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Epitaph

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WEAPONS

CODEX

Sevagoth's wrist-mounted sidearm fires a chilling slow-moving slab, guaranteed to slow enemies for easier marksmanship. Charge the shot to fire a punishing high-velocity, high critical chance slab that punches through barriers. Deals additional headshot damage in Sevagoth's hands.

The **Epitaph** is [Sevagoth's signature](#) wrist-mounted sidearm. Uncharged shots fire explosive slabs with extreme [status chance](#) and a guaranteed ❄️ [Cold](#) proc, while fully charged shots possess extreme [critical chance](#) and [critical multiplier](#) with [punch through](#).

Contents

Epitaph

Tradable
(parts and/or blueprint only)

Update Infobox Data

General Information

Type Pistol

Mastery Rank 8

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Characteristics

- This weapon deals pure  **Blast** damage uncharged and primarily  **Slash** damage fully charged.
- Shots have a guaranteed  **Impact** proc on direct hits.
- Uncharged shots:
 - Tied with  **Kuva Nukor** and  **Tysis** for the highest **status chance** of all secondaries.
 - Explodes in an **8** meter radius on impact with a surface or enemy.
 - Initial hit and explosion apply status separately.
 - Explosion does not need direct line of sight to deal damage and will penetrate walls.
 - Can benefit from  **Fulmination** ( **Primed**).
 - Have a guaranteed  **Cold**

Max Rank	30
 Slot	Secondary
Trigger Type	Charge
Utility 	
Accuracy	N/A
Ammo Max	40
Ammo Pickup	20
Ammo Type	Secondary
Disposition	●○○○○ (0.55x)
Fire Rate	1.50 attacks/sec
Noise Level	Alarming
Magazine Size	1
Reload Time	0.60 s
Projectile Speed	200.0 m/s
Projectile Type	Projectile
Charged Shot 	
 120 ( 40%)	 45 ( 15%)
 135 ( 45%)	
Total Damage	300 (45.00%  Slash)
Accuracy	N/A
Ammo Cost	1
Charge Time	0.4 s
Crit Chance	48.00%
Crit Multiplier	2.60x
Fire Rate	1.50 attacks/sec
Forced Procs	 Impact
Multishot	1 (300.00 damage per projectile)
Noise Level	Alarming
Punch Through	2.0 m
Status Chance	4.00%
Projectile	300.00 damage



- Charged shots:
 - Second highest **critical chance** of all secondaries, behind [Epitaph Prime](#).
 - High **critical multiplier**.
 - Very fast charge speed.
 - Innate 2 meter **punch through**.
- Deals **+20% headshot** damage when wielded by [Sevagoth](#)/ [Sevagoth Prime](#).
- [Magnum Force](#)'s accuracy penalty is minimal on this weapon.
- Innate two polarities.

Advantages over other Secondary weapons (excluding modular weapons):

- No magazine; does not need to reload.
- Charged Shot (wiki attack index 1)
 - Very high crit chance (48.00%)
 - Very high reload speed (0.60 s)
 - Very high total damage (300)
 - High crit multiplier (2.60x)
- Uncharged Direct Hit (wiki attack index 2)
 - Very high reload speed (0.60 s)
 - Very high status chance (50.00%)

Projectile Type	Projectile		
Trigger Type	Charge		
Uncharged Direct Hit			
40 (40%)	30 (30%)	30 (30%)	
Total Damage	100 (40.00% Impact)		
Accuracy	Very High		
Ammo Cost	1		
Crit Chance	2.00%		
Crit Multiplier	1.20x		
Fire Rate	1.50 attacks/sec		
Forced Procs	Impact		
Multishot	1 (100.00 damage per projectile)		
Noise Level	Alarming		
Punch Through	0.0 m		
Spread	1.25° (1.00° min, 1.50° max)		
Status Chance	50.00%		
Projectile Speed	50.0 m/s		
Projectile Type	Projectile		
Trigger Type	Semi-Auto		
Uncharged AoE			
	20 (100%)		
Total Damage	20 (100.00% Blast)		
Crit Chance	0.00%		
Crit Multiplier	1.00x		
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 20 damage) Linear Falloff: between 0.0 m and 8.0 m (100% ~ 20%) Max Damage Falloff: over 8.0 m (20%, 4 damage)		



