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Paracesis

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WEAPONS

CONCLAVE (PvP)

CODEX

The Sentient slayer. An offering from Ballas.

Take this... the idea of it... it is the only way your [war](#) can end.

—Ballas

The **Paracesis** is [Ballas](#)' signature weapon, introduced in [Update 23.10](#) (2018-10-12). Also known as "The [Sentient](#) Slayer", the weapon can gain additional max [ranks](#) after [polarization](#) capping at rank 40, with the additional ranks applying a damage bonus to Sentients and removing their damage resistances.

The Paracesis **cannot** be sold, but crafting it **is not required** for story

Paracesis



Untradeable

Hidden from Codex

Update Infobox Data

General Information

Type

Heavy Blade

Mastery

Rank 10

WARFRAME Wiki

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Characteristics

- This weapon deals primarily  **Slash** damage.
-  stance polarity matches  **Cleaving Whirlwind** and  **Tempo Royale**.
- Polarizing** the weapon increases its max **rank** by **2**, capping at rank **40** after **5** polarizations.
 - Each rank above 30 adds a bonus damage to **Sentients** and increases **mod** capacity. At rank 40, the weapon gains  **Void** damage properties against Sentients.

Advantages over other Melee weapons (excluding modular weapons):

- Third highest **critical chance** of all heavy blades, behind  **Gram Prime** and  **Tenet Exec.**

Max Rank	40
 Slot	Melee
Trigger Type	N/A
Utility ^	
Attack Speed	0.92x animation speed
Block Angle	55°
Combo Duration	5.0 s
Disposition	●○○○○ (0.60x)
Follow Through	0.6x
Range	2.90 m
Noise Level	Silent
Sweep Radius	0.20 m
Normal Attack ^	
 48.8 ( 21.98%)	 17.8 ( 8.02%)
 155.4 ( 70%)	
Total Damage	222 (70.00%  Slash)
Attack Speed	0.92x animation speed
Crit Chance	31.00%
Crit Multiplier	2.60x
Fire Rate	0.92 attacks/sec
Noise Level	Silent
Status Chance	22.00%
Heavy Attack ^	
Heavy Damage	1,332
Crit Chance	31.00%
Crit Multiplier	2.60x
Status Chance	22.00%
Wind-up	1.1 s
Heavy Slam Attack ^	
Slam Damage	666



- multiplier of all heavy blades.
- Normal Attack (wiki attack index 1)
 - High crit chance (31.00%)
 - Above average total damage (222)
 - High attack range (2.90 m)
 - High crit multiplier (2.60x)

Disadvantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Low attack speed (0.92x animation speed)
 - Below average status chance (22.00%)
 - Very low disposition (●○○○○ (0.60x))

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

Acquisition

The weapon blueprint is given to the player upon completing the [Chimera Prologue](#) quest.

Crit Multiplier	2.60x
Slam Element	 Blast
Forced Procs	 Lifted
Slam Radius	9.0 m
Status Chance	22.00%
Slam Attack ^	
Slam Damage	444
Crit Chance	31.00%
Crit Multiplier	2.60x
Slam Radius	8.0 m
Slam Element	 Impact
Forced Procs	 Impact
Status Chance	22.00%
Slide Attack ^	
Slide Damage	444
Crit Chance	31.00%
Crit Multiplier	2.60x
Slide Element	Same damage type distribution as Normal Attack
Status Chance	22.00%
Miscellaneous ^	
Compatibility Tags	HEAVY_BLADE_STANCE
Riven Family	Paracesis
Introduced	Update 23.10 (2018-10-12)
Polarities	None
Stance Polarity	
Users	• Ballas
Variants	Paracesis

Article Categories

- Weapons
- Orokin Weapons
- Slash Damage Weapons
- Heavy Blade
- Paracesis
- Melee Weapons
- N/A Weapons
- Weapons With No Trigger Type
- Ballas
- Base
- Silent Weapons
- Codex Secret
- Untradeable Weapons
- Available In Conclave

Manufacturing Requirements					
 Edit blueprint requirements					
30,000	Orokin Ducats	Galatine	Eidolon Shard	Orokin Cell	Time: 12
	1,000	1	5	15	Hour(s)
					Rush: 30
Market Price: N/A			Blueprints Price:N/A		

