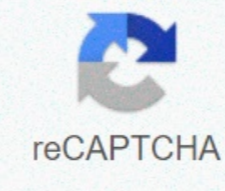




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Warframe quick thinking farm 2019

Home Community Recruitment Agriculture Quick Thinking Mod Home Community Recruitment Agriculture Quick Thinking Mod War Frame > General Discussion > General Discussion > Detail Dusjet Best Place, where were you wondering where the best place to find anger and quick thinking? Napalms drop anger and know that its decaying ancient healers drop quick thinking, but Ive continued to farm them, but I can't seem to find a mod. Ive listens to the T3 Def key, Aphorodus is the best place for a farm for remodeling, is this true? and will my chances increase my predatory capacity if I use necross? Thanks to Advance Lemarque: Se Formula Est a Utility QUE is Cigna du Spam, Pour de la Publicite et des Messages Probrematics (Herselement, Aggresbite, Groschiere). Quick Thinking is a mod that uses Warframe's residual energy pool as an emergency buffer to prevent death every time a player falls into 2 Health. Stats [Editing | Editing Source] Rank Efficiency Cost 0 40% 10 1 80% 11 2 120% 12 3 160% 13 4 200% 14 5 240% 15 Rank Efficiency Additional Damage Reduction Power 0 40% -150% x2.5 1 80% -25% x1.25 2 120% 16.667% x0.833 3 160% 37.5% x0.625 4 200% 50% x0.5 240% 58.333% x0.41667 Effective Health R0 R1 R2 R3 R4 R5 100 40 80 120 160 200 240 150 60 120 180 240 300 360 175 70 140 210 210 28 0 350 420 225 90 180 270 360 450 540 262.5 105 210 315 420 525 630 300 120 240 360 480 600 720 Notes[Edit | Edit Source] Stack total 300% efficiency with gladiator finesse. Warframe armor and reduced sources of damage still reduce the amount of damage coming in and the amount of energy drain. Under the influence of quick thinking (2 HP and losing energy instead), powerful hits stagger warframes. Be vigilant because repeated strong hits can effectively stun-lock you until you die. Weak hits do not induce this effect. The Pain Threshold significantly reduces staggered duration and avoids stun locking. The maximum rank prime shifoot completely removes the deviation. Damage taken while quick thinking is enabled does not count as being a health hazard. Therefore, Rage and Hunter Adrenaline do not convert the damage that comes into the energy, and Vex Armor and Vexing retaliation do not cause that effect. Quick thinking is the lowest priority of all death prevention effects, including nidas and wocon seconds and Phoenix updates. Quick thinking begins to drain energy only after all other means of preventing fatal damage are exhausted. If a single attack is strong enough to kill in a single strike (i.e., the total available health after armor damage reduction and the damage value beyond the possible energy-converted buffer), the player will instead immediately enter the lead-out and lose no energy. ThisTo avoid wasting energy so that the player would have been killed regardless. Ability efficiency no longer affects the amount of energy lost under the influence of quick thinking. This type of remodeling doesn't work with Hildrin because of the unique mechanics who use her shield to empower her abilities rather than having an energy pool. Tip You should make the most of your quick thinking with the Edit Source or Priming flow. Zenurik School Void Dash Upgrade Energizing Dash is very useful for maintaining your energy and therefore your effective health. Energy Siphon Aura also helps to regain lost energy. This mod provides better protection against shield-bypassing damage, such as toxin damage, and can surprise players. Quick Thinking works very well with Trinity because it can spam energy vampires for an endless supply of energy. Decelate helps restore health and energy orb, and the mod itself works well with Neros for this. This mod also works well with the limbo due to the lift plane's ability to restore energy, as well as his increased energy pool. Magnetic processes like ancient disruptors and sensor bars instantly drain energy to 0 for a few seconds, while wasting this mod. Also, anger and hunter adrenaline do not replenish energy if part of health is lost during the magnetic process. Garuda worked well with quick thinking thanks to her passive, and before Trivia [Edit|Editorial Source] Update 11.1, she was able to work with the maximum damage potential for a longer period of time to transform energy into the health of your Warframe many times with 96% efficiency in combination with Rage. Patch History Edit |Edit Source Update 21.3 Quick thinking locks players less frequently. This is actually undoing a bug fix that didn't make players phenomenal as often as quick thinking intended, but this is the new intent now! Update 17.10 Quick Thinking Mod corrects proper consideration to avoid reducing damage and removes energy from clients. Hotfix 14.6.1 14.6.0 hotfix fixes an issue that caused a valid permanent vulnerability because rage + quick thinking added energy to the pool that was never distributed to players. With this change in mind, the combination of anger and quick thinking may seem as inefficient as before, as it no longer gives effective