

Qorvex - "A Breach in the Wall" | Config C | Damage Multiplier/Damage Vulnerability Debuff Ability (Patch 35.0)

PATCH VERSION	35.0
MASTERY REQUIRED	0
FORMA REQUIRED	4
ENDO REQUIRED	118,730

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Qorvex "A Breach in the Wall" | Config C | Damage Multiplier/Damage Vulnerability Debuff Ability

Hello there,

Introduction:

Concrete guy, Warframe literally made out of concrete. This **golem** is protecting its **Crucible Reactor Core**. He use it as his tool to annihilate any incoming threat. He is a heavy unit, may be a bit slow, but definitely a hard hitting one.

Playstyle:

- always keep your **Disometric Guard** active
- find a group of enemies and crush them with **Containment Wall** (damage vulnerability debuff)
- blind them with **Breach Surge** (optional - prime your enemies), and watch the fireworks show
- release your **Crucible Core**, and wipe out your enemies
- repeat until you done

Attributes & Abilities:

This time I'll start with the least needed stat, **Duration**. The only thing it affect is the **Breach Surge's Blind Duration**, but you don't care about it much. If you really insist, you can add **Crimson Archon Shard** for **Ability Duration** or even put Arcane **Molt Efficiency**.

Next is **Efficiency**... this one is kind of important, because you are going to use your abilities a lot. You will also need a high amount of **Energy Pool** and some kind of **Energy Regeneration**.

Range is very needed, because of your **pillars working area** and **chain explosions** from enemies touched by **Crucible Blast**. It also affect a little bit on **Pillage**.

Strength? Obviously to hit hard, duh. The more Strength, the highest damage vulnerability debuff and damage multiplier.

Suggested Aura Mod:

For best results use [Aura Forma](#), so that it can be changed, when needed.

- [Brief Respite](#) - Grants Shields equal to a % of Energy spent while Overshields are inactive.
- [Combat Discipline](#) - Allies gain Health on kill. Aura bearer loses Health on kill.
WARNING: this Aura can kill bearer.
- [Corrosive Projection](#) - Reduces enemy armor.

- [**Enemy Radar**](#) - Pinpoints enemy locations on mini-map.
- [**Energy Siphon**](#) - Provides constant Energy regeneration.
- [**Growing Power**](#) - Increases Ability Strength after Status proc.
- [**Mecha Empowered**](#) - Increases damage against marked enemies.
- [**Shield Disruption**](#) - Reduces enemy shields.
- [**Sprint Boost**](#) - Increases sprinting speed.

Suggested Exilus Mod:

Must be unlocked with an [**Exilus Adapter**](#).

- **NONE** - if there is no such need, then there is no point in unlocking the slot.
- [**Cunning Drift**](#) - Increases slide, reduces friction and increases Ability Range.
- [**Enemy Sense**](#) - Displays all enemies within its radius with red markers on the mini-map.
- [**Power Drift**](#) - Increases Ability Strength and grants a chance to resist knockdown.
- [**Rush**](#) - Increases the speed at which a Warframe moves while sprinting.
- [**Speed Drift**](#) - Increases sprint speed and casting speed.
- [**Vigilante Pursuit**](#) - Displays all enemies within its radius with red markers on the mini-map.

Suggested Warframe Arcane Enhancements (Max Rank Description):

- [**Arcane Aegis**](#) - On Shield Damaged, 3% chance for +30% Shield Recharge for 12s.
- [**Arcane Avenger**](#) - On Damaged, 21% chance for +45% Critical Chance for 12s.
- [**Arcane Barrier**](#) - On Shield Damaged, 6% chance to instantly restore all Shields, 6s cooldown.
- [**Arcane Blessing**](#) - On Health Pickup, +24 Max Health. Stacks up to 50x.
- [**Arcane Energize**](#) - On Energy Pickup, 60% chance to replenish 150 Energy to self and allies within 15m. 15s cooldown.
- [**Arcane Eruption**](#) - On Energy Pickup, 100% chance to Knockdown nearby enemies.