- High reload speed (0.60 s)
- High status chance (50.00%)

Disadvantages over other Secondary weapons (excluding modular weapons):

- Uncharged Shots:
 - Lowest critical multiplier of all secondaries.
 - Explosion inflicts [self-stagger](#).
 - Explosion has a [headshot](#) multiplier of 1x and cannot trigger headshot conditions.
 - Explosion has linear [Damage Falloff](#) from 100% to 20% from central impact.
- Projectiles have travel time. Uncharged shots have slower projectile speed with heavy arcing.
- Charged Shot (wiki attack index 1)
 - Very low magazine (1)
 - Low ammo max (40)
 - Very low fire rate (1.50 attacks/sec)
 - Very low status chance (4.00%)
 - Very low disposition (●○○○○ (0.55x))
- Uncharged Direct Hit (wiki attack index 2)
 - Very low crit chance (2.00%)
 - Very low magazine (1)

Forced Procs	Cold
Multishot	1 (20.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	8.0 m
Status Chance	50.00%
Projectile Type	AoE
Miscellaneous ^	
Compatibility Tags	PROJECTILE, SINGLESHOT, AOE
Default Upgrades	TnWraitheSidearmInnateUpgrade
Riven Family	Epitaph
Exilus Polarity	
Introduced	Update 30.0 (2021-04-13)
Polarities	
Sell Price	5,000
Variants	Epitaph Epitaph Prime
Vendor Sources ^	
Article Categories ^	
• Weapons • Slash Damage Weapons • Pistol • Epitaph • Secondary Weapons • Charge Weapons • Charge • Base • Pinpoint Weapons • Alarming Weapons • Single Shot Weapons • Projectile Weapons • Weapons with Area of Effect • Tradeable Weapons	

- Very low disposition (●○○○○ (0.55x))
- Very low crit multiplier (1.20x)
- Uncharged AoE (wiki attack index 3)
 - Very low active falloff slope (10.0m/%)
 - Very low crit chance (0.00%)
 - Very low magazine (1)
 - Very low total damage (20)
 - Low fire rate (1.50 attacks/sec)
 - Low ammo max (40)
 - Low disposition (●○○○○ (0.55x))
 - Very low crit multiplier (1.00x)

See [WARFRAME Wiki:Stat Comparison/Percentiles](#) for more details.

Comparisons:

- **Epitaph** (Charged Shot), compared to **Epitaph Prime** (Charged Shot):
 - Lower base damage per projectile (300.00 vs. 315.00)
 - Lower **Impact** damage (120 vs. 126)
 - Lower **Puncture** damage (45 vs. 47.25)
 - Lower **Slash** damage (135 vs. 141.75)
 - Lower total damage (300 vs. 315)
 - Lower base **critical chance** (48.00% vs. 50.00%)
 - Lower base **critical multiplier** (2.60x vs. 3.00x)
 - Lower base **status chance** (4.00% vs. 14.00%)
 - Lower **average damage per tap** (530.4 vs. 630)
 - Lower **burst DPS** (884 vs. 1050)
 - Lower **sustained DPS** (552.5 vs. 656.25)
 - Lower **fire rate** (1.50 attacks/sec vs. 1.75 attacks/sec)
 - Lower **Mastery Rank** required (8 vs. 14)
 - Higher **disposition** (●○○○○ (0.55x) vs. ●○○○○ (0.50x))
- Uncharged Shot:
 - Lower base damage (20.00 vs. 30.00)
 - Lower base critical chance (2.00% vs. 4.00%)
 - Lower base critical multiplier (1.20x vs 1.80x)
 - Lower range (8m vs. 10m)



Acquisition

This weapon's blueprint and components can be acquired from [Void Storm](#) missions in [Earth Proxima](#), [Venus Proxima](#), and [Saturn Proxima](#). All parts can be [traded](#) between players.

