

How to get khora warframe

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The choir is the first Warframe of 2018 and has been released in the Beasts of Sanctuary update. The choir can be obtained exclusively through the Sanctuary Onslaught Gamemode, which requires the completion of the Second Dream questline for access. Fiercely poised with wild instincts, Hunter Chora and her feline acquaintance Venari scour amid the fight of the cleaners for prey. Mistress livewire, she enchains her enemies to enforce the deadly discipline of whiplash, claws, and jagged steel. All parts of the Choir require the Kawata Genetic Code, with the exception of the project itself. Kawata's genetic code can be obtained by scanning Kawata in the wild, mostly found in Orokin abandoned areas. HEALTH Stats: 375 SHIELD: 300 ARMOUR: 275 ENERGY: 188 SPRINT SPEED: 1.05 Skills Passive - Beastshield Chorus Live Metal thickens with each of her mates in range, giving her 15% extra armor on allied pets that stays within 50 meters around her. Whipclaw Send enemies reeling with a deafening whip. Ensare binds a hapless target in a living metal, confusing others who get too close. Disperse the trap with a cracked whip. Venari Invocation is a ferocious, brilliant cavat. Use again to cycle between attack, protect and heal poses. Strangledome Weave dome is a living chain that ensnares and strangles any enemy inside, and anyone stupid enough to approach. Chorus Drop Table Chorus Blueprint Sanctuary Onslaught - Rotation C Chorus Chassis Blueprint Sanctuary Onslaught - Rotation Of The Chorus Neuropt Blueprint Sanctuary Onslaught - Rotation B Chorus Systems Blueprint Sanctuary Onslaught - Rotation C I almost always loved pets/cat classes, and I wonder exactly how exactly this is the best way to farm for it? I've noted by reading that there are host questions, etc. but what's the fastest way to get a chorus? I also have enough frames/mods I'm sure I can come up with most of the solutions provided. Bless :D! Page 2 of 37 Gle Comments has been introduced in Warframe's Beasts of Sanctuary update. She is accompanied by her Katal Venari, and together they scour the battlefield, bringing ruin to their enemies. The choir combines a strong area of spectacular ability and crowd control to provide a heavy wave clear on its mission. It can also build its eyelash ability to do incredible damage and is one of the most impressive DPS Warframes in the game. Of course, to play in glee, you need to know how to farm The Choir. As a farm choir to get your claws on the choir, you will need to play the new Sanctuary Onslaught mode. You need to play the standard version of the mode, which can be accessed through a part of the Chorus will fall on the following rotations: Rotation A - Chassis - 8.33% drop chance Hostation B - Neurotis - 7.69% drop chance Hostation C - Systems and Basic Blueprint - 5.64% drop chance. A-A-B-C rotation pattern. So, the first and second rounds of A, third B, and fourth C, and after that he back to A again. That's it. To get your hands on Glee Club, just play Sanctuary Onslaught Onslaught You have all the parts you need. How to build a choir Once you have all the pieces, you will need to build them into a foundry house. The components will take 12 hours, but all of them can be built simultaneously, while the completed Warframe will take 3 days. You'll need the following resources To build it: Neuropt chassis 15,000 Credits Kawat Genetic code 65 Iridite 12250 Alloy Plate 4300 Rubedo Systems 15000 Credits 2 Kawat Genetic Code 1000 Plastids 2600 Chains 11500 Ferrit Hora's Whipclaw Ability - Chora cracked her whip, causing damage and causing the status of exposure to all enemies within reach of enemies within reach. Ensnares - Chora whips the enemy, framing him with live metal. While trapped, the target is completely disconnected and the metal can pull in nearby enemies. Venari - Chora summons his faithful companion, Venari can do damage to enemies, protect the Khor, or even heal allies. Strangledome - Chora uses its live chains to create a dome around it. The dome will connect all enemies within reach and any enemies that pass through. While they are captured by chains, enemies do damage every second. The choir, hunting, is accompanied by her faithful companion, Venari. Together they pose a terrible threat to enemies in Warframe, like a whip and claw lying waste to everyone around them. Chora succeeds in minimizing the dangers of strong enemies