Notes

- Uniquely, If no stance is equipped on the Paracesis, then it will use [Tempo Royale](#)'s entire moveset instead of the normal stanceless moveset for Heavy blades.
- The weapon's max [rank](#) caps at **40** after **5 polarizations** (max rank increases by 2 per [Forma](#) added).
 - Additional polarizations can be added when the weapon reaches its new max rank at that polarization level.
 - Each additional rank also gives Mastery Rank Experience, giving **4,000** points in total.
 - [Mod](#) capacity scales with the additional ranks, and can reach a total of **90** at rank 40 with an [Orokin Catalyst](#) installed and a matching stance mod.
 - Without an Orokin Catalyst, the max is 50. Combined with the five polarized mod slots required to reach that point, an Orokin Catalyst might not be required to finish modding the Paracesis.
 - After polarizing a weapon, any additional mod capacity above 30 (60 with an Orokin Catalyst) will not take effect until the weapon's rank

- Paracesis' [stealth damage bonus](#) does not increase past the usual maximum of 7, reached at rank 30.
- Each rank above 30 adds a bonus damage to [Sentients](#).
- At rank 40, all attacks reset [Sentient](#) and [Shadow Stalker](#) resistances, and changes the [Profit-Taker Orb](#)'s shield weakness.

Weapon Rank	Sentient Damage Bonus
31	+7%
32	+13%
33	+20%
34	+27%
35	+33%
36	+40%
37	+47%
38	+53%
39	+60%
40	+60%

Tips

- The weapon's high mod capacity allows equipping the Weapon Umbral mods [Sacrificial Pressure](#) and [Sacrificial Steel](#) without the need for polarization with [Umbra Forma](#).

Lore & History

The [Operator](#) follows [The Man in the Wall](#) and encounters [Ballas](#), whose [Orokin](#) body has become [Amalgamized](#) with [Sentient](#). Cursing [Natah](#), he constructs the idea of the Paracesis in front of them and instructs them to take it in preparation for [The New War](#) against the Sentients. The encounter is revealed to be a vision, arming the Operator with knowledge of the weapon.

However, delivering the Paracesis to the Tenno turned out to be a ruse. After arriving with the Paracesis, Ballas reveals to have been in control of the Sentients all along; he steals the weapon and then stabs the [Lotus](#) and the Operator with it before banishing them into a [Void](#) portal.



After the Lotus and the Operator returns to confront Ballas for the final battle, with [Ordis](#) reconstructing the Paracesis, Ballas eventually manages to get the upper hand in the fight, stealing the Paracesis and stabs the Lotus again. He attempts to attack again before the Tenno jump and disarm him with a [Narmer Veil](#), finally ending Ballas' threat for good.

Trivia

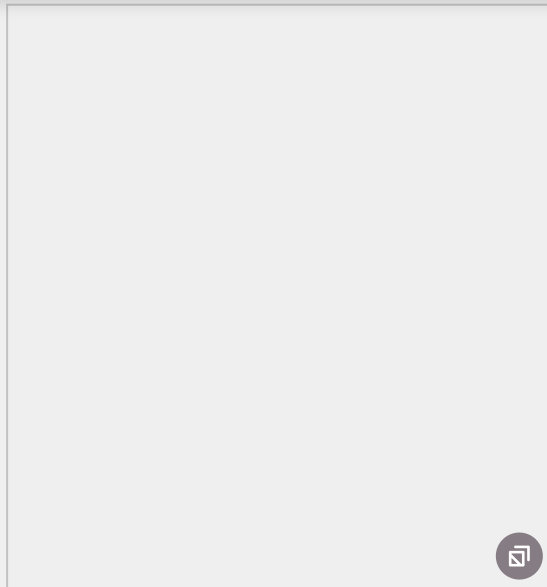
- Paracesis is the first weapon:
 - That requires [Orokin Ducats](#) and [Eidolon Shards](#) to craft.
 - That can be ranked up above 30.
- Paracesis appears to be a corruption of [Paracelsus](#), the famed 16th-century Swiss alchemist. Some portraits of Paracelsus depict him holding a sword by the [pommel](#) which, depending on the source, was said to contain either the mythical [Philosopher's Stone](#) or the [Azoth](#), a rumored substance that could cure any illness or dissolve any material.
 - Additionally, Paracelsus was the first person to describe the creation of a [Homunculus](#), a small, fully formed human being, via artificial means. This could allude to [Ballas](#)' creation of the [Warframes](#) and, [albeit indirectly](#), the [Sentients](#).
 - Paracesis may also be a corruption of [Paracentesis](#), a medical procedure where the abdomen is punctured with a hollow needle in order to sample or drain bodily fluids. If this is the case, then it would metaphorically allude to the function of the sword as a curative instrument against a "cyst" or "infection" (the Sentients).
 - Paracelsus is known as the father of toxicology, with one of his most famous tenets being that the dose makes the poison, referring to how otherwise harmless chemicals may become deadly in certain doses. Combined with Ballas's rant referring to the Lotus as a venomous viper, it may be a statement on the Lotus changing from a benevolent force to malevolent now that she's taken a more personal role.
- The prefix *para* has a variety of meanings, including 'abnormal', 'resembling', or even from organic chemistry where it means having two substituents in opposition to each other. The suffix *esis* means action or process. One interpretation of the name would be the process of becoming abnormal. Another that it is the process of becoming a substituent opposed to another substituent. Either really works well for the background surrounding Ballas and the Operator



