

ITEM

WARFRAME

CALIBAN

OTHER CALIBAN BUILDS



Tauforged Hybrid | Caliban General Use and SP Endurance

COPY



by [ninjase](#) — last updated 9 days ago (Patch 36.1)



5



247,690

The heir of twin kingdoms ascends. Biological and Sentient life meet in Caliban. An adept monarch, he offers crowd control and survivability. His creator had more than one world in mind.



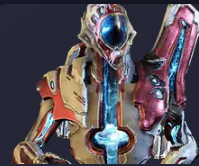
79 VOTES



15 COMMENTS



Corrosive Projection



Caliban REWORK - Long Mission Shield Tank [UPDATED FOR KOUMEI & THE FIVE FATES]

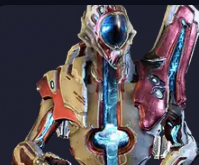
Caliban guide by [NoodleCup](#)

UPDATE 36.1

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LONG GUIDE

VO 2



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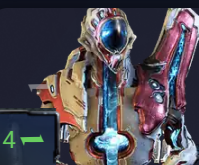
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King Caliban: Nourish, Stee Path/Endurar (Jade

OVERFRAME

Top Builds

Tier List

Player Sync

New Build

APPLY CONDITIONALS

ENERGY

HEALTH

SHIELD

SPRINT SPEED

DURATION

EFFICIENCY

RANGE

STRENGTH

ARMOR

DAMAGE REDUCTION

EFFECTIVE HIT POINTS

541

370

650

1.1

155%

45%

235%

183%

290

49.2%

1,594

Primed Sure Footed

Rolling Guard

Overextended

Primed Flow

Umbral Intensify

Blind Rage

Stretch

Primed Continuity

Caliban guide by LuxianGonff

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THE FORGOT FRAME | Caliban Easy Steel Path Build! by KnightmareF

Caliban guide by TheMooN85

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SHORT GUIDE

OS BY NINJASE

The Devouring Void | Raw Non-crit Laetum (One-shot Steel Path)

Laetum guide by ninjase

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The Lich King Revenant | General Use/Endurance Steel Path | Mesmer Tank



Arcane Steadfast



Arcane Aegis

[Reverant Prime guide by ninjase](#)

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GUIDE

15 COMMENTS

CALIBAN BUILDS

BUILDS BY NINJASE

Tauforged Hybrid | Caliban General Use and SP Endurance

General Use Caliban build for Starchart, Steel Path and SP Endurance.

PLAYSTYLE

NOTE: Invert tap/hold controls

1. Hold 3 until you select Summulysts, tap 1 to keep them active at all times. Summulysts will summon up to 6 Cholralysts which will draw aggro and restore your shields.
2. Cast 1 (Razor [\[Gyre\]](#)) frequently or whenever shields break to restore shields and also gain energy. Casting Razor [\[Gyre\]](#) is also a low energy way to trigger Arcane Steadfast, allowing free subsequent casts of Fusion Strike.
3. Cast Fusion Strike to create a 20+m zone that strips enemies as they enter the zone.
4. Use Sentient Wrath frequently to crowd control enemies and apply a damage vulnerability.

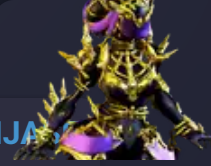
BUILD SPECIFICS

Duration

Positive duration is mainly suggested for the uptime of Lethal Progeny (around 1 minute) so you don't need to recast as often. Sentient Wrath and Fusion Strike have long enough base durations (sitting around 10-20s)

Efficiency

This is a flexible stat that you should tailor to your preferences and access arcanes and can be either negative at 45% (due to [\[Blind Rage\]](#)) or neutral at 100% (drop [\[Blind Rage\]](#)). Negative efficiency allows Razor [\[Gyre\]](#) to generate more overall energy



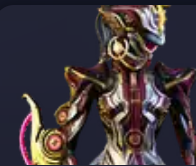
Thunderdome
Khora | Steel
Path
Endurance
Survival and
Looting

[Khora Prime guide by ninjase](#)

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3 FORMA

LONG GUIDE



Octavia
General
Use |
AFK
Steel
Path

[Octavia Prime guide by ninjase](#)

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VOT
15

energy gain of 156 energy after hitting 20 enemies (equivalent to another four casts of Razor [\[Gyre\]](#)). At 100% efficiency, Razor [\[Gyre\]](#) costs 25 energy and refunds 6.25 energy per enemy hit, meaning a net energy gain of 100 after hitting 20 enemies (also equivalent to four casts of Razor [\[Gyre\]](#)). Arcane Steadfast triggers frequently with spamming of 1, which then allows free casts of Fusion Strike and improves energy economy significantly. [\[Equilibrium\]](#) is optional for maximum backup energy restore. [\[Archon Stretch\]](#) is also optional for further passive energy generation with a companion such as [\[Diriga\]](#) or any sentinel with [\[Coolant Leak\]](#) and electric modded weapon.