invincibility. The scope of this change has been monitored to ensure its usefulness as a combination of these Mods. Hot fix 14.0.8 The modified quick thinking is not working as described or intended. Update 11.6 Increased stagger thresholds and shifts only occurred on blockbusters, not accumulated damage. This should prevent situations where quick thinking will save youDefeated and killed again. Update 11.1 Reduced the effectiveness of interactions between angry/quick-thinking mods to prevent indefinite immortality in all game modes. Quick Thinking Mods won't save you from suicide damage. Update 10.3 Added missing MOD card images for quick thinking. See also Edit | Edit Source attribute gladiator finesse, which is another mod with the same functionality. Community content is available under CC-BY-SA unless otherwise stated. Garuda is a tank warframe with excellent scaling in her ability to allow her to easily take endgame content. This build guide shares two different builds: one is 0 Forma and the other is completely Forma'd. These builds are viable for almost any level of content and try to leverage Gurda's strengths. These are noteworthy because you can consider setting up a tankier if you prefer to use your gun over your abilities. 0 Forma Garuda BuildArcane Guardian is an excellent addition to this build to boost your tank. This first build requires 0 Forma and is excellent around builds that serve you well with both low and high level content. We've made some changes from the traditional builds found on sites like Warframe Builder and YouTube. Instead, in addition to the typical quick thinking + priming flow combo, we use rolling guards as our primary tank mods. We'll go into more detail on this route in no time. Quick Thinking Quick Thinking is a classic mod of any Garuda build as you turn your energy into a backup health bar once you hit 2 HP. This is coupled with Garuda's third ability to shed blood and reduce your health by 50% of the total to restore energy. This feature reduces health based on the total possible health, not the current health condition, so if you have less than 50% left, warframe health drops to 2. Without quick thinking, slashes and toxin processes kill you instantly, and your low overall health pool makes you an easy target. It's a must-have mod in our opinion. Priming flow priming flow assists in the overall strength of quick thinking and garuda's third ability. Quick thinking uses your energy as a backup health bar, so having more energy is practically the same as installing vitality in your Warframe. In addition, bloodletting means that a higher energy pool restores more energy per use and restores a percentage of total energy. This is important for the following utility mods we use: Natural TalentNatural Talent + Rolling Guard Natural Talent is always a hard mod to slot into any Warframe because it doesn't directly affect any statistics. It is in search of Talon, which not only reduces the animation time of your ability, but also reduces the charging length for Garuda's fourth ability. But seriousTo natural talent in this build: it allows you to spam bloodsucker to play energy quickly. Usually, when playing Garuda, it reduces your health and temporarily locks garuda into a simple animation, so you need to be careful when using Bloodlating. Even with quick thinking, if you suffer a strong attack when using energy as a health, quick thinking will stagger you, so you still have to be cautious. At higher levels of content, this misalignment can cause you to die almost instantly. This is where rolling guards come in. Turn the enemy into an altar of blood (Garuda's second ability), and you have a constant source of healing. Roll inside the healing radius of the blood altar so that you become completely invincible. Use blood three times in a row while invincible to regenerate 300 energy instantly. You can repeat this every time the rolling guard removes the cooldown. Without natural talent, you can't use bloodsucking three times while being invincible. Warframe statistics priority The main goal of building Garuda, including us, is to achieve 200% strength. This is to mark the enemy who hit, in search of Garuda's fourth ability, Talon. Marked enemies can shoot slash status when shooting with abilities or weapons. If you have 200% ability, the probability of lead status reaches 100%. These slash procedures deal absurd damage and scale to almost any level of the enemy. The second priority is to keep efficiency above 90%. Anything less than 90% will make it difficult to use the ability frequently. Efficiency affects energy costs as well as how much energy blood is restored. It's worth noting that if you're using Rank 3 Arcane Energize, you're likely to be getting away with it with lower efficiency. If you want to focus on gun play rather than ability, it's no problem to reduce efficiency. Our last priority is to go to the highest possible range due to the explosion radius (which pushes down the initial capacity) of the dreadhart and the healing radius of the blood altar. Dreadhart, when combined with Seek Talon, can completely