with its chains, and then inflicts huge damage on Whiplash. To get your hands on the Glee Club, you need to head to the Sanctuary Onslaught, and take on hordes of enemies for Cephalon Simaris. The main plan of the Chorus and all its drawings of the components can fall as a reward at the end of the rotation of this mode. You can access Sanctuary Onslaught through navigational mention, in mission lists at the top right to the top right of the screen. The rotation at the Sanctuary Onslaught Rotation in sanctuary onslaught is two rounds, and the pattern of rotation and rewards pools of A-A-B-C. This limitation means that you need to play eight full rounds to get rewards from the rotation C. Chassis plan - Rotation - 8 percent chance of neuroptis plan - Rotation B - 9 percent chance of Basic Plan - Rotation C - 11 percent Chance Systems Plan - Rotation C - 11 percent chance you'll need to spend a lot of time in Sanctuary Onslaught for Farm All Chorus Plans, so the standard practice is to bring in some weapons, you need to align, or also farm Focus while there. If you have all the drawings for the Choir, you can build it in a foundry. Using the following resources: Chassis 15000 Credits 5 Kawat Genetic Code 65 Iridite 12250 Alloy Plate 4300 Rubedo Neuropt 15000 Credits 2 Cavat Genetic Code 35 Kuaka Dorna 15000 Polymer Bundle 16000 Rescue Systems 15000 Credits 2 Kalat Genetic Code 1000 Plastids 2600 Chains 11500 Ferrit Most of the necessary resources are standard for most of the craft game but Kalat's genetic code The Kouachi dorsal claws are the things you need to get out of your way to get. You purchase the Kawata genetic code by scanning Feral Feral on the Ogokut abandoned tile. Capture missions in Orokin Derelicts are good places for this as you can capture the target and then search the level for these hard-to-detect creatures. You have a twenty-five percent chance of getting a genetic code if you scan one. You get kuaka doroznog claws, killing kuakas on the plains of Eidolon. Kuakas are strange, rat-like creatures that you often see circling during missions on the plains. Each component has a 12-hour build time and you build them all at the same time. Once built, you can use them in conjunction with The Main Choir plan to create Warframe. Khoras has a three-day build time, although you can use Platinum to skip the entire build time, the premium Warframe currency. When the construction is over, you can equip the Choir and start aligning it and experimenting with the assemblies you'd like to use. Just make sure you have a spare Warframe slot available when you start assembling. In: Kawat, Warframes, Women, Update 22 Warframes CONCLAVE (PvP) Edit Tab Arachnid, Hunter and Companion, Metal Manipulation Tenno and Beast, Red in Whip and Claw. Chora and her companion Katal Venari, embody deadly versatility. Two bodies, one will be. This is Chora and her mortal beast Venari. With blade precision, she is the mistress of the capture. Don't get caught on the wrong end with a whip of choir steel. Maybe that's the last thing you hear. Release date: April 20, 2018. Fiercely ready with wild instincts, Hunter Chora and her feline acquaintance Venari scour among the fight cleaners for prey. Mistress livewire, she enchains her enemies to enforce the deadly discipline of whiplash, claws, and jagged steel. Hora and Venari pounced from the shadows in a 22.18 update. Manufacturing Requirements 25000 1 1 1 Time: 72 Hours Rush: 50 Market Price: 325 Blueprint Price: N/A Neuropt 15000 2 35 1500 16000 Time: 12 Hours Rush: 25 Chassis 15000 5 65 12 250 4300 Time: 12 Hours Rush: 25 Systems 15000 2 1000 2600 11500 Time: 12 Hours Rush: 25 Acquisition of Chorus of Basic and Component Drawings purchased from standard Sanctuary Onslaught (not a elite option). Every two stages are rotations, following the standard A-A-B-C scheme. Drop Chance Expected Almost Guaranteed Chassis Blueprint 8.33% 12 - 13 Rotations 79 ± 26 Rotation Neuropt Blueprint 9.09% 11 - 12 B Rotation 72 ± 24 B Rotation Basic Drawing 11.28% 13 - 14 C Rotation 64 ± 19 C Rotation System Blueprint 11.28% Expected refers to the total number of attempts a player can expect to receive at least one of each drop, related to the relevant values. Almost guaranteed refers to the total number of attempts a player must receive 99%, 99.9%, and a 99.99% chance of getting at least one of each drop associated with the relevant values. For more detailed definitions and information on how these