

OVERFRAME

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ITEM

WARFRAME

CITRINE



Blinding Gemstones | Steel Path Endurance Citrine

by ninjase — last updated 6 months ago

6

0

Gaze upon the Crystal Bastion. Citrine's crystalline might supports allies on the battlefield. Combat only enhances her fractal beauty.

56 VOTES

1 COMMENT

ITEM RANK

30

60 / 60

OROKIN REACTOR

APPLY CONDITIONALS

ENERGY

180

OTHER CITRINE BUILDS



Indestructible Diamond | Casual Tank and Support Citrine

Citrine guide by ninjase

4 FORMA

LONG GUIDE



Mecha Archon Citrine - SP Survival Nuke

Citrine guide by AlienBreakfast

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Citrine, A Gift From The Sun

Citrine guide by TheMooN85

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Blinding Gemstones | Steel Path Endurance Citrine

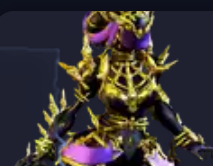
Citrine guide by ninjase

ARMOR	265
DAMAGE REDUCTION	46.9%
EFFECTIVE HIT POINTS	1,435

LONG GUIDE



LONG GUIDE



LONG GUIDE

Use |
AFK
Steel
Path

VOT

146

Octavia
Prime
guide by
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FORMALONG
GUIDE

GUIDE

1 COMMENT

CITRINE BUILDS

BUILDS BY NINJASE

Blinding Gemstones | Steel Path Endurance Citrine

Steel Path Endurance focused build relying on crowd control and shield gating. Radial crowd control is essential to prevent damage and the reduce the frequency of shield gating. Crowd control options include Breach Surge, Gloom, Shooting Gallery, Resonator, Pull, Airburst, Ensnare or Silence.

Alternative Casual tank version:

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

UPDATE FEB 2024

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

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.

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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

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 madurai 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


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Sporothrix :

Phantasma: <https://overframe.gg/build/374667/phantasma-prime/phantastic-phantasma-steel-path-face-melter-with-variant-options/>

Phage: <https://overframe.gg/build/252696/phage/shocking-tentacles-electic-phage-dot-insane-single-target-dps/>

Convectrix:

<https://overframe.gg/build/413255/convectrix/convectrix-efficient-beams-viral-slash/>

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

Vermisplicer:

<https://overframe.gg/build/234078/vermisplicer/vermisplicer-primary-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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