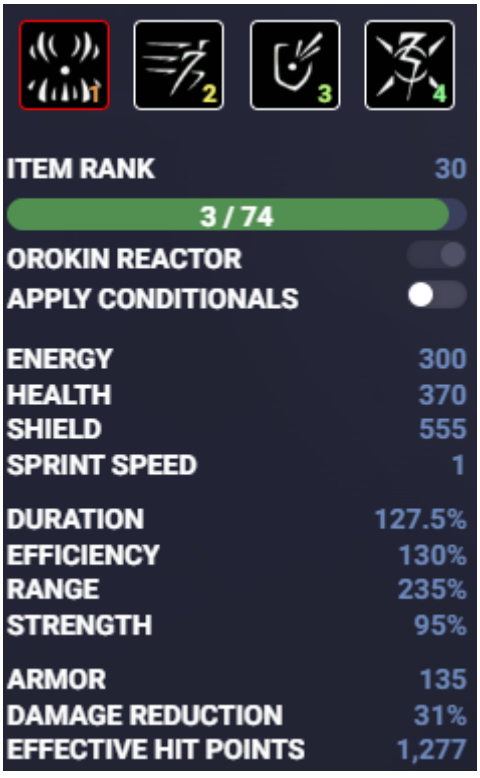
Volt Prime - Capacitance Volt | General Use Steel Path/Endurance (Patch 35.0)

PATCH VERSION	35.0
MASTERY REQUIRED	0
FORMA REQUIRED	3
ENDO REQUIRED	187,350



Capacitance Volt | General Use Steel Path/Endurance

Introduction:

General use build for regular starchart or steel path endurance focusing on using discharge primarily for crowd control but also for trash mob nuking and [Capacitance] augment so discharge fills shields to reset shieldgate, while also using 2 for speed buff and 3 for protection and crit multiplier buff. Shock is generally the subsume slot, for either AOE armor strip such as Terrify/Fireblast/Pillage, or grouping such as Ensnare/Airburst/Larva/Coil Horizon.

Playstyle:

1. Ideally replace 1 with something like ensnare and use frequently for grouping or terrify for armor strip. You can target enemies for ensnare easier after you have stunned them with discharge. Cast 4 followed by grouping or armor strip as your main source of crowd control and ability DPS.
2. Keep 2 active on cooldown for reload buff/melee attack speed buff

3. Keep 3 active at all times for protection, electricity bonus and crit multiplier boost. If stationary, you can stack 6 shields together for a +300% electricity damage bonus (additive and separate damage instance). If you want to be mobile, pick the shield up to [Protect] your front.
4. If shields break, roll and cast 4 to regenerate shields and crowd control

https://www.youtube.com/embed/Xlw1f_rohkQ?enablejsapi=1origin=https%3A%2F%2Foverframe.gg&widgetid=3

Build Specifics:

We keep overall balanced stats with positive duration, efficiency and strength around 130%+ but very high range. This is mainly so discharge has a wider range of crowd control and if you subsume ensnare, ensnare has a wider range. Discharge is mainly used for crowd control in steel path endurance rather than damage as it falls of against armor, and shield does not scale off strength. Note that Molt Augmented pushes strength to 180% at max, which is plenty.

Flexible Slots

- Aura : enemy radar would be ideal if you want to use an aura forma, but growing power/swift momentum are fine
- Exilus : primed sure footed is ideal, handspring is next best alternative
- [Rolling Guard] : if you don't mind just casting 4 whenever you need to shield gate, can swap this for primed flow, constitution, augur reach, augur secrets
- Natural talent : flexible if you can run some archon shards.

Archon Shards

- Two amber cast speed: Allows you to replace Natural Talent for either Primed Flow or Umbral Intensify.
- Three Energy max shards OR Three power strength shards

Focus School
Vazarin for i-frames in endurance Steel Path
Zenurik for better energy economy, particularly if you don't own energize
Unairu for shield and armor strip that works on acolytes and demolysts, especially if you decide to subsume Ensnare/Grouping instead of Terrify

Helminth Options:

- Terrify - full AOE through walls armor strip and just need to hit 167% strength
- Ensnare - you can use this for grouping to improve kill times and enable certain combos (e.g. weapon-based electric DoT chaining and headshots)
- Coil Horizon - alternative grouping with electric theme
- Roar - useful for general weapon DPS boost (double dip on DoTs) and also double dips on damage of discharge
- Fireblast - full armor strip in two casts

Arsenal:

No real weapon synergies exist, however electric DoT based weapons have a matching 'theme' and also thrive as electric DoTs chain in groups and can headshot when enemies are ensnared (rather than ragdolled like in larva/airburst). Some fun electric options:

- Phantasma: https://overframe.gg/build/269027/phantasma/phantasma-electric-viral-steel-path-face-melter/
- Kuva Ogris (electric): https://overframe.gg/build/285976/
- Phage (electic): https://overframe.gg/build/252696/phage/shocking-tentacles-electic-phage-dot-insane-single-target-dps/
- Bubonico alt-fire : https://overframe.gg/build/210444/bubonico/bubonico-corrosive-primary-electric-secondary-hybrid/

Another fun loadout option is to use Argonak with the Amalgam Argonak Metal Auger mod to allow electric/gas daggers to strip armor in an AOE and let the daggers kill quickly:

- Rumblejack (electric/gas): https://overframe.gg/build/280930/rumblejack/rumbling-thunder-rumblejack-armor-stip-nuke-for-use-with-aama-and-grouping/
- Rakta Dark Dagger (electric) : https://overframe.gg/build/264292/rakta-dark-dagger/rakta-dark-dagger-aoe-electric-armor-strip-with-aama/

Tenet agendus is another electric grouping based melee weapon:

- https://overframe.gg/build/251031/tenet-agendus/tenet-agendus-pure-electric-hybrid-combo-x12-heavy-grouped-nuking/

Alternatively, because Electric Shield increases crit damage, some good crit based weapons to use include:

- Latron Incarnon: https://overframe.gg/build/464476/latron-prime/latron-incarnon-red-crits-and-aoe-armor-strip/

- Laetum : https://overframe.gg/build/315013/laetum/the-overwhelming-void-crit-viral-heat-laetum-orange-red-crit-possible/
- Sporelacer : https://overframe.gg/build/267804/sporelacer/sporelacer-secondary-viral-heat-aoe/
- Pyrana Prime : https://overframe.gg/build/274615/pyrana-prime/pyrana-prime-crit-viral-heat-headshot/

Companion

Any sentinel running [Mystic Bond] for free casting

[Nautilus] for free grouping.

[Deconstructor] with [Vicious Bond] for free armor strip.

[Dethcube] for more energy.

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