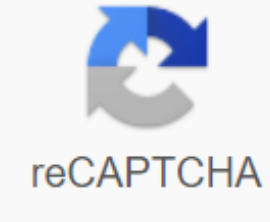




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Warframe volt beginner guide

Home Community Players are helping players with Vanilla Bolt Early Building for Rookie Home Community Players helping players vanil Bolt Early building for beginners So I've read quite a few streams about people hating the Bolt there team and pretty much saying it's pretty useless at higher levels. And also to say that he is a novice warframe. So I'm going to explain how Bolt works. First, despite the fact that one of the three frames you can start with, Bolt is not suitable for beginner players who have no idea how each of his work abilities. They all have more than one effect and that's what it should be used for. Secondly, he doesn't have high damage or a high level of warframe health, in fact he's probably one of the most squish frames in the game, that doesn't mean he's useless however. Third, build it up for strength and range beyond pointless, and I tried, higher levels just to make these statistics useless. Focus on speed, duration and efficiency. Fourth, there's a giant energy pool, so you can embrace hell from all its steps, and I'm not just talking about its speed. Satellites: The way I fight squishiness with a shield-induced osprey for a quick shield recovery, Kubro, which helps me regain health as well as energy and a few distracting minions depending on your syndicate. My case is a grinding soldier and a roller. All this distracts a lot of enemy attention from you. HOWEVER, having ospreys and kubrow purely OPTIONAL choices, they are not necessary in any way for Volt survival or use. I use them because I don't use fashion to increase my armor shields or health. The moment I run past the ospreys, my shields are recharged, so I like to have one of them at all times. Kubrow not only restores health to me, but also digs ammunition and almost always 3 energy balls, which helps power affiliated frames like Bolt Ton, as well as unlocking any locked lockers. With hunter-set mods my kubrow is even more effective, so I use kubrow over sentry. Also, why I suggested you use kubrow with Bolt is just better for him in every way. Sentinel with shield charger mod can also be a good alternative for quickly recharging the shield. One thing I highly recommend is that you get a plan to restore energy as soon as possible, with Bolt being the most needed item you can get. Depending on the weapon, the ammunition may need to be recovered. In my case ammo restores are mandatory because of my current weapon for my Volt P Soma Prime highly recommended: crit damage, increased shooting speed: fashion-life sense, serration, split camera, shred, point kick, trigger speed, Twin Grakatas warp magazine- highly recommended: reusable crit assembly: my mods-hornet strike, barrel diffusion, gunlinger, target : super slash damage with increased damage damage whatever element of the present enemy I am facing. My mods: cleaving vortex, pressure point, buzz kill, jagged edges, relentless combination, rugged ailment, 2 mod elements still have a lot of work to do on these builds, but I just threw in some examples for those of you back in the early game. There are pro builds, but I'm not qualified for those. so ability: passive: Static discharge-travel with a volt, not an attack will build up static energy. The 1 meter traveled gives 5 electrical damage, with a maximum of 1000 electrical damage that can be applied to the volt next attack weapon or ability thrown. It is combined with elementary fashions on weapons. Shock- not only damage enemies, but also stuns them within 2-3 seconds. No need to be directed directly at the enemy, you can hit the wall or floor or any surface for that matter, and if the enemy is in range they will get hit because the ability of the chain from one surface to another. Damage ability has doubled if used through a shock shield, but this ability should be used to slow down oncoming enemies and give you time to restart. Can be spammed over and over again until you have no energy without delay between casting times. With the efficiency and duration of mods, you can reduce the cost of casting and increase the stun time. The range of mods can increase how many enemies are shocked and stunned. Speed- not only make you faster, but also allies in range. If the people on your team have problems with spam speed there are fashions for reducing the power range and increasing one of your other stats. However the speed also doubles the speed of the melee attack and with some speed mods like sprinting, you can chain melee kills as there's no tomorrow. This ability also doubles the reboot rate, which I don't think most people know. With a stunning shock effect combined with speed, safely rebooting or getting out of trouble should be a joke, squishiness can go to hell. Between these two abilities I rarely each go down. It's a solo game and a team game. Electric shield- while only blocks from one direction, you can put up six of them at a time, with a large pool of energy and efficiency and duration of mods so far for me my shields last about 50 seconds each. Shield does not break, as it has infinite health. When you and your allies shoot through the shield it gives you 50 electrical damage momentum plus 200% Crete momentum. 