

Citrine

- [Citrine - Casual Tank and Support \(Patch 35.0\)](#)

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PATCH VERSION	35.0
MASTERY REQUIRED	0
FORMA REQUIRED	4
ENDO REQUIRED	166,680

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Indestructible Diamond | Casual Tank and Support Citrine

Casual Health Tank Support based build that provides tankiness, passive healing and status priming for yourself and allies as well as a damage boost with red crits. Fractured Blast generates health orbs which powers [\[Equilibrium\]](#) to supply energy to [\[Citrine\]](#), triggers [\[Health Conversion\]](#) at max stacks to give a large amount of armor and triggers Arcane Blessing stacks to give a large amount of health. Fractured Blast also generates energy orbs on kill, so you will mostly be running around spamming 1. Preserving Shell gives you and your allies up to 90% damage reduction, Prismatic Gem gives free status priming to power Condition Overload type mods while also boosting status chance/duration of status based weapons. Cystallize gives crowd control and in essence a damage buff by forcing red crits if you shoot the crystals (AOE weapons do not work though).

Extreme Full Archon mod 8 forma variant: <https://overframe.gg/build/453918/>

Gloom Variant for Endurance: <https://overframe.gg/build/428709/citrine/binding-gemstones-steel-path-endurance-citrine/>

Prism DPS Full strip pillage variant: <https://overframe.gg/build/435123/citrine/prismatic-gem-dps-citrine-heat-inherit-full-strip-pillage/>

Ability DPS Mecha Set Option

If you run a KUBROW, you can run Mecha Empowered in the Aura, Mecha Pulse over Augur Reach/[\[Health Conversion\]](#) and both Mecha mods on the Kubrow to use the mecha set passive which allows you to transfer statuses on a marked enemy (randomly marked every 15s) to all enemies in 30m. This allows you to occasionally nuke enemies over a 30m range by transferring all the statuses created by your 1, 3 and weapon. Running a Huras kubrow will allow you to stay invisible as long as you only spam abilities.

Mecha Citrine build: <https://overframe.gg/build/434446/>

Kubrow Build: <https://overframe.gg/build/268129/huras-kubrow/huras-mecha-synth-stealth-doggo/>

SURVIVABILITY (EHP)

At max Arcane Blessing, you get 1605 total health without wasting a slot for [\[Vitality\]](#).

At max [\[Health Conversion\]](#) stacks, you get 1600 total armor which contributes 84.2% damage reduction (to health only)

At max [\[Adaptation\]](#) stacks you get 90% damage reduction to a specific damage type.

At max Preserving Shell you receive another 90% damage reduction.

Multiplying all sources gives a potential maximum of 99.84% damage reduction which then translates into a total of 1,003,100 effective HP. This should allow you to tank damage in Steel Path to the level of around 500-1000, but will NOT allow you to survive much higher or closer to levelcap as enemies start doing more than 1 million damage per shot.

For **ENDURANCE**, use a Shield Gating approach with Crowd Control instead:

<https://overframe.gg/build/428709/citrine/binding-gemstones-steel-path-endurance-citrine/>

BUILD SPECIFICS

Duration

Positive duration is required for uptime of Preserving Shell as well as for 3 and 4. Primed

Continuity/[\[Archon Continuity\]](#) is sufficient, but feel free to increase it further by swapping [\[Augur Reach\]](#) for [\[Augur Message\]](#).

Efficiency

Efficiency can be sacrificed due to the energy generating capabilities of 1 + equilibrium.

Range

Range is required for the range of Fractured Blast, Prismatic Gem and Crystallize. Around 145-

175% is sufficient, which you can achieve with Stretch +/- [\[Augur Reach\]](#). [\[Archon Stretch\]](#) is optional over normal [\[Stretch\]](#) since electric procs give some minor almost negligible energy [\[Regen\]](#), at the cost of more forma. [\[Augur Reach\]](#) is also flexible for [\[Natural Talent\]](#), or perhaps for whatever augment will get released in the future.

Strength

A threshold of 200% strength gives Fractured Blast a 100% chance to drop health orb and any bonus strength above 200% gives a chance to drop a second health orb, as well as a 40% chance to drop energy orbs. This ultimately translates to increased energy generation for yourself and allies. Strength also affects the starting damage reduction and build-up rate of Preserving Shell but does NOT affect the 90% cap. It also has an effect on the damage of 3 and 4, which is mostly negligible, but does boost the status chance/duration bonus provided by 3.

Archon mods

These are all flexible for their normal primed/non-primed variants.

[\[Archon Stretch\]](#) is optional as it provides minor passive energy regen and is activated by 3. Archon Continuity is optional as it provides bonus corrosive procs for condition overload/galvanized CO and minor armor strip, and is activated by 3. [\[Archon Vitality\]](#) is optional but is largely replaced by Arcane Blessing. [\[Archon Flow\]](#) is also optional but you will most likely not be activating it by 3, so you should only use this if you don't own Primed Flow. Don't use any Archon mods if you subsume over 3.

Aura

Completely flexible.

- Enemy Radar helps with tracking enemy movements so you capitalize on casts of 1 and 4 to catch the most enemies.
- [\[Combat Discipline\]](#) (can be max rank) helps with consistent loss of health so you can take always pick up health orbs to convert into energy through equilibrium (e.g if you don't have Synth Fiber or your pet dies)
- [\[Mecha Empowered\]](#) : for use specifically with a KUBROW running the mecha set, allowing you to spread status procs created by 1,3 or your weapon for occasional map nuking. Replace [\[Augur Reach\]](#) with [\[Mecha Pulse\]](#) if you try this and pair it with this a kubrow build:

Exilus

Handspring interchangeable with Power Drift or Primed Sure footed if you own it.