Item	Source	Chance	Expected	Nearly Guaranteed
Receiver	Venus Proxima Void Storm	10%	~ 10 A Rotations	65 ± 21 A Rotations
Receiver	Saturn Proxima Void Storm	9.76%	~ 10 A Rotations	67 ± 22 A Rotations
Receiver	Earth Proxima Void Storm	10%	~ 10 A Rotations	65 ± 21 A Rotations
Blueprint	Venus Proxima Void Storm	10%	~ 10 A Rotations	65 ± 21 A Rotations
Blueprint	Saturn Proxima Void Storm	9.76%	~ 10 A Rotations	67 ± 22 A Rotations
Blueprint	Earth Proxima Void Storm	10%	~ 10 A Rotations	65 ± 21 A Rotations
Barrel	Venus Proxima Void Storm	10%	~ 10 A Rotations	65 ± 21 A Rotations
Barrel	Saturn Proxima Void Storm	9.76%	~ 10 A Rotations	67 ± 22 A Rotations
Barrel	Earth Proxima Void Storm	10%	~ 10 A Rotations	65 ± 21 A Rotations

All drop rates data is obtained from [DE's official drop tables \(https://warframe.com/droptables\)](#). See [Mission Rewards#Standard Missions](#) for definitions on reward table rotations.
For more detailed definitions and information, visit [here](#).

Manufacturing Requirements

Edit blueprint requirements

				Time:
20,000	1	1	Orokin Cell	12

				Rush:
				35
Market Price:		Blueprints Price:N/A		
225				

Notes

- Sevagoth's [headshot](#) bonus only applies to actual heads and not any other weak spot.
- Epitaph draws ammo directly from the full ammo pool similar to bows, but does not "reload" between shots like them. The delay between shots is all based on its 1.5 fire-rate (0.67s), and Epitaph's displayed 0.6s reload time has no purpose.
- A [Specter](#) with the Epitaph equipped will only use its Uncharged Shot.

Tips

- Because of both its low fire rate and guaranteed [Impact](#) proc on direct hits, the Epitaph is a perfect candidate for [Hemorrhage](#) to nearly guarantee [Slash](#) procs on every hit.

Trivia

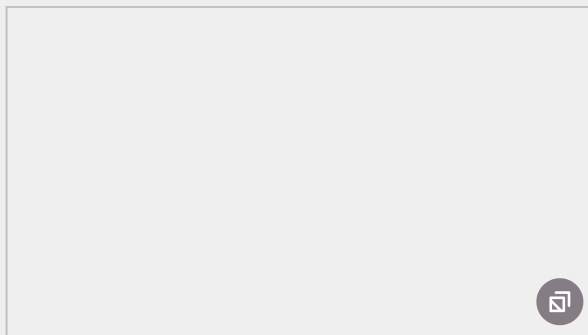
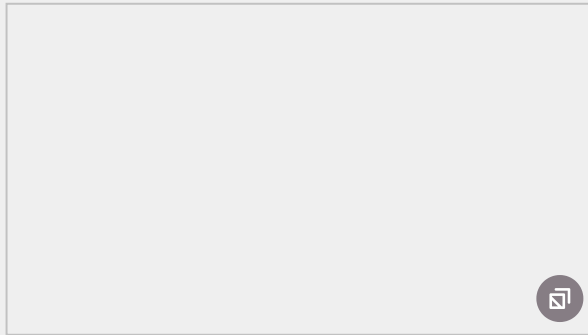
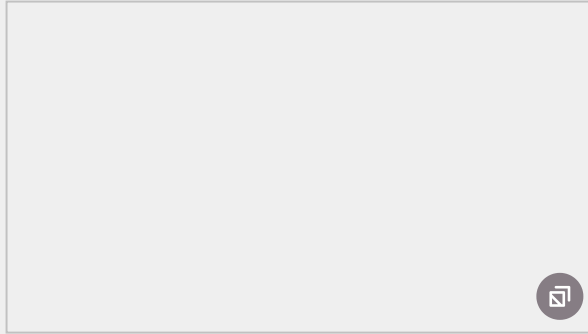
- An [epitaph](#) is a phrase honoring a deceased person, commonly written on tombstones.

Known Bugs

- When [Suppress](#) is installed, enemies will still react to the weapon being fired, and eventually get alerted, making it bad for stealth gameplay.
- [Galvanized Shot](#) is multiplicative to base damage sources on direct hits in both firing modes.
 - For charged shots bonus is multiplied by charge bonus (2x).

