

YOU CAN'T SPELL EXOSUIT
WITHOUT U AND I

EXOPRIMAL NIMBUS

A GUIDE

THE MOST ELEGANT
AND STYLISH EXOSUIT
EXOPRIMAL HAS TO
OFFER

BY R4AVA



*Nimbus is a **support** exosuit*

NIMBUS INTRODUCTION

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Nimbus is hands down the most fashionable and elegant exosuit developed by Aibius. Don't let its suave nature fool you though. Nimbus is not an exosuit you should ignore being the only exosuit to have simultaneous healing and offensive capabilities, this one exosuit can turn the tide of any match.

SKILLS NIMBUS HAS TO OFFER

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Mars and Apollo

These are the weapons Nimbus uses. They shoot a single-fire shot from two handguns. In the Rend Mode Nimbus can inflict damage onto its enemies and in Mend Mode it can heal its allies.

Whilst in Rend Mode, there is some damage drop off at 70m against all exosuits and dinosaurs. I have taken the below numbers from the Exoprimal Fandom Wiki (thanks for the number crunching!) and also carried out further tests. Please note, these numbers derive from a module-less Nimbus!

Damage v. Exofighters:- 30 (min) - 60 (max)

Damage v. Raptors:- 50 (min) - 110 (max)

Damage v. Carnotaurus:- 50 (min) - 145 (max)

Upon conducting my own research I have found the below numbers (**damage v. exofights only**):-

10m, 30m, 50m - A normal shot hits for 60 and a critical shot hits for 90.

70m - A normal shot hits for 48 and a critical shot hits for 72.

100m - A normal shot hits for 30 and a critical shot hits for 45.

Nimbus does have a Rend Mode projectile distance limit of 130m.

Mode Switch

This is the switch between Rend and Mend Modes. It should also be noted that when switching between modes your weapons are reloaded and extra damage/healing is dealt in the first magazine.

The damage/healing boost that is gained is 40%!

It takes 1 second to swap between weapons and the cooldown is 4 seconds.

Holo Warp

Nimbus has the ability to throw a holo out in the direction the user determines. The holo does not attack enemies but does offer the capability of reviving downed team-mates if it passes them on its path. Nimbus can teleport to the holo warp's location when pressing the necessary button. (For me I have this set up on Q). Nimbus will teleport to this location and if allies are within the radius it will also heal them.

The duration of the holo warp to be used is 9.5 seconds and the distance it can travel is 55m. The cooldown on this skill is 16 seconds.

The holo also has its own HP which is 200.

Spread Shot

Nimbus elegantly jumps into the air raining projectiles over a spread. It will rain a barrage of firepower down on enemies whilst in Rend Mode and heal allies if in Mend Mode.

Whilst in Rend Mode the damage dealt against; exofights is 11 shots dealing 25 damage (totalling 275); raptors 11x30 (330 total); and carnotaurs' 11x30 (330 total).

When using Spread Shot in Mend Mode, it releases 11 shots of 30 healing (330 total) to allies.

The cooldown for using this skill is 10 seconds.

OVERDRIVE: Antipode Burst

This skill generates a shockwave that heals allies and sends enemies flying! It can hit numerous times, so look for the lines of the shockwave.

