 mins
- [Redeemer Prime] and Zaw with Exodia Contagion projectile both covers Blast Damage although Exodia's projectile will also cover Impact Puncture and Slash
- Also projectile will carry over Your Zaw's Element Damage types but not Viral if You have Plague Kripath
- Redeemer Prime works better at closer Range
- Exodia Contagion's projectile will kill You at closer range (1 hit KO)

HOW TO DO IT

- When You enter Orb Vallis perform Energizing Dash and step into it with Chroma

- In meantime cast Elemental Ward (press 2) or do it only when Your low on HP
- When her HP is gray check if HP of her legs is colored if so (dash with Operator to some safe spot to equip Archgun)
- Take out Archgun and just shot into her legs (i found best position is in front of her to have access to all 4 legs)
- HOLD AIM button while firing Archgun for more damage since u use Critical Focus mod on Archgun
- When all 4 legs are down Archgun -> her head
- After that un-equip Archgun (that is Your cue to reload weapons eventually re-cast abilities
Also if You use Kavats or Kubrow with Pack Leader mod its Your cue to hit something with melee few times < Exodia Contagion's projectile also works)
- PYLONS side note here > Now if you have active warframe ability and jump into arcwhing you wont lose that ability so i think AW is now best option to move from pylon to pylon
- Destroy all pylons (for pylons ppl use AMP (any AMP with Phahd Scaffold will do < 1 hit (recommended parts Cantic-Anspatha-Phahd)) i use Melee, it takes 1 slam attack or 1-2 melee attacks to destroy 1 pylon)
Aim little under yellow waypoint of pylon if You wanna go with slam attacks
- I ENDED UP RUNNING WITH 4-2-3 (RAHN-SHRAKSUN-LOHRIN PARTS) JUST FOR FAST CYCLE WEAKNESS WITH LMB AND OTHER STUFF IN WARFRAME WITH RMB (destroying pylons with melee slam attack turns out faster to me)
- Equip Archgun and go for legs and head once again (best strategy here is to first take down her back legs then go for frontal ones this way You will automatically see her next weakness)
- Just repeat everything until its done

* TIPS *

- I would at least consider Dispensary from Heminth from Subsuming [\[Protea\]](#) replacing Spectral Scream since you would not switch to different element by accident and well free Energy Ammo and HP drops
- Clicking left mouse button while in dialogue with Eudico skips it after you take mission
- IF you like me often in heat of the battle cant remember which weapon is actually held (primary or secondary) whenever i need to use secondary after i take down weakness i automatically switch to primary and now its my

animation like in my case kitguns)

- Exodia Contagion users IF YOU ARE NOT host there is 50% chance Exodia will get bugged and no projectile will be thrown
- I strongly recommend assigning gear slot under which You have Archgun to some key that You dont use and which is close to Your fingers for example Caps Lock or Tilda
- Jump/run/slide just move around no item no skill no mod will help You survive if You will stand still in 1 spot
- While firing You can recast Vex Armor (press 3) without interrupting firing
- Going with AMP for pylons is ok but doing it with Melee will save You energy since part of the travel You can do by slam attacking diagonally
- Before Profit-Taker throws pylons always check if You need to reload weapons or recast abilities
- If her weakness will cycle to one You dont cover it will have cooldown before it can be cycled to another one and thats good moment to recast skills and reload weapons
- If You Slam Attacking animation (when already landed) can be interrupted by equipping Archgun (useful after destroying pylons and using Slam Attack to traverse back)
- Never start attacking Profit-Taker with Archgun being close to her (u will get Magnetized and loose all Your energy very often) unless You already know what You are doing
- If You get Magnetized automatically cast Vex Armor just in case
- Before You master soloing its wise to go with randoms or recruit some ppl on recruit chat
Just say You want to farm Profit-Taker You dont need help You just need fillers and they will be happy to join and will enjoy being carried for free and You will enjoy enemies attacking them not You + faster pylons clearing

LOADOUTS

Easiest You can acquire is

- Acceltra
covers Radiation Cold Impact and Puncture damage
- Pandero
(USE ONLY SECONDARY FIRE) covers Corrosive Heat and Slash damage

- Larkspur
covers your Archgun need

Easiest You can get if You have Zaw with Exodia Contagion

- Tenora
- Pandero (USE ONLY SECONDARY FIRE)
- Zaw with Exodia Contagion (my is Mewan-Plague Bokwin-Vargeet II <- Kroostra is good alternative for Plague Bokwin)
Projectile will carry Elemental damage from Your Zaw's mods and will carry Blast damage but will not add Plague Kripath's Viral damage
- Imperator Vandal
Best weapon here (best choice)
- Larkspur
2nd best weapon here
- [\[Kuva Ayanga\]](#)
Best of them all but only at close range since projectile flight speed is slow but damage insane (choose only if You do it in squad and You camp with Archgun for Profit-Takers shields being down)