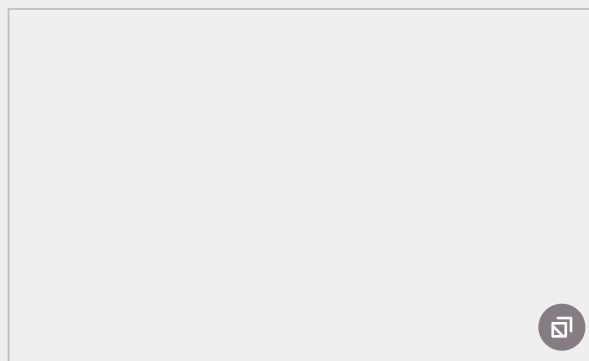
- In [Devstream 123](#), [DE]Steve advised not to sell the Paracesis (despite not being possible to). On [Update 27.0](#) (2019-12-13), the weapon would come into play in triggering the [Erra quest](#), however the quest's activation was changed in [Update 27.2](#) (2020-03-05) to no longer use the Paracesis.
 - The Paracesis is not required to start [The New War](#), despite initially appearing on the Warframe's back even if the player doesn't own one or did not equip it prior to starting the quest. An unranked, unmoddable Paracesis is also temporarily given to the player toward the climax of the quest.
- A Paracesis Sheath can be obtained as an [Orbiter Decoration](#) after completion of [Chimera Prologue](#), purchased from [Cephalon Simaris](#) for **50,000**. The sheath itself is not present when the Paracesis is holstered due to it being a heavy sword instead of a Nikana.

Media

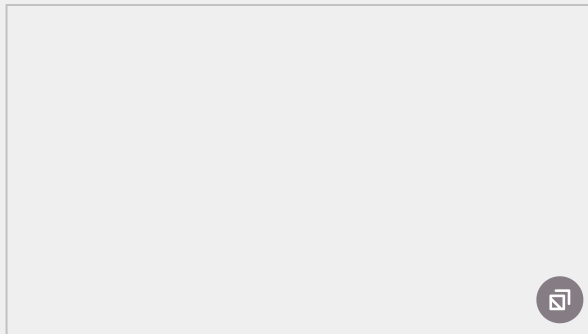




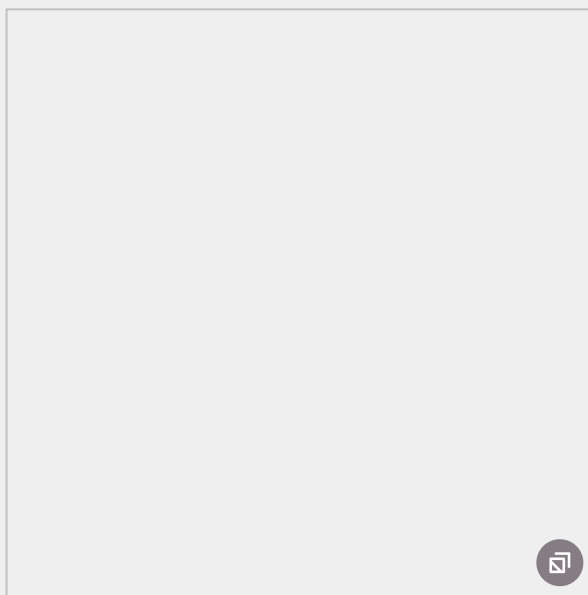
The Paracesis in the Codex



Renders of the Paracesis at various angles, with a (currently unused) scabbard to the left.

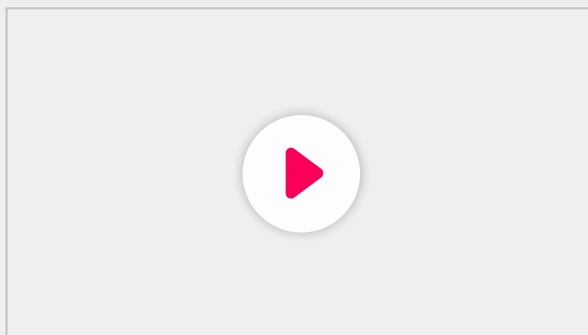


Paracesis Color Scheme



Paracesis Sheathe

An ornate sheath for the Paracesis.