figures are received, visit here. Lore I have not reported on my experience with The Specimen VK-7. I could have confessed why, then, but now I can tell you. I felt it would have broken trust. There I was: a specialist in morphology, sworn Corps of Empire and yet ... For completely illogical reasons... I put allegiance to a wild animal above the oath of life... And every doctrine that values vested interests above... Charity. But keep confident that I did it. I think that's why the VC-7 brought me a hand. Sigor Savah was a Corps morphology specialist who worked on Nefra Anio's terra forming expedition. On the task of deciphering Oreshkin's gene record and reviving individual specimens for study, he came across an unusually large Kawat with atypical behavioral characteristics, which he would call Specimen VK-7. Sygor Savah believed that VK-7 would get rich, but when he was preparing for surgical examination, the creature came back to life. The scientist learns that VK-7 can adapt to its visitors Corps by studying their schedules to formulate an escape plan. After escaping the VK-7, it will proceed to raid the Hull Hive sites and no one who attacked the beast has survived. When Sygor Savah encountered the creature, the beast showed him the wound as an act of trust. Putting loyalty above profit, Sygor Savah was prone to wounds VK-7. The creature then delivered Orokin's severed hand to the scientist: Hora. The corps, calling the VK-7 a horror Uliev, considered this creature a threat, unworthy of study. Sygor Savah quickly betrayed the Corps to save the creature, and was sentenced to death. Then VK-7 returned a favor and saved the scientist from execution. Knowing that they both could no longer stay on Venus, the pair fled to the conveyor belt heading into orbit, but the Corps caught up with them. Giving the scientist one last look, VK-7 activated the conveyor belt and rushed to the pursuers, sacrificing herself to save Sygor Savah. Are you looking for rewards, Hunter? Many years ago, Ostron quill donated drawings of a powerful warframe to the sanctuary. Soon after, one of my dunes synthesized the most unusual Kawate. After reviewing, it seemed as if the creature had desired capture. Almost immediately, the cat specimen disappeared, and with it, the drawings of Warframe. It's my sanctuary, I don't lose samples, but I've lost them. I discovered her presence from time to time. Usually when there are Tenno nearby. You may never see her, but if she deems you worthy, she may leave something for you. Cefalon Simaris response to the Awards? request. Now, a better man than a scientist, Sygor Savah has dedicated his life to finding The Remains of Hora. Believing that she was on the plains of Eidolon, he left his diary in the care of Conza Cephalon Simaris later received the choir's drawings from the quila and synthesized the cavat from it. Katal disappeared into his Sanctuary Onslaught, waiting for a worthy Tenno to claim Glee Warframe Guides See Category: Glee Guides read custom guides on how to play this Warframe. Trivia was announced in the Devstream 100. Later, Chora was also mentioned in the fragments of ghouls. Although Laura suggests that a fossilized piece of Hora's remains was found on Venus, and she was somehow connected to the plains of Eidolon, all her drawings can only be purchased from the Onslaught Sanctuary. Speculatively, since her remains were shipped from Venus and disappeared, they could somehow fall into the possession of Cefalon Simaris. According to Simaris, the quila donated the Choir's drawings to the Sanctuary. Both Chora and Venari grant skill points, 12,000 in total. The Choir's abilities were revised during development due to player feedback on Damage 2.5. Originally designed to change between types of physical damage (Kick, Puncture, and Slash), its final kit was demonstrated on Devstream 109 with a reliance on the types of injuries removed. As a result, Venari has a new function of mode choice. The choir is the first Warframe ever to claim Kawat's genetic codes, due to Venari being a katal. She is also the first Warframe to claim the Kouachi dorsal claw build, possibly because of her connection to the plains of Eidolon, which is mentioned in The Gul Fragments. Inspiration for the name of The Choir may come from the Greek goddess Kore (also known as Persephone), the queen of the Underworld and the wife of Aida, the God of the Dead and the King of the Underworld. Kore is also a modern name for