

in: Warframe Abilities, Wisp, Radiation Damage, Line Of Sight Abilities



Breach Surge





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.

Breach Surge Open a dimensional breach 7/9/12/16s (blind

Strength:

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

Ouration:

duration)

ල්) 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)

Introduced in Update 25.0

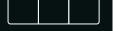


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WARFRAME Wiki



Info Augment Maximization

- Wisp expends ♣ 50 energy to collapse a portal into an energy explosion that rapidly expands over a ७ 11/13/16/18 meter radius area around the cast location. Enemies in direct Line of Sight of Wisp and within range are ☑ Blinded by the surge for ② 7/9/12/16 seconds. Blinded enemies have a 10% chance when damaged or 100% chance when killed to release a surge spark in the form of a homing projectile that seeks the head of another enemy within 10 meters, dealing № Radiation damage equal to the damage dealt to the surged enemy, then amplified by a damage multiplier of ♠1/1.25/1.6/2 and ♠20% status chance.
 - Surge sparks have <u>100%</u> critical chance and a <u>1.5x</u> critical multiplier. Sparks
 can score and benefit from headshots due to their homing properties.
 - Sparks are affected by Vigorous Swap, Arcane Arachne, abilities such as Seclipse and Rift Surge augmented with Rift Torrent.
 - Sparks are not affected by Theorem Demulcent however.
 - Blinded enemies are susceptible to stealth damage bonus, but are not vulnerable to melee finishers.
 - Enemies with Overguard will be affected by the Breach Surge, but will not be blinded and will not release sparks. If their Overguard is removed, they will be blinded and release sparks normally.
 - Surge sparks will attempt to home in on a nearby enemy during flight.
 Without a target to strike, surge sparks randomly impact onto a nearby surface and explode.
 - Surge sparks cannot be created by a kill made by another surge spark.

Ability Synergy:

- Casting on Reservoirs will teleport Wisp to their location and double Breach Surge's range.
 - Targeting a reservoir pod with the reticle will encircle it with Wisp's chosen energy color to indicate Breach Surge's ability to be cast on it and can be used at any range, provided there is line of sight.
 - Reservoir pods can be targeted through solid surfaces provided there



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- Casting on Reservoirs will also double the range of the cast created by the clone.
- Sol Gate's solar plasma beam has a <u>100%</u> chance to trigger a surge spark on every hit.
- Can be recast while active to blind new targets and refresh duration on previously blinded enemies in range.
- Casting Breach Surge is a full-body animation that restricts all actions except directional movement.
- Wisp visually conjures a sphere of dimensional energy and forcibly collapses it to release the energy explosion. Enemies blinded by the explosion have an orb of blinding light scorch their eyes for the duration of the debuff.
- Energy explosion, blinding light, and surge sparks are affected by Wisp's chosen Energy colors.
- Subsuming Wisp to the Helminth will offer Breach Surge and its augments to be used by other Warframes.



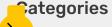
Patch History

Update 32.3 (2023-02-15)

- Changed Wisp's Breach Surge to apply multiplier before the cap to fix the Ability resulting in billions of damage.
 - Currently: adds 100 damage up to 5m cap, then multiplies by multiplier *
 Power Strength
 - New: add 100 damage * multiplier * power strength up to 5m cap

See Also





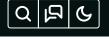


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otherwise noted.

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