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r/Warframe • 4 yr. ago

rizzo891



Question for fellow octavia players with the helminth

Question/Request

What skill do you put on her? Tried dispensary but isn't necessary cause I use zenurik, larva but just never needed it, and right now I'm running flame walk just for lawls speed (I also thought it gave immunity to status effects? Apparently I was mistaken so deff don't want it now)

I've been thinking pillage but unfortunately I'm nowhere near acquiring hildryn, as I hate doing fortuna.

Any help would be appreciated, I have no problem farming up a frame to subsume, currently in subsiding rhino for roar to use on other frames but after that idk who to do next.

Current subsumed frames Nidus Protea Nezha Khora (honestly regret subsuming this one. What a dumb ability to give)



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Octavia.

- Metronome grants Invisibility. Having more than one type of Invisibility does nothing.
- Metronome also grants Armor/Multishot/Movement Speed/Melee Damage buffs; These stack *additively* with buffs of the same type. You will get diminishing returns on any ability that also grants one of those buffs. However, they are relatively small (30%/60% buff @ 100/200 strength), so stacking them is not awful but not great either.
- Eclipse/Roar/Xata's Whisper can only replace Amp. Amp doubles the range *and* damage of your Mallet, very unlikely that you'll want to replace it.
- There are two main builds for Octavia; They are High Duration/Range with average Strength, and High Duration/Range/Strength with negative Efficiency. Notably the negative Efficiency build does not have any free mod slots, so you can't really make room for any augments on it. The other build doesn't really have Strength, so any ability that needs higher strength can't be used on it.
- Octavia's kit notably lacks Armor Stripping potential.
- Octavia's survivability is purely based on Invisibility and Shield Gating, you generally don't run any survivability mods on her. Anything that can reset the Shield Gate/Heal Health/Remove Status can greatly reduce deaths from getting randomly hit while Invis.

Good Abilities to use with her kit:

- **Hildryn's Pillage:** AoE armor strip (25%/50% @ 100/200 Strength), shield gate reset, *and* status immunity. This is pretty much the best ability for high end content. Works much better on a higher strength build for extra armor strip.
- **Ember's Fire Blast:** This is pretty much a budget version of Pillage, Higher Armor strip for less Strength (75% @ 100 Strength), but you have to use augments to get either self healing or status immunity.
- **Equinox's Rage:** Enemies moving faster *and* attacking faster makes Mallet very happy. You do need to use the augment for this one though.

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DickRhino • 4y ago •

Equinox's **Rest & Rage** is a decent pick, specifically the Rage version. Since you're invisible and enemies kill themselves on your Mallet, it's honestly only a positive that enemies get increased movement speed so that they'll get to you faster, and subsequently die faster. Octavia already builds for a ton of Duration and a decent amount of Strength, which is what Rage wants anyway. And with the augment, enraged enemies will spread the effect automatically to nearby enemies as well.

↑ 7 ↓ ...

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Panserschreck • 4y ago •

roar or empower

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134 is my routine (have long duration to save my finger doing the teabag), resonator is a perty good CC in hairy moment...normal octavia already the king of long endurance run up to 9999 level cap..no need to subsume anything.

1 ...

2 more replies



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Why is Octavia good?

12 upvotes · 40 comments



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Which subsumed ability is best for my Octavia?

15 comments



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Octavia Helminth Ability Choice

11 comments



r/Genshin_Impact

Damage Simulation For Diluc : Wolf's Gravestone vs Skyward Pride vs Serpent Spine vs Prototype Archaic

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I found the best subsume ability for Octavia.

6 comments



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Are we still calling Octavia OP in current Warframe?

30 comments



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What subsume would you replace Octavias resonator with?

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I just got Octavia prime, how do i build her?

13 comments



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What is a good Helminth ability for Octavia prime?

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Octavia Build Advice

11 comments



r/rimeofthefrostmaiden



SPOILER

Seeking some advice on the fire damage problem. (Spoilers)

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What do you subsume off Octavia for optional abilities?

1 upvote · 9 comments



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r/ESObuilds

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Who to pick? I don't have any of them yet



1.2K upvotes · 423 comments



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I have 5 spare tau yellow shards and I'd like to make the spammiest caster possible

440 upvotes · 249 comments



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Anyone else go full circle with their companion's post rework 2?

261 upvotes · 124 comments



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Octavia Prime

2 upvotes · 9 comments



r/Grimdawn

Dual Wield Dagallon Purifier - Build is strong but not quite strong enough, suggestions?

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What is the best helminth ability for octavia?

16 comments



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