

ADVERTISEMENT

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Magnetic Damage



EDIT

< [Damage](#)

DAMAGE EFFICACY

- x1.5** damage to [Corpus](#)
- x1.5** damage to [Corpus Amalgam](#)
- x0.5** damage to [Narmer](#)

STATUS EFFECT

Created by combining [Cold](#) and [Electricity](#) damage.

[Magnetic](#) increases [Shield](#) damage by up to 325% with multiple stacks and disables the target's [Shield](#) regeneration for a short duration. When [Shields](#) or [Overguard](#) breaks, deal [Electricity](#) Damage for



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WARFRAME Wiki



 **Magnetic Damage** is one of the six secondary elemental damage types, composed of  **Cold** and  **Electricity** elements. Deals increased damage to **Corpus** and **Corpus Amalgam**, but reduced against **Narmer**. It is particularly effective for destroying **nullifier bubbles**, and its **Status Effect** increases damage dealt to **Shields** and **Overguard**, negates shield regeneration, and inflicts an  **Electricity** proc upon removing all defenses.

Contents

- Status Effects
 - General
 - Railjack
- Magnetic Sources
 - Weapons
 - Enemies
 - Mods
 - Abilities
- Sources of Magnetic Resistances
 - Arcanes
- Additional Effects
- Media
- Patch History
- See Also

Status Effects

General

For the game mode, see [Disruption](#).

The status effect of  **Magnetic** damage is **Disrupt**. It amplifies damage to the **Shields** and **Overguard** of the afflicted target by **100%** and reduces natural shield



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✕ s increased damage to
with each stack having their own
the oldest stack.



Calculating resultant damage if at least one Magnetic proc is on target. [Damage Vulnerability](#) provided by Magnetic procs are multiplicative with other damage bonuses.

Upon breaking the Shields/Overguard of an enemy affected by  [Magnetic](#), the target receives  [Electricity](#) damage and status effect equal to **3%** of the target's maximum Shields/Overguard per  [Magnetic](#) status effect, to a maximum of **30%** at full stacks. This effect can be improved by status damage and duration mods on the weapon that applied the status, not the one that breaks the defense.

Effects that restore shields, such as [Shield Osprey](#)'s and [Orokin Drone](#)'s shield links, will bypass  [Magnetic](#)'s recharge penalty.

Affected [Tenno](#) suffer additional effects: their [HUDs](#) will be distorted and lose **90 Energy** over the **3** second duration (or **30** Energy per tick). Status cleanse will stop the energy drain and the HUD static.

 [Magnetic](#) procs will show blue rings matching the shape of the affected target moving from top to bottom.

Railjack

 [Magnetic](#) does not have a [Railjack](#) space counterpart and is thus not able to proc any status effect nor is it included in calculations for status proc weighting.

Magnetic Sources

Main article: [Category:Magnetic Damage](#)

Weapons

Main article: [Category:Magnetic Damage Weapons](#)

Weapons with Magnetic damage

	Name	Slot	Class	Attack Name	Magnetic	Majority
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				nal		Magnetic
				ck		
				nal	16	100.00%
				ck		Magnetic

Name	Slot	Class	Attack Name	Magnetic	Majority
Simulor	Primary	Rifle	Orb Explosion	200	100.00% Magnetic
Synoid Gammacor	Secondary	Pistol	Normal Attack	20	100.00% Magnetic
Synoid Simulor	Primary	Rifle	Orb Explosion	240	100.00% Magnetic
Velocitus (Atmosphere)	Archgun (Atmosphere)	Rifle	Charged Shot	800	25.00% Impact
Velocitus	Archgun	Archgun	Charged Shot	400	25.00% Impact

 [Opticor](#) (Explosion)

[Opticor Vandal](#) (Explosion)

[Halikar](#) (Slam Attack)

[Kogake \(Prime\)](#) (Wall Attack)





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[Kestrel](#) (Slam Attack)

Enemies

[Ancient Disruptor](#)

[Councilor Vay Hek](#)
(Drone Form)

[Eidolon Teralyst](#)

[Eidolon Gantulyst](#)



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[Eidolon Hydrolyst](#)[Eximus Energy Leech/Parasitic](#)[Thrax Centurion](#)[Thrax Legatus](#)[Sensor Bar](#)

Mods



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[Entropy Burst](#)

[Entropy Detonation](#)

[Entropy Flight](#)

[Entropy Spike](#)

[Thermagnetic Shells](#)

Abilities

Revenant Mag Vauban

[Danse Macabre](#)

[Strength:](#)

Front with a multitude of 500 / 750 / 1,000 / 1,250
s and (damage / s)
h 1,000 / 1,500 / 2,000 / 2,500
e (boosted damage / s)

[Duration:](#) N/A



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select defenses, while incoming damage is redirected back into the beams. Hold fire to boost Status Effects and Damage, at the cost of increased energy consumption. Thralls killed by this leave overshield pickups.	0.03 / 0.05 / 0.08 / 0.1 m (beam radius) 0.05 / 0.1 / 0.15 / 0.2 m (boosted beam radius)
Introduced in Update 23.5 (2018-08-24)	Misc: 9 (number of beams) 100 m (sweep area) 1 rev/sec (rotation speed) 20% (status chance) 40% (boosted status chance) 50 (overshield points per pickup) 23.33% stored damage decay/sec

Only applies [Magnetic](#) damage on [shielded](#) enemies.

