

# Braton Prime

- [Incarnon Braton Prime \(Patch 35.0\)](#)

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|                  |                      |
|------------------|----------------------|
| PATCH VERSION    | <a href="#">35.0</a> |
| MASTERY REQUIRED | 8                    |
| FORMA REQUIRED   | 6                    |
| ENDO REQUIRED    | 106,130              |

|                   |                 |   |
|-------------------|-----------------|---|
| INCARNON OPTION 2 | Daring Reverie  | <ul style="list-style-type: none"><li>• Increase Damage by <b>+24</b> (Braton) / <b>+28</b> (MK1) / <b>+4</b> (Prime) / <b>+12</b> (Vandal).</li><li>• With <a href="#">Channeled Ability</a> active: Increase Damage by <b>+30</b> (Braton) / <b>+22</b> (MK1) / <b>+38</b> (Prime) / <b>+34</b> (Vandal). <b>+50% Ammo Efficiency</b>.<ul style="list-style-type: none"><li>◦ Channeled Abilities must be draining energy to be considered active. Abilities that do not drain energy over time such as <a href="#">Nekros's Desecrate</a>, <a href="#">Hildryn's Haven</a>, or <a href="#">Sevagoth's Gloom</a> (with no enemies nearby) do not count.</li></ul></li></ul> |
| INCARNON OPTION 3 | Void's Guidance | <ul style="list-style-type: none"><li>• Increase Accuracy and reduce Recoil by <b>60%</b>.</li></ul>  |

|                   |                   |   |
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| INCARNON OPTION 4 | Critical Parallel | <ul style="list-style-type: none"> <li>• Increase Critical Chance by <b>+16%</b> (Braton) / <b>+18%</b> (MK1) / <b>+18%</b> (Prime) / <b>+16%</b> (Vandal).</li> <li>• Increase Critical Damage Multiplier by <b>+0.4x</b> (Braton) / <b>+0.5x</b> (MK1) / <b>+0.2x</b> (Prime) / <b>+0.4x</b> (Vandal).</li> </ul> |
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# Expedited Explosions | BRATON INCARNON | Viral Slash and Variants for Steel Path

[\[Braton Prime\]](#) Incarnon has a 30% base crit chance and 3x base crit multiplier and has a 3m heat damage AOE on impact.

## [\[Braton Prime\]](#) VS VANDAL

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A viral slash Braton Prime build has 14% higher average slash DPS than Braton Vandal.

A raw damage non-viral element [\[Braton Vandal\]](#) has 3% higher average DPS than [\[Braton Prime\]](#).

We can see [\[Braton Prime\]](#) is the overall winner and is also easier to obtain.

## EVOLUTIONS:

## UPDATE OCT 2023

Prelude of Might as now been fixed to not be active at all critical chance values. This makes Critical Parallel the best choice.

**Evolution II: Daring Reverie** - increases base damage (pre-mod), with a much bigger boost when using a channelled ability (e.g. Gloom) and also gives +50% ammo efficiency (which only applies to non-incarnon mode ammo). Channelled Abilities that work with Daring Reverie include the following: Gloom but only when enemies are in range (Sevagoth/Subsumable), Effigy (Chroma), Immolation (ember - but only at 90% heat), Prowl ([\[Ivara\]](#)), Prism ([\[Mirage\]](#)), Absorb with [\[Assimilate\]](#) augment ([\[Nyx\]](#)), Renewal ([\[Oberon\]](#)), [\[Exalted Blade\]](#) ([\[Excalibur\]](#)), Hysteria ([\[Valkyr\]](#)), Mend and [\[Maim\]](#) ([\[Equinox\]](#))

Munitions Grit causes your multishot to consume ammo which gives a higher potential DPS boost, but makes you lose all your ammo and exit incarnon mode extremely quickly, reducing your overall available damage while in incarnon form, so don't choose that one.

**Evolution III: Void's Guidance**- increases accuracy and reduces recoil by 60%. This is excellent for a high fire rate spamming weapon like [\[Braton\]](#), and stacks with Steady Aim to become zero recoil. Mercenary Chamber is also decent if you have ammo issues, but this can be circumvented with vigilante supplies/ammo mutation + Daring Reverie's ammo efficiency perk. Gunsmoke Pick up doesn't seem worth it at all.

### Evolution IV:

- Critical Parallel - increases PRE MOD base CC by 18%/16% (prime/vandal) and base CD by 0.2/0.4 multiplier, making the new base CC 48% and base CD 3.2 on Prime and 54%/3.6 on Vandal. After Crit Delay and [\[Vital Sense\]](#), we end up with final CC of 144% and final tier 1 crit multiplier of 7.04 and tier 2 crit multi of 13.08 on Prime and 162% CC with Tier 1 multi of 7.92x and Tier 2 multi of 14.84x on Vandal.
- Prelude of Might increases your base CD by at flat 3x to a whopping 6x, meaning after [\[Vital Sense\]](#) you get 13.2x CD, however, this is at the cost of running <50% cc, which actually reduces total average damage to half of Critical Parallel.
- Survivor's Edge - increases CC by less than Critical Parallel and boosts status chance so final SC is roughly 80-100% All this means is slightly more consistent viral procs and more heat procs but does not result in higher DPS ceiling since Viral is capped at 10 and status chance does not affect slash procs created by Hunter Munitions.