50 electric damage stacks with each shield you scream through a maximum of 300 electrical damage if you use six shields at a time. Crete damage doesn't stack though. Yup he does all that plus you can pick up the shield and charge the enemies with it for leaks 1 energy per meter you travel. Why bother you to ask, because any hit shield you wear will knock down the enemies you hit with it, is recommended only stuck in the corner and need to quickly bail out the treasure situation. Passive 5 5 psd was removed when moving the electric shield. Discharge is the only option I wouldn't recommend spam. First, there is a delay between the cast times about 4 sec, and secondly, the cast time is about 2 sec, in which you are completely vulnerable to all attacks. Why use it at all? Because it will stun all enemies in the circle around you, for me it is 12 secs to stun. This gives you plenty of time to clear stunned enemies. I would mention the enclosure of enemies with the sher shield will just blow up when in contact with this ability and not stun anyone if you don't knock down the shield sper in the first place. Stunned enemies, which is carried out by this attack, also turn into lightning rods, which damage the illumination of any enemy nearby. This prob your best chance of reviving your ability due to the long stun time is ahead of the rebirth time. As the upgrade progresses, there is an additional minimum duration for enemies to charge under the cc coil effect. Also, the DPS was increased from 450 to 750. And it's now castable mid-air! So effectively using Bolt for lower levels requires a fairly advanced player in fact. I'm not advanced, but I'm an advanced Volt player because I use Bolt from the beginning because it suits my style of play. It's speed, cc, support. NEVER TRY AND USE VOLT HOW DAMAGE FRAME, it will die really fast with the team on almost any mission to save spy missions, Bolt is very convenient. In fact I used it on every type of mission without having to adjust my current fashion load and survivability was not a problem. Bolt lacks his lack of pure damage, but it is my belief that his abilities in this end up. The ability to use, drop the shield/s for you and the squad. Shoot through the shields while the stunning enemies who come close to the shock. Enemies that get through your shields, speed and hand-to-hand battle them quickly, continuing to use shock to keep remaining enemies at bay, disruption is helpful here too. Speed to run off the shield to pick up items/ammo then run back to protect. The player goes down the speed to them, drop the shield then use the breach to stun everyone around you. Revive and bail out with speed again The reason I didn't tell you my mod load because my build is far from complete. I'm MR12, 13 times I take the test and did a lot of research on Bolt/Volt Prime, mods they need and preferred weapons for it, as well as mods for those. Plus it's much nicer when you fix, being a raging hole. Hope it helps! I will update this guide as I improve and learn more about Bolt. The weapons I will cover in another guide as well as mods for them. Volt builds builds be covered in my third guide. Privacy Review This website uses cookies so that we can provide you with the best user experience possible. Cookie information is stored in your browser and performs functions such as recognizing you when you return to our site and helping our team understand which sections of the website you find most interesting and useful. Strictly necessary cookies Strictly Need Cookie should be included at any time so we can save your preferences for cookie settings. If you turn this cookie off, we won't be able to keep your preferences. This means that every time you visit this website, you will need to turn on or off the cookies again. Welcome to Bolt 101! In this guide, we'll discuss what makes Bolt (Prime) such a big Warframe. We look at its ability, supplementation, synergy, builds, and overall vitality. ABILITIES First let's look at his one, shock. ENERGY25KEY1 ShockLaunches shocking projectile. It stuns and deals a lot of damage to one target and damages the chain to nearby enemies. Strength:75 / 100 / 125 / 200 (Electricity damage) Duration:N/A Range:7 / 10 / 12 / 15 m (chain range)2 / 3 / 3 / 3 4/5 (chain links)100% (Electricity status chance) Information Volt releases arc discharge to target enemy or location on target restraint over unlimited range, chaining electricity to enemies within 7/10/12/15 meters from each contact point. The arc can chain a maximum of 2/3/4/5 times and inflicts 75/100/125/200 power damage with a 100% chance of status for each enemy. The range of the chain links depends on the range of abilities. Damage depends on the strength of ability. Damage to electricity is effective against machines and robotics, but less effective against alloy armor. The electric status effect of the chain is 50% of the base shock damage surrounding the enemies in a small area effect. Shocked enemies will also be briefly stunned. The range in roles and the likelihood of status do not affect fashion. The first point of contact of the impact can be either the surface or the enemy: by aiming the arc to the surface in close proximity to the nearest enemies, Shock can be used to damage enemies not directly directed at them. By aiming the arc directly at the enemy, Schock will have the potential to hurt and stun a maximum of 3/4/5/6 enemies per throw. Shock can chain to enemies only within the line of sight arc (for example, Schock will not phase through obstacles in the environment to reach enemies within reach). It can be used to do many things without interrupting them, including a reboot. Synergy Ability: Casting Shock through an electric shield will electrify it by attacking damage shock to the enemies that pass through it (for example, the Electric Shield will cause 260 damage if the blow is modified damage 260). Bonus damage from passive Volt will also be laid to damage from Shock Shock The electric shield will cause 810 damage if the modified Shock damage is 260 and the passive bonus is 550 at the time of the Shock cast). Casting a shock against a target under the discharge effect will result in overstatement, creating an area of effect of the explosion emitted from the target. The subsidy of Bolt's Helminth will offer shock and its additions to be used by other Warframes. Supplement Home article: Shock Trooper Shock Trooper is a Warframe Augment Mod for Volt that allows shock to be conducted on the cast, creating a wave of energy traveling outward from the user who temporarily provides the caster and nearby allies with additional damage to the electricity for all attacks. Rank Electricity Damage Duration Range Cost 0 50% 28s 15m 6 1 65% 32s 15m 7 2 80% 36s 15m 8 3 100% 40s 15m 9 Tips and Tricks Shock stuns all affected enemies. This is especially useful against heavy units. Shooting Shock directly at enemies may or may not be helpful because of its orientation mechanics. Instead, try to shoot a blow on surfaces near enemies (land, walls, ceiling, etc.). Shooting