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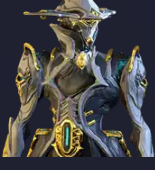**COPY**   👎   👍

Dual Surge Limbo | Rift Torrent Breach Surge DPS Solo Steel Path

by ninjase — last updated 4 months ago

🏅 3   🏆 0

Dance between realms with this golden rift walker. Featuring altered mod polarities for greater customization.

👍 375 VOTES   💬 14 COMMENTS

Minimum Range Defense protection

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2(

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"The Manipulator" - RANGE/MAX DURATION

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ITEM RANK	30
60 / 60	
OROKIN REACTOR	⊙
APPLY CONDITIONALS	⊙
ENERGY	265
HEALTH	370

OVERFRAME

Top Builds   **Tier List**   **Player Sync**   **New Build**

EFFICIENCY	100%
RANGE	100%
STRENGTH	100%
ARMOR	135
DAMAGE REDUCTION	31%
EFFECTIVE HIT POINTS	1,030

(Steel Path Tested) Min duration, FULL GUIDE

VOTE 72

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Top Builds   Tier List   Player Sync   New Build

GUIDE   **14 COMMENTS**   **LIMBO PRIME BUILDS**   **BUILDS BY N**

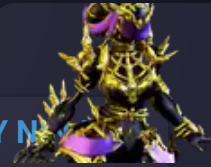# Dual Surge Limbo | Rift Torrent Breach Surge DPS Solo Steel Path

INTRODUCTION

This is a DPS [Limbo] build focused on buffing weapon damage with the [Rift Torrent] augment and combining this with Breach Surge to create 'double dipped' surge sparks which can do damage in the billions or even negative billions (due to integer overflow). This is possible because Breach Surge spark damage scale off your weapon damage which is multiplied by the [Rift Torrent] bonus, but each spark itself is also counted as a weapon, so it is multiplied by the [Rift Torrent] bonus a second time when it hits. In addition, [Limbo]'s stasis and cataclysm abilities allow you to get easy headshots in the absolute safety of the rift. If up against acolytes however, since stasis doesn't freeze them, you will have to use cataclysm + stasis to freeze other enemies allowing you to focus on the acolyte, magus lockdown to shut them down and rely on [Rift Torrent] to get the insane damage bonus to kill them quickly.

Update 2023
Breach Surge has been nerfed to be capped at 5 million damage BEFORE multipliers such as [Rift Torrent], Eclipse etc. This means you can still [Reach] hundreds of millions of damage, but will NOT hit damage cap any more as easily.

OLD Damage Calculations
For example, if you rift surge 50 enemies you can hit a [Rift Torrent] bonus of approximately 3000%, which is additive to your other +dmg sources like [Serration] and merciless arcanes (but multiplicative with galvanized overload mods on certain weapons like [Bubonico], [Quellor]), and equates to approximately 30x more damage. Applied twice means each breach surge spark actually receives a multiplier of 900x damage. Adding the breach surge multiplier of 4x makes this
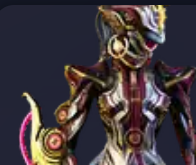
Thunderdome Khora | Steel Path Endurance Survival and Looting
Khora Prime guide by ninjase

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Octavia General Use | AFK Steel Path
Octavia Prime guide by ninjase

VOT
14!

`3 FORMA` `LONG GUIDE`

cap of 2.14 billion and can even become negative. Furthermore, surge sparks can headshot and are affected by headshot multipliers.

PLAYSTYLE

1. Activate stasis (and keep active at all times)
2. Cast cataclysm over a large group of enemies
3. Cast rift surge to gain [Rift Torrent] bonus. As the bubble shrinks, enemies near the edge that exit the bubble banish enemies around them, allowing to you damage enemies beyond the range of the bubble.
4. Cast breach surge and shoot an enemy in the glowing head
5. Let sparks fly and watch the damage happen

BUILD SPECIFICS

Duration
Positive duration is required so stasis, rift surge and cataclysm don't need to be recast so often.