wipe out enemies at all levels, so it is useful to have a higher range. Garuda's ability lasts longer in the base period, so the duration of the ability is not a high priority. Keep it above 60%. Garuda 4 Forma Build Arcane Guardian is an excellent addition to this build to increase tanks. There are not many differences between this build and the 0 Forma build. The build of a fully forma is more beautiful because you can afford to use umbral intensification + 100% fortide over blind rage + fleeting expertise. Both of these mod combinations provide 199% capability, but fleet expertise sacrifices 60% duration and temporary fortide sacrifices only 27.5% duration. The 5% efficiency difference is much less important than the additional 32.5% duration. Save 32.5% of the time and you can ignore itAll mods can include prime continuity for the entire period or you build for a higher period. The advantage of a high period of build is that it is much easier to keep your abilities active at all time. However, we have designed this build to use your abilities frequently, so we prefer to ignore the period and instead go to an additional range with Argur Reach. If you wish, replace Auger Reach with Priming Continuity. Another advantage of Forma'd builds is that you can afford to include exilus modifications. Depending on your preference, cunning drift, power drift and pain thresholds are recommended. Cunning Drift is great if you like spam asking Talon for dreadhart combos. If you choose Prime Continuity in OgleReach, we recommend using this method. Power drift ensures more than 200% ability strength for a 100% lead chance while at the same time providing some resistance to knockdowns. Finally, the pain threshold reduces the staggered time from quick thinking that can save your life. How to use build notes: When playing on a PC, we strongly recommend binding the first and fourth features to the mouse. Both abilities can move when you charge, but if you need to use one of your fingers to press the ability key, the movement can be difficult. You can move freely using the mouse's abilities. These builds are not intended to keep garuda at 2 HP at all time. But you can keep her HP in 2 on any standard mission with enemies below level 40 and use asking Talon to kill everything. For a higher level of content, you'll want to quickly clear the mob in search of Talon + Dreadhart. This combination scales well at any level as no damage boost from low health is required. However, Garuda's passive damage buffs can be used by enabling bloodlating multiple times, rolling it, and then using abilities and weapons. This allows you to stay completely immortal and focus on DPS instead while you have low horsepower. You can easily get hp back using the blood altar, always remember that you can always use the Blood Altar and rolling guards to bleed and play HP or energy. You can also use Magus Promotion to restore HP for bloody you are better if you can afford it. Finally, it's always a good idea to keep The Dred Mirror active because it reduces a lot of damage and you can use Dred Heart if you want. The more you play with Garuda in this build, the more comfortable you will be with the synergy of her abilities, so don't stress if it's hard to keep track of everything at first. Additional Mod commentary adaptations many Garuda builds have adaptations of them that we tried but didn't like. In our experience, it is difficult to continue to fully stack adaptations to higher levels of content. Avoiding hits is a priority, as end-game content tends to kill you very quickly even with reduced damage.The dreadlocks block a significant amount of damage and don't refresh the adaptive stack, so we found rolling guards to be a better tank option for us. Umbral Fiber Garuda has high base armor stats at 300 and has an incentive to increase the value of her armor since the quick thinking factor of armor. More importantly, however, umbral fiber increases the effectiveness of umbral strength for a capacity strength of +44% to +55%. This allows you to reach more than 200% ability in a 100% fortide, providing a guaranteed chance of bleeding in search of talons. In our opinion, the 199% capability strength is good (Umbral Intensification + Ultimate), and the extra tanks from this mod felt unnecessary, so we chose to remove it from the build. Natural Talent is a mod that is hard to include in your build as natural talent has zero impact on Warframe statistics. If you're going to use your gun more than your ability, consider replacing your natural talent for another tank mod or range mod. The additional range does not help in search of talons, but it increases the healing radius of the blood altar and increases the explosive radius of the dreadhart. If you're looking for a pure nook or pure tank/support Warframe, there are better options, but Maruda plays a solid role between the two. One advantage of Garuda having nuclear weapons like Saryn is that she can handle high single target damage thanks to her passive, slashing mechanics. Let us feel free to share your build in the comments below you think!