Flexible Options

Augur Reach - flexible slot if you feel you have enough range for 1,3,4. Can replace with:

- Natural Talent - This is extremely recommended if you do not use Amber Cast speed shards as both 3 and 4 have ridiculously long cast times. Could slot over Augur Reach or Primed Flow.
- Augur message/Constitution - add more duration for uptime of 2
- Archon Vitality - Flexible addition over Health Conversion or Augur Reach if you don't own Arcane Blessing, which also boosts heat procs from 3
- Mecha Pulse - only if you use the mecha set with Kubrow

Arcanes

Totally flexible

Arcane Blessing - adds 1500 health after picking up health orbs which is very easy with fractured blast

Arcane Guardian - adds 900 armor flat to increase damage reduction to health

Molt Augmented - gives bonus strength with kills

Arcane Avenger - gives flat 45% crit chance with taking damage

ARCHON SHARDS

Amber Shards - 2 to 3 Cast speeds shards is basically mandatory to make Crystallize cast speed bearable, and even then you might want natural talent or madurai power transfer to make it feel better.

Azure Shards - 2 to 3 Energy max shards may allow you to replace Primed Flow as Citrine has a pretty low base energy.

Crimson Shards - nothing specific recommended unless you want to use 2 duration shards.

HELMINTH

Crystallize is the main subsume slot because it is slow and clunky to use, can be difficult to actually hit the crystals (can't hit with AOE), and doesn't actually boost the damage of good crit weapons that much since you are often forced to aim away from the head.

Options include:

- Roar: Boosts team damage, slash procs of 1 and DoT damage of 3. Roar even allows spamming Fractured Blast to kill SP enemies easily.
- Expedite Suffering: Compresses accumulated slash procs from 1 (or your weapon) and accumulated toxin+heat procs from 3 to rapidly kill enemies.
- Pillage: Full strip, shields and status cleanse
- Terrify + Creeping Terrify: Crowd control, slow and armor strip
- Ensnare: Groups enemies so you can hit many enemies easier with 1, 3 and 4

- Nourish: Bonus viral damage and boosts energy [\[Regen\]](#) from 1

ARSENAL

Weapons that benefit the most from the forced crit chance and crit multi of hitting crystals on Crystallize are non-AOE weapons that have low innate crit chance with high crit multiplier. Weapons that already have decent crit chance would actually benefit more from simply getting headshots since they also receive a 3x headshot multiplier.

Example non-crit weapons:

Sporothrix (drop serration for Vital Sense): <https://overframe.gg/build/267473/sporothrix/sporothrix-viral-slash-aoe-anti-grineer/>

Scourge/Scourge Prime : <https://overframe.gg/build/265721/>

Phantasma (replace shell shock or shotgun barrage with Primed Ravage):

<https://overframe.gg/build/374667/phantasma-prime/phantastic-phantasma-steel-path-face-melter-with-variant-options/>

Exergis (replace ammo stock or tactical pump with Primed Ravage):

<https://overframe.gg/build/282790/exergis/slash-exergis-viral-slash-anti-grineer/>

Flux Rifle (replace vigilante armaments with Vital Sense): <https://overframe.gg/build/320500/flux-rifle/flux-rifle-slash-overdrive/>

Sobek (replace toxic barrage with Primed Ravage): <https://overframe.gg/build/234900/sobek/sobek-acid-shells-nuke-with-roar-toxic-lash/>

Ambassador:

Grinlok:

Convectrix: <https://overframe.gg/build/413255/convectrix/convectrix-efficient-beams-viral-slash/>

Kuva Nukor : <https://overframe.gg/build/232817/kuva-nukor/kuva-nukor-crit-heat-dps-anti-grineer/>

Laetum (Crit version): <https://overframe.gg/build/315013/laetum/the-overwhelming-void-crit-viral-heat-laetum/>

Cyanex (replace primed fast hands with Primed Target Cracker) :

<https://overframe.gg/build/249803/cyanex/viral-slash-cyanex-mag-bubble/>

Catabolyst (replace scorch with Primed Target Cracker):

<https://overframe.gg/build/267494/catabolyst/catabolyst-viral-heat-primary-dps/>

[\[Embolist\]](#):

[\[Zylok\]](#):

Zakti Prime:

For beginners, all the low MR weapons like braton, boltor etc would benefit greatly from the crit boost: <https://overframe.gg/build/430589/>

Alternatively, weapons that benefit the most from the status chance/duration boosts of 3 include:

Phantasma: <https://overframe.gg/build/374667/phantasma-prime/phantastic-phantasma-steel-path-face-melter-with-variant-options/>

Phage: <https://overframe.gg/build/252696/phage/shocking-tentacles-electic-phage-dot-insane-single-target-dps/>

Convectrix: <https://overframe.gg/build/413255/convectrix/convectrix-efficient-beams-viral-slash/>

Flux Rifle: <https://overframe.gg/build/320500/flux-rifle/flux-rifle-slash-overdrive/>

Vermisplicer: <https://overframe.gg/build/234078/vermisplicer/vermisplicer-primary-viral-slash-anti-grineer/>

Kuva Nukor: <https://overframe.gg/build/232817/kuva-nukor/kuva-nukor-crit-heat-dps-anti-grineer/>