





Alternative Casual tank version:

https://overframe.gg/build/428715/

Resonator, Pull, Airburst, Ensnare or Silence.

#### **UPDATE FEB 2024**

[Recrystalize] is a new augment that allows Crystalize to self propagate.

damage and the reduce the frequency of shield gating. Crowd control options include Breach Surge, Gloom, Shooting Gallery,

# SURVIVABILITY (IN ENDURANCE)

Survivability in endurance relies on a combination of juggling crowd control, shield gating and i-frames.

#### **Crowd Control**

Crowd control comes from radial blind of breach surge, stun from slash procs on 1, stagger in 8m on cast of 2, stun from heat/electric procs from 3, and slow from cold procs from 3 as well as the hard immobilisation from 4 to stop enemies from actually shooting you.

### **Shield Gating**

When you lose shields from max, you can gain about 1.4s of i-frames. Casting Breach Surge costs 78 shield which is converted to 148 shield giving about 1s i-frame. Casting Crystallize fully refills shield gate.

Top Builds

Tier List Player Sync

**New Build** 

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Protective Dash gives 4s of i-frames with NO cooldown, which is the ultimate backup tool for when [Rolling Guard] is on cooldown, you are facing eximus units that cannot be crowd controlled or you are out of energy to cast abilities. Vazarin is practically mandatory for a serious endurance run.

# **BUILD SPECIFICS**

#### **Duration**

Positive duration helps uptime of 3, 4 and shooting gallery.

## **Efficiency**

Low efficiency is possible due to [Equilibrium] energy generation and health orb production from 1.

#### Range

Range is required for the range of Fractured Blast, Prismatic Gem and [Muzzle Flash].

## Strength

Strength boosts the drop chance of health orbs and energy orbs from 1, significantly boosting energy generation. In addition strength increases the status chance/duration buff from 3.

#### Aura

Completely flexible.

- Enemy Radar helps with tracking enemy movements so you capitalize on casts of 1 and 4 to catch the most enemies.
- Combat Discipline helps with consistent loss of health so you can take always pick up health orbs to convert into energy through equilibrium (e.g if you dont have Synth Fiber or your pet dies). Having 2 active reduces max rank combat discipline damage to 1.
- Brief Respite allows shield gating without needing augur mods, or allows you to shield gate with 1

#### **Exilus**

Handspring interchangeable with Power Drift or Primed Sure footed if you own it.

## **Flexible Options**

Augur Reach - flexible slot if you feel you have enough range for 1,3,4

Top Builds

Tier List Pla

Player Sync

New Build

Primed Flow.

#### **Arcanes**

Eruption - hilarious map wide knockdown after every cast of 1 since you're bound to generate a few orbs. Gloom extends the duration of knockdown to ridiculous lengths.

Augmented - needed for strength boost for gloom slow. Vigor is an alternative option.

Avenger - can use with Combat Discipline to get flat crit bonus.

## **ARCHON SHARDS**

Armber Shards - 2 to 3 Cast speeds shards is basically mandatory to make Crystallize cast speed bearable, and even then you might want natural talent or madural power transfer to make it feel better.

Emerald Shards - 2 emerald shards with +max corrosive stacks can allow Prismatic Gem to apply corrosive stacks (via Archon Continuity), which allows it to full strip and prime enemies.

# HELMINTH

Basically any good crowd control could be used:

- Shooting Gallery with Muzzle Flash augment releases radial through wall blinds, and provides an 8x stealth multiplier to melee attacks, but does not work on Acolytes or Demolysts.
- Breach Surge blinds enemies withing line of sight, primes them for release sparks
- Gloom 95% slow affects all non-overguarded enemies, including Acolytes and Demolysts, but does NOT work on Overguarded
- Resonator shuts off all aggressive enemy AI, but does not affect acolytes, demolysts or overguard
- Silence shuts off enemy abilities including acolyte abilities (particularly malice and violence) and eximus abilities (particularly annoying Arson fireblasts and Leech zones)
- Grouping Airburst/Pull/Ensnare/Larva

# **ARSENAL**



**Top Builds** 

Tier List

Player Sync

**New Build** 

Sporothrix:

Phantasma: https://overframe.gg/build/374667/phantasmaprime/phantastic-phantasma-steel-path-face-melter-withvariant-options/

Phage: https://overframe.gg/build/252696/phage/shockingtentacles-electic-phage-dot-insane-single-target-dps/

Convectrix:

https://overframe.gg/build/413255/convectrix/convectrixefficient-beams-viral-slash/

Flux Rifle: https://overframe.gg/build/320500/flux-rifle/fluxrifle-slash-overdrive/

Vermisplicer:

https://overframe.gg/build/234078/vermisplicer/vermisplicerprimary-viral-slash-anti-grineer/

Kuva Nukor: https://overframe.gg/build/232817/kuva-

nukor/kuva-nukor-crit-heat-dps-anti-grineer/

Ocucor: https://overframe.gg/build/483134/ocucor/surging-

tendrils-ocucor-sentient-surge/

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