the type of free-standing ancient Greek sculpture depicting an unemotable maiden symbol of the ideal, surpassing the hardships of the world. Another inspiration may be centered around the term Plato khar, which means not to be and not to be, but rather the interval between the forms in which the forms were originally conducted; it gives space and has a maternal subtext (mother, matrix). This seems to be the theme of Fragments magazine Gul. The visual design of the choir was inspired by the arachnid, hence the belly-like skirt, the cobweb-like design on the chest. The four thorns on the back of the Choirs are a special auxiliary attachment, similar to the snaps of the Necros. Chora is the second Warframe after Inaros to have a built-in polarity in the Exilus fashion slot. The Exilus adapter is still required to unlock the slot, but Forma is not necessary unless you change it to another polarity. Chora is the 35th Warframe to be released (except for Primed and Umbra variants). The name Venari comes from the Latin word meaning Hunt. The choir is the second Warframe, whose main plan fell as a possible reward to rob, first, Ivara. Edit Tab Passive For more information about Kalat Chora, please refer to the tabs below and visit the Venari Ability article. The ferocious Katal Chora, Venari, fights with her insatiable zeal. Venari is the exclusive Companion for The Warframe Choir, integrated as its signature passive ability. Venari will appear next to The Choir when the player first enters the mission as a permanent companion, lasts until he is killed. While Venari is alive, Chora Chora gets a speed boost. If Venari is killed, she will be back next to Hora in 45 seconds, or instantly if she is called through a third power struggle for energy costs. Both passive functions are related to the ability of the Venari Choir to allow it to be modified. In addition, Venari is an independent AI-controlled organization from Khora that has unique interactions. Venari automatically becomes available to set up in Arsenal by default when Glee is equipped as the current Warframe player. Unlike conventional cavats, Venari is completely separated from the incubator, so it does not occupy the open slot of Stasis and does not require a DNA stabilizer. Venari behaves like other Kawats. She will follow The Glee Club and look for the closest enemies to attack them with bite and claws, sometimes performing wall attacks. In addition, it can perform special effects based on its current combat posture. Venari does not perform park maneuvers unlike other Kavac and Kubrov. Venari will teleport to Glee Club or her marked target if she is too far away. Venari's position on the mini-map is tracked using the blue Venari icon. When he is killed, Venari will disappear and will wait to return instead of entering Bleedingout. The Venari user interface is displayed above the Chorus's hud abilities icons. Her user interface consists of her icon ability, her name, the battle wheel of choice of posture cycle, the now chosen pose, and her shield and health bars. When switching the battle pose, the name of the chosen pose will briefly appear next to the Venari icon on its user interface. While Venari is dead, her shield and health bars are hidden from view, as her respawn timer is displayed on the Venari ability icon. In addition to Hora, Venari herself also provides 6,000 skill points, as do other companions. Venari, however, is not listed in the player's profile. Venari is not affected by Oberon's passivity. Replacing The Choir's third ability through Helmint will only remove the ability to command Venari, change her posture and renew her. Venari will

still be present and increase the speed of the choir's movement while alive, due to the fact that part of it is passive. At Arsenal, a player can change Venari with the help of an update tab using Mods and Forma. Regardless of whether the chora was manufactured or purchased, Venari always comes with a pre-installed Orokin reactor for double the power of fashion. Venari and Chora both accumulate affinity and level in the ranks separately. Chora can equip Companion and Venari simultaneously, due to Venari occupying its own load slot rather than a companion slot. Venari can equip the same mods as the other companion at the same time without conflicting, meaning the player does not need a second set of mods for each companion. Can equip Kawat and Companion with suitable mods, but can not use unique mods Precept