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Burston Incarnon Genesis

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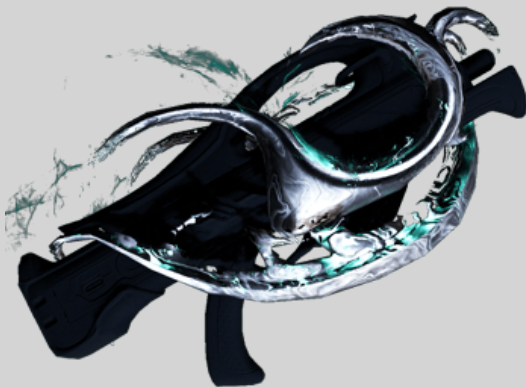
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Burston Incarnon Genesis is an item that is used to add [Incarnon](#) upgrades to the  [Burston](#) or  [Burston Prime](#).

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Burston Incarnon Genesis



Untradeable

 [Update Infobox Data](#)

Description

This weapon's ability to gain an Auto and deal Radial Heat Damage with each shot in Incarnon Form.

General Information

Item



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WARFRAME Wiki



[Zariman](#), and unlocking [The Steel](#)

[Path](#), players can earn 

Burston Incarnon Genesis

from [The Circuit](#)'s Steel Path to place on their Burston with the

help of [Cavalero](#) in the

[Chrysalith](#). This [Incarnon Genesis](#) form grants it evolutions to a transformation and newfound strength.

Introduced

[Update 33.0](#) (2023-04-26)

Vendor Sources

Official Drop Tables

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

Evolutions

- Installing the Burston Incarnon Genesis requires 20  [Pathos Clamps](#), 60  [Rune Marrow](#), and 20  [Maw Fang](#).
- 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

- Headshots charge Incarnon Transmutation; Alt Fire transmutes. Switching back will expend any remaining charge.
- Gain an Auto Fire mode and deal Radial  [Heat](#) Damage.
 - Incarnon Form becomes fully automatic dealing pure  [Heat](#) damage with shots exploding in a **2** meter area of effect, with much higher [Critical Chance](#), [Critical Multiplier](#), and [Fire Rate](#). However, it deals much less base damage, the explosion possesses [Damage Falloff](#) from **100%** to **0%** from central impact, and reduced [Zoom](#).
- 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 reticule by achieving [headshots](#) and then pressing the [Alternate Fire](#) button. **20** headshots will completely fill the gauge. A full gauge is not required to activate Incarnon Form.



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ot other weakspots, such as the shooting weakspots generated by places other than heads will



- Instead of drawing ammunition from its reserves, the Burston's Incarnon Form uses a separate "magazine" with each charge producing **30** rounds to a maximum of **600**. Once all ammunition is expended, the Burston 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: **Forceful Finality**:
 - Increase Damage by **+42**.
 - **+5** Multishot on final magazine burst.
 - Multishot bonus is added before mods, and is thus multiplied by multishot bonuses.
 - Multishot bonus does not affect the Incarnon form.
- Perk 2: **Fortress Salvo**:
 - Increase Damage by **+42**.
 - With Armor Over **450**: **+2** Punch Through.

Evolution III

- *Unlock Challenge*: Kill **100** enemies with this weapon's Incarnon Form.
- Perk 1: **Extended Volley**:
 - Increase Magazine Capacity by **+21**.
- Perk 2: **Ready Retaliation**:
 - On Reload From Empty: **+100%** Reload Speed.



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- On Full Burst Hit: **+20%** Damage, resets on Reload.
 - Caps at **5x** for **+100%** damage, additive with base damage mods such as [Serration](#).
 - Burst condition is not affected by multishot or punch through, but counts object hits such as nullifier bubbles, and activates even if the first hit of a burst kills the target.
 - Resets when activating incarnon, and cannot be stacked in Incarnon form.
- Perk 2: **Absolute Valor**:
 - Increase Critical Chance by **+22%**.
- Perk 3: **Fatal Affliction**:
 - **+40%** Direct Damage per Status Type affecting the target.

Known Bugs

- Evolution III: **Ready Retaliation** is always active and doesn't require reloading from empty.
- [Galvanized Aptitude](#) and Evolution IV: **Fatal Affliction** behave the same way and ignore the innate damage of both Evolution II perks.
 - Both scale off of the original **46** damage or **13** if using incarnon form.

Patch History

Update 35.5 (2024-03-27)

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

Hotfix 35.0.7 (2024-01-09)

- Fixed icon missing in the HUD for Burston Incarnon's "Fortress Salvo" buff.

Hotfix 33.0.3 (2023-04-28)



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