Range

Range is one of [\[Caliban\]](#)'s most important stats as it affects all his abilities, particularly the range of Razor Gyre and therefore how many enemies you can hit per spin for shield/energy restoration, the range of Sentient Wrath, the shield [\[Regen\]](#) range of Lethal Progeny and the lingering strip zone of Fusion Strike. You can keep this between 145% to 235%+ depending on tile set and preference.

Strength

Strength is another of [\[Caliban\]](#)'s most important stats as it affects the amount of shield restored by 1 and 3, the damage vulnerability from Sentient Wrath and the strip of Fusion Strike, although you only need to hit 200% strength for full strip (or 164% with [\[Corrosive Projection\]](#)). Anything above the full strip threshold is good.

Aura

Flexible

[\[Corrosive Projection\]](#) to full strip with 4 under 200 str

[\[Growing Power\]](#) for more strength

Exilus

[\[Primed Sure Footed\]](#) for knockdown resistance

[\[Power Drift\]](#) for more strength

Nira's set for slam

Archon Shards

TWO Cast Shards are mandatory for cast speed of Fusion Strike

ONE to TWO Strength shards can allow you to hit 200% strength threshold and not rely on any conditionals e.g. drop

[\[Growing Power\]](#) and molt augmented

Rest are flex e.g. parkour

The subsume slot can be quite flexible depending on preference and usecase:

1. Razor [Gyre]: Since this gives energy and shields, you could replace this with Nourish which provides more energy and just shield gate with brief respite/augur mods instead
2. Sentient Wrath Sentient Wrath would slow down missions like Defense and Survival especially with a group and you may consider dropping this for grouping (e.g. airburst/coil horizon/pull/larva or Rest and [Rage] (for rage) in those situations.
3. Lethal Progeny is very good for aggro draw, shield recharge and passive tau status priming/dps but they do not scale much in level and start getting instantly oneshot by levelcap. You could consider dropping this if you don't want to constantly recast them in long endurance runs.
4. Fusion Strike is quite a high cost ability to strip enemies and armor is not as important these days since the armor cap, given that status effects such as corrosive and heat already partially strip armor. Applying 10 corrosive status via a weapon strips 80% armor which is effectively a 6x damage multiplier. Fusion Strike full strip is therefore only 1.6x damage increase on top of this and you could consider swapping this out.

Helminth Options:

1. Nourish: gives viral damage buff to weapons and Lethal Progeny, allowing your summons to apply viral status on attacks and on getting attacked, multiplies energy gained to sustain energy at 45% efficiency
- 2.

ARSENAL

[Caliban]'s abilities proc Tau status effect which increases status chance vulnerability, which is effectively a final multiplier to status DPS (i.e. 2x at 10 stacks).

This means status based weapons have the most synergy:

Primary:

Torid Incarnon (corrosive blast):

<https://overframe.gg/build/472389/>

Boar Incarnon (corrosive blast):

<https://overframe.gg/build/684178/>

Phantasma (viral elec or viral heat):

<https://overframe.gg/build/374667/>

Strun (viral slash, viral electric, corroblast):

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Sporothrix (viral slash): <https://overframe.gg/build/267473/>

Secondary:

Furis Incarnon (viral heat):

<https://overframe.gg/build/465709/>

Spectra Vandal (viral slash):

<https://overframe.gg/build/638360/>

Ocucor (viral heat): <https://overframe.gg/build/483134/>

Lex Prime Incarnon (viral slash):

<https://overframe.gg/build/468567/>

Kuva Nukor (viral heat): <https://overframe.gg/build/232817/>

Melee:

Glaive Prime: <https://overframe.gg/build/270712/>

Furax Wraith Incarnon (influence):

<https://overframe.gg/build/642135/>

Hate Incarnon (x12 tennokai):

<https://overframe.gg/build/494117/>

Praedos (influence): <https://overframe.gg/build/315105/>

Innodem (influence): <https://overframe.gg/build/328180/>

Xoris/Falcor (x12 permanent tennokai):

<https://overframe.gg/build/325681/>

Xoris/Falcor (x5 heavy spam):

<https://overframe.gg/build/618917/>

Arca Titron (x5 heavy slam):

<https://overframe.gg/build/601678/>

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MOBAFIRE NETWORK

MOBAFire.com

Teamfight Tactics

SMITEFire.com

Leaguespy.gg

WildRiftFire.com

DOTAFire.com

CounterStats.net

RuneterraFire.com

ArtifactFire.com

HeroesFire.com

VaingloryFire.com

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