

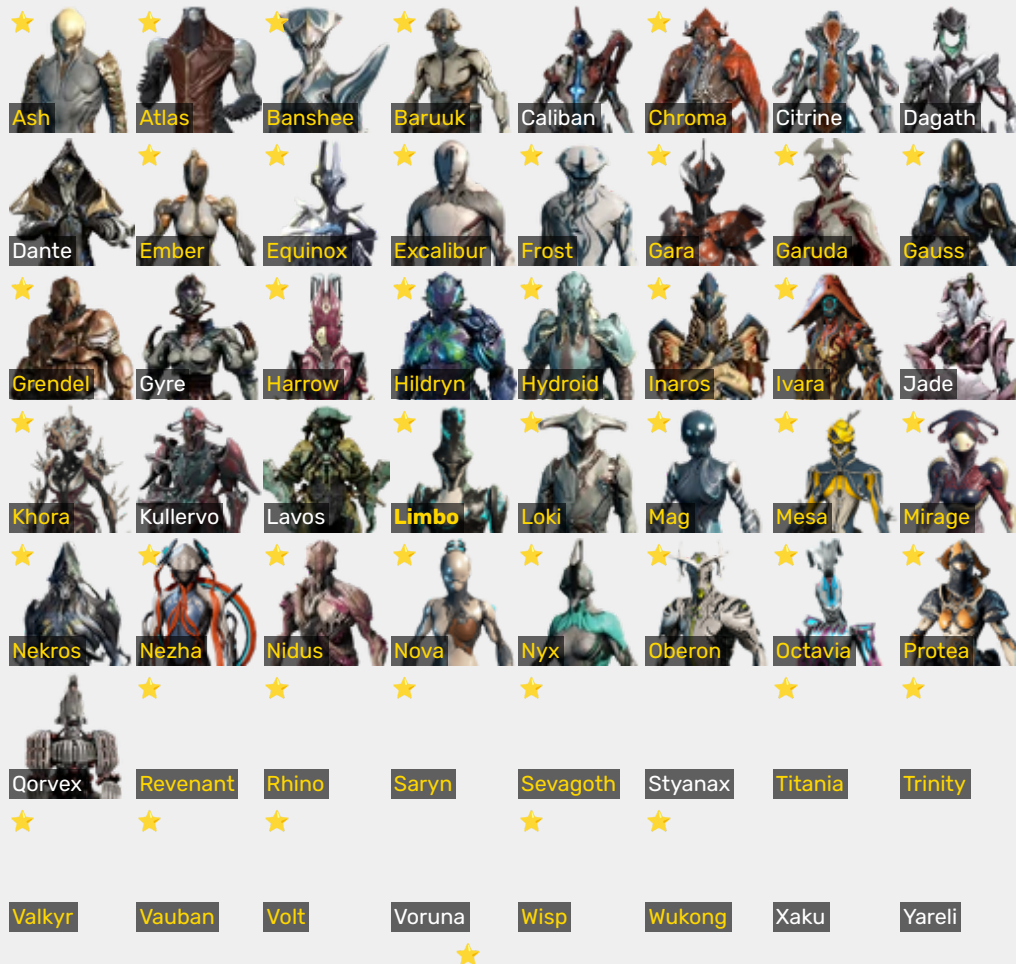
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Passive

Main article: [Rift Plane](#)

Limbo has access to the **Rift plane** (**Rift** for short), an alternate dimension to the normal environment, or **material plane**. By performing a [Roll](#) (default Shift), a [Sidespring](#) (A or D + Shift), or a [Backspring](#) (RMB + S + Shift), Limbo slides into and out of the Rift at will. This is better known as *Rift Walk*. Several of Limbo's abilities impose the Rift upon the world around him, affecting himself, the environment, enemies, and even allies.

- When sliding into the Rift, Limbo leaves a portal in his wake that lasts **5** seconds. Ally players can touch the portal to enter the Rift for **15** seconds, after which they will return to the material plane. Enemies can also (accidentally) enter the rift, if they walk into the portal (also accidentally) so you can force enemies into the rift with no abilities at all just by getting close to them and Shift near them.
 - Allies can perform the aforementioned trigger maneuvers to return to the material plane sooner.
 - Limbo can use the portal himself to enter the Rift with no time limit, as if *rift walking*, and can remain indefinitely in either dimension.
 - Limbo's [Companion](#) will walk the same dimensional plane as its owner.
 - Limbo and allies can independently travel across planes by walking through the edge of [Cataclysm](#).
 - Coming into contact with a [Nullifier](#) bubble will forcefully bring Limbo back to the material plane.
- Each enemy inside the Rift when killed by Limbo grants him **10 energy**, regardless of the plane Limbo is in.

Abilities

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This section is [transcluded](#) from [Banish](#). To change it, please [edit the transcluded page](#).



		Strength: 150 / 200 / 225 / 250 (Impact damage)
		Duration: 10 / 15 / 20 / 25 s
		Range: 20 / 25 / 30 / 35 m (wave distance)
		Misc: 5 m (cone initial radius) 15° (spread angle) ∞ (dispel range) 2 e/s (Rift energy regen per second) 300 (Rift transitional Impact damage)
		Subsumable to Helminth
Banish	Casts a wave of Rift energy that damages hostiles while pushing enemies and allies out of Limbo's current plane of existence.	
1 25	Introduced in Update 15.0 (2014-10-24)	

This section is *transcluded* from *Stasis* . To change it, please *edit the transcluded page*.