from other kawat options. Capable of equipping Hestia Set but they don't activate the bonus set and don't display a set of bonuses on fashion descriptions. Venari requires an individual Forma to polarize its fashion slots. Venari Venari Victims of the following mods: Although Venari does not have congenital shield points, it can get a shield bar by equipping Link Shields. Animal Instinct radars are stacked with other radars, including the same mod card equipped with another satellite belonging to the player. Venari restores health passively when rejuvenation and Medi-Pet Kit are equipped. Reducing bleeding from Loyal Companion and Medi-Pet Kit does not affect Venari as she disappears and waits to respawn when killed. Venari bares his health when Chora uses his melee weapon if it is equipped with Life Strike and Healing Return. Health is edicated when hitting the enemy and meeting the requirements of fashion. Venari cannot benefit from energy conversion because of the Ability Strength bonus consumed by the markings and revitalizing features of Venari's ability. The Mole increases both the normal damage from the Venari attack and the damage from the Snare Attack pose. Venari is set up by accessing Arsenal. When Khora is equipped, a special Venari download section becomes available with the Appearance tab for modification. It can be painted with Kawat Gene-Masking Kit palettes. Can not equip alternative skins Kawat and armor kits. The eye color and regalia of Venari will correspond to the energy color chosen by The Choir. Venari uses a custom model based on Feral Kawat. Along with other similar features, Venari is larger in size than other kawats, has a metal lining spread throughout the body, and one tail with a changeable tip, which is converted depending on its current combat posture. Expand all ENERGY25KEY1 WhiplawSend enemies reeling with a deafening whiplaw. Strength:200 / 225 / 250 / 300 Duration:N/A Range:5 / 7 / 8 / 10 m (cast range)3 / 4 / 4 / 5 m (explosion radius) Misc:200 % (blast cover radius range)2. 0 x (Ensnare damage multiplier)50% (Strangledome damage distribution) Chora cracks her whip to the directional grille, creating an explosion of up to 5/7/8/10 meters in the 3/4/4/5 meter radius area around the first object or face hit. All enemies during the explosion receive 200 / 225 / 250 / 300 base damage, while the enemies in the center are also disoriented briefly, resulting in them being discarded and ragdolled. The range and radius of the explosion depends on the range of abilities. The blast radius may not exceed 200% of the range. The damage is distributed evenly between the blow, puncture and slash. Damage also affects objects, bypasses obstacles in the environment, and does not decrease with distance. Whiplaw has an innate 200% critical multiplier, a 25% critical chance, and a 20% chance of status. The damage depends on the strength of ability, the Melee Combo Counter, and some melee mods. As an example, with maximum pressure, shocking touch and reinvigorate, normal rank-3 whiplaw attacks will have to deal: Basic damage × (1 - Damaging mods) × (1 - Fashion) × (1 × 1.2) × (1st 0.9) × (1st 0.3) - 1630.2 damage. The fashions that affect Whiplaw include: Bain Fashions such as Grineer have no influence on Whiplaw. Fashion duration status has no effect on Whiplaw. The Shattering Impact armor removal effect is not caused by whiplaw damage. Toxin or heat or electricity damage mods do not scale the damage from the toxin or heat or electricity procs caused by Whiplaw. Each tick deals damage equal to 0.5 × damage. The manticores' damage bonus applies to the ability. The elemental bonus effect of Legion applies to the ability, but will not be activated by it. Whiplaw's critical chance depends on cat eyes and charm bonuses. Every beat from Whiplaw adds to the Melee Combo counter. The Melee Combo multiplier increases Whiplaw's damage, but only a quarter of the bonus is added. Whiplaw is independent of statistics equipped with melee weapons and innate effects: weapons specific mods (such as the Volcano Blitz), melee range mods (such as Reach) and speed attack mods (such as Fury). Synergy ability: Whiplaw deals 200% damage to enemies affected by Ensnare. Refreshing effect spread to the enveloped enemies affected by Whiplaw. If at least one enemy captured by Strangledome is struck by Umplaw, all the other enemies in the same dome will receive 50% of the total damage. In addition, Whiplaw's critical chance