

Proposed Chroma Rework

Chroma is definitely a usable frame. His 2 and 3 are incredibly powerful, allowing him to be practically invincible and gain a massive weapon damage buff. To me, his problems stem from 2 main sources. Firstly, his 1 and 4 are very lackluster. They are rarely, if ever, better than just killing enemies with your weapons. His 1 is only used for changing elements for elemental ward and his 4 is only used for profit taker. Second, he just doesn't FEEL like a dragon warframe. Chroma just feels like a weapons platform. You don't feel like you can fly over groups of enemies and rain down death.

Passive:

His passive is pretty bad. The idea of flying through the air fits for a dragon frame, but 1 extra jump is really bad in comparison to so many other powerful passives in the game. I wish it felt a little bit more impactful, rather than just being a quality of life passive. This new passive would allow him to move through the air differently from all of the other flying frames, while also incentivizing airborne ability usage.

Reworked Passive:

Chroma has an extra in-air jump. Every time Chroma uses an ability, he gains 25% parkour velocity for 5 seconds and resets his in-air jump.

1st Ability:

Chromas 1 is pretty bad right now. It does incredibly low damage, makes you almost completely immobile, and doesn't feel like dragons breath. This new reworked 1 would allow him to coat larger areas in damage and apply more status effects. It also moves and enhances some of the passive benefits from his 2 to an active ability, making his kit more engaging to use.

Reworked 1st Ability:

Tap 1 to cycle between heat, cold, electric, and toxin. 10 energy to cast, 3 energy/s while channeling. Hold 1 to shoot dragons breath from Chroma's mouth, dealing 500 damage/s (Strength) of the selected damage type with 100% status chance to all enemies in a conical shape in front of him and up to 10 meters away (Range). Shooting it at the ground spreads dragons breath on the ground in an 8 meter radius (Range) from the impact point. Use while in the air to begin aim gliding and shooting dragons breath downwards, coating the ground below

chroma in a 10 meter radius (Range) with dragons breath of the selected damage type. Dragons breath remains on the ground for 10 seconds (Duration). Enemies standing in dragons breath have 1 stack of the selected damage type's status added every 1 second. Each type of dragons breath also has an additional effect. Heat: Enemies are 25% (Strength) more vulnerable to incoming damage. Cold: enemies lose 10% of their armor (Strength) every second they're in the dragons breath. Electric: 10% of damage dealt (strength) to enemies in electric dragons breath will chain to nearby enemies. Toxin: enemies deal 10% less damage (Strength) while they're in the dragons breath.

2nd Ability:

Requiring the correct element selected on your first ability to cast the desired version of your second ability can feel fairly tedious, especially now that his 1 will actually be a valuable part of his kit with its own important effects. Also, the only versions of elemental ward people ever use are the health and the armor one. This change allows it to be cast at any time, regardless of the selected element, but still benefit from the different damage types of his 1. Also, now that his 1st ability has a lot more going on, this ability can be simplified a lot.

Change:

Elemental ward's effects no longer depend on his 1's selected damage type. Instead, it only grants bonus health. While active, standing in dragons breath will give its additional effect to your elemental ward for the remaining duration. I.e. activating elemental ward and then stepping into heat dragons breath causes all enemies within your elemental ward radius to be more vulnerable to damage for its remaining duration.

3rd Ability:

Chromas 3rd ability is incredibly powerful already and feels satisfying enough to use. His newest augment also helps him take health damage, heal, and increase the uptime of vex armor, making it easy to maintain all the buffs.

Change:

No changes needed.

4th Ability:

Chromas effigy feels like a massive missed opportunity. It just sits in one spot, dealing an OK amount of damage and causing enemies to drop more credits. I think that's really boring. It's also a channeled ability, making energy sustain much more difficult as long as it's active. My rework would make it feel much more dragon like while integrating it with the rest of his new kit.

Reworked 4th Ability:

Now a single 100 energy cast, not channeled. Tap to place chromas effigy where you're aiming and keep it there, targeting enemies that come within 15 meters (Range). Hold to set his effigy free, allowing it to fly around chroma and target enemies within 15 meters (Range) of him. Effigy will shoot dragons breath identically to his 1, but with reduced damage and range. Dragons breath has the exact same additional effects as his 1. This dragons breath can also be used to grant the additional effects to elemental ward. Enemies within placed effigy's range or killed by roaming effigy still have a 60% chance to drop double credits.

Summary

Passive:

Allows multiple extra in air jumps when using abilities.

1st Ability:

Same dragon breath idea, but leaves a lingering field applying the selected status along with additional effect.

2nd Ability:

Only grants health. No longer affected by selection of element for 1st ability. Gains additional effects for remaining duration by stepping in dragons breath.

3rd Ability:

No changes.

4th Ability:

Keeps credit bonuses. No longer channeled. Tap cast to place, hold cast for roaming effigy that attacks enemies within a radius of Chroma. Effigy attacks using Chroma's 1 but with reduced efficacy.