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Pacify & Provoke



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+0.5/s/enemy

+3/ability

Pacify & Provoke

In Night Form

reduces damage inflicted by nearby enemies. In Day Form increases Ability Strength of nearby allies.

Introduced in [Update 17.0](#) (2015-07-31)

Pacify

Provoke

Strength:

20% / 33% / 43% / 50%
(damage reduction)

Duration:

N/A

Range:

10 / 12 / 14 / 16 m

[Info](#) [Augment](#) [Tips & Tricks](#) [Maximization](#)

- Equinox emits a crippling or empowering aura with a radius of  **10 / 12 / 14 / 16** meters. Pacify & Provoke will remain active indefinitely until deactivated by casting  [Metamorphosis](#), by running out of [Energy](#), or by pressing the ability key again (default ).
- Equinox utilizes different versions of the ability depending on her current form:

[Night Form](#) [Day Form](#)



WARFRAME Wiki



- Night Equinox emits a crippling aura that affects all enemies within range, reducing their damage up to  **20% / 33% / 43% / 50%** the closer they are to Equinox. While Pacify is active,  **1.5 / 1.25 / 1 / 0.5 Energy** is drained per second for each enemy within the aura.
 - The damage reduction **falls-off** with distance.
 - The aura is divided into 4 subsequent "rings", each with 1/4 of the total radius of the ability.
 - The first inner ring grants **100%** of the listed damage reduction.
 - The second ring grants **83.33%** of the listed damage reduction.
 - The third ring grants **66.67%** of the listed damage reduction.
 - The fourth ring grants **50%** of the listed damage reduction.
 - The maximum value of damage reduction is calculated through the following formula:
Modified Damage Reduction = 1 - [Base Damage Reduction ÷ (1 + Ability Strength)].
 - For example: With a rank-3 Pacify, and with a maxed  [Intensify](#), Equinox reduces enemy damage by $1 - [0.5 \div (1 + 0.3)] = 61.5385\%$.
 - The first inner ring will reduce enemy damage by $61.5385\% \times 100\% = 61.5385\%$.
 - The second ring will reduce enemy damage by $61.5385\% \times 83.33\% = 51.28\%$.
 - The third ring will reduce enemy damage by $61.5385\% \times 66.67\% = 41.0277\%$.
 - The fourth ring will reduce enemy damage by $61.5385\% \times 50\% = 30.7693\%$.
 - Despite being a channeled ability, this does not interrupt energy regeneration from  [Energy Siphon](#),  [Energy Nexus](#),  [Dreamer's Bond](#), and/or  [Wellspring](#) and it is unaffected by  [Ability Duration](#).
 - Neither Pacify nor Provoke can activate channeling-based [Incarnon Genesis](#) perk bonuses.
 - Enemies in range are highlighted in Equinox's energy color. Color intensity scales with distance from Equinox, with the nearest enemies glowing the brightest.

-
- Aura radius is visibly determined by wave-like strings of energy orbiting Equinox.



See Also

-  [Equinox](#)

Categories



Languages



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Add a comment about Pacify & Provoke

24 comments



[A Fandom user](#) • 8/9/2023

It is mentioned (briefly) in the article and a couple of comments, but I think it's worth repeating that +duration does **not** affect drain per enemy, unlike how most channelled abilities tend to work. I was running Primed Continuity for the longest time thinking it did, until I took a random look at the ability tooltip today... *sigh*

It didn't sound like much at first, but holy hell that 30% energy saving from Streamline actually makes this ability manageable in solo SP survival runs (i.e. max enemy spawns), even giving it decent synergy using Mend (for overshield on kills) to build up the the slow aura from Peaceful Provocation faster (in the event I have plenty of energy). I've traded off some duration on Duality, but for me the extra survivability in the tougher content is worth the inconvenience. I am a happy Equinox main



[A Fandom user](#) • 9/2/2023

Good to know. But *also* important to know: Mend&Maim does work like a normal channelled ability, so is affected by duration. If you're using both abilities, then duration unfortunately still matters.





Write a reply



[A Fandom user](#) • 5/30/2023

I want to know how much dmg reduction i get when a toxic cloud passed by :think:



Write a reply



[A Fandom user](#) • 2/14/2023

Seems like DE should remove the power strength cap on Provoke, given that there are tons of other ways to boost power strength these days, yet I haven't seen anyone use Provoke in years. And they could just hardcode Provoke to ignore Provoke auras from other players so that they can't stack power strength up by casting back and forth.