and status chance will be cuffed to each enemy separately. Whiplaw will hit to the aiming reticle at the end of the will, landing the attack when the whip is fully extended. The blast radius is focused on the nearest physical object or surface in the player's crosshairs, or the farthest area Whiplaw can reach. Can be cast while driving and airborne. Casting Whiplaw is an upper-body animation that allows motion and parkour maneuvers. The Choir's whip visually consists of a handle resembling the Hystrix model, along with live metal spikes that line the thong, spine and tail. Four claws-like extensions make up the eyelash whip, finishing with metal ornaments on the body of the choir that match Venari's chosen combat pose. The whip is influenced by the color of appearance chosen by The Choir. Whiplaw's radial explosion, whip energy lights and tour track, are affected by The Khora Energy Color selected. Whiplaw is independent of the cast speed of mods (such as natural talents) The main article: Whiplaw Accumulation Whiplaw is a Warframe Augment Mod for Whiplaw Choirs that provides a styling damage bonus to subsequent Whiplaws when hit by at least 3 enemies in one cast, which will disintegrate in 10 seconds. Rank Damage Bonus Decay Delay Cost 0 10% 10s 6 1 15% 10s 7 2 20% 10s 8 3 35% 10s 9 Whiplaw's radial burst form when the whip chora is fully extended. You can set your target to hit the target or elsewhere during this animation. If your target is moving too fast during the animation, try landing an explosion on the next to catch the target in the effect area. The blast zone will bypass the area and Strike enemies through walls that go well with radar mods such as sense of the enemy and animal instinct to detect nearby enemies. Throw Whiplaw straight at the enemy to knock him back when he is hit by a radial explosion. Change the equipped melee weapon with the right mods that Whiplaw can benefit from. Whiplaw and your melee weapons both benefit from and contribute to the combo counter. Use both often to amplify their damage as you hit more enemies. Throw Whiplaw at enemies tangled Ensnare for double damage. Ensnares enemies who survive Whiplaw will spread again to pull in new enemies. Throw a uplow at enemies captured by Strangledome. The initial target takes full damage from Whiplaw, while all the other enemies in the dome take half the damage. Damage, critical chance, critical multiplier and status chance on all targets will benefit from your equipped melee mods. A critical chance and chance of status will proc on each enemy separately, causing them potentially different amounts of damage and status effects. Whiplaw's radial explosion can bypass the Arctic Extimus bubbles to form inside directly. Equip with Helios with a deconstructor and equip three Gladiator mods set to increase the crit chance. Equip Arkane Fury on the Glee Club to increase the damage. ENERGY50KEY2 EnsnareBind is a helpless target in a live metal, confusing others who have gotten too close. Whiplaw will refresh the trap by allowing it to capture more enemies. Strength:N/A Duration:10 / 12 / 13 / 15 with (duration)0.5 c (delayed distribution) Range:15 / 20 / 25 / 30 m (cast range)6 / 7 / 8 / 10 m (duration radius) Misc: 2.0x (damage multiplier)75% (reduced duration) Chora hits her whip on enemy target for 15/20/25/30 meters, tying it in live metal for 10/12/13/15 seconds. While trapped, the target is completely disconnected as the live metal spreads and pulls in all nearby enemies within a 6.7/8/10-meter radius after a 0.5 seconds delay. The range in roles and the radius of the spread affect the range of abilities. The duration of Ensnare depends on the duration of the ability, while the delay of the spread back affects (for example, longer duration reduces the delay). The speed of casting depends on natural talents and the speed of drifting. Ensnare pulls out enemies because of obstacles and does not require line of sight. Distribution always occurs after a delay, no matter which enemies are actually in the range. Enemies stretched by the original target by 75% of the total duration, extending the spread effect to draw in and disable all unaffected enemies around them; enemies pulled by the targets of the branch are disconnected by 75% of the previously shortened duration, but do not extend. The decrease in the percentage duration does not depend on mods. Trapped enemies cannot be affected by the same Ensnare instance again after