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# Khora – Solo SP Interception, Defense, Excavation, Survival, and Resource Farming

COPY



by ChrisW — last updated 19 days ago



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A harmony of mistress and monster. The gilded huntress and her loyal Kavat, Venari, dominate the battlefield with their will.



281 VOTES

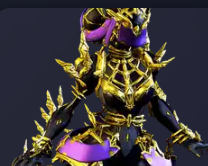


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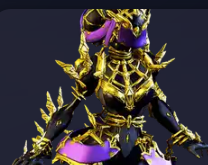


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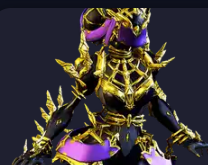


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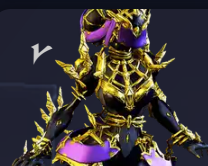
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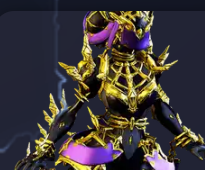
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HEALTH	465
SHIELD	465
SPRINT SPEED	1.05
DURATION	100%
EFFICIENCY	100%
RANGE	100%
STRENGTH	100%
ARMOR	345
DAMAGE REDUCTION	53.5%
EFFECTIVE HIT POINTS	1,620



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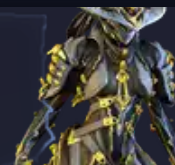
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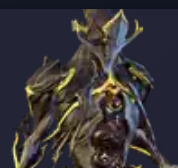
## Khora - Solo SP Interception, Defense, Excavation, Survival, and Resource Farming

### Why Use This Build?

- This build is mainly for easily soloing Steel Path missions including Interception, any kind of Defense or Mobile Defense, Excavation, Kuva Survival, Resource Farming, and Void Armageddon. Generally, this build is very reliable and does not rely on any one source of survivability.

### How to Use This Build

- Gameplay Loop:** This varies depending on the mission. Generally you will cast Dispensary and then set up a Strangledome. Use Ensnare or [Epitaph] to stun enemies to charge up Incarnons. Get 100 kills with a primary weapon to build permanent melee combo. Vazarin and Rolling Guard can be used in a pinch.
- In Interception, Strangledome prevents enemies from capturing and blocking the capture of a point. This build has plenty of range so you can cast Strangledome on a point to cap it, then do the same to another point. Break all Eximus Overguard shields and kill any Arbitration Drones then kill all leftover enemies not in a dome or use Ensnare on the other two capture points. Eventually, all the enemies will be stuck in the two Strangledomes or Ensnared so you can hop back and forth to recast while no other enemies spawn.
- Enemies will target other enemies that are stuck in the Strangledome. This is the primary method of protecting objectives. Radiation status from the Epitaph can also work.



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Farming  
Nekros  
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## Abilities

- Passive - Venari gives Khora a 15% speed boost affected by Ability Strength which works out to 6% on this build.
- (1) Whipclaw - This is your main way to kill groups of enemies. The attack will damage all enemies in the Strangledome if it hits one enemy affected by the Strangledome.
- (2) Ensnare - Excellent for grouping enemies together to charge Incarnons or incapacitate Steel Path Acolytes.
- (3) Dispensary - This makes solo Interception missions very easy and allows you to recast abilities all you want because of Equilibrium. This also helps stack up Arcane Blessing. This ability is replacing [\[Venari\]](#), which locks [\[Venari\]](#) into the Attack Posture, but you still get to keep [\[Venari\]](#). *Normally, [\[Venari\]](#) can be resummoned using this ability to skip the cooldown if [\[Venari\]](#) dies but can only be resummoned when the cooldown reaches 0 if the [\[Venari Bodyguard\]](#) Augment was activated. [\[Venari\]](#) passively disarms enemies on [\[Protect\]](#) posture, snares enemies on Attack posture, and heals allies and objectives on Heal posture. You can command [\[Venari\]](#) to do these by activating the ability when that posture is active. Enemies must not be in the reticle when Heal posture is activated for [\[Venari\]](#) to heal [\[Khora\]](#) on command and will passively heal [\[Khora\]](#) when nearby. You can mark [\[Venari\]](#) with a waypoint on Heal posture to make Venari stay still. This can be useful to keep Venari protected in a Strangledome.*
- (4) Strangledome - With [\[Pilfering Strangledome\]](#), [\[Khora\]](#) becomes one of the best resource farmers available and is able to get two Kuva Catalysts or Power Cells from one enemy and more air in survival. Enemies with Overguard will still shoot at enemies stuck in the Strangledome.

