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Paralysing Strike Valkyr | Grouping and Eternal Hysteria

by ninjase — last updated a month ago

5

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A proud fighter emerges unscarred by time or malice. Featuring altered mod polarities allow for greater customization.

274 VOTES

15 COMMENTS

ITEM RANK

30

60 / 60

OROKIN REACTOR

APPLY CONDITIONALS

ENERGY

HEALTH

225

370

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OVERFRAME

Top Builds

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New Build

EFFICIENCY

100%

RANGE

100%

STRENGTH

100%

ARMOR

735

DAMAGE REDUCTION

71%

EFFECTIVE HIT POINTS

1,523

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The

Devouring

Void |

Raw Non-

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Laetum

(One-

shot Steel

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VALKYR PRIME BUILDS

BUILDS BY NINJASE

# Paralysing Strike Valkyr | Grouping and Eternal Hysteria

## INTRODUCTION

This build focuses on staying in Hysteria form at all times to be invulnerable to all damage and killing with her Exalted [Talons], grouping with [Prolonged Paralysis] (~20m range) and speeding up attack speed by approx 85% with permanent Warcry (due to [Eternal War]). Grouped enemies can be hit all at once with a single slide attack.

### Update Aug 2024

With the armor cap, armor strip is no longer as mandatory for [Talons] to oneshot and in fact, you can even use a passive companion primer to partially strip armor (e.g. via corrosive or heat status procs). Nourish can give both a boost to raw [Talons] damage and boost energy gained from all sources, including the major source via [Equilibrium] + [Synth Deconstruct]. Arcane Battery is optional but is able to give a ton of extra energy capacity. [Archon Flow] is slotted for the option of corrosive cold [Talons] and also conditional armor from warcry does not allow violet melee crit damage shard to work.

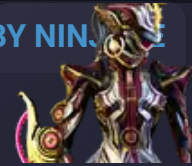
### Archon Shards

One to Two Cast speed shards helps speed up casting of Paralysis.

Rest into Tauforged Violet Melee Crit damage shards

## PLAYSTYLE

1. Activate hysteria and Warcry. Getting kills will prolong warcry basically indefinitely.
2. Tap 3 to group enemies with [Prolonged Paralysis]
3. OPTIONAL: Switch to primer (using switch weapon button or aim button) to prime enemies and switch back to melee (with quick melee button) and kill enemies



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General  
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AFK  
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Path

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Prime  
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VOT

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3  
FORMALONG  
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ground finishers (just tap melee on paralysed enemies) which deal MUCH more damage (6 x 2000% multiplier), but don't hit as many enemies or as quickly.

## BUILD SPECIFICS

### Duration

### Efficiency

### Range

High range with Overextended +/- [\[Stretch\]](#) is required to scale the range of [\[Prolonged Paralysis\]](#) to approximately 23.5m

### Strength

More strength boosts Nourish, Warcry speed boost (and armor which indirectly gives more energy via Arcane Battery) and Hysteria damage.

### Aura

- Corrosive Projection in a vacuum reduces armor by 18% which is equivalent to a 1.8x damage multiplier
- Steel charge is good for saving mod capacity/forma and provides a small boost to talons damage.
- Swift momentum is great for maintaining combo duration
- Growing power also slightly boosts talons damage and warcry speed boost
- [\[Enemy Radar\]](#) to improve positioning

### Exilus

Completely flexible:

Cunning Drift gives a bit more range

Primed sure footed is nice if you swap into a primer with AOE to prevent knockback e.g. epitaph/bubonico/cedo

Preparation is good for speedrunning missions so you start of at maximum energy

### Arcanes

Energize - helps maintain energy to stay in hysteria

Fury - boosts melee damage after crits, with will be super common

## HELMINTH OPTIONS



- Tharros Strike: works well since it has a short range but [Valkyr] is melee anyway, full strips both shields and armor in one cast with low strength threshold, works on acolytes and demolysts and is cheap to cast
- Pillage: radial but line of sight with huge range, requires alot of strength to full strip (400% without [Corrosive Projection] and 328% with), or multiple casts otherwise to strip. This also cleanses status and provides shields, both of which are kind of useless in Hysteria but does have some meme benefit to Paralysis which converts shields to damage.
- Terrify: radial AOE with large range and no line of sight, full strips at only 167% str (or 137% with [Corrosive Projection]) BUT makes enemies run away from you, meaning you need to chase them down to kill you. You can somewhat overcome a bit of this by using grouping [Prolonged Paralysis] but the range of terrify is much larger than paralysis (approx 35m vs 23m) so you will often end up scaring away more enemies than you can group.
- Fireblast: max strip is 75% so always requires two casts, but gives bonus heat proc for [Condition Overload] and knocks enemies down

### Silence

Against infested, you will want to use **Silence** to block ancient disruptors since they will take all your energy while you are in Hysteria. You may want to add more duration by replacing [Fleeting Expertise] with [Constitution]. This also prevents Violence from dispelling your warcy.

### Nourish

Nourish is another excellent subsume that provides bonus Viral damage to claws and significantly increases energy gain from orbs, basically acting as a replacement to arcane energize. You can drop [Streamline] for [Narrow Minded] in this case to prolong the uptime of Nourish.

## ARSENAL

### Valkyr Talons

See here for valkyr talons builds:

With armor/shield strip, run raw Viral for spin to win:

<https://overframe.gg/build/499828/valkyr-prime-talons/viral-talons-pure-slide-for-armor-strip/>

Without armor strip, run raw corrosive for Grineer/corrupted:

<https://overframe.gg/build/241532/valkyr-prime-talons/valkyr->



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### Gladiator Statstick

Valkyr also needs a pseudo 'stat-stick' to carry gladiator mods to further boost crit chance.

You can use ANY melee weapon you like as long as you put the three available gladiator mods on - [\[Gladiator Vice\]](#), [\[Gladiator Rush\]](#) and [\[Gladiator Might\]](#).

You will NOT be using this melee to attack or build combo, since [\[Valkyr Talons\]](#) cannot share the combo counter with your melee (it reduces to zero upon deactivation). The best weapon with mobility passive is [\[Praedos\]](#).

### Primer

A primary primer like [\[Cedo\]](#) or secondary primer such as [\[Kuva Nukor\]](#) and [\[Epitaph\]](#) are great for providing an outside source of status effects to boost condition overload on Talons as well as applying armor strip/viral status. You can then end up with between 5 to 9 elements affecting enemies, meaning talons damage can be boosted by between 400 to 720%. Here are two primer builds:

Kuva Nukor: <https://overframe.gg/build/235421/kuva-nukor/kuva-nukor-primer/>

Epitaph: <https://overframe.gg/build/235422/epitaph/epitaph-primer/>

### Companion

You can put [\[Seismic Bond\]](#) on any companion (ideally [\[Diriga\]](#) for priming and orb production) to give free 30% efficiency,

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