liberation, including the distribution effect from both the original and the vestis targets. Synergy ability: Ensnares enemies get 200% damage from Whiplaw and Venari. Also trapped by enemies affected by will spread again to pull in new enemies. The Whiplaw distribution update is seen as a new copy of Ensnare, so it will affect enemies released from the previous cast. There can be no remake for the affected targets. Casting Ensnare is a full body animation that stops grounded traffic and other actions. The captured target is visually captured in a cluster of rotating living metal coils, while the original targets and targets of the branches glow faintly in the energy color chosen by The Choir. When Ensnare spreads, the live chains briefly蓬 from the enemy source to pull out new targets before disappearing. Live metal coils are influenced by the color of appearance chosen by The Choir. By subduing Hora Helminth, Ensnar and his additions will be used by other Warframes. Use the long range of Ensnare throwing to catch a group of enemies in front of you, Venari, your other companion, or your teammates can reach them. This ensures that Ensnare has time to spread after it is delayed. Throw on key targets such as The Bombs quickly disable them, while pulling any nearby enemies to it. Ensnares enemies stand upright and won't move while debuffed, making this ability great for performing consecutive head shots. Enemies around the original target will have a reduced duration on their debuff, lasting for a shorter time the further they are. Throw Ensnare and follow with Whiplaw to deal double damage and apply status effects to multiple enemies simultaneously, earning multiple hits to the melee combo counter. Ensnares enemies who survive the Whiplaw explosion have their effects spread refreshed. This causes them to spread after delay to pull in new enemies around them. Throw Ensnare at enemies near Venari or her order to attack the marked double-damage trap. Throw Ensnare at enemies trapped by Strangledome to spread their effects to nearby enemies, allowing Whiplaw and Venari to have double damage trapped enemies. When The Strangledome ends, the locked enemies will be pulled to the original target if the debuff is still active. Use this opportunity to attack them with weapons, Venari, and Whiplaw. ENERGYKEY3 VenariCommand Venari focus on the goal. Keep a loop between attack, protect and heal poses. If Venari is killed, use this ability to revive her instantly. Team Energy Cost: 25m the cost of energy: ≤ 50 Power: 1.05x / 1.1x / 1.12x / 1.15x (speed multiplier)350 (trap damage)50/HP (sec)50 Health Regen Duration:N/A Range:N/A Misc:120 s (mark duration)45 s (re-flash time)3 2.5 s (trap duration)5 (trap)3 with (Attack and cooled protection)90% HP 10 m (radius of treatment aura)65 s (Venari self-healed duration mark) Chora commands his faithful companion Kawat Venari prioritizes the goal on the goal reticle for 25 energy, leaving the Venari mark above the target for 120 seconds. After the command, Venari pursues a marked goal if nearby or teleporting to it, if far away, while special effect for her combat posture if she is on cooling. When Venari reaches the target, she will perform various tasks depending on her combat posture. The cost of team energy is affected by the efficiency of ability. The duration of the sign does not depend on mods. The target is marked by a floating battle icon posture over your head. The Venari sign cannot be remade for the same purpose while being active. The Venari sign lasts until removed through the duration of the end, the chora marking another target, switching the battle pose, or the target killed. The marked targets are prioritized by Venari over enemies afflicted Slash with the hunter team equipped. When the target is marked, Venari can be heard growling in response. While Venari is alive, the Chora is passively gaining 1.05x/1.1x/1.12x/1.15x speed multiplier. When Venari is killed, she will respawn beside The Chorus after 45 seconds or instantly, throwing this ability using 50 energy. The speed multiplier depends on the strength of the ability. Revive the cost of energy depends on the ability of Revive Efficiency the cost of energy decreases proportionally based on the remaining time until Venari is revived (e.g. 1 second remaining on the timer and 1 energy used to revive Venari.) The time of respawn is independent of mods. Respawn time is displayed on the ability icon when Venari is killed. When