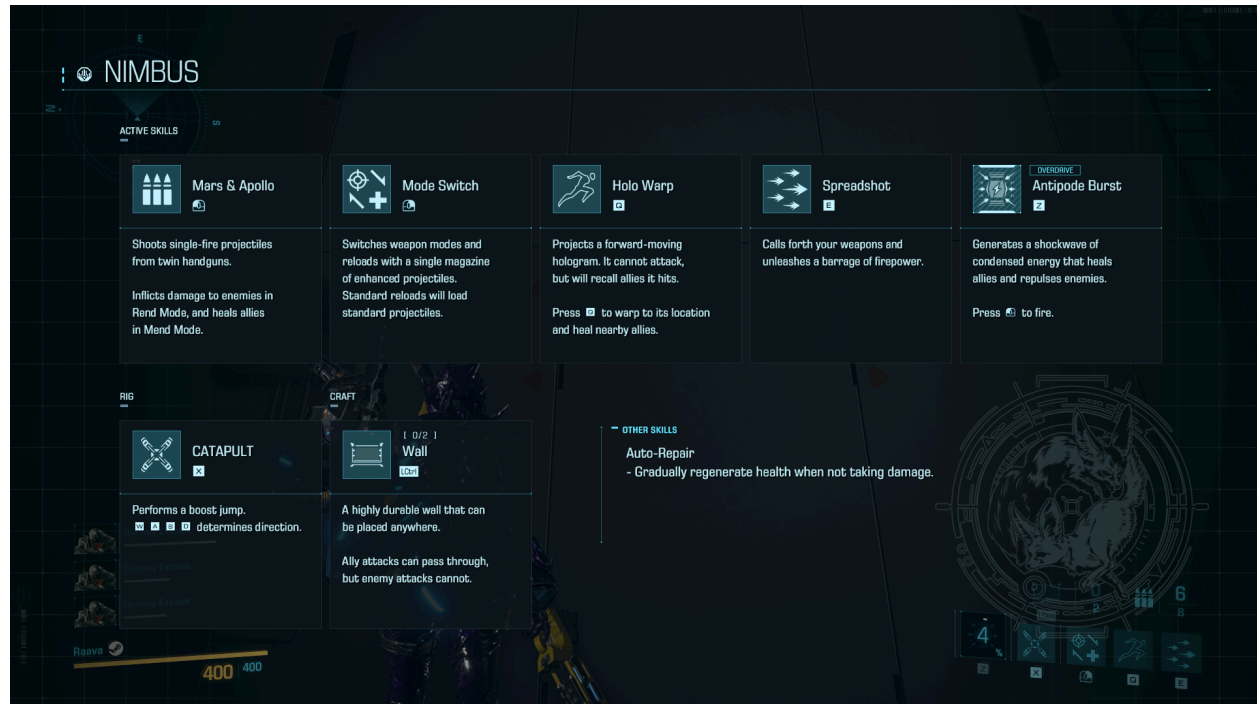
The damage this OD deals against exofighters is 100, 20 against raptors and 100 against carnotaurus'.

I like to use this OD to throw my enemies off of the map/objective (unless they use a catapult or are a skywave/witch doctor who can bounce back!).

Auto Repair

When Nimbus is not taking any damage, it will gradually regenerate health.

Below is a screenshot of Nimbus' skills in the game.