- **Arcane Guardian** - On Damaged, 15% chance for +900 Armor for 20s.
- **Arcane Nullifier** - Passive, +102% chance to resist a Magnetic Damage effect.
- **Arcane Pulse** - On Health Pickup, 60% chance to restore 300 Health to allies within 25m. 15s cooldown.
- **Arcane Reaper** - On Melee Kill, +24 Heal Rate/s and +660 Armor for 10 seconds.
- **Arcane Steadfast** - On Ability Cast, 20% chance that the next 3 Abilities will not cost Energy.
- **Arcane Tanker** - On Archgun Equipped, +1200 Armor for 60s.
- **Arcane Ultimatum** - On Finisher Kill, +1200 Armor for 45s.
- **Molt Augmented** - On Kill, +0.24% Ability Strength. Stacks up to 250x.
- **Molt Efficiency** - While Shields are Active, Gain 6% Ability Duration per second, up to a maximum of 36%.
- **Molt Reconstruct** - Heal yourself and your allies within Affinity Range 6 Health for each Energy point spent on the initial casting cost of abilities.
- **Molt Vigor** - On Operator Ability, 45% Ability Strength on next Warframe Ability Cast.

Suggested Archon Shards (Tauforged):

- **Crimson Archon Shards** (RED):
+10% (+15%) Ability Strength
+10% (+15%) Ability Duration
- **Amber Archon Shards** (YELLOW):
+25% (+37.5%) Casting Speed
+15% (+22.5%) Parkour Velocity
- **Azure Archon Shards** (BLUE):
+50 (+75) Energy Max
+150 (+225) Armor
+5 (+7.5) Health/s Regenerated

Suggested Focus School:

- **Madurai**:
Power Transfer - 50% Casting Speed on switching to Warframe.
Sling Strength - Switching to Warframe after a Chained Sling adds 40% Ability Strength

for 20s.

- **Vazarin**:

Void Snare - Ability launches a projectile that spins up a vortex trap on impact, or tap 2 again to detonate in-flight. Trap lasts 8s.

Protective Sling - Allies touched by Void Sling are granted immunity from damage for 5s and healed 60% over 5s for 10 energy cost.

- **Naramon**:

Power Spike - Melee Combo Counter now decays while out of combat by 5 every few seconds, instead of depleting completely.

- **Unairu**:

Poise - Gain immunity to slow, stagger, and knockdown effects for 40s after transferring between Operator or Warframe.

Magnetic Flare - Use your first Ability to create a 8m radius field that lasts for 30s and disables the shields of any enemy that enters it.

Caustic Strike - Second Ability launches an energy bomb that explodes with a 8m radius, stripping 100% of enemy armor. Tap 2 again to detonate in-flight.

- **Zenurik**:

Energy Pulse - Energy pickups grant 50 % additional energy over 5s.

Wellspring - First Ability creates a well of energy for 8s. Allies passing through the well gain 5 Energy/s for 30s. Use your first Ability inside a Wellspring to increase its size, boost its duration by 20s, and grant 20% Ability Strength to those inside.

Temporal Drag - Second Ability emits a radial burst, slowing any enemy it touches by 80% for 10s.

Suggested Helminth Subsumable Abilities:

- **Empower** - Increase the strength of your next ability use.
- **Energized Munitions** - Imbue your weapons with ammo efficiency.
- **Expedite Suffering** - Hit enemies in a cone, affected enemies will have their Bleed and Toxin status removed, and their remaining damage dealt in a burst.
- **Sickening Pulse** - Emit a pulse that adds stacks to Status Effects already afflicting enemies, except Bleed, Heat, and Toxin effects which are duplicated with fresh timers.
- **Sentient Wrath** - Crowd Control, Damage Debuff.
- **Coil Horizon** - Damage, Crowd Control.
- **Pull** - Crowd Control, with augment **Greedy Pull**, Pull Pickups.
- **Larva** - Crowd Control, with augment **Larva Burst**, Damage.

- [Tharros Strike](#) - Crowd Control, Defense Strip, Healing.
- [Breach Surge](#) - Damage, Crowd Control.
- [Airburst](#) - Crowd Control, with augment [Airburst Rounds](#), Damage Buff.

Suggested Loadout:

- [Weapons](#) - [Primary](#), [Secondary](#), [Melee](#), [Parazon?](#) [Archgun?](#)
- [Amp](#) - chosen [Amp Parts](#) and [Arcanes](#).
- [Operator](#) - chosen [Arcanes](#).
- [Companion](#) - [Sentinel](#), [MOA](#), [Hound](#), [Kubrow](#), [Kavat](#), [Predasite](#), [Vulpaphyla](#).

Summary:

Quorvex is definitely a solid Warframe (pun intended), but personally, it didn't make much of an impression on me, probably due to its specific layer of concrete :D

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[Concrete Mixer | Config B](#) - [MutschlerHome Link](#)

[A Breach in the Wall | Config C](#) - [MutschlerHome Link](#)

Enjoy!

[THeMoon85](#)

Revision #5

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