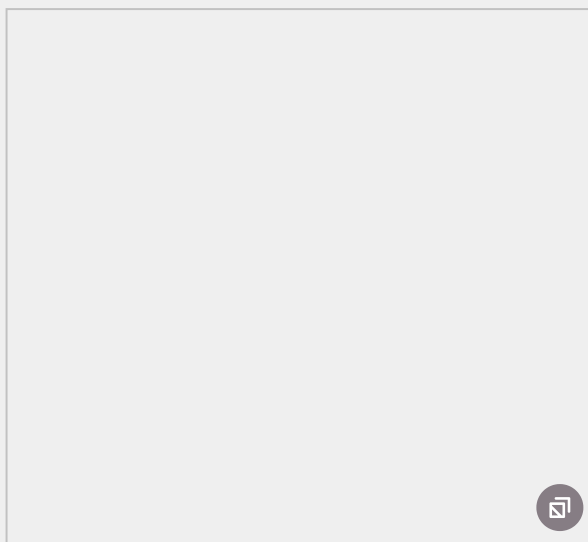
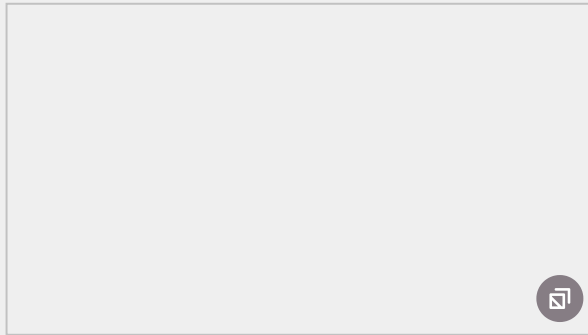
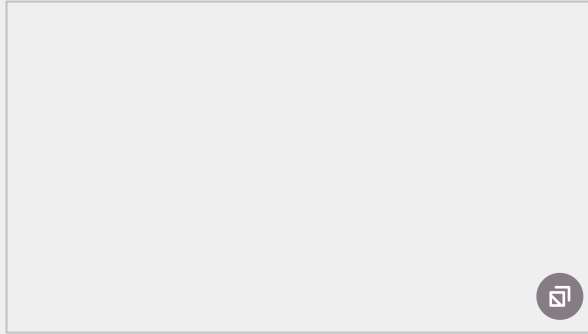
Media