shock on the wall around the corner will chain damage nearby enemies over the said corner. This can be used to scout enemies not in your line of sight. It does 50% more damage to machines and robotics. Shock is a cheap, one-handed ability that inflicts less than optimal amount of damage to electricity and stuns enemies for a short time. The advantage of Shock is that it doesn't interrupt activities such as moving, aiming, and even rebooting. However, Shock damage is deadly only for lower-level enemies, even with high build strength. Because of this, many players simply ignore Shock and consider it obsolete for any mission above lv 25. But they're wrong. Shock damage may well be pathetic even against level 30 Lancer, but shock should not be used to damage enemies in any way. Yes, you are reading correctly, the sole purpose of Shock should not be to cause damage like the other first abilities that you can see. Instead you should focus on shock in crowd control (CC) opportunities. Shock deals damaging electricity with a 100% chance of status that stuns accomplished targets within 3 seconds. 3 seconds may not seem useful, but it is exceptionally useful when stuck in a bad situation. Basically, for just 25 energies, you can instantly shock up to six enemies of any level and completely stop all the attacks coming from them within 3 seconds. That's why Shock is so useful even at the end level of the game. It's great for stopping the incoming fire to make a few crucial moments to avoid a deadly situation. Next we look at his 2. speed. ENERGY25KEY2 SpeedGain Brief Boost movement that affects all allies in the range. Strength:10% / 15% / 25% / 50% (high-speed buff)8% / 13% / 15% / 17% (reboot speed buff) Duration:5 / 6 / 8 / 10 with Range:15 / 20 / 22 / 25 m Info Volt energizes the neighborhood, increase the mobility of their allies within 15 / 20 / 22 / 25 meters. Metres away. Players will receive 8% /13% / 15% / 17% Weapon Reboot Speed and 10% / 15% / 25% / 50% melee attack speed and speed of movement bonuses, last 5 / 6 / 8 / 10 seconds. Speed positive and reboot positive effect suffer from ability to strength. The attack speed effect provides an added bonus that will stack up with other attack speed modifiers. (e.g., Fury combined with speed at maximum rank and 30% Force ability will increase Volt's attack speed by 0.5 and 1.3 and 0.3 and 95%), (e.g., Rush combined with speed in maximum rank and 30% Power ability will increase the speed of the Volt sprint by (1 and 1.3) (1st (0.5 and 1.3)) Buff speed reboot provides an added bonus that will stack with other reboot speed modifiers. (e.g., Kvikdrive combined with speed in maximum rank and 30% Power ability will increase the speed of the Volt restart by 0.17 and 1.3 x 0.48 and 70.1%). Speed does not affect the casting speed, the speed of the knockdown recovery or the speed of the holster. Allies only have to be in range when the speed is thrown to be affected. Allies can flip to remove speed if they want to opt out. Increases the distance of combat maneuvers as sliding front flip and wall run as a result of faster sprint speed, that must be revived, escaping from tough enemies, or take the lead. Excellent skill to use for cell looking to get through the mission quickly. You can combine with Rush for unsurpassed speeds. Combine with Fury and Berserker for the absurd speed of attack on melee weapons. Can be used to avoid enemy fire due to the reduced accuracy of the enemy and dodge almost all the Corps because of the time in the way of the projectile of their weapons. Can reduce recharge delay for Cychron or Kitgun equipped with Pax Charge, however, this does not affect the refill rate. Using speed before going into Archwing mode to significantly increase the speed of Archwing flight is the ability of the Volt is best known. This is just as it sounds too, click 2 and go fast. What's great about speed is its increased speed, which includes walking, sprinting, parkour, speed restart (a separate bonus), and melee attacks. But there was quite a lot about speed as well. A large number of players just don't like the ability; he throws them out of the way, confuses them, and annoys them. You may ask: Then why don't they just use it?. Well, they're crazy because it's not up to them. The speed of the group has a positive effect, meaning its effects also apply to any and all allies in the Volt range that This is. You may have been around to see Bolt's recent rework back in the 18.13 update, where the speed got a new mechanic, speed up the coil, which was eventually replaced by the standard rear flip in Hoflix: Lunaro 5. Either way, speed is a very straight forward ability that doesn't really have any secondary benefits other than going super fast. It's great for evasive or offensive melee gameplay. But please be polite to other squad mates and not for spamming it. Number 3, Electric Shield. Perhaps his most useful ability. View the list of electric shields▼ ENERGY50KEY3 Electric ShieldVolt deploys the power barrier, providing cover in any situation. Meters on Energy Drained: 4 m Power:N/A Duration:10 / 15 / 20 / 25 with Range:N/A Misc:50% (damage bonus)200% (critical damage bonus)6 m x 4.25 m (static shield)2 m x 3 m (current shield)6 (shield limit) Info Volt creates an electric energy barrier 4.25 m high and 6 m wide, which absorbs enemy fire, last 10 / 15 / 20 / 25 seconds. Shots fired through the shield made by Bolt and his allies receive 50% damage from electricity and 200% critical multiplier. Duration depends on the duration of the ability. The height and width of the shield, as well as the damage bonus do not affect the mods. The power damage bonus is an additive bonus that applies to basic weapon damage, similar to elementary fashion. For unalienable weapons that cause 100 base damage, shooting through a shield will increase the total damage to 100 th (1st 0.5) and 150. The weapon currently causes 100 base damages and 50 injuries. Shooting through several shields will result in the bonus for electricity damage being additively stacked (for example, shooting through 3 shields will give 150% bonus for electricity damage). The critical bonus of