# MOD BREAKDOWN

- Galvanized Chamber : +230% multishot, absolutely essential
- Amalgam Serration/Serration: This is the FLEXIBLE SLOT. Serration provides additive base damage to Primary Merciless, but does not require ramp-up and stacks so is nice to keep

on for quality of life. The Amalgam version also gives bonus sprint speed at a negligible loss of additive base damage. Note, we do NOT use [\[Galvanized Aptitude\]](#) because 50% of the Incarnon forms damage is a radial heat component which does NOT benefit from [\[Galvanized Aptitude\]](#). If you are happy with just relying on Primary Merciless arcane for base damage, you should swap this out for Primed Bane of Grineer/Corrupted for absolute highest slash proc DPS (just note many new enemies currently have no faction eg Thrax, Dax, Narmer).

- Critical Delay: Pushes crit chance to 144% on prime and 162% on vandal after Critical Parallel.
- Vital Sense: Pushes crit damage to 7.04x on prime and 7.92x on vandal after Critical Parallel.
- [\[Hunter Munitions\]](#); This is a FLEXIBLE SLOT. [\[Hunter Munitions\]](#) gives a chance to proc slash status which BYPASS armor and it's damage reduction. Only use this against factions with many armored enemies e.g. Grineer/Corrupted/Duviri, when you do NOT have an Armor Strip ability on your warframe. If you are running armor strip, you can drop this for a Bane mod, Primed Firestorm or more fire rate.
- Primed Shred/Vile Acceleration: Boosts firerate helping offset the -20% from [\[Critical Delay\]](#), to directly increase DPS. This could also be flexible if you run external fire rate buffs. Note Primed Shred means that while the AOE will explode only on the first enemy hit, the non-aoe hitscan component will continue to puncture through to hit other enemies behind (which accounts for 50% of total damage).
- [\[Rime Rounds\]](#) + [\[Malignant Force\]](#): Creates Viral and increases the status chance so Viral status is easier to proc. Viral status boosts all damage to health, including from slash procs, up to 4.25x multiplier at 10 stacks. Viral damage also has a 75% dmg bonus against cloned flesh possessed by many enemies.
- Exilus : personal preference. [\[Vigilante Supplies\]](#) gives ammo for base form and has a chance to boost crit tiers. Stabilizer reduces recoil to zero if you really dislike recoil.
- Arcane: Primary Merciless is the best for weapons that deal AOE and slash, since neither effect can consistently headshot and proc Deadhead which is the alternative. Merciless also provides a reload bonus.

## **FLEXIBLE OPTIONS**

Primed Bane of Corrupted/Grineer: Gives 1.55x more damage to raw damage and 2.40125x more damage to DoT like slash, and is multiplicative to serration/merciless. This is the ideal min-max option for highest bleed DoT DPS.

[\[Primed Firestorm\]](#): Increases the 3m AOE to 4.32m, thereby increasing the total blast RADIUS from 9m<sup>2</sup> to 18.5m<sup>2</sup>. This is a sizeable increase but is difficult to slot, so this is up to you.

[\[Primed Cryo Rounds\]](#): This gives the most 'raw' viral damage but against armor at very high levels we value slash procs and viral status MORE than raw viral damage. This would be a good option if you full stripped enemies. Replace [\[Rime Rounds\]](#) with this.

[\[Galvanized Aptitude\]](#): While this gives effectively half its effect on the incarnon mode since it doesn't apply to the AOE component, it gives its full effect on the base mode, and can be useable particularly if you are focusing more on single targets (e.g. demolysts in disruption). You can replace [\[Serration\]](#) with this.

[\[Galvanized Scope\]](#): Requires direct headshot kills to activate and only works on aiming down sight. This doesn't work well with a slash focused build, but can be used to [\[Reach\]](#) red crits if you prefer. For a RAW damage build, you can drop [\[Hunter Munitions\]](#) for this.

## **ELEMENTAL VARIATIONS**

Red Crit Corrosive: You can drop [\[Hunter Munitions\]](#) for [\[Galvanized Scope\]](#), and swap the Viral mods out for Tox 90 and Elec 90 mods to make Corrosive damage. This will let you hit red crits and technically kill things quicker in lower levels and base SP, but will begin to struggle as levels increase without armor strip. This is also best used in Deimos Cambion drift against infested.

Red Crit Toxin: Drop [\[Hunter Munitions\]](#) and [\[Rime Rounds\]](#) for [\[Infected Clip\]](#) + [\[Galvanized Scope\]](#). This is best used against Corpus enemies since toxin bypasses shield.

## **IDEAL RIVEN:=**

Has +tox and +firerate with either CD/MS/DMG.

This allows you to replace both [\[Malignant Force\]](#) and [\[Vile Acceleration\]](#) for some combination of Riven + Faction Mod or [\[Primed Fulmination\]](#).