Write a reply



[A Fandom user](#) • 1/4/2022

I wish this ability was duration based, it would make a lot more sense to build. also there shoulnt be a fall off for night forms dr, thats just nonsense



[A Fandom user](#) • 6/20/2022

Agreed. The DR fall off makes Equinox such a bitch to make a fun build with, being on one ability specifically, so ultimately I'm just gonna put Eclipse on Equinox instead



Write a reply



If one gets Fissure buff does it multiply strength after adding Provoke bonus, or is provoke added after the multiplication?

So does it go : $(\text{Str} + \text{Provoke}) \times 2$ or $(\text{Str} \times 2) + \text{Provoke}$?



A Fandom user • 10/26/2021

"...**cannot** exceed **50%** unless **Peaceful Provocation** is equipped." end quote.
even if you had 2^{31} str, it would still be capped at those values



Write a reply



A Fandom user • 7/29/2021

Dayform tip;

When having subsumed abilities like for example, roar.

Looking at the party member UI markers to see who is in range of the ability can be used to determine when to cast the ability if you want to target as many as possible.



Write a reply



A Fandom user • 7/26/2021

So this ability is bugged if i am correct

So i put roar on my equinox replacing first slot (because i have no intention of switching from day to night for this) and the roar is not gaining any strength at all not a single %



A Fandom user • 9/17/2021

Found similiar bug with replacing first ability with Thermal Sunder. Now whole frame is bugged and i can't boost others with ability str of equi no matter what slow (modded with TS or unmodded) i use





Write a reply

[A Fandom user](#) • 4/9/2019

Does the damage reduction work for nearby allies as well or only for that Equinox?
The way the skill is written it sounds like it debuffs enemies which sounds like it would benefit the team not just said Equinox.

[A Fandom user](#) • 12/7/2019

Yes, it reduces enemy damage. Enemies are covered by an aura based off of Equinox's energy color. This aura tells all allies which enemies will be dealing reduced damage.



Write a reply

[A Fandom user](#) • 3/17/2019

90% dmg reduction for outer radius AND Initial radius is $90/25 = 3.6$ or +360 Ability Strength, this can be easily achieved in Arbitrations w/ just a need for +60% str = Umbral Set Mods OR Umbral Intensify+Vitality + Power Drift.

[A Fandom user](#) • 3/17/2019

0.5xx is 50 dr outer ring, halved presumably half of radius and we want 90 than 25

Thus $0.75x/0.1x = +750$ str needed, which is not achievable solo including arbitration buff

Abbreviated str buff, as ts br pd pb ec umbrella setx3 = 8 out of 10 slots with only aura and warframe slot left... $24+55+99+15+50+66 = +339$ str...Arb +300 str = +639str



Write a reply





A Fandom user • 2/3/2019

250% STR to get 50% Str bonus in day form?



A Fandom user • 2/3/2019

oh okay, found it in tips and tricks hehe



Write a reply



A Fandom user • 3/2/2018

With energy conversion i have 0.3 dmg reduction without 0.42 what the hell how it works ffs.



A Fandom user • 3/17/2019

Default 50% dmg reduction initial radius(presumably half of the outer radius) and 25% dmg reduction on the outer radius.

0.3 presumably $0.5 \cdot (1 + 0.3) = 65\%$ dmg reduction for outer while $65\% / 2$ for the initial



Write a reply



Robertobear • 1/20/2018

I'm not sure how many care about this enough to actually test this out. but can two equinoxes re-stack with eachother's provoke? if you don't understand what i mean is(assuming both only have 100% power strength) one equinox uses provoke during another equinox' provoke. first equinoxes provoke would be $100 + 20 = 120 \cdot .2 = 24$, then when the second equinox restarts their provoke(because power strength doesn't reset when it's out of range or duration of the multiplier) theirs would be $100 + 24 = 124 \cdot .2 = 25$. That may not sound like much on paper but if this works that means you can scale up infinite power strength if you have the





Robertobear • 1/20/2018

Tested it myself and it technically does but it only stacks once(as in just the first number). which means i would love to see how stupid the numbers of 3 equinoxes and a nidus would get.



Arraka Arkana • 11/23/2020

It stacks endlessly, but only converges on 125% power, or 25% power boost, and never reaches it. So not very much.

I did the math, and no ability strength gets you quite all the way to 50% except approximately 200. However, that can include the other person's base strength boost.

Also, this just wastes a ton of energy.