the multiplier, on the other hand, does not fit with additional shields. The bonus for electricity damage is not combined with other elementary types to create secondary elements; The weapon will separate the proc elements present on it and electricity from the electric shield. Warframe's abilities don't get bonuses from a shot through the shield, except for Amber's Fireball, Frost Frost, Smite Oberon, and Wobana Flehett Orb. Bolt has the ability to pickup one of its static shields through the context of action. This will reduce the size of the shield to 2.0 m and 3.0 m and become mobile. Activating the contextual action will return the Current Shield back to the Static Shield. The position and movement of the current shield will be fixed on the target, meaning the shield will move with the camera, being within 1.5 meters of the Volt. When the current shield will be equipped the Volt will be limited to the use of only its secondary and near-range weapons and will have speed and mobility is reduced. Enemies struck by the current shield, while Bolt Sprint will be ragdolled. There will be a bolt 1 energy for every 4 meters he travels with the current shield equipped. Distance for energy depends on the effectiveness of ability through the equation DPE No 4 (2) (1 - Fashion Efficiency)). Only one shield can be equipped at a time. A maximum of 6 separate electric shields can be cast at any given time. Casting electric shields after reaching the maximum will remove the oldest shield. The electric shield affects some weapons in different ways: All primary and secondary weapons will receive damage from electricity and increased critical damage. Pellets from gunblades, like the Redeemer and Sarpa, also get a positive effect. Abandoned melee weapons such as Glaive are independent of the Electric Shield. The weapon, which has additional sources of damage, such as the quanta, will have its additional sources affected by the electric shield as long as the damage can be altered. For example, firing a Torid grenade through a shield will affect the damage to the projectile and damage to the area. Shooting the

Mutalist quanta ball through the shield will not affect the damage to the contact ball, but it will affect the damage to the exploding ball. A weapon with a retained trigger will acquire hit-and-see properties. While most enemy shots and damage to AoE are blocked by Electric Shield, weapons with innate impact through, such as Ignis Scorch, can bypass the Electric Shield. Prevents AoE self-driving weapons if the player shoots behind the shield. Synergy Ability: Casting Shock through an electric shield will electrify it, causing 100% shock damage to enemies that pass through it (e.g., an electric shield will cause 260 damage if the impact is modified damage 260). The passive Volt bonus will also be based on Shock damage (for example, Electric Shield will cause 810 damage if the modified Shock damage is 260 and the Passive bonus is 550 at the time of the Shock cast). Tips and tricks Multiple instances of static shield can provide 3600 wall protection, or can be used once if backed up in a dense space by blocking enemy fire from all sides. Note that Electric Shield does not protect its users from above and below attacks. Placing them above and below the player can be done to counter this. Penta's error does not receive any damage bonuses. Ignis, Embolist and Opticor lose their AoE properties. If Shock is thrown through the Electric Shield with maximum bonus damage from Static Discharge (1000), the total damage may be slightly lower than expected (for example, if Shock adds 100 Electric Shield damage plus 1000 bonus damage from passive, the damage will only be 1098 instead of 1100). ES is the best shield in the game, and don't let any Frost Ellitist tell you otherwise. ES offers complete invulnerability of damage in 25 seconds, which with a decent build duration can get more than 50 seconds. It also gives 200% critical damage bonus and a stack-capable 50% electricity bonus to anyone shot through it. Up to 6 shields can be present at any given time (used for infinite but good) and each can be picked up and moved individually at any time. Using ES requires at least some strategy, but it's relatively easy to use and very convenient. If you want some tips on how to place electric shields, read this short Potman guide. Some of the information is a bit out of date, but the tips are still applicable and I personally use many of them to this day. The static shield is just one aspect of the third Volt though. By selecting one of its shields, Bolt can activate the second part of the ES ability, the Current Shield (or Rebellion Shield, as most people call it). As it sounds, the Revolt Shield literally lets you keep the ES in front of you and move around. This has some basic drawbacks though: the speed of movement has noticeably decreased, you are limited only to secondary and near arms, the size of the shield is reduced from 6'4.25m to 2'3m, and there is an additional 1 energy drained by 4 meters on top of the original casting cost and 25s duration. However, despite the tax revolt shield is a total decent part of the ES (now) that allows you to move around, save all ES' crete and damage bonuses when shooting through it, ragdoll enemies you hit with the shield during the sprint, and with 90 protection in the center in front of you. I can't say that I recommend centering gameplay around the Revolt Shield, but a general build for duration and efficiency would compliment both parts of ES to easily rely on them for any mission. 