

OVERFRAME

Top Builds

Tier List


Player Sync

New Build

ITEM

WARFRAME

FROST PRIME



Frost Prime – Steel Path | Umbral 51K HP Snowglobes | 15K EHP | Parasitic Armor

by ChangelingRain — last updated a year ago

6

0

Frost Prime has the same chilling abilities as Frost but provides unique mod polarities, allowing for greater customization.

COPY

ITEM RANK

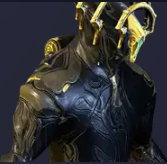
30

60 / 60

OROKIN REACTOR

APPLY CONDITIONALS

OTHER FROST PRIME BUILDS

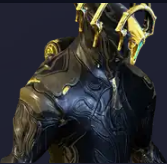


Surging Avalanche | 100% Armor Strip + Red Crit Breach Surge Frost (General Use/Circuit Endurance)

Frost Prime guide by ninjase

3 FORMA

LONG GUIDE




Umbral DEFENSE Frost (Hardcore Globe)

Frost Prime guide by noxazerrok

5 FORMA

SHORT GUIDE



Frost Prime – Steel Path | Umbral 51K HP Snowglobes | 15K EHP | Parasitic Armor

Frost Prime guide by ChangelingRain



Top Builds

Tier List

Player Sync

New Build

SPRINT SPEED 0.95

DURATION 100%

EFFICIENCY 100%

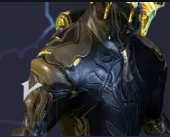
RANGE 100%

STRENGTH 100%

ARMOR 315

DAMAGE REDUCTION 51.2%

EFFECTIVE HIT POINTS 1,625

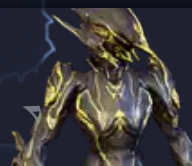


Frost Prime
| Nourish +
Icy
Overguards
+ Biting
Critical +
100%
Armor Strip
|
Endurance
Steel Path
Frost Prime
guide by
Glogikon

3 FORMA

LONG GUIDE

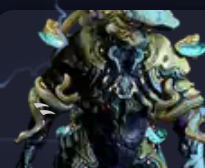
BUILDS BY CHANGELINGRAIN



Zephyr
Prime - Steel
Path |
Arbitrations
|
Invulnerable
| Infinite
Energy |
Weapon
Platform
Zephyr Prime
guide by
ChangelingRain

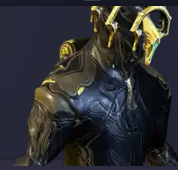
3 FORMA

LONG GUIDE



Lavos - Steel
Path |
Master
Transmuter's
Mecha-nical
Mayhem

LONG GUIDE



Frost Prime -
Steel Path |
Umbral 51K
HP
Snowglobes
| 15K EHP |
Parasitic
Armor

Frost Prime
guide by
ChangelingRain

6 FORMA

LONG GUIDE

GUIDE

16 COMMENTS

FROST PRIME BUILDS

BUILDS BY CHANGELINGRAIN

Frost Prime - Steel Path | Umbral 51K HP Snowglobes | 15K EHP | Parasitic Armor

This build both maximizes both Frost's brute survivability and the survivability of his Snowglobes. How? Parasitic Armor scales with both maximum shields and ability strength.

The end result being that casting Parasitic Armor, with nothing else affecting you, will put you at **3882** armor. With this much strength, that armor translates into Snowglobes with 51318 health *per cast*, before Arcane Guardian. It also gives *you personally* 14916 effective health, also before Arcane Guardian.

How-to/general gameplay loop:

- Cast **Parasitic Armor**(your 2) whenever it's not active - unlike some abilities, you can disable and reactivate it rather than waiting for it to run out.
- Cast **Snow Globe**(your 3) wherever you need it, to protect yourself or a defense target. Assuming you've used Parasitic Armor first, you can cast Snow Globe six times with your remaining 130 energy, for a total of 308K health of Snowglobes.
- If you misplace a Snowglobe, cast **Freeze**(your 1) on it to break it.
- Cast **Avalanche**(your 4) when near heavily-armored enemies to make them significantly more fragile.

Why this choice/other options:

- Replacing **Ice Wave** with **Parasitic Armor** - Provides a raw 3004 armor, making you and your Snowglobes much tankier.



Vizer
Predasite -
Tenna's
Mecha
Hound |
Necramech
Protector

Vizer
Predasite guide
by
ChangelingRain

3 FORMA

SHORT GUIDE

- **Chilling Globe** - Flex slot. Can be replaced with **Freeze Force**, **Icy Avalanche**, or forma'd to a different polarity for other options.
- **Fleeting Expertise** - Can be replaced with **Streamline** to make Parasitic Armor, Chilling Globe, a hypothetical Freeze Force, and Avalanche's freeze and armor reduction, all last longer.
- **Arcanes** - Swap if desired. Under normal use, you probably shouldn't be getting hit anyway, and thus **Arcane Grace** and **Arcane Guardian** are not, in truth, especially useful.


Tips and Tricks:

- Parasitic Armor is affected by both Ability Strength and Maximum Shield Capacity, which means a Hildryn using **Haven**, a sentinel with **Shield Charger**, or allies in your squad using **Power Donation** or **Growing Power** as auras will all affect Parasitic Armor's armor bonus.
- Note that Parasitic Armor is *unaffected* by your current shield capacity and overshields, and can be cast when entirely out of shields.

Recommended Archon Shards:

- **Maximum Energy Azure Shard**, to improve how many snowglobes you can quickly cast.
- **2x Maximum Shield Azure Shard**, to improve the return rate on armor for snowglobes.
- **2x Ability Strength Crimson Shard**, to improve the return rate on armor for snowglobes. Combined, these shards buff up the health-per-globe to 68k per cast, before Tauforging.
 - Note: Two Shield shards and two Strength shards provides the best combined return if using four shards to buff it on this build. If you add a fifth shard over additional Energy, add a third Strength shard.

OVERFRAME




Top Builds


Tier List


Player Sync


New Build



SOCIAL MEDIA







SERVICES

My Account

Support

RESOURCES

About Us

Terms of Service

Privacy Policy

MOBAFIRE NETWORK

MOBAFire.com

Leaguespy.gg

CounterStats.net

HeroesFire.com

VaingloryFire.com

MMORPG.com

WVVO-Champion

BlueTracker

HearthPwn


Minecraft Forum

Minecraft Station

Overframe

MTG Salvation

DiabloFans



© 2024 MagicFind, Inc. All rights reserved.

https://overframe.gg/build/197351/frost-prime/frost-prime-steel-path-umbral-51k-hp-snowglobes-15k-ehp-parasitic-armor/

5/5