Efficiency
Efficiency can be negative since we don't need to spam abilities, and [Limbo]'s passive also returns 10 energy for every enemy killed in the rift, meaning killing a room of 30 enemies returns 300 energy. This combined with arcane energize means you can sustain your energy as long as you get lots of kills, which is the whole point of the build. If you feel energy becomes an issue, you can drop [Augur Secrets] for [Streamline].

Range
High range is needed so rift surge and cataclysm covers a large amount of enemies and to give you the maximum bonus on [Rift Torrent]. Range is also beneficial for breach surge range.

Strength
Strength is the most important stat since it scales both the Breach Surge damage multiplier and [Rift Torrent] multiplier, the latter of which scales again into breach surge sparks, meaning strength essentially 'double dips' breach surge. At about 200% str, we hit approximately 4x breach surge multiplier and 60% [Rift Torrent] bonus for each enemy affected by rift surge.

Exilus
Power drift is optional to further boost power strength.
Other useful options are primed sure footed/handspring, cunnning drift for more range or speed drift for even more cast speed

Flexible slots
Rolling Guard - can drop for more range, strength or efficiency

Arcanes
Energize for energy
Consequence to jump around fast after headshots which are very easy against frozen enemies
Molt Augmented for more strength
Molt Efficiency for duration

Archon Shards
2 or more amber cast speed shards let you drop Natural Talent for stretch/[Augur Reach]
Place the remainder in duration.

HELMINTH

We have built specifically for Breach Surge due to the interaction with [Rift Torrent], but if you don't have this or don't need excessive amounts of damage, you can use something more useful like Ensnare, which can lock down acolytes (which are not affected by stasis) and will also draw enemies into the cataclysm and group them for quicker killing.

ARSENAL

You want heavy hitting single damage instance weapons to get the biggest breach surge sparks. Keep in mind you can DROP base damage mods like serration/steel on these builds for something more useful like fire rate etc since [Rift Torrent] is additive to bsae damage.
Good weapons for this include:

Glaives: Glaives are currently bugged in that Rift Torrent **DOUBLE DIPS** Glaive damage, so a 30x damage buff is actually 900x base damage when using thrown glaive.

- Xoris x12 influence: https://overframe.gg/build/325681/
- Xoris x2 spam: https://overframe.gg/build/618917/

Exodia Contagion: Rift torrent also **DOUBLE DIPS** the contagion projectiles, meaning another triple dip on breach surge

- Corrosive Dokhram Contagion build for Grineer/Corrupted/Infested: https://overframe.gg/build/241631/dokrahm/exodia-contagion-grineer/
- Toxin Dokhram Contagion build for Corpus: https://overframe.gg/build/241632/dokrahm/exodia-contagion-corpus/

Primaries:
- Kuva Chakkurr : https://overframe.gg/build/252600/
- Quellor Alt-fire : https://overframe.gg/build/268991/quellor/quellor-alt-fire-viral-slash-ib-insane-damage/

- Fulmin : https://overframe.gg/build/280573/fulmin/fulmin-viral-slash-internal-bleeding/

Secondaries:
- Tombfinger secondary (means you could also run residual arcanes and theorem demulcent) : https://overframe.gg/build/271450/tombfinger/tombfinger-viral-slash-hemorrhage/
- Catchmoon secondary : https://overframe.gg/build/272365/catchmoon/catchmoon-secondary-heat-viral-hemorrhage/
- Epitaph DPS: https://overframe.gg/build/228926/epitaph/epitaph-single-target-charged-shot-hemorrhage-viral-anti-grineer/

COMPANIONS
[Helios] is the best sentinel when not using an armor strip subsume. [Helios] can use [Vicious Bond] to give passive AOE armor strip as enemies get damaged by abilities and can also use [Seismic Bond] which gives a free 30% efficiency with near continuous uptime, which for some reason currently activates while Limbo uses stasis OR cataclysm. Helios Build: https://overframe.gg/build/542050/

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