

OVERFRAME

Top Builds


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ITEMWARFRAMEKOUMEI

OTHER KOUMEI BUILDS



Threads of Fate | Koumei General Use and Steel Path Endurance

by ninjase — last updated 6 days ago

3

0

Test your luck with the dice-maiden. Koumei weaves fate to unleash damage and ensure her survival. To the virtuous, she is an oracle. To the wicked, a perilous game of chance.

36 VOTES

5 COMMENTS

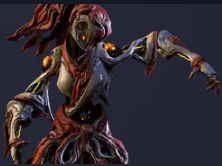
ITEM RANK

30

60 / 60

OROKIN REACTOR

APPLY CONDITIONALS




Threads of Fate | Koumei General Use and Steel Path Endurance

Koumei guide by ninjase

3 FORMA

LONG GUIDE

VOTE 3




Koumei Final Boss | Absolute Unit. | Armor Strip | CC + Status Nuking | Energy Sustain

Koumei guide by HairlessPersian

6 FORMA

LONG GUIDE

VOTE 3



Koumei's 1 and 2 are good actually.

Koumei guide by 卐. | 尺口 卅 | ㄅ

4 FORMA

MEDIUM GUIDE

VOTE 3

https://overframe.gg/build/759309/koumei/threads-of-fate-koumei-general-use-and-steel-path-endurance/

1/9

SHORT GUIDE

LONG
GUIDE

LONG GUIDE

Forma
Endurance
Survival and
Looting

Khora Prime
guide by ninjase

3 FORMA

LONG GUIDE

GUIDE

5 COMMENTS

KOUMEI BUILDS

BUILDS BY NINJASE

Threads of Fate | Koumei General Use and Steel Path Endurance

[Koumei] is a frame that is slightly geared toward endurance as it takes a while to accumulate sufficient decrees via Omikuji before you feel like are getting a significant benefit to gameplay. If you want to run quick missions then you may not be bothered using Omikuji at all. [Koumei]'s decrees are also slightly weighted toward a melee focus due to the number of melee decrees while her Kumihimo and Bunraku abilities produce lots of status effects that work well with [Condition Overload] on melees and similar mods on guns (e.g. [Galvanized Aptitude]). Just note there are number of weapons that do NOT really benefit from such effects (e.g. Melee Slam, Glaives, AOE guns, several incarnons).

PLAYSTYLE

1. Keep 3 (Omamori) active at all times as this has a 50% chance to block damage. If you roll a triple 6 you will have a 100% chance to [Negate] all damage which is effectively immortality until all current charms are consumed.
2. Press 2 and perform a challenge to unlock a decree. You will want to keep some utility weapons to help with certain decrees e.g. ([Scourge] for headshots, [Cedo] for elemental kills)
3. Constantly tap 1 to shield gate and apply status effects. This is the only ability that can consistently be spammed for shield gating.
4. Press 4 whenever on cooldown and enemies are present. This will lock down a group of enemies and apply many statuses.

STAT BREAKDOWN



Octavia
General
Use |
AFK
Steel
Path

Octavia
Prime
guide by
ninjase

VOT

160

3
FORMA

LONG
GUIDE

EFFICIENCY

High efficiency lets you cast 1 and 4 on demand for shield gating and priming without needing significant energy investment (e.g. [\[Flow\]](#), [\[Equilibrium\]](#), energize etc), which only gets better once you get energy economy decrees e.g. Bounce Back, Morale Boost, Envious Economy.

RANGE

Range is only needed for 1 and 4, but both have extremely high base ranges. Only 160 range is required to cap the number of threads from 1, but we want to run [\[Augur Reach\]](#) for the shield generation.

STRENGTH

Boosts the passive status damage of 1 and 4, but is completely optional to invest in.

AURA

Completely flexible

- Swift momentum gives extra wind up and combo duration
- Growing power fits the default polarity and gives strength
- Brief respite for shield gating
- Steel Charge for more capacity and minor melee damage

ARCANES

Completely flexible

- Arcane aegis is optional and gives additional passive survivability but based on RNG (which almost fits her theme). **NOTE** ANY Rank arcane aegis is fine e.g. Rank 0.
- Molt augmented for strength
- Arcane strike/fury to boost melee
- Arcane precision to boost pistols

ARCHON SHARDS

At least TWO or THREE Amber Cast Speed shards would be recommended to make casting Bunraku feel nicer. Rest are flex and can go into Azure Energy Max or Violet Melee Crit Damage shards (will require [\[Primed Flow\]](#))

SURVIVABILITY

Shield Gating for Endurance (up to level 9999)

Since many of [\[Koumei\]](#)'s abilities do not really require stats we

rolling the Envious Economy decree which causes certain ability casts to cost 0 energy, which means [\[Brief Respite\]](#) and Augur Mod shield generation will not work consistent. As an alternative, [\[Fast Deflection\]](#) with [\[Vigilante Vigor\]](#) reduces the shield gate recharge delay to a very short time (approximately 1.5s), meaning after a full shield gate of 1.33s, there is approximately 0.2s delay before you regenerate again.

Note: [\[Catalyzing Shields\]](#) currently gives max 1.33s shield gate after losing ANY amount of shield, despite not generating max shield capacity. For example regaining 3 shield via casting her 1 with Augur Reach or 1 shield via Fast Deflection/Vigilante Vigor (which occurs 1.5s of not taking damage) gives a full 1.33s i-frame upon breaking. If this is ever patched you can simply add Brief Respite in the aura and more augur mods on pistol/sentinel weapon, and also swap [\[Fleeting Expertise\]](#) for [\[Streamline\]](#) or [\[Equilibrium\]](#). [\[Natural Talent\]](#) is flexible over [\[Augur Reach\]](#), [\[Catalyzing Shields\]](#) or the shield recharge mods, especially if you don't have multiple cast speed archon shards as the cast speed of 4 is very slow.