Best You can get to make job done easy and fast

- Vectis Prime
(because of its fast Fire Rate and Reload Speed)
- Pandero (USE ONLY SECONDARY FIRE)
or
- Kitgun Rattleguts-Haymaker-Splat AUTO FIRE or Tombfinger-Haymaker-Splat SEMI-AUTO FIRE Both same DPS
While Pandero is better damage Kitgun WONT REQUIRE reload
- Zaw with Exodia Contagion (my is Mewan-Plague Bokwin-Vargeet II <- Kroostra is good alternative for Plague Bokwin)
- [\[Mausolon\]](#) then [\[Imperator Vandal\]](#) ([\[Imperator\]](#) takes down parts in lets say 4 secs while [\[Mausolon\]](#) in 3 not big difference but its harder to waste ammo with Mausolon and wait for cooldown)

All builds for Primary and Secondary weapons follows the same rule

- 1 highest Critical Chance mod
- 1 highest Critical Damage mod
- 2 Highest Multishot mods
- 2 DIFFERENT Elemental mods 90% ones which will combine into new Element for example Heat and Electricity to Radiation
- 1 Primed Elemental Mod for Primaries its Cold (or Electricity for Shotguns) but You can go with 90% Elemental mod and You still be fine
- Utility mod as i call it < a mod that will boost Reload Speed Fire Rate or Ammo Capacity (vary on weapon)

So mods for Primary weapon are

- Point Strike
- Vital Sense
- Split Chamber
- Vigilante Armaments
- Stormbringer
- Hellfire
- Primed Cryo Rounds
- UTILITY either Wild Frenzy or Primed Fast Hands or Speed Trigger

Mods for Secondary weapon are

- Primed Pistol Gambit
- Primed Target Cracker
- Barrel Diffusion
- Lethal Torment
- Convulsion
- Pathogen Rounds
- Primed Heated Charge
- UTILITY [[Primed Quickdraw](#)] or [[Gunslinger](#)]

So all builds for weapons here are pretty much the same thing with different Utility mod depending on weapon
Thats why i gonna list only few builds to dont copy same thing over and list all weapons that i tested that will do the job in same time/effort

!!! Only exceptions here are [[Acceltra](#)] and [[Tigris Prime](#)] !!!
While [[Acceltra](#)] will work fine without Primed Elemental mod its only weapon here that require Exilus slot unlocked

I STRONGLY ADVISE NOT TO USE ANY CLOSE RANGE WEAPON AS PRIMARY AND SECONDARY LIKE FULMIN OR KITGUN WITH CATCHMOON SINCE EVEN MOST OF THEM ARE 1 HIT WEAPONS U WILL WASTE TIME JUST GETTING CLOSE TO PROFIT-TAKER AND NOT BEING CLOSE ENOUGH TO DO DAMAGE WHILE GETING DAMAGED AND MAGNETIZED YOURSELF THEY ARE LISTED HERE ONLY AS OPTION FOR YOU

ALL BUILDS LISTED BELOW ARE INTERCHANGEABLE WITH MY OTHER BUILDS

Primary

ACCELTRA

1st best weapon if You dont have Exodia Contagion
2nd or 3rd best weapon if You have Exodia Contagion
Suffers from reload speed but if You have Exodia Contagion
You wont use it for Impact and Puncture You wont even need to reload trough whole run
So can be Your best Primary weapon

i use [\[Acceltra\]](#) cause i can take down resistance with just 1 ammo clip so for me its best primary for the job)

Kitgun Rattlegust - Brash - Splat

Good option only if you have zaw with Exodia Contagion

And since we have primary kitguns one from parts
Rattlegust - Brash - Splat works exactly if not better than [\[Acceltra\]](#) since with even rank 0 Pax Charge magazine changes to battery (racherges on it own) while it have faster Fire Rate and Critical Chance

Also uses less forma so good alternative if you dont have [\[Acceltra\]](#) or even if You do

And this is what im using since i care more for not to care about ammo or reloading rather than doing it 1-2 secs faster with [\[Vectis\]](#)

TRUMNA

[Top Builds](#)[Tier List](#)[Player Sync](#)[New Build](#)

Only benefit is that you dont worry about ammo or reloading

But not best option if you dont have Exodia Contagion on Zaw

FULMIN

SEMI mode ONLY at close range

In most cases its 1 hit weapon but considering its close range requirement i dont recommend it for best time hunters