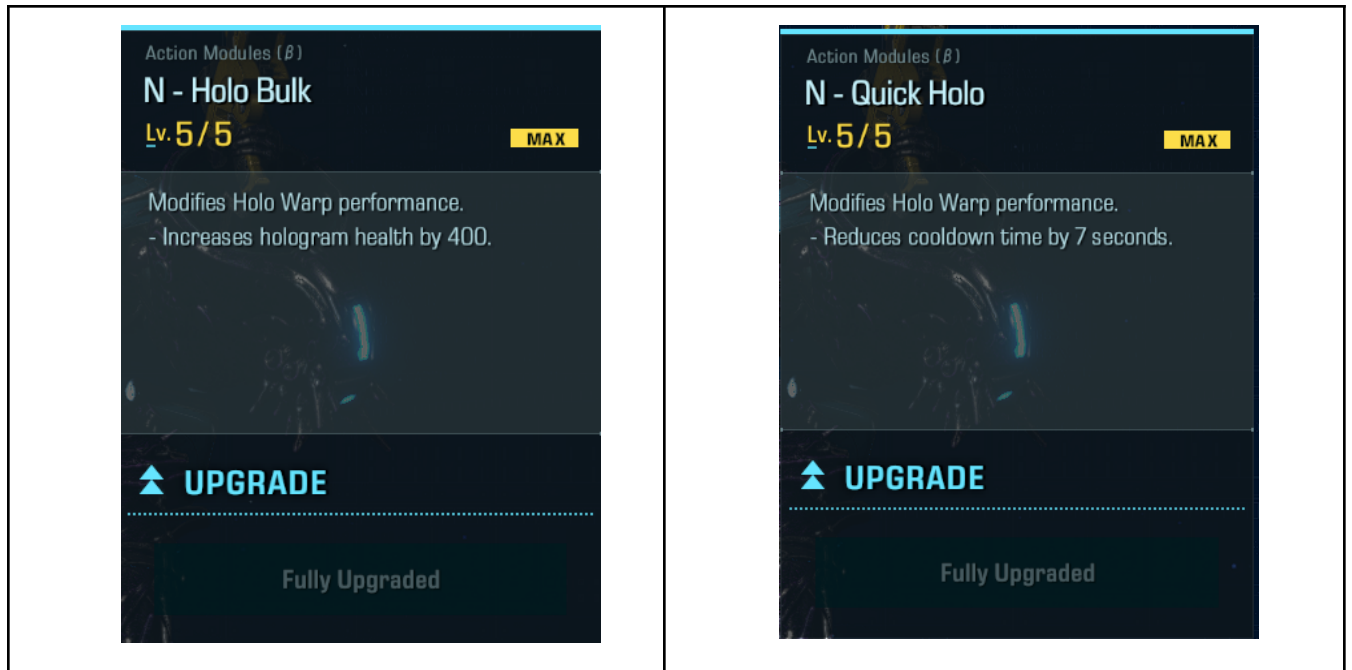


MODULES

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Below are the modules you can unlock for Nimbus.

<div><div>Suit Module</div><div>N01 - Critical Shot</div><div>Lv. 5/5MAX</div><div>Modifies Mars & Apollo performance while in Rend Mode.<ul style="list-style-type: none">- Vastly increases critical hit damage.</div><div>▲ UPGRADE</div><div>Fully Upgraded</div></div>	<div><div>Suit Module</div><div>N01 - Speed Shot</div><div>Lv. 5/5MAX</div><div>Modifies Mars & Apollo performance while in Mend Mode.<ul style="list-style-type: none">- Increases health repaired by 30%.- Allows projectiles to pass through allies.- Vastly increases projectile speed, but removes the homing effect.</div><div>▲ UPGRADE</div><div>Fully Upgraded</div></div>
<div><div>Action Modules (α)</div><div>N - Rapid Switch</div><div>Lv. 5/5MAX</div><div>Modifies Mode Switch performance.<ul style="list-style-type: none">- Greatly increases the speed of switching weapons.- Decreases cooldown time by 3 seconds.</div><div>▲ UPGRADE</div><div>Fully Upgraded</div></div>	<div><div>Action Modules (α)</div><div>N - Amped Spread</div><div>Lv. 5/5MAX</div><div>Modifies Spreadshot performance.<ul style="list-style-type: none">- Increases base damage by 30%.- Increases health repaired by 30%.- Reloads weapons with stronger projectiles.</div><div>▲ UPGRADE</div><div>Fully Upgraded</div></div>



RIGS

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Below are the rigs that are on offer in exoprimal. The preferred rig for Nimbus is the catapult as explored below. This neat little rig allows you to jump into action and holo out or vice versa! I love how nimbly it makes Nimbus feel.



However, rigs can be changed in line with the task at hand. It is ideal to swap to the drill fist when fighting big dinos. Nimbus is not the damage

dealer when fighting the big dinos but still plays a very important role. It keeps its teammates alive! I found it handy to don the drill however as when the big dinos are stunned you can deal a large amount of damage to them in a short space of time.