4, discharge. ENERGY100KEY4 DischargeParalyze nearby opponents with electric damage, it also shocks approaching enemies. Strength:500 / 750 / 1000 / 1200 Duration:3 / 4 / 5 / 6 s (Duration of effect) Range:12 / 15 / 18 / 20 m (Ability Range)4 / 4 / 6 s (Duration of effect) Range:12 / 15 / 20 m (Ability Range)4 / 4 / 6 / 6 / 8 m (Electric arc radius) Misc:3 / 3 / 4 / 4 s (Duration)4.5 s (Damage Delay) Info Volt emits a powerful electrical pulse over 12 / 15 / 18 / 20 meters, any enemies, who are struck with the initial pulse or who enter the pulse area in the first 3/3/4/4 seconds after the cast will become stunned for just 3/4/5/6 seconds effect duration and emit arcs of electricity, like Tesla Coils, shocking hostile that come within 4/4/6/8 meters. The duration of the effect depends on the duration of the ability, but 3/3/4/4 seconds Duration ability and 4.5 seconds delay damage are not. Electric arcs do not interfere with the environment. Electric arcs deal 250 / 375 / 500 / 600 Damaging electricity by ticking each other hostile within 4/ 4/ 6/ 8 meters from the hit target. Electricity damage ticks twice a second. There is no delay of 4.5 seconds and goals will not deal with self-damage. Affected targets that are not in the range of other hostile will begin to damage themselves after the first 4.5 seconds discharge for 250 / 375 / 500 / 600 electricity damage tick for the remaining 3/4/5/6 seconds Effect Duration. Electricity damage ticks twice a second. If the affected targets die, but one survives, he will begin to injure himself in 4.5 seconds. If the duration of the effect or the remaining duration is shorter than 4.5 seconds, the affected target will cause no damage. Damage to discharge, damage to the electric arc, and duration effect all have a drop over the range of 12/15/18/20m. Damage discharge and damage to the electric arc suffer from strength ability. The range and radius of the electric arc depends on the range of abilities. If the casting point is damaged, the damage to the arc and the duration of the effect remain at 100%, gradually decreasing until all reach 50% of their respective values in the maximum range from the casting point. The electrical damage of the arc does not fall over the radius of the electric arc from individual enemies, only over the discharge range. Loot boxes can also be exposed to the Tesla effect, but can only be charged once. Passive Volt affects the discharge, but the bonus damage is not just added to the overall ability damage output. Instead, the current value of the bonus damage is divided into tick damage, rounded to the nearest whole number, and then multiplied by 0.5 seconds. This new value is then deducted from the 4.5 second phase of the discharge damage delay, meaning the discharge will start damaging the target sooner. For example, Rank 3 rank with maximum Rank Intensity and 1000 bonus damage from passive Volt will have to deal with: \$5s' time leftfloorfrac{textbf{1000}}{textbf{600}} textbf{1.3} right rflo

..... He said

..... that is, any other targets affected by the discharge will follow the usual

damage calculation without the Static Discharge effects. Synergy Ability: Casting a shock against a target under the discharge effect will result in overpayment, creating an area of effect of the explosion emitted from the target. Can be used while sliding, walls clinging, and in the air (such as jumping or performing a front flip). Has a throwing time of 1 second, during which Bolt is vulnerable to damage and energy leakage, but is immune to knockdowns and stuns. There can be a remake within the first 3/3/4/4 seconds of the previous cast, and the reworking after said duration will not update or stack the impact on already affected enemies. Tips and tricks of casting a discharge when the goals are in proximity to each other and/or to themselves will ensure that enemies take more damage during the duration of the effect. The discharge of mostly Bastille Vauban is mixed with Amber's world on fire. It stuns everything in its range (20 m) and deals a lot of damage from electricity to enemies every second. It's both a very nice clearer room and a crowd controller. Crowd. and the containers affected by the discharge will turn into live Tesla coils emitting arcs of electricity that will zap and damage other nearby enemies, as well as each of them damaged by the very ability. Using it is simple, but be sure to activate it before a bad situation arises because the discharge has quite a long cast time and during this time the Volt is completely vulnerable to damage. There have been many times when I was killed shortly before the animation cast ended. What about his passive, static discharge? Viewing a static discharge list▼ Journeys the ground between Volta attacks (walking, running, or sliding) will build up static energy, adding bonus damage from electricity to the next Volta or cast assault. For each passing 1 meter, 5 points of damage from electricity are added, accumulating a maximum of 1000 bonus damage. Damage is added in front of the multipliers and does not depend on the strength of the ability. Static discharge can be combined with elementary mods on weapons. Static Discharge is one of the few big liabilities in the game. For a beginner, 1000 damage probably seems the most appealing thing about it. But that's just part of it. This bonus damage is added to the damage to your weapon in front of multipliers (such as crit or channeling). This basically means that it doesn't only add a flat 1000 damage to your attacks, it adds StaticDischarge and multipliers, making it great for passive. Also, fishing ... AUGMENTS Now that we know a little more about Bolt's abilities, we can look into his add-ons. Main article: Shock Trooper Shock Trooper is a Warframe Augment Mod for Volt that allows a shock to be conducted by the cast, creating a wave of energy traveling outwards from the user, who temporarily provides the caster and nearby allies with additional damage to electricity for all attacks. This is a very straight forward Augment. Just keep Shock and allies nearby boosted for 40 seconds. It doesn't have any real flaws, but it's not very powerful either. Main article: Shocking speed Shocking speed Warframe Augment Mod for volt speed that causes him and his allies to inflict electrical damage and the status of enemies they touch while driving. It's also easy to understand Augment. This can be very useful for escaping deadly situations due to electricity procs and generally quite fun. I would recommend this if you are going to speed build to add some Ccing insurance. Main article: Transistor Shield Transistor Shield is a Warframe Augment Mod for the Volt Electric Shield, which allows allies to select and move electric shields without the energy to move