

ADVERTISEMENT

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Wisp/Abilities

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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



WARFRAME Wiki



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



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 over time. Shock Mote stuns nearby enemies.



1

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

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Vitality	Haste	Shock
Strength:	300 (max health) 30 s ⁻¹ (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)	

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.



2

 35

Introduced in [Update 25.0](#)

 Strength:	N/A
 Duration:	2.5 / 3 / 3.5 / 4 s
 Range:	N/A
Misc:	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.

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

Strength:

1 / 1.25 / 1.6 / 2 x (damage multiplier)
20 % ( Radiation status chance)

Duration:

7 / 9 / 12 / 16 s (blind duration)

Range:

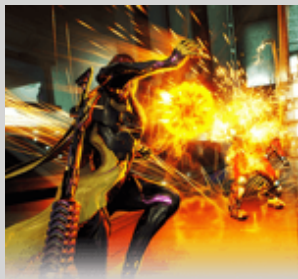
11 / 13 / 16 / 18 m

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)

Subsumable to Helminth

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.

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)

Duration:

N/A



- Misc:
.....
500 % (base beam max damage ramp-up)
1,000 % (boosted 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 ModsDuration ModsRange Mods

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