I also enjoy the shield when fighting Durban! It ensures my survivability if I am not near a tank (because I'm running around reviving people!).

Personally, I never use the Aid. It seems pretty pointless considering Nimbus does have an auto healing ability when not taking damage.



PREFERRED MODULES AND RIGS

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I tend to squad up with some very aggressive PvP players so I have had to adapt my playstyle as a support main. From testing out numerous Mods I decided upon the following:-

Speed Shot

This allows me to heal my team better as it increases the amount of base

healing by 30%. Additionally, having a projectile that goes through allies is a huge bonus. Please do note, that the homing element of the projectile in Mend Mode is removed.

Rapid Switch

I fell in love with Nimbus during the Beta of Exoprimal and enjoyed the immediate switching between Rend and Mend Modes. It enables me to efficiently switch between dealing damage and recovering my team in moments as the cool down for the switches is now 1 second instead of 4 seconds.

Quick Holo

Again, team mates go down! I need to get them back up into the fight. There is no better way than using Nimbus' holo to do this. It ensures that whilst the revival is happening all of the team can continue with their roles. I also like the quick cool down to evade enemies and create distance between them.

Rig: Catapult

I will often don the catapult rig when PvP fighting; it allows me to evade quickly or jump into a situation where my team needs quick healing. Paired with the Quick Holo - I'm in and then I'm out.

Rig: Drill Fist

I use this rig when my team is fighting big dinos to help deal damage quickly to them. Once the big dino is down, back to the catapult we go.

DINOS

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	<p>Raptors:</p> <p>Most commonly spawned enemy. Use your catapult to throw yourself into the portals and use your Spread Shot to kill some raptors before they even touch the ground.</p>
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**Baryonyx:**

Stronger than raptors but are similar to kill.

**Carnotaurus:**

Your focus is to keep the tank and your team alive. This dude just swings his head around, charges, side steps and kicks. Aim for the carno's head if you wish to deal damage. Make sure to keep your distance - Nimbus' low health pool means that if this dino gets you in its sights you're most likely going down. Don't forget to use your utilities to evade and stay alive.

Use the drill if it gets staggered!

**Dilophosaurus:**

Very annoying if the poison hits you. It restricts some of your abilities and deals damage. If you see this spawn, ping your team and assist with taking it down and tell it not today, even use the drillo on this dilo.

**Pachycephalosaurus:**

Extremely headstrong.. Will throw you off the map if your in the way of the charge. Just like the dilophosaurus - ping it and assist the team in taking it down.
Avoid shooting the head as it has a very strong skull.

**Pteranodon:**

Assist your team by shooting these out of the air. Pair the catapult with you Spread Shot to take them down quicker.

	<p>Deinonychus:</p> <p>You will rarely come across these, but they are a flying swarm. I usually fight these similarly to raptors. (And I stay close to a Roadblock/Kreig so they can keep me safe!).</p>
	<p>Sinornithosaurus:</p> <p>These will limit some of your abilities if not killed. Use your Spread Shot and shoot these as quickly as possible. You can also remove these dinos from yourself if you use your holo and teleport to it.</p>
	<p>Suchomimus:</p> <p>Kill these like you would kill raptors. They are just a little harder to kill but are essentially very similar.</p>

**Ankylosaurus:**

You won't do much damage with Nimbus when fighting this dino. It's best to heal the team who should get it to tip over. Then you can use your drill rig and Spread Shot to deal damage to its underside.

**Triceratops:**



Keep the tank alive and attack the sides. Be sure to use the drill when the triceratops is stunned.

**T-Rex:**

RUN! This guy is dangerous. Steer clear and keep the team alive. Aim for the head when you can.