OPTICOR VANDAL

Good alternative if You dont have other weapons listed here
+3 forma is enough for this build

PRISMA GRAKATA

Can be consider as 2nd or 3rd best

USE SECONDARY FIRE

U get [\[Wild Frenzy\]](#) from Night Wave

[\[Pandero\]](#)'s clone its like 1 second slower since You need to wait for whole ammo to be used

And it have large magazine capacity

RUBICO PRIME

3rd best weapon

Should be 1st cause of its awesome damage while shooting zoomed in

Until You need to reload that is real shit stopper here

SOMA PRIME

Can be an option if You dont have other weapons listed here

TENORA

2nd best weapon

TIGRIS PRIME

Suffers from reload but will do the job just fine

VECTIS PRIME

I call it best choice because of its Fire Rate and Reload Speed which works in every scenario especially if something goes wrong

Weapons below are tested by me and works in same time/effort as the ones above with same mods difference is only in how they shoot and how You use them
All You need to do is to check if they require more Reload Speed or Fire Rate and use appropriate mod for that
Some weapons works good only in certain mods like Semi Burst or Auto (switch or use it with secondary fire)
For example [\[Fulmin\]](#) works best in SEMI mode
I list them just in case You dont have any weapon from above so that leaves more option for u

[\[Dex Sybaris\]](#)
[\[Kuva Chakkhurr\]](#)
[\[Kuva Tonkor\]](#) (close range)
[\[Lanka\]](#)
[\[Prisma Gorgon\]](#)
[\[Snipetron Vandal\]](#)
[\[Stradavar Prime\]](#) (AUTO)
[\[Sybaris Prime\]](#)
[\[Telos Boltor\]](#)
[\[Tiberon Prime\]](#) (BURST or AUTO)
[\[Zhuge Prime\]](#)

I dont have time to check all weapons so i leave You with general rule
Weapons with 24%+ Critical Chance with either high Magazine capacity or very low will work just fine since they will either benefit from Reload Speed or Fire Rate mods

Secondary

KITGUN RATTLEGUST - HAYMAKER - SPLAT

(faster Fire Rate Lower damage Auto Mode = hold to fire) or Tombfinger-Haymaker-Splat (higher damage lower Fire Rate Semi-Auto Mode = click to fire) BOTH ARE (2nd best Secondary)
Both have same DPS both use same mod setup and both REQUIRE PAX CHARGE Arcane even rank 0 (i prefer Rattlegust one)

This is what im using so i dont need to bother with reloading


[Top Builds](#)
[Tier List](#)
[Player Sync](#)
[New Build](#)


(Personally Pyrana Prime is my main Secondary weapon i dont use any other
Thats why to be fai i putting it as 2nd/3rd best secondary but for some ppl it can be 1st
high damage but suffers from Reload Speed)

PANDERO

BEST WEAPON TO DO THE JOB BUT RELOADS
(use only secondary fire)

SPIRA PRIME

If u like to throw stuff

[Kuva Kraken]

(clone of [Pandero] USE SECONDARY FIRE) (faster Fire Rate than [Pandero] only downside it have longer reload time)

[Kuva Twin Stubbas]

Both Kuva Secondary weapons will work with same mod setup as [Pandero]

MELEE

REDEEMER PRIME

Your only choice if You dont have Exodia Contagion
Works better at close range (heavy attack deal more damage but TWO normal Melee attacks should do the job)
[High Noon] Stance = hold Melee button until it fire 3 times
[Bullet Dance] Stance = hold Melee button until it fire 2 times

ZAW

BEST WEAPON TO DO THE JOB
Projectile by itself will cover all Your Zaw's Elements + Blast Impact Puncture and Slash (DOES NOT CARRY OVER PLAGUE KIRPATHS VIRAL DAMAGE) Attack Speed = Projectile Speed
I go with this parts because
1 i like how they look
2 best balance between Impact Puncture Slash damage which is crucial for Profit-Taker

[Top Builds](#)[Tier List](#)[Player Sync](#)[New Build](#)

1ST GO TO HOK AND CHOOSE FORGE ZAW THEN CHOOSE YOUR PARTS CHECK PREVIEW GLIDED AND LOOK ON STATS COMPARED TO MY PARTS OR DIFFERENT PARTS SO YOU WONT MAKE [Bo] MK1

[Mewan]

(balanced Impact Puncture and Slash damage highest Critical Chance vs Attack Speed also best looking for me)

PLAGUE BOWKIN

(same as above)
Can be replaced with Kroostra EVENTUALLY Jayap

VARGEET II JAI

(DO NOT choose VARGET JAI II)
(same as above)
To throw projectile Double/Bullet Jump hold Aim/Block button and just attack with Your melee

Archgun

!!! [Ammo Chain] IS MUST HAVE ON ANY ARCHGUN SINCE MORE AMMO YOU HAVE SHORTER COOLDOWN WILL BE !!!

