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# Immolation



EDIT

### Preceded by

[Accelerant](#) since [Update 26.0](#) (2019-10-31)



2

50

+



when at

max heat:

+1t/s<sup>-2</sup>

t = time

at max

heat in

seconds

## Immolation

Protect Ember with flame armor that burns stronger over time, consuming energy once its meter is at full strength. Cast again to extinguish the flame.

Introduced in [Update 26.0](#) (2019-10-31)

### Strength:

10-50 / 20-65 / 30-75 / 40-85 % (damage reduction)

### Duration:

N/A

### Range:

N/A

### Misc:

50-90% (damage reduction cap)

0.5%/s (minimum heat generation)

+1%/s ( [Fireball](#) heat rate per cast)

-2%/s ( [Fire Blast](#) heat rate per cast)

-50% ( [Fire Blast](#) heat per



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- Ember expends  **50 Energy** to surround herself in a swirling torrent of protective flame that burns stronger with each moment. While immolated, a thermometer appears above the ability icons, gradually rising in temperature. Ember gains  **10% / 20% / 30% / 40% Damage Reduction** on cast displayed as a percent (%) next to the thermometer, which scales up to  **50% / 65% / 75% / 85%** damage reduction at maximum heat. Press the ability key (default  **2**) again to deactivate this ability, expending all stored heat instantly.

- Damage reduction is capped **50% - 90%**, achievable with 125%  [Ability Strength](#).

- Damage reduction (DR) is related to the current percent heat (H) by the following formula:

$$DR = H \times \text{Min}(0.90, 0.85 \times (1 + \text{Ability Strength})) + (1 - H) \times \text{Min}(0.50, 0.40 \times (1 + \text{Ability Strength}))$$

- E.g., with a max rank  [Intensify](#) and 75% heat Ember's damage reduction would be:

$$\begin{aligned} &0.75 \times \text{Min}(0.90, 0.85 \times (1 + 0.3)) + (1 - 0.75) \times \text{Min}(0.50, 0.40 \times (1 + 0.3)) = \\ &0.75 \times \text{Min}(0.90, 1.105) + (0.25) \times \text{Min}(0.50, 0.52) = \\ &0.75 \times 0.9 + (0.25) \times 0.5 = \\ &0.8 \text{ (80\% damage reduction)} \end{aligned}$$

- Once Immolation reaches maximum heat, Ember drains energy at an increasing rate of  **0.4** energy per second<sup>2</sup> to sustain Immolation. The energy drain growth is **uncapped**.
  - Example: After **10** seconds at max heat, Immolation will drain **4** energy per second: After **30** seconds at max heat, Immolation will drain **12** energy per second.
  - While at maximum heat Ember **cannot** replenish energy using  [Energy Vampire](#),  [Rally Point](#), Rift Plane's innate energy regeneration, Squad Energy Restores,  [Energy Siphon](#),  [Energy Nexus](#),  [Dreamer's Bond](#) and/or  [Wellspring](#).
  - [Energy Orbs](#), Orokin Void Death Orb's energy restores,  [Rage](#),  [Hunter Adrenaline](#),  [Spellbound Harrow](#),  [Arcane Energize](#) and  [Emergence Dissipate](#)'s Energy Motes can restore energy while at max heat.
  - Immolation is treated as a **channeled ability** while at maximum heat.