**Stegosaurus:**

If you know one of these is spawning, make sure you are on your Mend mode. When the stego activates it locks all your abilities, slows you down and restricts your jump height. Be sure to be in Mend mode to heal

	<p>your team when they kill the stego as it usually doesn't spawn in alone! Don't be trying to be a hero by shooting the stego in Rend mode - you will lose your teammates to a swarm of raptors!</p>
 A pterosaur-like creature with dark grey skin and large, translucent wings that have a vibrant green and blue iridescent pattern. It has a long, pointed beak and small, sharp claws on its feet.	<p>Evoker Neosaur:</p> <p>Just like the pteranodons, aim for the head, use the catapult and Spread Shot and assist with taking this neosaur down.</p>
 A bipedal dinosaur with dark grey skin and a large, rounded, orange and yellow gas sac on its back. It has a long, pointed beak and sharp claws on its feet.	<p>Gas Neosaur:</p> <p>I like to provoke the gas neosaur and use my catapult/holo to make distance when they are about to explode. Try not to be near them when they do explode. Nimbus' health pool means you're most likely dead as they deal a huge chunk of damage.</p>



Neo Ankylosaurus:

Be sure to keep the team fully healed. Aim for the mountain on its back, and when the tail glows be sure to shoot that. This neo can be stunned so keep the drill ready to use against it.






Neo Tyrannosaurus:


...HEAL. No point in using DPS when the team is getting shredded by this neo.



Pyro Neosaur:

Floor is lava? Heal the team and assist with shooting this one down, just like the other flyers. Watch out for its dives and the fire on the ground.


	<p>Sniper Neosaur:</p> <p>As Nimbus, you can shoot these down for your team. Be cautious to act quickly as they can take any Nimbus down very quickly. You can aim for the purple boil on its back to hit critical shots. Also note, you can shoot the balls it forms to stop the shots from coming!</p>
	<p>Stealth Neosaurs:</p> <p>Nimbus can easily find these by using its Spread Shot in Rend mode. Keep an eye on your teammates too! Help shoot them off of them if they do get attacked. Try and kill these quickly as they can lead to death by causing you or your teammates being stuck in one position for a period of time.</p>
	<p>Cryo Neosaurs:</p> <p>Similar to the stealth neosaurs, try and kill these as fast as possible. They freeze you the same way Vigilant can freeze and therefore making you and your teammates extremely vulnerable!</p>

	<p>Umbral Neosaur:</p> <p>These dudes are seriously annoying. They will interfere in Nimbus' abilities and stun you. Use Spread Shot to shoot them when they are underground.</p>
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NIMBUS AWARDS

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Big thanks to **Nugs** for supplying me with the medals and dino pics! Below are the images and a short description of the awards you can achieve with Nimbus.

	<p>Nimbus Proficiency:</p> <p>Reaching the designated exosuit level of 100.</p>
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	<p>First Responder:</p> <p>Collecting 100 specific amount of Holo Helper medals.</p>
	<p>High-End Nimbus:</p> <p>Achieve the score of 200,000 in a single match with Nimbus</p>

TIPS AND TRICKS

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- As mentioned above, we can use the catapult to escape from numerous situations, this can include when you are getting swarmed by dinos. Switching into the Rend Mode with Nimbus and using the Spread Shot ability will allow you to clear a number of these dinos to preserve your life until the auto healing begins.
- Nimbus can easily find stealth neosaurs by using its Spread Shot ability. Use this when those sneaky ones are invisible and the damage caused to them will reveal where they are for you to notify your team.

- Reloading is redundant if you use the Rapid Switch mod. It is just as quick to switch between weapons and gain a damage/healing bonus than it is to reload Nimbus' weapons.
- Nimbus' holo warp can get those pesky Sinornithosaurus and stealth neosaurs off of you. Just through the holo into a safe direction and teleport to it, and just like that! No more interfering dinos!
- Just remember, Nimbus is first and foremost a support and healer! Please don't forget to heal your team - I know it is fun to use Nimbus as DPS, but remember the suit's role.
- Have fun!

THANKS AND SEE YOU IN GAME!

Raava (R4AVA)

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