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NLK3rd • 3h

I thought Quincy (I think) was Loki. Also, do you only buy the human skins, or do you earn them? I noticed a lot of people have them now.





Write a reply



A Fandom user • 7h

Evade would be really good if most weakpoints werent 2 pixels big and unhittable when theyre turned away from you



A Fandom user • 5h

His first ability helps a lot for that. You should always set it up in a room so it hits every spot.

Aoe weapons seem to hit weakpoints easy while his fist ability is active on the enemy.

I just shoot in a crowd on a survival mission and it refreshes my stealth constantly.



Write a reply



A Fandom user • 11h

His passive seems to add crit chance that's either additive or applies before mods. Hitting only +20% on his passive with only Critical Delay for crit chance was allowing the gun to hit red crits...



Write a reply



A Fandom user • 22h

Does the random option on resupply give 2 element packs with a random status type or 2 an ammo pack that inflicts a different random status effects per shot?



A Fandom user • 21h

one.



Write a reply



[A Fandom user](#) • 1d

This warframe is OP. Guys remember how fun the bramma kuva was?

Yea the big aoe bow where you don't need to aim?

This guy fixes the ammo problems with it and buffs it as well because of the viral ammo procs.

Its insane damage and you don't even need to aim. (Killed acolytes in 1-2 shots if the slash poccod)

For some reason i get random headshots as well from the aoe which keeps my stealth up.

I think his first ability allows aoe weapons to head shot easier maybe?

So basically he is a godly warframe in survival/extermination (missions where you kill a lot).

He is very bad in missions where you can't kill a lot because you can't keep his stealth up without kills.

You have to find some other way to survive in those missions... its better to just pick a different warframe in those situations. But he is overall pretty nice... i missed my bramma kuva....



Write a reply



[ToothlessHawkins](#) • 1d

Pro tip, if you are on console or just suck at aiming use incarnon dual tox.

punchthrough is really good on it because, just like the tenet glaxion, each target hit with punchthrough generates additional ricochets, but the dual tox ricochet will seek out headshots.

You can helminth literally anything over his 4, anything works. i like nourish because the element buff you get from his 2 doesnt apply to incarnon ammo, but you honestly dont need it. breach surge works well because of dual tox seeking out headshots and because his kit really likes headshots in general. roar or eclipse work well, eclipse would be better because it costs less energy and we dont need the double dipping from roar because we arent killing with status procs. onspare

is always good with dual tox, especially with a gas build for quadratic scaling, and it will pin down violence on steel path.

He is not quite as broken as dante on launch, because he isnt nuking entire maps, but i wouldnt be surprised if some part of his kit gets toned down, or maybe even the dual tox.



[A Fandom user](#) • 4h

Brnco incarnon too, has 8m ricochet instead of dual tox 5m
Shotgun burst is better at headshot kills



Write a reply



[A Fandom user](#) • 1d

Resupply doesn't work with battery style weapons



Write a reply



[A Fandom user](#) • 1d

Does His 2 ammo give a damage instance to the exalted's grenade? I heard someone say it has an exception not to.



[A Fandom user](#) • 1d

Yes it seems to take multi shot into account aswell



Write a reply



[Krufix](#) • 1d



[A Fandom user](#) • 1d

Something weird going on with heat procs in simulacrum. On testing spacing out shots about a second apart the heat procs end by the forth shot



[Kheiran](#) • 19h

Probably because the elemental ammo given by this ability counts as a separate instance like Xaku's 1



Write a reply



[Katmagedone](#) • 2d

Yall his prex card is hidden behind a plant with a small monitor on it in the second floor next to the escalators if anyone's wondering



[A Fandom user](#) • 3h

Thank you, sharing this in chat when i visit mall



Write a reply



[A Fandom user](#) • 2d

Man I just saw a video about this man's pseudo wallhacks combined with Gas Ammo with his Neutralizer and I had never laughed so hard in my life.



[A Fandom user](#) • 16h

Map wide fart cannon



Write a reply



[A Fandom user](#) • 2d

His 3 cooldown starts instantly similar to gyre's Cathode Grace



Write a reply



[SUPERCEREAL](#) • 2d

Weird, in my game the Chassis is 65-70 (no 55-60), Neuros 75-80, and systems 85-90.



Write a reply



[A Fandom user](#) • 2d

Ok so this frame instantly reloads his and any ally's guns with his resupply ammo bags...this frame is now meta for arbitration farming and potentially speeding it up even more

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[A Fandom user](#) • 2d

Chroma?
LMAO



[A Fandom user](#) • 2d

Nooooooooooooooooooooobzz



[A Fandom user](#) • 1d



A Fandom user • 1d

Ivara and him both sitting with the vip invisible on the dashwire and nuking the arbi def



Write a reply



Zzmidozz • 3d

Anyone know if Evade work with Collective Curse ? If it does extend the duration then Kullervo might become even stronger. Since he now gets perma invisibility and stealth bonuses for his melee



A Fandom user • 2d

Duration is capped at 25 seconds when subsumed.