WARFRAME - Paracesis Builds and Synergies



Edit



[Ion](#)
TennoGen

[Karv'r](#)
TennoGen

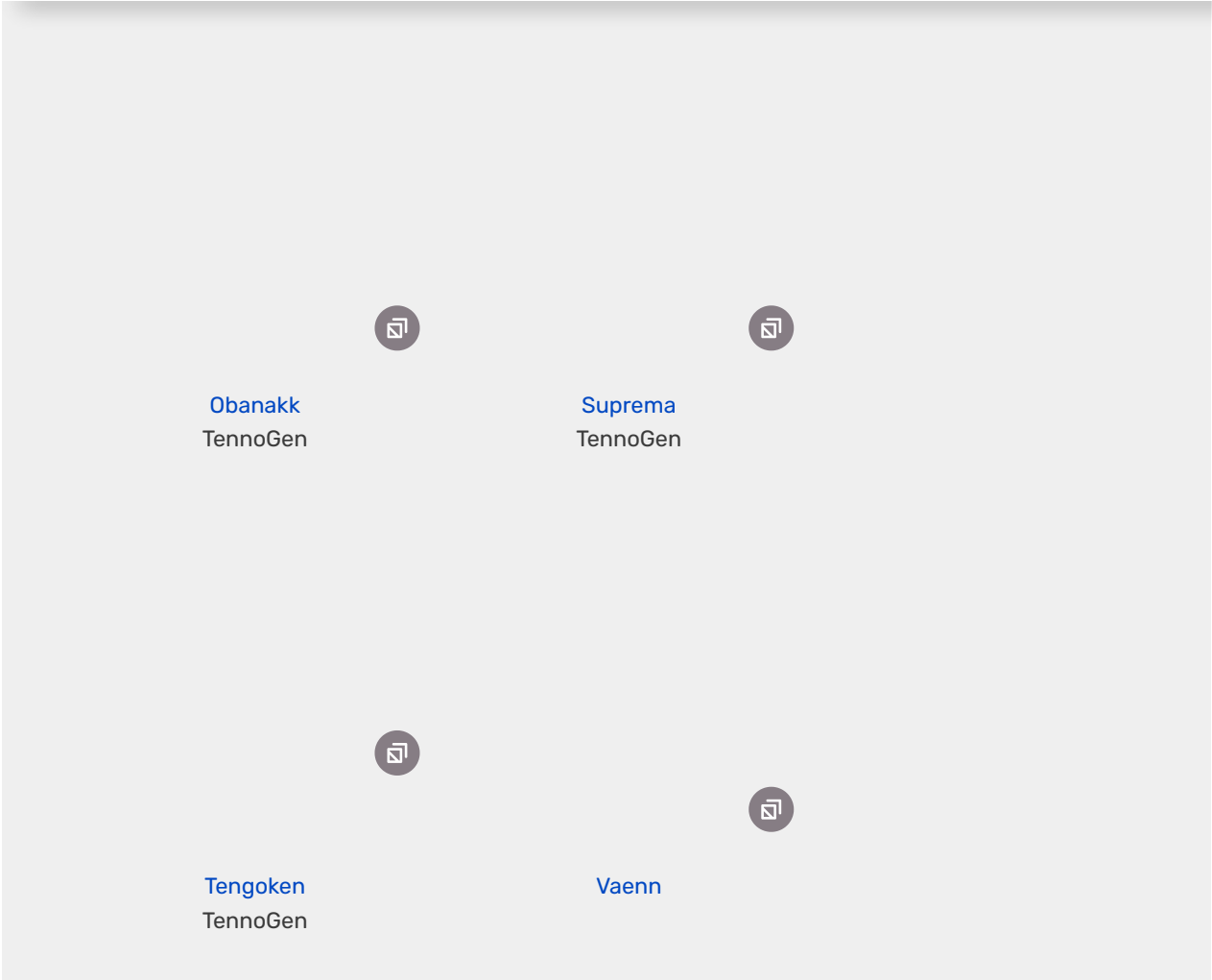
[Kilzorath](#)
TennoGen

[Mithra](#)
TennoGen

[Mizar](#)
TennoGen

[Mortier](#)





Patch History

[Hotfix 34.0.8](#) (2023-11-09)

- Fixed the Paracesis' "Rank Bonuses" on-hover UI element overlapping with its stats in the Upgrade screen.

[Hotfix 26.1.3](#) (2019-11-26)

- Added Lifted status to the Paracesis on a Heavy Ground Slam attack.

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

Actual patch notes made a mistake on old follow through.

Last updated: [Update 26.0](#) (2019-10-31)

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[\[Collapse\]](#)

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 / Charge	Aeolak • Ambassador • Quellor • Stahlta
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 / 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	Astillia • Astillia 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
Charged Auto	Tenet Ferrox
Semi	Afentis

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