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# Wisp

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## Passive

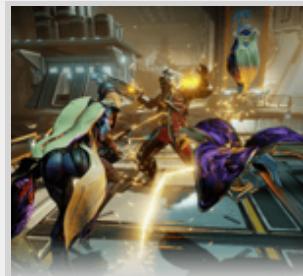
 **Wisp** weaves between dimensions whilst she is airborne, gaining a cloak that renders her and her Companions completely **invisible** to enemies **indefinitely** until she lands or fires a weapon. Wisp's cloak will reactivate briefly after the player stops firing provided they are still airborne.

- The cloak does not wear off immediately after landing, allowing Wisp to constantly remain invisible.
  - Hard Landings** will dissipate the cloak immediately.
- Silenced** weapons will still remove her invisibility.
- Invisibility is not affected by Melee weapon strikes, allowing Wisp to freely use them without making her visible.
- Unlike other invisible abilities, Wisp does not turn transparent. Instead she visually glows and emits energy particles that are affected by her chosen Energy color.

## Abilities

View Maximization ▾

This section is *transcluded* from [Reservoirs](#). To change it, please [edit the transcluded page](#).



**1**  
**25**

### Reservoirs

Choose and summon a Reservoir filled with Motes that attach to and aid Wisp and her allies. Haste Mote grants increased movement and attack speed. Vitality Mote increases maximum health and heals

**Vitality**   **Haste**   **Shock**

**Strength:** 300 (max health)  
30 s<sup>-1</sup> (heal over time)

#### Duration:

19 / 22 / 26 / 30 s (Mote lifespan)

**Range:** 5 m (Reservoir range)

**Misc:** ∞ (Reservoir lifespan)  
6 (max reservoirs active)  
25 % (Sol Gate damage buff)



Mote stuns nearby enemies.

Introduced in  
Update 25.0 (2019-05-22)



This section is *transcluded* from [Wil-O-Wisp](#). To change it, please [edit the transcluded page](#).



#### [Wil-O-Wisp](#)

Cast forward a spectral image of Wisp to confuse and distract enemies.



Reactivate to travel to its position. Hold to have the image travel faster and teleport to its position on release.

#### Strength:

N/A

#### Duration:

2.5 / 3 / 3.5 / 4 s

#### Range:

N/A

#### Misc:

Introduced in [Update 25.0](#) (2019-05-22)

3 s (teleport invulnerability time)



This section is *transcluded* from [Breach Surge](#). To change it, please [edit the transcluded page](#).





**Breach Surge**

Open a dimensional breach to overwhelm nearby enemies and cause them to release aggressive Surge sparks when damaged. Wisp may also target a Reservoir to teleport to it and double the range of the surge.

**Cost:** 3 Energy, 50 Reservoirs

Introduced in [Update 25.0](#) (2019-05-22)

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**Strength:**  
1 / 1.25 / 1.6 / 2 x (damage multiplier)

20 % ( Radiation status chance)

**Duration:**  
7 / 9 / 12 / 16 s (blind duration)

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**Range:**  
11 / 13 / 16 / 18 m

**Misc:**

- 10 % (spark chance on hit)
- 10 m (spark seek range)
- 100 % (spark chance on kill)
- 100 % (spark critical chance)
- 1.5 x (spark crit multiplier)
- 5 million (spark damage cap)
- 200 % (Reservoir surge range bonus)
- 10 m (Reservoir teleport min. range)
- 100 % (Sol Gate spark chance on hit)

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**Subsumable to**  
[Helmith](#)

This section is [transcluded](#) from [Sol Gate](#). To change it, please [edit the transcluded page](#).

**Sol Gate**

Open a portal to the sun to irradiate enemies with a devastating beam of pure solar plasma.

**Cost:** 4 Energy, 25 Reservoirs, +12- 24/s

Introduced in [Update 25.0](#) (2019-05-22)

**Strength:**  
1,000 / 1,100 / 1,250 / 1,500 (base beam damage per half second)

2,000 / 2,200 / 2,500 / 3,000 (boosted beam damage per half second)

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**Duration:**  
N/A

**Range:**  
40 m (beam length)

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**Misc:**

- 500 % (base beam max)

damage ramp-up)  
-50 % (boosted beam move speed penalty)  
25 % (Vitality Mote damage bonus)  
100 % (Haste Mote Corrosive status chance)  
25 % (Shock Mote damage bonus)  
100 % (Breach Surge spark chance on hit)

| Strength Mods | Duration Mods | Range Mods |
|---------------|---------------|------------|
|               |               |            |

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| Gara      | Garuda | Gauss    | Grendel | Gyre              | Harrow   | Hildryn  |       |      |
| Hydroid   | Inaros | Ivara    | Jade    | Khora             | Kullervo | Lavos    |       |      |
| Limbo     | Loki   | Mag      | Mesa    | Mirage            | Nekros   | Nezha    | Nidus |      |
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