CORVAS

Literally 1hit weapon with 0 forma
BIG disadvantage its charge weapon and while it charge fast it will leave You in "push back" animation after shot

FLUTUS

I just like it
And its ok but not user friendly wide projectiles often hit wrong part of Profit-Taker dealing no damage

KUVA AYANGA

(best weapon but only at close range)
when Your far away You will shot more bullets than needed wasting time and Your cooldown capabilities

[Top Builds](#)[Tier List](#)[Player Sync](#)[New Build](#)

Vandal] just little slower

Can be done without 2 forma if you dont add [Magazine Extension] or [Charged Bullets]

Just want to note that Larkspur is only weapon in WHOLE guide that does not use Critical Chance and Critical Damage mods and still melts Profit-Taker

IMPERATOR VANDAL

Just best of the best from the best

MAUSOLON

JUST THE BEST Faster/better than [Imperator Vandal]

BEST ammo economy vs damage

But considering amount of grind you need to put in to get it I would consider it only if you already have it

Companion

SMETA KAVAT

For chance of in total 4x credits (including [Chroma]'s Effigy) [Pack Leader] mod alone heals Smeta if You do melee damage

But for ppl who dont care for credits and go there for fun or for Toroid

Here is Sentinel build i run with

CARRIER PRIME

Most basic stuff You can get on Sentinel

OPERATOR

- MAGUS VIGOR = increases Operator's max HP
- MAGUS REPAIR = while in Void Mode (press crouch button) heals warframe

FOCUS SCHOOLS

MADURAI


[Top Builds](#)
[Tier List](#)
[Player Sync](#)
[New Build](#)


NARAMON

[Surging Dash] = lets You dash more with Operator so You can cover more ground for pylons

VAZARIN

Protective Dash = heals any warframe if Void Dash'ed into it

ZENURIK

Energizing Dash = free energy for Your warframe (my personal choice)

AMP

- CANTIC PRISM

Long Range Shot for cycling Profit-Takers weaknesses (LMB)

- PHAHD SCAFFOLD

For dealing with pylons (secondary fire button)

- ANSPATHA BRACE

+20 Amp Energy Pool +15/s Energy Recharge Rate (copied that one from wiki)

(>.") > HAPPY HUNTING TENNO
< (" . <)

VIDEOS

Easiest equipment to acquire without Arcanes for doing Profit-Taker solo

- Acceltra - Pandero - Redeemer Prime - [Larkspur]
- WITHOUT ARCANE GRACE AND [Guardian]
- This should also work as a tutorial on how to do it without Exodia Contagion and prove its doable without big effort


[Top Builds](#)
[Tier List](#)
[Player Sync](#)
[New Build](#)


that makes it 5 min 20 sec run

Best equipment to do Profit-Taker solo without Rivens

- Vectis Prime - Padero - High Critical Chance Zaw with balanced Impact Puncture and Slash damage + Exodia Contagion - [\[Imperator Vandal\]](#)
- I gain control at 1:00 and lose it at 5:16 which makes it 4 min 16 sec run

Comparing run time with 4 different loadouts on Profit-Taker

- I just wanted to prove that only difference here is do u have Zaw+Exodia Contagion or not?
- When u have Exodia Contagion on Zaw run time is only determined by Your skill and RNG and if You lack one of them even Rivens wont help

MAGIC FIND OUR COMMUNITIES

SOCIAL MEDIA



SERVICES

[My Account](#) [Support](#)

RESOURCES

[About Us](#)

[Terms of Service](#)

[Privacy Policy](#)

[MMO-Champion](#)

[BlueTracker](#)

[HearthPwn](#)

[Minecraft Forum](#)

[Minecraft Station](#)

[Overframe](#)

[MTG Salvation](#)

[DiabloFans](#)



MOBAFIRE NETWORK

[MOBAFire.com](#)

[Teamfight Tactics](#)


[SMITEFire.com](#)

[Leaguespy.gg](#)

[WildRiftFire.com](#)

[DOTAFire.com](#)

OVERFRAME




Top Builds

Tier List

Player Sync

New Build



VaingloryFire.com

MMORPG.com

© 2024 MagicFind, Inc. All rights reserved.