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- Immolation's heat generation is affected by her abilities:
  - *The following values refer to how full the heat bar is, i.e. 0% means the bar is empty and 100% means it is full; these values are **not** referring to the damage reduction displayed to the left of the bar.*
  - The bar passively fills at a rate of **0.5%** per second.
  - Each cast of  [Fireball](#) increases the rate of heat generation by **1%** per second.
  - Each cast of  [Fire Blast](#) decreases the rate of heat generation by **2%** per second, while also *removing 50%* heat.
  - Each cast of  [Inferno](#) increases the rate of heat generation by **3%** per second.
  - E.g. after casting Fireball three times, Fire Blast once, and Inferno once, Ember would be gaining  $0.5\% + (1\% \times 3) - 2\% + 3\% = 4.5\%$  heat per second, and the heat bar would take 22.2 seconds to completely fill.
- Immolation increases Fireball's damage up to  **300 / 550 / 600 / 800** impact and  **100 / 200 / 250 / 300** at maximum heat.
- Fire Blast:
  - Enemy **armor** reduction scales linearly with Immolation's heat level, with 0 percent heat resulting in the minimum value being removed and 100 percent heat resulting in the maximum.
  - Energy cost decreases with Immolation's heat down to  **25 energy** cost at maximum heat.
- Inferno gains bonus damage in *percent (%)* equal to the current Immolation heat level.



## See also

- [Ember](#)

## Categories



## Languages



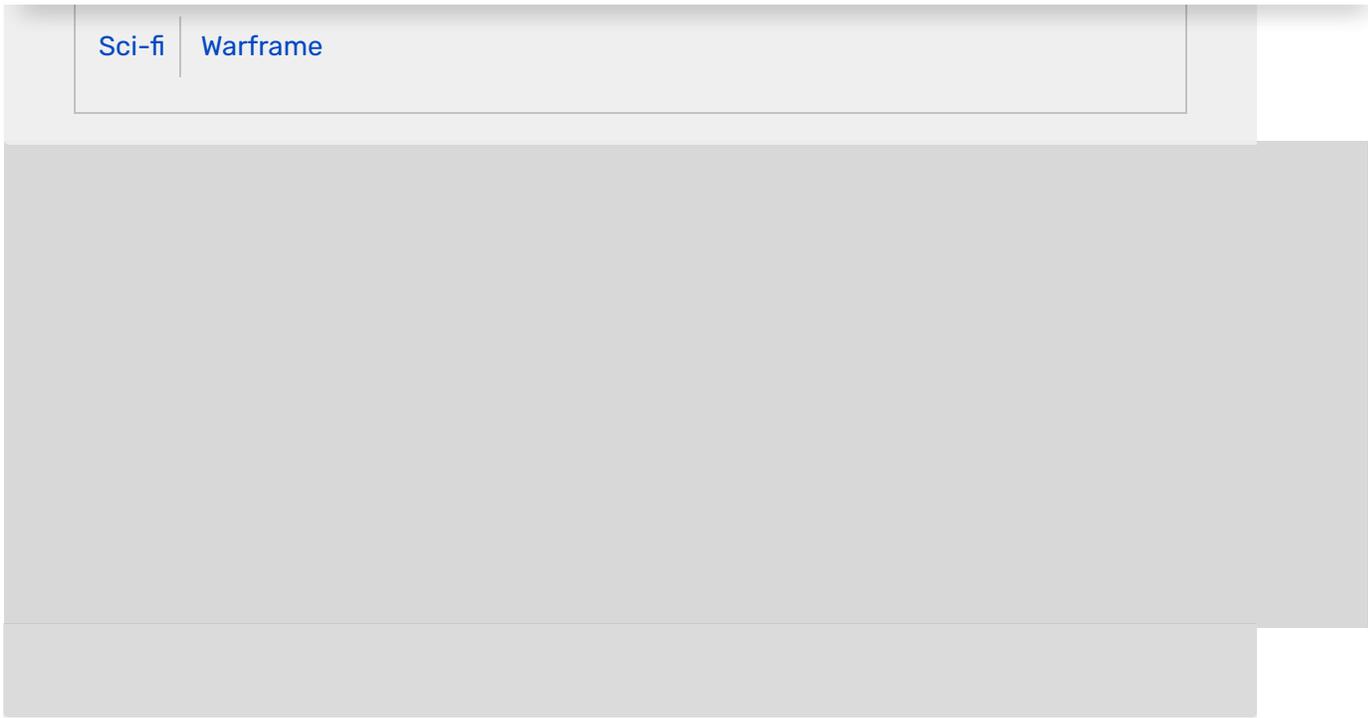
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