

Innodem Finisher Based Hybrid Combo x12 Heavy (Patch 35.0)

PATCH VERSION	35.0
MASTERY REQUIRED	14
FORMA REQUIRED	5
ENDO REQUIRED	106,440

INCARNON OPTION 2	Bladed Harmony	<ul style="list-style-type: none">• +25% Attack Speed
INCARNON OPTION 3	Blade Twister	<ul style="list-style-type: none">• +60% Finisher Damage
INCARNON OPTION 4	Swooping Lunge	<ul style="list-style-type: none">• On Airborne Melee Kill: +50% Melee Damage for 10s. Stacks up to 3x.<ul style="list-style-type: none">◦ Incarnon Form projectile and Slash, Heat, and Toxin proc kills while airborne count towards generating stacks.
INCARNON OPTION 5	Blood Anointed	<ul style="list-style-type: none">• On Finisher: +40% Heavy Attack Efficiency for 40s

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The Finishing Touch | Finisher Based Hybrid Combo x12 Heavy

INTRODUCTION

Build combo by spamming light attack (neutral combo of [\[Pointed Wind\]](#) or [\[Stinging Thorn\]](#)) until x12, then heavy attack to activate Incarnon form as well as deal heavy forced bleed status (from x12 multiplier + 250% slash). The first heavy attack of daggers also opens up enemies for a standing finisher, so follow up heavy attack with the prompt to activate a finisher which synergizes with the finisher based perks. Continue the combo of mixing light attacks, heavy attacks and finishers to kill enemies.

EVOLUTION CHOICES

1. Incarnon Form : Heavy attack at 5x combo to activate Incarnon form. This gives +3m range, +40% attack speed, aerial projectiles and Incarnon Resilience buffs on finisher
2. Bladed Harmony : +25% attack speed. Stacks with Incarnon bonus of +40% to +65% final attack speed.
3. Blade Twister: +60% finisher damage.
4. Swooping Lunge : up to +150% dmg at 3 stacks after airborne kills. Kills from slash DoT while you are airborne count, making this very easy to build up by simply jumping around a bit.
5. Blood Anointed : +40% heavy attack efficiency for 40s on finisher. 40% adds with 60% of [\[Reflex Coil\]](#) to hit the 90% heavy efficiency cap, meaning every 12x heavy only drops you down to about 10x combo. Stunning Brutality is an interesting alternative if you want to do frequent finishers, stunning enemies in 10m for free crowd control.

MOD CHOICES

Range and attack speed are optional since the Incarnon bonuses are enough to replace them (+65% attack speed and +3m range), but you can double stack them if you prefer.

- Pointed Wind : Neutral combo Parting Edge has high multiplier of 774%/s with short animation duration.
- [\[Condition Overload\]](#): +80% damage per status effect. This is NOT capped by the number of unique statuses i.e. with impact, puncture, slash statuses alone you get +240% damage per hit. Paired with a primer such as Kuva Nukor or Epitaph, you can get up to 8 unique statuses for +640% damage per hit.
- Organ Shatter: +85% crit damage with +60% heavy attack wind up to make Heavy attacks faster

- [\[Weeping Wounds\]](#): +440% status chance at x12 combo, giving 108% status. This means with each hit you are guaranteed a status (in addition to forced slash status procs from Pointed Wind).
- Blood Rush: +440% critical chance at x12 combo allows crit chance to hit 108% on light attacks.
- [\[Gladiator Might\]](#): +60% crit damage with +110% crit chance at x12 combo allowing crit chance to hit 143% cc on light attacks. **Flexible for Primed Reach or Primed Fury.**
- [\[Sacrificial Steel\]](#): Another 220% crit chance for light attacks, doubled to +440% on heavy attacks to hit 240% final crit chance on heavy (with blood rush and glad might). **Flexible for Primed Reach or Primed Fury.**
- [\[Reflex Coil\]](#): +60% heavy attack efficiency to stack with Blood Anointed to 90% heavy efficiency cap. **Flexible for Primed Reach or Primed Fury.**
- [\[Primed Smite Grineer\]](#): 55% final multiplicative damage , double dipping on slash procs to +140% (i.e. 2.4x multiplier)

SYNERGIES

Any warframe or ability that allows you to perform easier finishers would synergize well:

- Ash : Teleport with Fatal teleport Augment
- Inaros : Dessication (subsumable)
- Valkyr: paralysis
- Banshee: Silence with Savage Silence augment
- Equinox : rest
- [\[Excalibur\]](#) : radial blind

Bronco has access to a augment Dizzying Rounds that opens enemies to finishers.

Bronco Prime Primer build: <https://overframe.gg/build/330449/>

[\[Zakti Prime\]](#) also opens enemies up to finishers.

Revision #1

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