re-landing, Venari visually jumps down the top of the landing next to the Choir. All poses are available by default when Venari is unlocked on Warframe Rank 5. Holding the Key ability (default 3) cycles to the next Venari battle pose without energy costs: Venari's glee team take her attack position, forcing her to ferociously attack nearby enemies and allowing her to use Snare. During Snare, Venari chained her chosen target in place for 2.5 seconds as she damaged the target with 5 hits during the animation; Each strike causes 350 Slash damage with a guaranteed proc status effect. Snare has a cooling of 3 seconds that can be bypassed by The Glee Club manually marking the target. Snare damage depends on the strength of the ability and increases the mole. Snare damage and type damage depends on Venom Teeth, Shock Collar, Flame Gland, and Frost Jawbone. Snare has no critical chance and is independent of Bite or Hunter Synergy. The number of hits, the duration of Snare and the cooling do not affect the fashion. The Venari attack label can only be dropped on an enemy target. The Venari attack mark will remain on target until its expiration date, allowing Venari to focus on killing the target with multiple Snare attacks. Snare is independent of targeting multiple and widening of the Swipe range. Casting Snare is a full body animation that causes Venari to maneuver around the target before being re-targeted after completion. Venari is still vulnerable to damage when performing its special attack animation. During Snare, the target is visually held in place of live chains that attach to nearby Chora orders Venari to adopt her protective posture, forcing her to defend Hora or herself the nearest enemy and allows her to use the tail whip. During the tail whip, Venari spins on the spot to inflict a knockdown on one enemy, constantly disarming him to equip the melee weapon only when the target gets up. The tail whip has a cooling 3 seconds that can be bypassed by the chora manually marking the target. The cooling is not affected by fashion. The tail whip will affect the target even if it moves away from Venari during its spin animation. Don't knock down and don't disarm enemies innately wielding melee weapons. The Venari safety sign is removed after the tail whip is performed on the target. Casting the tail whip is a full body animation that stops Venari in place. Chora commands Venari to accept her healing posture, filling her with healing energy and allowing her to use The Fit. When the current health of any ally player in the squad or Venari itself reaches below 90% of maximum health, Venari growls and radiates a healing aura with a radius of 10 meters; During The Day, Venari instinctively searches and follows the player with the least amount of current health, providing a goal and any nearby wounded allies 50 regen health per second while they remain in the aura. The health of the regen per second depends on the strength of the ability. The missing health threshold and radius of the aura do not affect fashion. Acceptable goals for healing include all Warframes, Companions, Eidolon Lures, caused by allied units such as Specters, Allied Invasion Units, Hostages, Kavor Defectors, Sortie and Arbitration Defense Operatives, and Defense Facilities. Revitalization is deactivated when all allied players are above the missing health threshold. Revitalize does not provide Shield points. The brand of healing Venari can only be thrown at the goal of an ally. The Venari Healing Brand is removed after Chora marks another goal, the target is tagged, or Chora switches the fighting posture. Venari immediately activates The Revitalize then follows the marked goal, if Chora marked the goal or himself by throwing three without a goal on the goal reticle. Venari will keep a close eye on its purpose, and Revitalize will not deactivate until the sign is removed. Following the target, Venari will also not attack the nearest enemies. The chora can mark Venari to activate The Revitalize, causing Venari to stand still in its current position for 65 seconds or until the sign is removed. Growing strength increases healing per second when Venari activates revitalize during its effect: The bonus healing per second is maintained until it is disconnected. Revitalize activation is a full-body animation that stops Venari in place, while the deactivation of The Revitalize does not require animation. 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