## Mods

- Aura - [\[Khora\]](#)'s abilities don't give any damage bonuses which makes Corrosive Projection good. I use Swift Momentum for the Combo Duration. Physique is decent and doesn't require a Forma.
- Primed Sure Footed - Required for using Epitaph
- Primed Continuity - Duration is really only for Strangledome.
- Primed Flow - Helps take advantage of Dispensary and Equilibrium. This also gets you above the 500 Energy threshold for the Violet Archon Shards for Melee Critical Damage.

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- Overextended - Range
- Pilfering Strangledome - This allows additional loot to drop from enemies within range of Strangledome.
- Accumulating Whipclaw - This allows Whipclaw to scale very well without Ability Strength.
- Rolling Guard - [\[Vitality\]](#) is a decent choice here too but only gives 465 Health compared to 1200 from Arcane Blessing, but I prefer this for the status cleanse.

## Arcanes

- Molt Efficiency - Your shields should usually be up and Ability Duration is hard to get elsewhere.
- Arcane Blessing - This works well with Dispensary and Pilfering Strangledome giving lots of Health Orbs. The reason this is used, is because of Melee Fortification on the Ceramic Dagger.
- Magus Elevate - Healing
- Magus Lockdown - Provides good survivability and can hold targets in place.

## Archon Shards

- 1 Tau Parkour Velocity
- 1 Tau Casting Speed
- 3 Tau Melee Critical Damage. This gives 225% additional Melee Critical Damage for Whipclaw.

## Focus Schools

- Vazarin is used most of the time for added survivability with Guardian Break and Protective Sling but the real strength of Vazarin is the instant revives and for healing various objectives.
- Naramon is decent and allows you to use [\[Steel Charge\]](#), but isn't worth using if you have the [\[Ceramic Dagger\]](#) Incarnon Genesis which will allow you to maintain 6x Combo Multiplier indefinitely. I use Secondary Dexterity and Swift Momentum which provides plenty of Melee Combo Duration anyway.

## Weapons

- I prefer [\[Latron\]](#) Incarnon as a primary to kill high level Eximus, pop Nullifiers, and get to 100 kills quickly. I use Magnetic on it to help with Overguard.



Radiation status effect. This is an excellent tool for staying alive. Viral allows an increase in damage against health and synergizes with Whipclaw's Slash Status. This is also a good weapon to use Secondary Dexterity because you won't be using this to deal damage.

- I use [\[Ceramic Dagger\]](#) Incarnon as a stat stick for Slash. The main use is to maintain 6x Combo Multiplier that doesn't decay by getting 100 primary kills. The Evolutions are Gun and Blade, Adept Reflexes, and Absolute Valor. I recommend using Melee Fortification. At a relatively low kpm of just 60, you will have about 90% damage reduction on average giving you about 17,000 EHP without shields and more if you maintain more kills.
- The [\[Magistar\]](#) Incarnon (Not Sancti) is another option that adds base Critical Chance and Critical Damage which is a slight damage increase over the Ceramic Dagger unless you have a Riven.

## Companions

- I use this [Panzer Vulpaphyla](#) build which provides a lot of utility.
- This [Venari Build](#) allows you some additional utility.

## Appendix

- Whipclaw will not activate Dexterity Arcanes.
- Lycanth's [\[Hunt\]](#) or Fractured Blast aren't bad options over Dispensary but they don't make any missions substantially easier like Dispensary does with Interception.
- [\[Venari Bodyguard\]](#) is now 100% useless. It used to be an option because you would use a Smeeta for loot, but now you can use a Vulpaphyla Martyr Symbiosis and Resourceful Retriever and you get some extra stuff like Viral Quills.
- The duration of Venari Bodyguard is not affected by Ability Duration.
- Tek Assault will save Venari normally, but not if Venari Bodyguard is activated.
- Only 2 Strangledomes can be active at once but they can be placed on top of each other to hold more enemies (26 each); this can be useful in interception or some types of defense objective.
- The [\[Ceramic Dagger\]](#)'s 6x Combo Multiplier is only reset during host migration or if you die. Going downed and being

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which reduces slash weighting, so I don't recommend it. Melee Retaliation isn't a significant amount of damage because it adds to Accumulating Whipclaw.

- The total Combo Duration of this build is +5s by default, +6s from Aura, and +7.5s from Secondary Dexterity for a total of 18.5 seconds. This is plenty to maintain 12x Combo (3.75x Damage) relatively easily, but you will drop to 6x Combo (2.25x Damage) if the duration runs out.

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