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OTHER OCTAVIA PRIME BUILDS



Primed Maestra of the Battlefield

by THeMooN85 — last updated 10 months ago

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Strike up a symphony of destruction with the mistress of music, Octavia, in her grandest and most spectacular form. Featuring altered mod polarities for greater customization.

COPY

1193 VOTES

55 COMMENTS

ITEM RANK30

60 / 60

OROKIN REACTOR

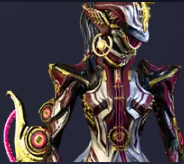
APPLY CONDITIONALS

ENERGY265

HEALTH370

SHIELD370

SPRINT SPEED1.05




Octavia General Use | AFK Steel Path

Octavia Prime guide by ninjase

3 FORMA

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VOTES156



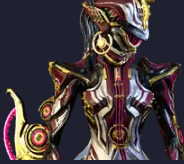
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Octavia Prime guide by THeMooN85

1 FORMA

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VOTES1



Octavia Prime Endless Build +9999 Level 600 Min Record on Steel Path UPDATED WITH MANDACHOI SONG

Octavia Prime guide by K-Pax

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1,061

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The Last Living Bastion

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GUIDE

GUIDE

55 COMMENTS

OCTAVIA PRIME BUILDS

BUILDS BY THEMOON85

Primed Maestra of the Battlefield

Hello there,

Also, check my newest **LEVEL CAP** build:

IT'S OVER 9000!!! LEVEL CAP / Endless/Endurance Easy Steel Path Build.

[Octavia] is a caster Warframe who **doesn't need to use even a single weapon** to kill. Her skills do the job for her. All she has to do is "**stay invisible**" and "**cast abilities**".

Playstyle:

Just **stay invisible** and **cast abilities**. Collect loot and watch out for stray bullets.

Passive:

- Casting any ability will inspire [Octavia] and nearby allies with her music, granting the **Inspiration** buff that replenishes **1** energy per second for **30** seconds. Allies within **15** meters will receive the Inspiration buff.

Aura:

Pick whatever the hell You want. It doesn't really matter, I might suggest Aura Forma, so You can change them, when needed.

- **Corrosive Projection**, probably the best Aura for default polarity.
- **Enemy Radar**, for QoL.
- **Growing Power**, because I want all the power I can get.
- **Mecha Empowered**, if You are going to use full Mecha Set Mod.
- **Sprint Boost**, "gotta go fast".
- **[Swift Momentum]**, for Heavy Attack melees and Combo Duration (work best with **Arcane Dexterity** on Primary and Secondary).

Exilus:

- **NONE** - You don't really need anything out there... or if You don't like being knocked down like me... **Primed Sure Footed**.

Mods & Stats:

- More than doubled **Strength**, so You can hit hard. You don't even need to strip armor... let others do this for You.
- Doubled **Range**, so **Mallet** can do its job, and You can "peacefully" collect drop.
- More than doubled **Duration**, so all Your skills last as long as they can (longer Duration means better Efficiency).
- Lowered to the bottom **Efficiency**, because You got Duration. If You got a problem with an Energy Pool, there are plenty of ways to fill it.
- **Nourish!** More Damage, even more Viral Damage, Damage Increase and Energy Multiplier!!! This skill is so powerful now :D

Arcanes:

- **Energize**: Energy replenish on Energy Orb pickup, 15s cooldown.
- **Eruption**: knockdown on Energy Orb pickup.
- **Avenger**: flat +45% Critical Chance for 12s, on Damaged (work great with **Combat Discipline** Aura).
- **Molt Augmented**: up to +60% Strength on kill.
- **Molt Efficiency**: up to 36% Duration over a period of time while Shields are active.


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- **Crimson Archon Shards** (RED): +10% (+15%) Ability Strength or +10% (+15%) Ability Duration.
- **Amber Archon Shards** (YELLOW): literally any, +25% (+37.5%) Casting Speed is always welcome.
- **Azure Archon Shards** (BLUE): none.

Focus School:

- **Zenurik** for Energy Replenish.
- **Madurai** for its **Power Transfer** and **Sling Strength**.
- **Vazarin** for its **Void Snare** and **Protective Sling**.

Any other Focus School for whatever reason you want to achieve.

Pact with the Devil (Helminth):

- Keep **Resonator**: can pick up **Mallet**, can roll all over map, will take every agro on itself. **WARNING**: Resonator is kind of following You, can respawn literally on You, making You the target of any bullet/attack.
- **Breach Surge**: Damage Multiplier, Blind, Sparks.
- **Dispensary**: Health Orbs, Energy Orbs, Universal Ammo.
- **Eclipse**: Damage Bonus, Damage Reduction.
- **Fire Blast**: Armor strip.
- **Nourish**: Energy Efficiency Multiplier, Damage Bonus.
- **Pillage**: Shield/Armor strip, Shield replenish, cleans any negative Status Effect.
- **Rest & Rage**: - IMPORTANT - Use **Energy Emissive Primary Color** responding for **Day Form** - Damage Multiplier.
- **Roar**: Damage Bonus.
- **Sentient Wrath**: Damage Multiplier.
- **Sickening Pulse**: many Status Effects at once.
- **Tharros Strike**: Shield/Armor strip, Health replenish.

Loadout:

- Weapons? What weapons? You are not going to use then, unless You find something as StatStick to buff Your skills.
- Literally any weapon You like, Status Sprayers are always welcome, Cephalon Suda Syndicate weapons can help You with maintaining Energy Pool.
- **Companion**: **Your devoted servant** - kavat that will serve You in many ways.

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[Octavia] is very different from other Warframes, she can easily cheese the entire game without sweat, without shoot any bullet, without swing any melee. All You have to do is cast her abilities.

Enjoy!
THeMooN85

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