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Endgame Pennant

by zoltix091 — last updated 9 days ago

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0

The steel flag of Old War Railjack crews, the Pennant was invaluable in repelling boarders. With each heavy attack kill the Pennant's speed of attack increases.

COPY

7 VOTES

1 COMMENT

ITEM RANK

30

60 / 60

OROKIN REACTOR

APPLY CONDITIONALS

ATTACK SPEED

0.92

CRITICAL CHANCE

32%

CRITICAL MULTIPLIER

2.4x

RANGE

3.00m

RIVEN DISPOSITION

0.90

STATUS CHANCE

10%



Pennant: General Use

Pennant guide by The-Simulacrum-Warriors

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END GAME Millions Slash Procs Guaranteed Crit Heavy Attack Endurance Run.

Pennant guide by ameer_azizi

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Forbidden setup #115

Pennant guide by MilYan

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三角旗/尖幡(紫卡必紅暴303%-非紫卡

https://overframe.gg/build/109885/pennant/endgame-pennant/

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SLASH

40.0

TOTAL DAMAGE

200.0

AVERAGE HIT

289.6

SUSTAINED DPS

265.5

Millions of dmg Pennant guide by ペルセポネ

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BUILDS BY ZOLTIX091



Fire-Applicator 9000

Ignis Wraith guide by zoltix091

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VOTE 1



Kuva Zarr Optimization

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Status Spreader Larkspur

Larkspur Prime guide by zoltix091

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VOTE 11

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Endgame Pennant

Heavy attack spam build. Can't use tennokai, because the second heavy attack hit is significantly better than the first (and tennokai only allows one heavy attack per charge). Can deal millions of damage in one swing.

Edit: Melee afflictions is great in the arcane slot because heavy attacks fling enemies and slash procs are the primary source of damage.

Edit: Reworked for Galvanized mods. Galvanized Reflex completely changes this build. [\[Blood Rush\]](#) is now viable, which means we can run Galvanized Steel and [\[Primed Pressure Point\]](#) and drop umbral mods, and drop [\[Corrupt Charge\]](#). We don't need [\[Gladiator Might\]](#)'s crit damage anymore, and while the extra crit chance would be nice, Elementalist boosts our slash procs a lot and our heavy attack speed.

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ArtifactFire.com

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