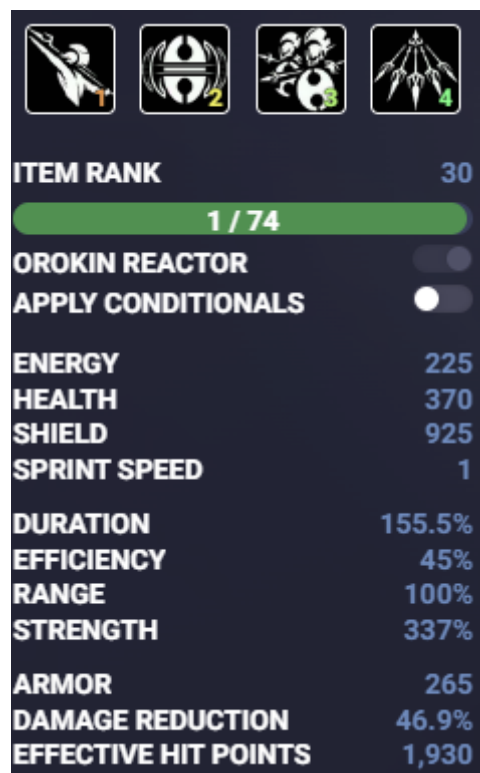


Styanax Overguard (Patch 35.0)

PATCH VERSION	35.0
MASTERY REQUIRED	0
FORMA REQUIRED	5
ENDO REQUIRED	176,810



The image shows a dark-themed item card for Styanax Overguard. At the top, there are four icons representing different forms: a sword (1), a shield (2), a skull (3), and a spear (4). Below the icons, the card displays the following statistics and settings:

- ITEM RANK: 30
- Progress bar: 1 / 74
- OROKIN REACTOR:
- APPLY CONDITIONALS:
- ENERGY: 225
- HEALTH: 370
- SHIELD: 925
- SPRINT SPEED: 1
- DURATION: 155.5%
- EFFICIENCY: 45%
- RANGE: 100%
- STRENGTH: 337%
- ARMOR: 265
- DAMAGE REDUCTION: 46.9%
- EFFECTIVE HIT POINTS: 1,930



Title

Hello there,

Introduction:

[Styanax]

Playstyle:

Attributes & Abilities:

Temp

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.
- [Corrosive Projection](#) - Reduces enemy armor.
- [Empowered Blades](#) - Increases status chance and status damage of charged melee attacks.
- [Enemy Radar](#) - Pinpoints enemy locations on mini-map.
- [Energy Siphon](#) - Provides constant Energy regeneration.
- [Holster Amp](#) - Increases weapon damage on weapon swap.
- [Mecha Empowered](#) - Increases damage against marked enemies.
- [Shield Disruption](#) - Reduces enemy shields.
- [Sprint Boost](#) - Increases sprinting speed.
- [Swift Momentum](#) - Increases Melee Combo Duration.

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.
- [Handspring](#) - Speeds up a Warframe's knock-down recovery rate.
- [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.
- [Sure Footed](#) - Increases a Warframe's chance to resist knockdown.

[Primed Sure Footed](#) is exclusive to the [Daily Tribute](#) system. It will become available at first at day 400. **TAKE IT!!!**

- [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 Fury](#)** - On Critical Hit, 60% chance for +180% Melee Damage to Melee Weapons for 18s.
- **[Arcane Nullifier](#)** - Passive, +102% chance to resist a Magnetic Damage effect.
- **[Arcane Steadfast](#)** - On Ability Cast, 20% chance that the next 3 Abilities will not cost Energy.
- **[Arcane Strike](#)** - On Hit, 15% chance for +60% Attack Speed to Melee Weapons for 18s.
- **[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 Vigor](#)** - On Operator Ability, 45% Ability Strength on next Warframe Ability Cast.

Suggested Archon Shards (Tauforged):

- **[Crimson Archon Shards](#)** (RED):
 - +25% (+37.5%) Melee Critical Damage
 - +10% (+15%) Ability Strength
 - +10% (+15%) Ability Duration

- **Amber Archon Shards** (YELLOW):
+25% (+37.5%) Casting Speed <- always welcome
+15% (+22.5%) Parkour Velocity
- **Azure Archon Shards** (BLUE):
+50 (+75) Energy Max <- can help you maintain your Energy Pool

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**: <- recommended if you struggle with your Energy Pool
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:

- **Infested Mobility** - Increase your parkour velocity.
- **Rebuild Shields** - Instantly restore your shields.
- **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.
- **Silence** - Damage Debuff, Disable Enemy Abilities, Stealth, with augment **Savage Silence**, Increasing Finisher Damage.
- **Spectrorage** - Crowd Control, with augment **Spectrosiphon**, Increasing Drop an Energy Orbs.
- **Nourish** - Crowd Control, Damage Buff, Energy Restore, with augment **Hearty Nourishment**, Clear Status Effects, Gain Status Immunity.
- **Ensnare** - Crowd Control.
- **Pull** - Crowd Control, with augment **Greedy Pull**, Pull Pickups.
- **Shooting Gallery** - Damage Buff, Crowd Control, with augment **Muzzle Flash**, Blinds Enemies.
- **Eclipse** - with augment **Total Eclipse**, Damage Buff, Damage Reduction.
- **Larva** - Crowd Control, with augment **Larva Burst**, Damage.
- **Resonator** - with augment **Conductor**, Damage, Crowd Control.
- **Dispensary** - Healing, Energy Restore, Ammunition Restore, with augment **Repair Dispensary**, Revives Robotic Companions.
- **Reave** - Healing, Shield Restore, Invulnerability, with augment **Blinding Reave**, Blinds Enemies.
- **Roar** - Damage Buff, with augment **Piercing Roar**, Crowd Control, Damage.
- **Gloom** - Crowd Control, Healing.
- **Warcry** - Attack Speed Buff, Crowd Control, with augment **Eternal War**, Extends Warcry's Duration.
- **Lycath's Hunt** - Healing, Energy Restore.
- **Breach Surge** - Damage, Crowd Control.
- **Defy** - Invulnerability, Armor Bonus, Status Cleanse.
- **Xata's Whisper** - Damage Buff, Bullet Atractor.
- **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:

[\[Dagath\]](#), a faceless wraith who curses her enemies and has a cavalry of unstoppable Kaithes in her arsenal. Will the phantom steal your heart? She didn't steal mine, although I'm not saying she tried. Maybe it's just a matter of taste. Find out for yourself whether it is worth waking the dead, and be careful so that they do not bring Doom upon you.

https://www.youtube.com/embed/ClcJKwpP_tE?si=kQCV9MwBxjxB6jYd

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