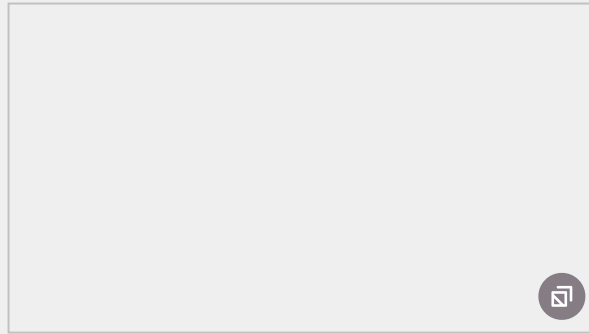




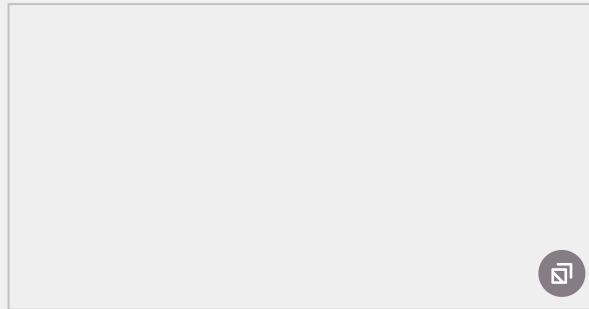
Without the slab

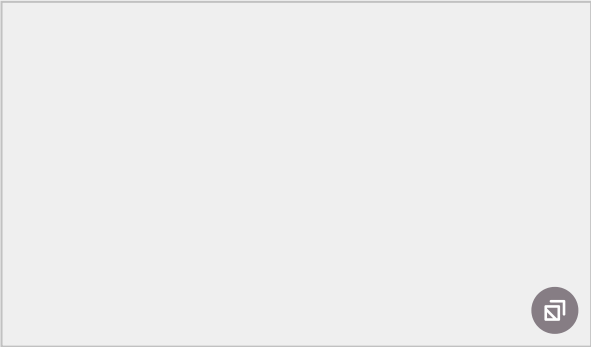
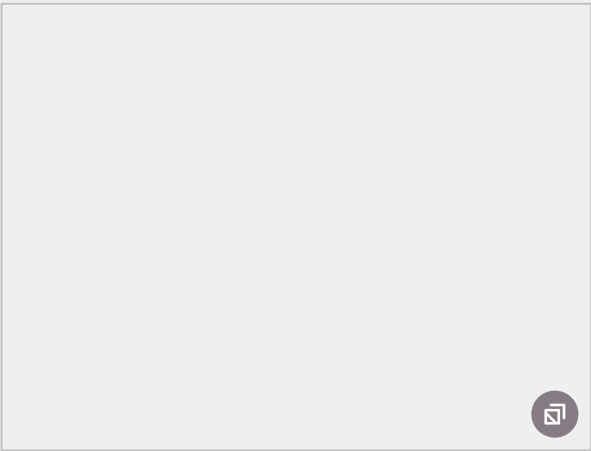






Concept art





Let's Look at Epitaph Builds & Guide. S...



Epitaph Build - Revisiting The Grim Imp...



Epitaph Skins

Edit



Cirriped

Patch History

Hotfix 35.0.7 (2024-01-09)

- Fixed dual wielding with the Cirriped Epitaph Skin equipped causing the Epitaph to have offset issues.

Ammo Changes

We understand the power fantasy of these weapons is very popular for some, so our first approach was to keep them powerful, but limit how often they can be used by

Weapons • Damage • Incarnon • Compare All • Cosmetics

[Collapse]

Primary Secondary Melee Archwing Robotic Modular Railjack

Arm Cannon

Auto Bubonico • Shedu

Bow

Charge Cernos • Cernos Prime • Cinta • Daikyu • Dread • Evensong • Kuva Bramma • Lenz • MK1-Paris • Mutalist Cernos • Nataruk • Paris • Paris Prime • Prisma Lenz • Proboscis Cernos • Rakta Cernos

Crossbow

Auto Attica • Zhuge • Zhuge Prime

Semi / Mag Burst Nagantaka • Nagantaka Prime

Exalted Weapon

Charge Artemis Bow • Artemis Bow Prime

Launcher

Active Carmine Penta • Penta • Secura Penta

Auto Tenet Envoy

Charge Ogris

Semi-Auto Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid • Zarr

Rifle

Active Simulor • Synoid Simulor

Auto AX-52 • Acceltra • Acceltra Prime • Basmu • Baza • Baza Prime • Boltor • Boltor Prime • Braton • Braton Prime • Braton Vandal • Buzlok • Dera • Dera Vandal • Gotva Prime • Grakata • Karak • Karak Wraith • Kuva Karak • MK1-Braton • Mutalist Quanta • Panthera • Panthera Prime • Prisma Grakata • Prisma Tetra • Telos Boltor • Tenet Flux Rifle • Tetra

Auto / Active Alternox

Auto /



Auto / Semi	Argonak • Fulmin • Fulmin Prime • Phenmor • Stradavar • Stradavar Prime • Tenet Tetra • Trumna • Zenith
Auto Burst	Battacor
Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma • Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime
Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
Burst / Semi	Hind
Burst / Semi / Auto	Kuva Hind • Tiberon Prime
Charge	Miter • Opticor • Opticor Vandal
Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
Semi-Auto	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astilla • Astilla Prime • Boar • Boar Prime • Kuva Sobek • Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm
Charge	Drakgoon • Kuva Drakgoon
Duplex	Sancti Tigris • Tigris • Tigris Prime
Held	Convectrix • Phage • Phantasma • Phantasma Prime
Semi-Auto	Arca Plasmor • Corinth • Corinth Prime • Exergis • Hek • Kuva Hek • MK1-Strun • Rauta • Steflos • Strun • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale
Charge	Lanka
Semi-Auto	Komorex • Rubico • Rubico Prime • Snipetron • Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar • Vulkar Wraith
Speargun	
Auto	Scourge • Scourge Prime
Auto Charge	Javlok
Charge	Ferrox



Semi	Afentis
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