them. In addition, the percentage of enemy damage The electric shield (s) will be completed with the passive static discharge of the Volt. This is the latest Augment for Bolt, and good too. This not only allows allies to use their own riot shields, but also becomes more effective above the level scale. The higher the level, the higher the damage, and the higher the damage, the faster your static discharge will build up as long as you have 1000 bonus damages per shot. It's mostly Nyx's Absorb, but on a much more limited level. I would also recommend this Augment. Main article: Capacity capacity is the Warframe Augment Mod for Volt, which converts the percentage of damage done to the discharge into shields divided between it and the Allies. Probably Bolt's most popular Augment, Capacitance is a great way to completely restore and overflow the shields of your squad in a short time. Extra power isn't really required either, as discharge deals as much damage already required only a handful of enemies to max out your Overshields. It's useful in just about any build you might think to put on it, so this increase will probably be my highest recommendation if you want to use any of them. Let's talk about Bolt's synergy not only between his own abilities, but also the abilities of other Warframes and weapons. So what is synergy? Synergy is a way of interacting different abilities with each other to create a new effect. Shock synergies with two of his other three abilities. First, there is the synergy of Shock-Discharge. After casting a discharge the player can throw a shock at any enemy that is currently reliant on discharge. This will result in overpayment, emitting an AoE pulse that will hurt other nearby enemies. How much damage? I don't know, but I can tell you that it's not much (probably a percentage of the damage shock plus passive). Second, it's the Shock-Electric Shield synergy. Casting Shock through ES will result in an electrifying shield. Any enemy that goes through has a chance to be stunned and will take 100% of the shock damage plus your passive. This effect is able to stack by casting multiple shields and electrifying them all at once, although casting Shock through the same shield several times will not stack. In addition to the Shock-ES combo, Electric Shield can synchronize with the abilities of other Warframes. A good example is the synergy of Fireball-ES. If Amber throws a fireball through the ES, the two elementary types will combine and deal with radiation damage. Other abilities that throw a projectile or beam can also benefit from ES fans when shot through it, such as Mesa's The Peacemaker. Contrary to his description of the Codex, Bolt actually compliments the gun and hand-to-hand combat to play more than acting as an alternative, as seen in his 2, 3, and passive. Speed dramatically increases the speed of attack, making even the slowest weapon worthy of a viable. And ES increases the damage from the production of firearms by a fairly large amount. But some weapons benefit more from Bolt than others, the most notable is the critical weapon. The shield multiplied doubles the crit damage, and the addition of a stacked 50% 50% Electricity damage. Paring this with other abilities (like Banshee's Sonar) and well-built crit weapons makes you death yourself. In addition, the static Discharge bonus damage is also done by critical multipliers. As for melee weapons, the speed added bonus basically acts as an add-on to the need for mods like fury, allowing you to replace them with other, more important damage/crit mods. Currently, the most effective weapons to use with the Volt (according to my own findings) are: Obviously you're not very limited in choosing here, but in order to be told the weapon will complement Bolt's abilities they need proper builds. I won't go into an in-depth build guide for each one, obviously, but I'll give you a guide to follow with each one. For the Primary and Secondaries listed above, the general idea is to build as much for Crete as possible; as a critically important and critically damaging. Now, using a critical weapon is not essential for the Game of Volt, in fact I personally use mainly the status of weapons (Ignis Wraith and Zatti). However, crit weapons synergy is very good with Bolt because of the ES, speed, and its passive, so if you're looking to get a little more off your weapon, then Crete may be the choice for you. In any case, when creating your original and secondary, damaging mods (Serration / Hornet Strike) and crit mods (Point Strike / Primed Target Cracker) should be your first priority. After that, it all comes down to individual weapons and your preferences. As for Melee, the standard meta build will work best. If you don't know what a meta-assembly is, it usually consists of Blood Rush, Berserker, Organ Shatter, True Steel and Drifting Contact (or Body Count). However, with the release of State Overload a good melee status can work just as well on Bolt. The main thing is to use the speed to pick up your attack speed either crit or proc for a shorter period of time and stack the combo counter as quickly as possible. I could talk about gun levels and builds all day, but this is Bolt's guide, and as such I will limit this section to just give you an overview of what you want from your weapons. Since the release of PoE, Bolt has been one of the go-to shots for the Kaiju Eidolon hunt due to an electric shield. ES not only protects the operator from incoming projectiles, but also increases amp damage due to its critically acclaimed multiplier. If you plan to do some Eidolon hunting with Bolt, then I suggest you build and guild a crit focused Amp and build a volt for duration and efficiency for spam ES. There's not much else to say about it, it's pretty straight forward, so find a decent squad and good luck. In addition, with Release PoE, Bolt was one of the go-to shots for fishing! Because of its passive it only takes a few steps to create enough damage to one shot of any fish. Not that fishing is particularly difficult with spear, but for fish like Glappid, which can usually take a few hits if you currently don't have the right spear, Bolt makes