Sources of Magnetic Resistances

Arcanes

[Arcane Nullifier](#)

Additional Effects

Some arcanes add additional effects when a [Magnetic](#) occurs or dealing [Magnetic](#) damage.





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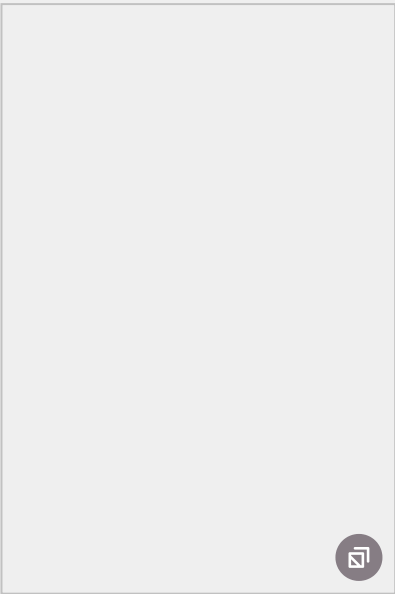
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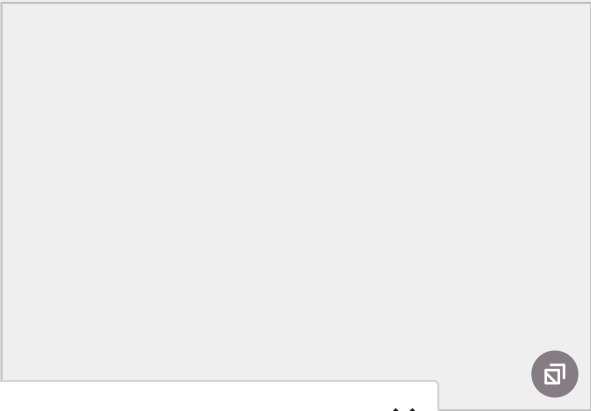
[Melee Vortex](#)

[Primary Obstruct](#)

Media



Magnetic proc on an enemy



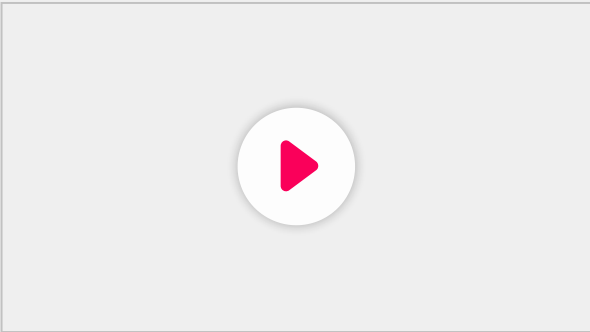


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h effects



WDR 11 Magnetic Damage (Warframe)-0

Patch History

Update 36.0 (2024-06-18)

Simplified Faction Resistances

- Corpus: Vulnerable to **Magnetic**
- Narmer:
 - Resistant to **Magnetic**
- Corpus Amalgam:
 - Resistant to **Magnetic**

See Also

- [Entropy](#)



Damage Mechanics

Edit[Collapse]



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[f](#) • [Critical Hit](#) • [Damage \(Faction Type Modifier, Quantization\)](#) • [Reflection](#) • [Enemy Body Parts](#) • [Breach Through](#) • [Status Effect](#)

Defense		Armor • Damage Attenuation • Damage Reduction • Health (Healing) • Invulnerability • Negative Damage Type Modifier • Overguard • Shield			
Damage Types					
Physical (IPS)		Impact •		Puncture •	Slash
Elemental	Primary (HCET)	Heat •		Cold •	Electricity • Toxin
	Secondary	Blast •	Corrosive •	Gas •	Magnetic •
Special		Tau •		True •	Void
Hidden/Internal		Cinematic • Energy Drain • Shield Drain			
Status Effects					
Physical		Knockback •		Weakened •	Bleed
Elemental	Primary	Ignite •		Freeze •	Tesla Chain • Poison
	Secondary	Inaccuracy •	Corrosion •	Gas Cloud •	Disrupt
Special		Bullet Attractor			
Effect Only		Big Stagger •		Disarmed •	Impair (PvP only) •
		Knockdown •	Lifted •	Microwave •	Parried •
		Ragdoll •	Silence •	Sleep •	Slow • Stagger •
		Stun			
Shield, Armor, and Health Classes					
Tenno		Tenno Shield • Tenno Armor • Tenno Flesh			
Grineer		Grineer • Kuva Grineer			
Corpus		Corpus • Corpus Amalgam			
Infested		Infested • Infested Deimos			
Corrupted		Orokin			
Sentient		Sentient			
Narmer		Narmer			
Zariman		Zariman			
The Murmur		The Murmur			

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Object • Overguard

g the Slash or Puncture Status



Categories



Languages



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More Fandoms

[Sci-fi](#) | [Warframe](#)



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