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# Torid Incarnon Genesis

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**Torid Incarnon Genesis** is an item that is used to add [Incarnon](#) upgrades to the [Torid](#).

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Torid Incarnon Genesis

Untradeable

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Description

Awaken this weapon's ability to fire a long-range Toxin beam in Incarnon Form.

General Information

Item

Cannot Sell

## Acquisition



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[Path](#), players can earn  **Torid Incarnon Genesis** from [The Circuit's Steel Path](#) to place on their Torid with the help of [Cavalero](#) in the [Chrysalith](#). This [Incarnon Genesis](#) form grants it evolutions to a transformation and newfound strength.

Vendor Sources



Official Drop Tables

<https://www.warframe.com/droptables>

## Evolutions

- Installing the Torid Incarnon Genesis requires 20  [Pathos Clamps](#), 60  [Rune Marrow](#) and 20  [Maw Fangs](#).
- When installed, the first Evolution tier is unlocked. The following Evolution tiers, their requirements for unlocking them, and their related perks, are shown below;
  - Each challenge additionally grants 5,000 [affinity](#) to the weapon, affected by [Affinity Boosters](#).

### Evolution I

- Direct shots charge Incarnon Transmutation; Alt Fire transmutes. Switching back will expend any remaining charge.
- Fire a long-range  [Toxin](#) beam.
  - Incarnon Form becomes a continuous beam weapon with a **40** meter range, and a **3** meter damage radius from the point of impact against a surface. The beam is then capable of chaining to up to **5** nearby enemies within **6** meters of each other, with each chain doing **75%** of the previous chain's damage. The base damage, [Critical Chance](#), [Critical Multiplier](#), and [Status Chance](#) are also increased. However, the [Zoom](#) is reduced.
    - [Punch Through](#) mods have no effect on the behavior of the beam.
    - Mods such as  [Sinister Reach](#) or  [Combustion Beam](#) are **not** available for use, as the base Torid is not a beam weapon.
    - As a continuous weapon, the spherical damage radius does **not** benefit from [Multishot](#); only targets directly hit by the beam benefit.
    - The beam will chain independently to 5 additional enemies starting from **each** target hit by the initial damage radius. Each chain chooses targets independently, and an enemy can be struck by multiple chains.



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benefiting from multishot, in the damage radius but **not** will also **not** benefit from



- The damage radius is **not** a separate damage instance from the beam, so a target that is directly struck by the beam is still only hit once.
- Mode switching is **not** instantaneous and has an animation equal to the weapon's [reload speed](#).
- Incarnon Form is activated by filling the Incarnon Transmutation gauge that appears under the reticle by achieving direct shots and then pressing the [Alternate Fire](#) button. **5** direct shots will completely fill the gauge. A full gauge is not required to activate Incarnon Form.
  - Torid's poison cloud does **not** build charges.
  - Individual [Multishot](#) bullets can build charges.
- Instead of drawing ammunition from its reserves, the Torid's Incarnon Form uses a separate "magazine" with each charge producing **34** rounds to a maximum of **170**. Once all ammunition is expended, the Torid reverts to its normal form.
  - Incarnon Form's magazine is **not** affected by mods.
  - Incarnon Form is **not** affected by [Ammo Efficiency](#) (such as  [Energized Munitions](#)).
  - Charges and Incarnon Form persists through all activities, such as holstering, [bleedout](#), or being [disarmed](#). However, charges and Incarnon Form are removed upon [death](#).
- Swapping to and from Incarnon Form will fully reload the normal form's magazine.

## Evolution II

- *Unlock Challenge*: Complete a solo mission with this weapon equipped.
- Perk 1: **Final Fusillade**:
  - Increase Damage by **+51**.
  - **+3** Multishot on last shot in magazine.
- Perk 2: **Plentiful Mayhem**:
  - Increase Damage by **+31**.
  - Multishot consumes ammo directly from Capacity and increases Damage by **+60%**.
    - Affects both modes. In the case of Incarnon Form, it pools directly from its magazine.
    - On the Incarnon form, instead of increasing the damage of additional



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Multishot bonuses are increased by



- *Unlock Challenge*: Kill **100** enemies with this weapon's Incarnon Form.
- Perk 1: **Swift Deliverance**:
  - **+50%** Projectile Speed.
- Perk 2: **Renewed Horror**:
  - On Reload from Empty: Lingerin damage field duration doubles on first shot.
- Perk 3: **Extended Volley**:
  - Increase Magazine Capacity by **+9**.

## Evolution IV

- *Unlock Challenge*: Activate Incarnon Form **15** times.
- Perk 1: **Commodore's Fortune**:
  - Increase Critical Chance by **+20%**.
- Perk 2: **Survivor's Edge**:
  - Increase Critical Chance by **+15%**.
  - Increase Status Chance by **+15%**.
- Perk 3: **Elemental Balance**:
  - Increase Status Chance by **+34%**.

## Bugs

- [Galvanized Aptitude](#) ignores the base damage value of both Evolution II perks.
- Renewed Horror has a visual bug where the grenade will seemingly explode at a normal duration, with the dissipation of the gas cloud and the sound effect of the grenade exploding. However, it will still linger for twice as long as intended.

## Patch History

### Update 35.5 (2024-03-27)

- Fixed multiple Primary Incarnon HUD buffs (Torid) using a generic icon instead of their own.



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duration on the damage field



[Update 33.5](#) (2023-06-21)

| Incarnon                          |        | Edit                                                                                                                                 | [Collapse] |
|-----------------------------------|--------|--------------------------------------------------------------------------------------------------------------------------------------|------------|
| Zariman                           |        | <a href="#">Felarx</a> • <a href="#">Innodem</a> • <a href="#">Laetum</a> • <a href="#">Phenmor</a> • <a href="#">Praedos</a>        |            |
| Sanctum Anatomica                 |        | <a href="#">Onos</a> • <a href="#">Ruvox</a>                                                                                         |            |
| The Circuit<br>(Incarnon Genesis) | Week 1 | <a href="#">Braton</a> • <a href="#">Lato</a> • <a href="#">Skana</a> • <a href="#">Paris</a> • <a href="#">Kunai</a>                |            |
|                                   | Week 2 | <a href="#">Boar</a> • <a href="#">Gammacor</a> • <a href="#">Angstrum</a> • <a href="#">Gorgon</a> • <a href="#">Anku</a>           |            |
|                                   | Week 3 | <a href="#">Bo</a> • <a href="#">Latron</a> • <a href="#">Furis</a> • <a href="#">Furax</a> • <a href="#">Strun</a>                  |            |
|                                   | Week 4 | <a href="#">Lex</a> • <a href="#">Magistar</a> • <a href="#">Boltor</a> • <a href="#">Bronco</a> • <a href="#">Ceramic Dagger</a>    |            |
|                                   | Week 5 | <a href="#">Torid</a> • <a href="#">Dual Toxocyst</a> • <a href="#">Dual Ichor</a> • <a href="#">Miter</a> • <a href="#">Atomos</a>  |            |
|                                   | Week 6 | <a href="#">Ack &amp; Brunt</a> • <a href="#">Soma</a> • <a href="#">Vasto</a> • <a href="#">Nami Solo</a> • <a href="#">Burston</a> |            |
|                                   | Week 7 | <a href="#">Zylok</a> • <a href="#">Sibear</a> • <a href="#">Dread</a> • <a href="#">Despair</a> • <a href="#">Hate</a>              |            |

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