things very handy. You can also save yourself from the trouble of buying two other fishing spears after Lanzo. BUILDS Finally, the moment you probably missed: Builds the big question here, how should you build your Volt/Prime? There are many different build options for it that is part of what makes Bolt a fun frame: Speed builds, Sanctuary Onslaught builds, and Eidolon Hunting builds are among the top three though. First though, I'd like to talk about common starchart builds. For 99% of the game you really don't need to pay much attention to building around his abilities. And because Bolt is one of the squishier frame in the game, I suggest focusing more around survivability: View the general builds list▼ For me, I like to use loadouts as much as possible, which means that I have builds dedicated to individual factions (as shown above). It's not necessary, and only one build is fine. You'll also notice I like my Volt is really tanky. There is no need for that either: With the strategic use of Shock, ES, and the discharge of volts should be able to survive only fine with minimal survivability mods for most starchart. However, being something of a veteran I find myself in higher-level missions or running endurance runs more often than not, which requires more than just the use of abilities. So I came to find that the Inaros-Volt hybrid build fits my needs just perfectly without impeding the effectiveness of my abilities. Grineer and Hull is building the same thing, but my infested build is noticeably more tank-like, and this is mainly due to pesky toxin procs. I also have loads for specialty missions such as Index, Sanctuary Onslaught, and Eidolon Hunting: View Special Builds List▼ These builds are a little more involved, so I'll break each one down. First, to create the index you will notice, this is definitely my most tanked version of the Volt. This is because in the index I rarely, if ever, (get to) use any ability. Even with Hunter Adrenaline, the energy leak is simply too serious. In fact, the whole Fast Thinking - Hunter Adrenaline combo can be replaced by something else all along, but I've found that even with them Bolt's survivability is still enough to keep me alive with more than a dozen index points on me. I also paired this build with the speed of Crete Hirudo for almost instant healing. While I may not be as tanked as Iron Skin Rhino, I'm still just as viable and most of the time playing at their level. Second, the ESO assembly is almost entirely built around the discharge. You'll notice a bunch of and duration, and this is arguably the most important part of ESO's category of spam volts. The point of this build is to hit (and kill) as many enemies as possible to upkeep your efficiency. Mostly Basic No Sarin, this Bolt is what is going to keep the squad afloat. There is also a second version of this build that I found that can surpass this version even, and it is replaced by Umbral Intensity and adaptation with activating and fleeting expertise. This takes away the duration of discharge and some of your survivability, however it is extremely more spam now, and from what I see, actually pull the enemies faster. The downside is that because the duration takes a hit you will need to redo next constantly that I found too annoying to put up with. Third, the Eidolon build is very similar to my infested build, but my Power has been replaced by one of Bolt's additions, the Transistor Shield. When hunting, you don't need any abilities other than ES for critically, which means strength, range, and even duration doesn't matter. And I use the increase, because whatever damage the shield takes goes to the passive Volt. This means that even with one or two good hits Static Discharge will be the maximum. This means that an additional 1,000 damage will be added to each shot from my Lanca, which is then multiplied by crits, basically providing an additional 4,400 damage (8,800 damage when firing through the shield) to the critters. It's huge and I feel as if not enough people know or take advantage of this fun mechanics. And if you're a real beginner and looking for more builds to get fit for your level, I'd like to offer something close to that: It's pretty easy to make, and it's a good investment as it will last you a while. Try to use and tinker with it until you can grab some of the best fashions. Note that this is not the best build to have, just suggestions and basic guidelines. They are mostly based on preferences and style of play; what I found to work best for Bolt through my experience. These builds come from different players and may be a better fit for you. If you want your build to be listed, please upload a screenshot and description of your build in the comments below. 1.RanosFox's Solo Volt Build View RanosFox's Build List▼ RanosFox offers this build for a solo game. When there is a large group or heavy units place the electric shield to cover and use shock during the restart. Use the discharge if the room gets too full. Speed will almost never be needed, since there is no point in rushing when you are solo if you play Capture Missions and if desired to get somewhere fast, like in Orokin Vault tiles. 2.EXNOV4's General Offensive/Support Build View EXNOV4's Build List▼ This assembly uses high duration and efficiency to keep fans of Volt and CC going as much as possible, especially in energy-limited departures or other where a low energy threshold is key. Capacity enhances Bolt's team play, allowing the redirect level to be shielded at full-time. Viability keeps it his be a one-shot slash proxy at the end of the game and endgame, and Transient Fortitude is the most effective way to bridge the gap and keep close to the neutral power force with minimal losses on other statistics. Walk into a room, create a defensive position or snag a shield to take with you, lock the pack of enemies down with discharge, then rinse and repeat the victory. Your costs are so cheap that you never have to worry about casting, and the increase in duration has several advantages. You can stack discharge for cheap, durable and powerful shield regeneration buff. Even at a high level, it is quite possible for