Arcane Aegis is RNG but when it triggers it gives you 12s of basic immortality.

Rolling Guard clears harmful statuses and gives additional i-frames on demand.

Health Tanking for Casual (up to level 500)

Since you have so many free slots you can also run multiple mods to health tank i.e. swap [\[Fast Deflection\]](#), [\[Vigilante Vigor\]](#), [\[Rolling Guard\]](#) and [\[Catalyzing Shields\]](#) for [\[Health Conversion\]](#), [\[Adaptation\]](#), [\[Archon Vitality\]](#) and [\[Primed Flow\]](#). You can swap arcanes for Arcane Reaper, [\[Guardian\]](#) or Blessing.

HELMINTH

Most subsumes will require a bit more strength investment so you will want to give up some survivability mods for more strength (i.e. swap Fast Deflection/Vigilante Vigor/Strike) for Umbral Intensify, Transient Fortitude, Augur Secrets, Molt Augmented.

1. Pillage - subsume over 1. Pillage gives armor strip which boosts damage against both shielded and armored enemies, cleanses statuses and allows you to consistently shield gate even if you roll Envious Economy.

glaives

4. Nourish - gives free viral and boosts energy multiplier
5. Grouping - airburst, pull, coil horizon can drag enemies through your Kumihimo wires and create multiple procs. You would need to subsume this over 4.
6. Sickening Pulse - multiplies all status effects, can be used to make 4 deal more DPS

MELEE PLATFORM

[Koumei] can utilize any weapon but there is a larger proportion of decrees that can benefit melee overall. For example there are NINE melee-specific decrees and SEVEN general damage buffing decrees out of a total of 42 decrees, meaning you have a roughly 36% chance of rolling any single decree that will benefit melee, versus a 17% chance of rolling a decree that will buff guns.

Melee decrees (9)

- Majestic Strike - duplicates melee hits but is affected by follow through
- Sweeping Blow - heavy attacks create shockwaves similar to Exalted Blade that travel 35m
- Venomous Touch - every third melee attack deals Toxin damage and status (makes separate status to modded elements)
- Royal Wrath - each hit increases crit chance by up to 30% for 3s
- Smoldering Strike - add heat damage and status chance (does not combine with modded elements)
- Rising Agony - melee crits give critical damage for 7s (up to 150%)
- Dueler's Outburst - on crit gain melee attack speed for 3s (up to 90%)
- Killer's Confidence - on melee kill gain overguard
- Salted Wound - heavy attacks deal extra corrosive hit with status

General damage decrees that affect melee (7)

- Shattering Frost - deal extra damage to enemies affected by cold status (similar to secondary shiver, additive to base dmg mods)
- Deadly momentum - moving gives increased damage (additive to base dmg mods)
- Twofold Torment - double status damage (is actually +100% status damage additive to melee elementalist so not as good


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- Critical Roll - after roll get critical damage for 4s (up to 120%)
- Vicious Barb - double crit damage (actually +100% CD additive to mods and shards i.e. much worse than it should be)
- Critical Frost - crits deal extra cold damage and status

ARSENAL

MELEE WEAPONS

Melee builds that benefit from Condition Overload are mostly light attack/hybrid tennokai melees, heavy projectile weapons and contagion zaw.

Rakta Dark Dagger is a very nice non-incarnon mid game pick since it also helps with passive shield gating.

This is a melee calculator spreadsheet that contains calculators for slam, zaw, influence and glaives to help min-max builds for each:

<https://docs.google.com/spreadsheets/d/1L4i6Ax36sfdZolAMQI5HAmR3K0IfpfRoELrZP6OH6S8/edit?gid=0#gid=0>

LIGHT ATTACK INFLUENCE NUKES:

- Nami Solo: <https://overframe.gg/build/679575/>
- Furax Wraith: <https://overframe.gg/build/642135/>
- Okina Incarnon: <https://overframe.gg/build/668223/>
- Innodem: <https://overframe.gg/build/328180/>
- Praedos: <https://overframe.gg/build/315105/>
- Hate Incarnon: <https://overframe.gg/build/494117/>
- Dual Ichor Incarnon: <https://overframe.gg/build/572811/>
- Ruvox: <https://overframe.gg/build/647551/>
- Rakta Dark Dagger: <https://overframe.gg/build/264292/>
- Keratinos: <https://overframe.gg/build/398797/>

HEAVY SPAM PROJECTILES (make sure to run Arcane Fury):

- Ceramic Dagger Incarnon Influence Nuke: <https://overframe.gg/build/468904/>
- Corufell: <https://overframe.gg/build/744258/>
- Syam Influence nuke: <https://overframe.gg/build/747677/>

CONTAGION ZAW:

Make sure to run Vigorous Swap or Arcane Arachne as these apply a multiplicative buff. Eclipse also double dips zaw.

- Rabvee: <https://overframe.gg/build/709397/>


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cold as often as [\[Cedo\]](#) does, which is very useful to completing four of the decree challenges. Each alt fire of [\[Cedo\]](#) is basically guaranteed to proc all four base statuses. In comparison each cast of 1 only procs a single status out of the 13 existing statuses and requires a triple 6 roll to proc all base statuses. Each cast of 4 is even more random as it applies different statuses to different enemies. Tailor the Cedo elements to your preference: <https://overframe.gg/build/320186/>

[\[Scourge\]](#): Alt fire makes headshot attractor bubbles which helps get headshots for the headshot challenge and also build incarnon charge on your pistol e.g. for [\[Dual Toxocyst\]](#).

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