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r/Warframe • 1 yr. ago

ScheidNation21



Does anyone else think the amber archon shard should change its parkour velocity to efficiency?

[Discussion](#)

The amber shards are all about utility/quality of life changes for your warframe. More effectiveness on both health and energy orbs, more energy on spawn and casting speed. All of which are great and can synergize with pretty much anything.

Then there's parkour velocity. "Hey you can bullet jump and roll slightly further. That's it". Like does anyone actually even use that buff over the other 14 vastly better choices? (or 4 if your just including amber)

So my recommendation would be replacing 15% parkour velocity with 5% efficiency (then either 7.5% or 10% for a tauforged). That way it's an actual quality of life change and fits more into the rest of the buffs



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23



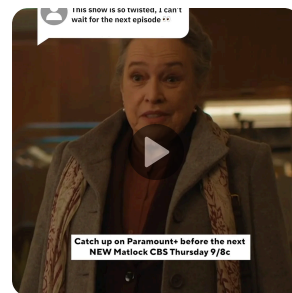
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decitronal • 1y ago •

Parkour velocity buffs are like drugs - when you get a taste of them, you can never go back. At least, that's how it feels to me. Every Warframe feels so insanely slow if I don't use the Praedos or slot in +parkour speed shards.

If we needed to nuke one of the yellow shard's options for +eff I'd say goodbye to health orb effectiveness instead

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Hell yeah. My Valkyr has Swing Line and two tauforged amber shards, +66.5% parkour velocity. I am a ballistic projectile, a heat-seeking blender-missile. 🤖👍

↑ 4 ↓ ...

⊕ 1 more reply



Pumpkns • 1y ago •

Yeah, I'd say the only use of 'extra effectiveness on hp orbs' is probably for Equilibrium builds to get some extra energy, but at that point, 'extra effectiveness on energy orbs' would probably be better.

↑ 3 ↓ ...

⊕ 3 more replies



ScheidNation21 [OP](#) • 1y ago •

Huh. I guess getting extra 60 health or so isn't that useful in steel path. Fair point

↑ 2 ↓ ...

⊕ 1 more reply



Prime262 • 1y ago • Edited 1y ago •

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Efficiency is a weird stat. we rarely get new sources of efficiency. .. but not because efficiency is dangerous like range. more because efficiency is just a smaller part of "Energy Economy" Duration is also mostly just a function of energy economy but duration has some legitimate benefits in convenience as well as scaling weirdly for certain abilities. being Pseudo-range for pillage and molecular prime and just. .straight up functioning as Strength for null star.

"energy Economy" factors for ability cost, how often an ability is cast, and your energy income. better efficiency/duration, less income required. more income acquired, less efficiency needed.

your goal when building should always be to generate only slightly more energy than you need. otherwise your wasting investment in energy gen/efficiency and could be spending those resources on something else. more range, more tanking, bigger radar.

energy max is also a function of energy economy and features more when your energy gen is more Bursty than E/t (energize is very bursty)

that's all an aside though. . .so why not efficiency? well because Energy orb multi. is already a stat. and more energy is functionally the same thing as efficiency.

think about this.

+50% energy orb efficiency is an extra 12 energy per small orb and 25 energy per large orb (yes there are 2 types, the latter is mostly from killing eximus)

5% efficiency gets you:

1.75 energy/cast on 25 cost abilities

2.5 energy/cast on 50 cost abilities

3.75 energy/cast on 75 cost abilities

that is Preposterously marginal.

"would you prefer to gain x1.5 energy or spend x.95 energy?"

even considering the extra value of efficiency for cost/time abilities, its still too marginal.

and on top of all of that. . . .efficiency is often a dump-stat anyway for gritty Shield gen purposes and also because its very easy to generate so much energy the whole concept of mathing it out goes out the window. and no, im not talking about energize. energize sucks. energize is only equal to 10e/second, which is very easy to outdo with equilibrium, nourish, archon shards, and frame specific means.

Parkour Velocity on the other hand does have. . well its hard too pin down a mathematical value for it. some people like to go fast . i personally don't enjoy fucking up my muscle memory but for capture/ext/spy specific warframes where go fast is the main deal, parkour velocity has a purpose.

↑ 16 ↓ ...

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What. Not. Parkour velocity is perfectly fine, I use it all the time. If anything that shard should be put onto the red shard since it might as well have three dead 'benefits' if you're not playing Baruuk or Mesa.

↑ 13 ↓ ...



DrMcSex • 1y ago •

They don't tell you this on your first archon hunt, but parkour velocity is the second best stat on any archon shard behind cast speed. You will be absolutely *starved* for amber shards once you start using a little bit of parkour velocity, because suddenly you can't go back to base move speed. It feels like walking through molasses without a praedos and minimum two parkour speed shards on.

⊖ ↑ 11 ↓ ...



ScheidNation21 [OP](#) • 1y ago •

Damn, I'm surprised how many people are vouching for it. Never judge a book by its cover 😂

↑ 1 ↓ ...

⊕ 2 more replies



Super_Aggro_Crag • 1y ago •

parkour velocity is literally my favorite shard bonus.

↑ 4 ↓ ...



AppleJewsy • 1y ago •

I use it on my main, have no need for efficiency but am really enjoying flying around the map.

↑ 1 ↓ ...

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amber archon shards anyone?

19 comments

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fused archon shards changing what they do every day is beyond unacceptable

239 upvotes · 161 comments

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What are the best archon shards to put on ember

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ARCHON SHARDS: +100% Health Orb Efficiency doesn't work for Equilibrium.

3 comments



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New archon shards, are they worth it?



1.9K upvotes · 578 comments



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! SPOILER

archon shards for the people interested



1.1K upvotes · 373 comments



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Amber Archon Shard's +100% Effectiveness on Health Orbs does NOT give more energy with Equilibrium



444 upvotes · 48 comments



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In your opinion, what is the least useful basic archon shard?

54 comments



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Q: If you could insert 5 x Tauforged Amber Archon Shards into ANY Warframe, Who are you choosing and Why? - - - [187.5% Casting Speed btw]



1.2K upvotes · 359 comments



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Tauforged Archon Shard Pity System Update

780 upvotes · 200 comments



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Can someone explain what archon shards are and their uses



13 comments

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1.5K upvotes · 229 comments



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Understanding Archon Shards

3 upvotes · 10 comments



r/badredman

Should damage be lowered in elden ring pvp?

16 upvotes · 20 comments



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Amber archon shards and dex pixia?

2 upvotes · 4 comments



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Amber Archon Shard Uses?

16 comments



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Noob Question About Archon Shards and Energy Orbs

5 comments



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amber casting speed shards

1 upvote · 7 comments



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This is what it costs to max the bonus of EVERY kuva/tenet weapon

724 upvotes · 109 comments



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Those that open their prime resurgence / vaulted relics , thank you .

1K upvotes · 219 comments



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Did anyone else notice that all of the coda weapons are fully-infested, not mutalist/mutations?

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Ways to improve my Sandy/Blades build?

16 upvotes · 22 comments



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There should be a new input like /unstuck to force kill your Warframe.

1.9K upvotes · 122 comments



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All what you need to know about the heavy attack Syam, the highest KPM melee weapon in warframe.

546 upvotes · 260 comments



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Is spawn chasing the meta now?

604 upvotes · 374 comments

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