your shields to regenerate faster than enemies can eat through it, especially if you have multiple instances running. Picking up a shield is very cheap and lasts for an absurdly long time, and even with the rate of active you will still have so much efficiency it barely puts a dent in your energy pool. Connect these three abilities together and you will turn into a hyper-mobile pseudo tank with a full frontal lock, massive point blank CC, and any damage that makes it through your shield will disappear almost immediately thanks to the styling of the shield regeneration capacity offerings. One of the changes some players may want to make is to swap Rush for Power Drift in order to maintain a positive force of force. EXNOV4 definitely prefers Ash, which extra speed of motion brings, especially since its 2 scales are so good with it, but your mileage can vary. TIPS and TRICKS I mentioned this a little earlier, but Bolt is not exactly tanked; His health pool is pretty mediocre, his armor is worse, and relying on shields can only get you so far. To fix this, some forms of health regeneration are highly recommended if you plan to solo'ing it in high-level missions. So here are a few ways to go about that: Shock and Healing Return: Because Shock is a guaranteed electricity proc on up to 6 enemies, using the melee with Healing Return is a very simple way to restore health on fast melee attacks. Assuming you have something at least with some range on it (hit more than just the enemy in front of you), the No.11 health for hit-on-the-enemy adds up pretty quickly. In addition, the state of overload also goes well with this. If you don't feel like spam shock every time you're low on health, the shocking speed is there to cover you. It does the same as shock, but it's more passive. Thus, throughout the duration of the speed any enemies within the standard melee range are stunned by the electricity proc from which you can get health with Healing Return or do more harm with CO (or both). Life In tandem with the massive volt Prime energy pool, it is also a viable option. Instead of getting a guaranteed fixed amount of health when the ability is active, you can get a health that will actually scale with the amount of damage you are dealing with for the price of extra energy. It's This. preference issue. Weapons with an innate life steal like Hirudo or Gema should also be considered as they don't really cost energy for you to regen health. However, Gema requires headshots and Hirudo requires crits, although it's probably not too much of a problem. Also, you could combine the best of each world and go in with Healing Return, State overload, Life Steal, Hirudo's Shocking Speed for a silly amount of health, but it's a lot more than Bolt would ever really need.... VIABILITY Alright, so how viable is Bolt/Prime? The volt is definitely a glass cannon, so you don't want to try to tank with it unless you have survivability mods, obviously. That's not to say it's not good for offensive gameplay though, but it's more of a support frame than anything. His second and third compliment melee and gunplay superbly, as well as polishing and protecting his teammates in the process. His fourth is useful in any situation, and will most likely save you and your teammates donkeys several times. In addition, almost all of his supplements are centered around support. Strike Troopers are a simple and cheap way to increase the damage to your allies. Shocking speed is great for a quick get away for your entire team if you are in a sticky situation. The newest addition, the Transistor Shield, is also useful for allies who have to move with some protection, as well as for Bolt himself due to the absorbed damage transmitted to his passive. And finally, the ability for a moment increases survivability for you and your allies very effectively. Besides the add-ons, Bolt is a very DPS-y frame. Speed increases melee DPS, ES increases the damage from the gun, and the discharge is one of the rawest ultimate damage in the game. In addition, Bolt Prime has the highest energy pool of any frame (associated with Saryn Prime), making all its abilities even more spam-capable. ANALYSIS So why do many players see it as garbage or not good? This is mainly because of the Volt labeled as the only starting frame; only good for the noobs trying to align. Once the players advance a little further into the game, they tend to find Bolt lackluster compared to some of the more flashy shots they've never played. For many players, Bolt is a nest of all professions, but a master of none, and as such, tend to forget about it after a while. The truth is, Bolt may be too simple. His powers are simple and simple, and after a while it can become boring. They also don't show any obvious calls to catch the eye of experienced players. But the simple fact is that even if the Volt is kinda plane and boring, it is extremely effective in what it does, and in Hands can easily be more powerful or reliable than most other frames. It is a fact that many players have decided to deny because of the blind ING bandwagon and the refusal to delve into its character. As Bolt's core (and largely fanatical), I can guarantee that Bolt is a frame worth it and the more you get to know him, the more it will shine. Bolt may not be for everyone, especially for those who want a more tank-like, supportive, or hidden style of play, but don't be too swayed by what others might tell you (even me). Everyone is biased, and everyone has their own Warframe that suits them, so don't be surprised if the Bolt I described here is not what you find for yourself. What do you think? And of course, please use comments for any questions, comments or tips for your Volt Builds. I like to hear your suggestions for improvement. ACKNOWLEDGMENTS I would like to thank Lonely Tenno 73.101.48.29 for asking me to do this guide. Also, thanks to Just Err0r for pointing out to me that static discharge carried my multipliers. I honestly never thought to look at it, I just assumed it was a flat bonus after all the damage calculations (you know what they're talking about assuming:)).

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