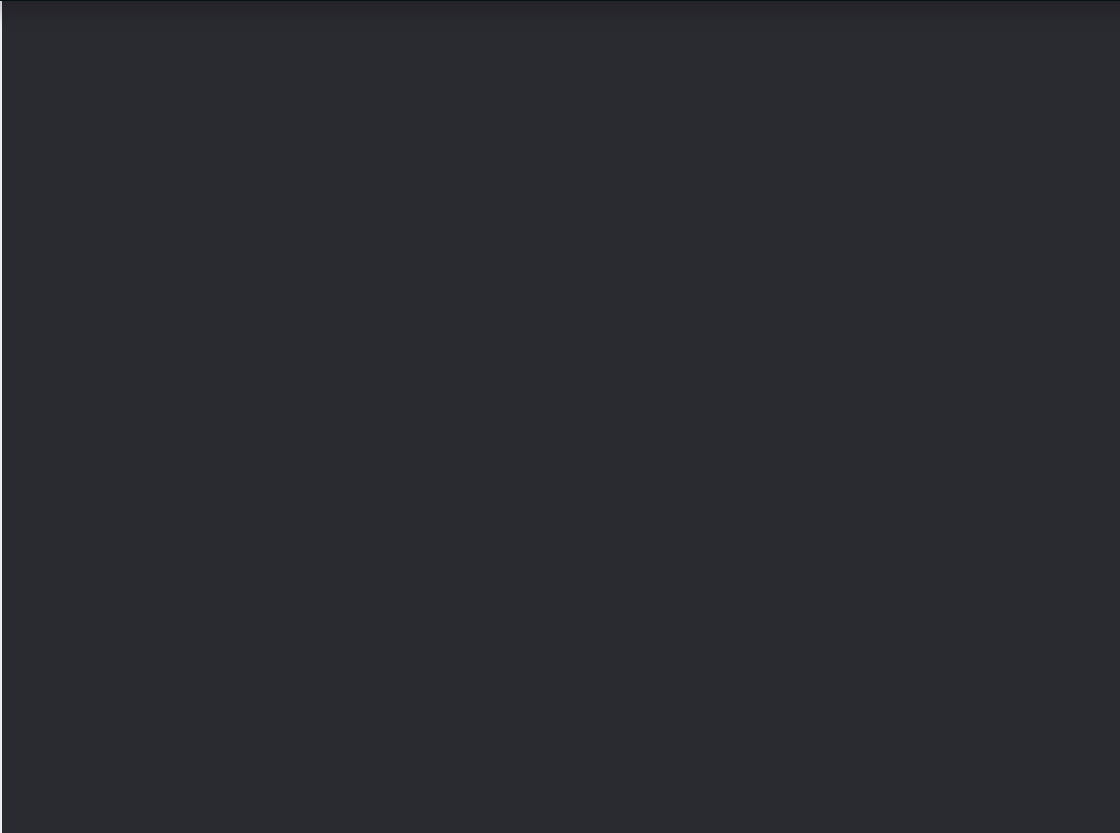
		Strength: N/A
		Duration: 8 / 10 / 12 / 15 s
		Range: N/A
		Misc: ∞ (affected targets) ∞ (effect range) 300 (gunfire objects limit)
Stasis	Freezes Rift-bound enemies. While active, enemy projectiles are arrested in mid-air, resuming its trajectory when stasis ends.	
2 50	Introduced in Update 20.0 (2017-03-24)	

This section is *transcluded* from *Rift Surge* . To change it, please *edit the transcluded page*.

3 50	Rift Surge	Strength: N/A
	Surges nearby Rift-bound enemies with Rift energy. When killed the Rift Surge is transferred to a nearby enemy outside the rift.	Duration: 10 / 15 / 20 / 25 s (surge duration) 6 / 10 / 14 / 18 s (banish duration)
	Surged enemies that leave the Rift perform a radial Banish.	Range: 10 / 15 / 20 / 25 m (surge & transfer range) 3 / 4 / 4 / 5 m (banish radius)
	Introduced in Update 15.0 (2014-10-24)	Misc: 300 (Rift transitional Impact damage)

This section is [transcluded](#) from [Cataclysm](#) . To change it, please [edit the transcluded page](#).

4 100	Cataclysm	Strength: 200 / 300 / 400 / 500 (Blast damage)
	A violent blast of void energy tears open a pocket of rift plane which can sustain itself for a short period before collapsing in another lethal blast.	Duration: 15 / 20 / 25 / 30 s
		Range: 10 / 12 / 14 / 16 m (initial radius) 2 / 3 / 4 / 5 m (final radius)
	Introduced in Update 15.0 (2014-10-24)	Misc: ∞ (cast range) 2 e/s (Rift energy regen per second) 100 % (formation and collapse stagger chance) 300 (Rift transitional Impact damage) 5 % (collapse damage bonus) 25-100 % (damage bonus radius scaling)



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