Sendaa • 2d

Just fyi on the duration capped, you can still add more duration from getting headshot kills that feature isn't gone. So it's still effectively infinite time.



Write a reply



A Fandom user • 3d

So been messing a bit with him... Seek is neat and very nice for the 1999 maps. Resupply can make him valuable for proftaker or even idolons. Evade? Not rly sure about that one. While he is very easy to keep perma stealth, I'd actually subsume Nova on him and Augment it to be more tanky.. Neutralize... yeah... with the new mods this turns MASSIVE holes into anything. could be a new meta bosskiller if build properly for weakspots

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I'd prefer to use Dual tox rather than his 4 for run and gun tbh, so much easier to keep up his invis with it and with punch thru its just amazing. I change his 4 for condemn just in case I lose invis, for more survivability and easier weak point kill. It is for run and gun build, for boss build I might keep his 4.



A Fandom user • 1d

His exalted rifle honestly is pretty weak. His kit shines so much more if you use it with some better weapons and replace the 4th ability. It needs higher firerate, more damage, and use less energy to become worth using.



A Fandom user • 9h

Gets new wf, immediately uses helminth to put on nourish to try to brute force personal basic bitch build one does with all frames. Probably will be using the Phenmor with Devouring Attrition

"I'm such a genius wf player!"

"His exalted rifle honestly is pretty weak. His kit shines so much more if you use it with some better weapons and replace the 4th ability. It needs higher firerate, more damage, and use less energy to become worth using."

LFMAO. I can't even with you guys anymore.



A Fandom user • 4h

Exalteds are bad by design, they aren't wrong. They are a design relic of a different era of warframe before weapon arcanes and galvanized mods powercrept them into irrelevance. If they add arcanes to exalteds, they might be a little more competitive, but they still just feel like gimmicky weapons that waste your energy and prevent regen (just let them be cast and have a duration FFS), while some mods just arbitrarily don't work properly on them, losing stacks/combo/buffs when switching weapons, etc. And DE doesn't seem to care to make them any less cumbersome to use. They really need to 'rework' them if they are intent on adding them to what feels like every other new kit now.

Mesa, for example, is probably one of the most overrated frames in the entire game: trashy passive, 1 is useless, 2 is a weak buff that you don't even keep up on yourself in a party, and her DR from 3 doesn't work vs a lot of stuff. She is fun for new players: regulators look good (until you try to kill a boss) when you don't have a decent mod/weapon collection. But when you do there is less and less reason to ever bother taking her out. Sure, regulators excel at a few niches, but that's all you are going to get out of Cyte's 4.

And even if they streamlined exalts, you already have 2 guns why do you want 1 less ability? At least Jade can nuke rooms with alt-fire and fly, but I'd still rather use an actual gun. And please, Cyte's 4 is nowhere near the 'best' gun in the game (or even the best sniper), if you really want to argue that it is worth keeping over the rest of the kit if you want to helminth something. For the large majority of gameplay, it looks like the obvious choice to overwrite.



Write a reply



[A Fandom user](#) • 3d

The exalted rifle needs double the ROF it has now, pretty good otherwise.



[LittleFreak92](#) • 3d

ROF= fire rate?



[A Fandom user](#) • 3d

Yes



Write a reply



[A Fandom user](#) • 4d

A 60 second cool down for evade is just bad, any cool down for any ability makes it not worth using. Especially when there are better options.

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[A Fandom user](#) • 3d

Shade's invis breaks, which isn't what you want with a weapons platform frame. Don't have him myself, but I'm assuming his 4 is exempt, since it's an ability?



[A Fandom user](#) • 2d

"any cool down for any ability makes it not worth using"
[laughs in Lavos]



[A Fandom user](#) • 2d

The cooldown starts the moment ya cast the ability.
So if ya have enough duation, u can make it last as long as the cooldown is or even more

And it is entirealy possible to be perma stealthed as long as ya keep hitting weak points which is very easy with him



[A Fandom user](#) • 9h

Skill issue



Write a reply



[A Fandom user](#) • 4d

With a little recolor you can turn him into an Helghast



[A Fandom user](#) • 4d

60 second cool down for evade is just horrible.



[A Fandom user](#) • 3d

Why? You can cast it once and keep it going for the entire mission without ever having to recast it.



Write a reply

Reminder in the devstream while showcasing nyx I believe a new mod that disables multi shot and increases weak point damage was dropped from a scaldra enemy and it's a rifle mod too



A Fandom user • 2d

For pistol too



Write a reply

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