Write a reply



A Fandom user • 8/28/2017

Is the power strength boost hard capped? so that 80% (with augment) is the absolute maximum? If so, Nidus is better, even if it only affects one ally. Kinda sad, because otherwise you could use two Equinox or an Equinox and a Nidus to give a massive Power Strength boost to the entire team.



Robertobear • 1/20/2018

It's important to note that 1: provoke is stackable (as in more than equinox will increase each other's and ally's power strength versus nidus not being able to connect to an already connected target) and 2: parasitic link is affected by provoke. with this information in mind. it's possible to give a nidus 240% power strength (with 3 equinoxes) AND have that increase affected by parasitic link. I'd love to see the numbers with that party.



A Fandom user • 3/17/2019

Equinox can have a forever +Ability Strength Aura to allies within radius, at cap of 80% regardless. Nidus can focus on a singular target to give boost for a time period.





Write a reply



[A Fandom user](#) • 3/25/2017

Just curious, what's the cap on Pacify's Damage Reduction?



[Kselia](#) • 3/26/2017

Because of the way its calculated there is no hard cap. Maximized power strength will give you a damage reduction of 85.7% for close by enemies, assuming you use energy conversion. Values like this can generally be found in the MAXIMIZATION tab of the ability template above.



Write a reply



[E11story](#) • 12/29/2016

Provoke

POWER STRENGTH 185%

It only add 0.37 extra strength



[E11story](#) • 12/29/2016

when power str 281%

Provoke only add 0.5 extra str



[A Fandom user](#) • 2/21/2017

$0.2 * 1.85 = 0.37$

The ability is capped at 0.5

This is stated above.



Write a reply





Malomy • 6/14/2016

How does provoke interact with frost's snow globe?



FINNER • 6/14/2016

+20% power strength to Snow Globe's armor multi.(from 5x to 6x), base health(from 5000 to 6000), and explosion damage(from 150 to 180). Provoke does not affect enemy speed reduction though.

(Edited by FINNER)



Write a reply



A Fandom user • 2/27/2016

Accordingly to ability window in Warframe, the energy drain per enemy/per skill IS NOT affected by duration.



Write a reply



XXFinalFragmentXX • 2/5/2016

■ Energy can still be gained from Energy Orbs, Limbo's Rift Plane, Trinity's Energy Vampire, and Energy Restores while enemies are within the aura.
what about the rage mod?



A Fandom user • 5/19/2017

yes



Write a reply





A Fandom user • 2/5/2016

Peaceful Provocation slow caps at 80%.



A Fandom user • 2/5/2016

Yup! The power buff also caps at 80 power I think.



Mantuta • 2/5/2016

Why does the augment cap at 80%? Last I knew there was a hard cap on how far you could slow an enemy at 75% as evidenced by both Molecular Prime and Warcry being capped there.



Write a reply



Suomipeikko • 10/18/2015

So how much power strength % is enough to cap the provoke at 50%?



A Fandom user • 12/17/2015

250%- 20x2.5=50



A Fandom user • 10/25/2016

Ah..... Well I guess not to worry about accidentally equipping too much power strength then



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Energy Transfer

Mend & Maim Augment:
100% of charge is
conserved when
switching between
forms.

EQUINOX

Mend & Maim

WARFRAME Wiki

Duality

Metamorphosis
Augment: Equinox's
other half breaks free for
10 seconds, dealing
300% damage.

EQUINOX

Metamorphosis

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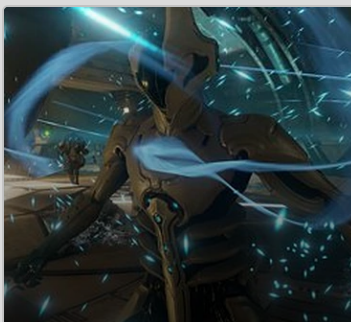
Calm & Frenzy

Rest & Rage Augment:
Killing an affected enemy
causes the effect to
spread to enemies within
5 meters for 100% of the
remaining duration.

EQUINOX

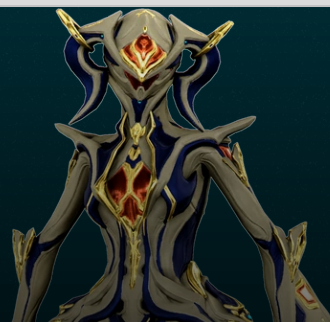
Rest & Rage

WARFRAME Wiki



**Peaceful
Provocation**

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Equinox/Prime

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