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Slash Damage

< [Damage](#)

DAMAGE EFFICACY

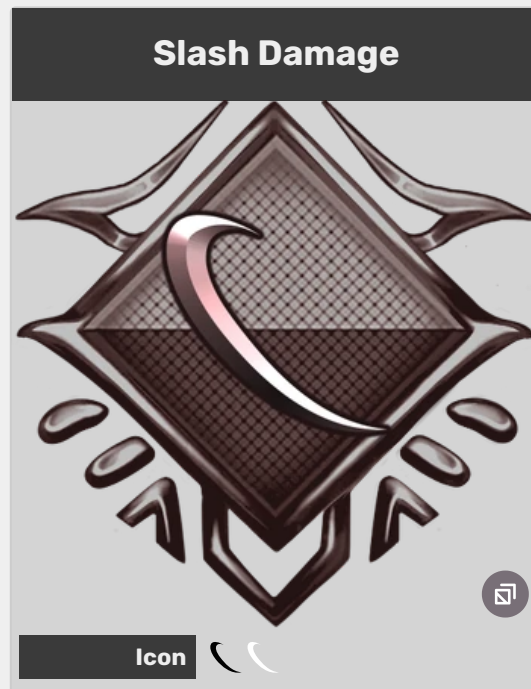
x1.5 damage to *Infested***x1.5** damage to *Narmer*

STATUS EFFECT

Slash Status Effect temporarily ignores the target's armor and causes them to bleed over time for extra damage.

—In-game Description

 **Slash Damage** is one of the three physical damage types. Deals increased damage to [Infested](#) and [Narmer](#). Its [Status Effect](#) inflicts a damage over time that bypasses enemy [Armor](#).



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Status Effects

General

The status effect of  **Slash** damage is **Bleed**. It applies a DoT effect after a **1** second delay, dealing a tick of damage each second for **6** seconds. Each tick deals [Cinematic](#) damage equal to:

$$\text{Modded Base Damage} = \text{Base Damage} \times (1 + \text{Base Damage Bonuses}) \times (1 + \text{Faction Damage Bonus})$$

Notice that modded base damage calculation used for DoT is not the same as normal damage calculations, ignoring physical and elemental damage bonuses : mods like  [Buzz Kill](#) has no effect on Slash Proc Damage.

$$\text{Slash Proc Damage per Tick} = 0.35 \times \text{Modded Base Damage} \times (1 + \text{Faction Damage Bonus})$$

Additional Multipliers include modded critical multiplier on [Critical Hit](#) and multipliers on [Enemy Body Parts](#); these stack multiplicatively with each other.



Multiple instances of the effect can stack on the same target, with each instance having its own timer, but only up to 10 tick numbers are actually shown, the rest are hidden to save performance.

While bleeding, the target will have small bursts of blood come out every fraction of a second where they were hit to trigger this proc. [Machinery](#) and [Robotic](#) enemies will instead bleed oil.

Slash tick damage and proc duration

Time from initial proc	0s	1s	2s	3s	4s	5s	6s	7s
Tick damage occurred?	X	✓	✓	✓	✓	✓	✓	X

Enemy Behavior

Slash procs from enemies only deal **10%** of the hit's base damage instead of **35%**.

Increasing Slash Proc Damage

Because Bleed scales off of the *base damage* of the weapon, the amount of damage dealt is **not** affected by elemental mods nor physical-type mods like [Contagious Spread](#) and [Buzz Kill](#), but *is* affected by [Faction Damage Mods](#) and Base Damage mods like [Pressure Point](#).

[Slash](#) procs scale with damage multipliers such as [Headshots](#) and [Critical Hits](#), which greatly increases the damage dealt. However weakspots generated by [Sonar](#) or [Detect Vulnerability](#) only increase the initial hit, not the DoT.

For example, tick damage for a weapon with an innate 100 damage, [Serration](#), and [Bane of Grineer](#) will be:

$$\text{Modded Damage} = 100 \times (1 + 1.65) \times (1 + 0.3) = \mathbf{344.5}$$

$$\text{Tick damage} = 0.35 \times 344.5 \times (1 + 0.3) = \mathbf{156.7475}$$

As can be seen in the above calculations for tick damage, Faction Damage is applied twice, making their effective bonus = $(1 + \text{Faction Bonus})^2$. Which is +69% for the 30% Faction Damage mods and +140.25% for the 55% Primed Faction Damage mods.

Mods that affect [Finisher](#) melee attacks (e.g. [Finishing Touch](#) and [Savage Silence](#)) have no effect on [Cinematic](#) damage, and as such do not interact with



Unlike other DoT effects, enemy [armor](#) will have no effect on slash proc damage despite decreasing the initial damage. In other words, slash procs will deal the same damage per tick against the same target at differing levels. Thus, buffs/debuffs that increase/decrease enemy armor will also have no effect on slash proc damage.

Melee weapon types that force proc Bleeds on Heavy Attacks

[Claws](#), [Dual Daggers](#), [Nikanas](#), [Two-Handed Nikanas](#), [Rapiers](#), [Scythes](#), [Tonfas](#), [Warfans](#) and [Whips](#) have guaranteed Bleed procs on their entire heavy attacks, regardless of stance used while [Daggers](#) and [Machetes](#) only on parts of their heavy attacks.

Railjack

Railjack <DT_SLASH>Slash Damage results in a Tear Status Effect which increases damage dealt to enemy ships.

—In-Game Description

The status effect of **Slash** damage against [Railjack](#) space enemies is **Tear**, increasing the damage the target ship takes by **7.5%** for **20** seconds, with subsequent procs stacking multiplicatively with itself.

Dismemberment

Enemies killed by **Slash** damage to the torso can result in their corpse being bisected, which is considerably valuable for a [Nekros](#) using [Desecrate](#), as each part of the body can spawn a [Health Orb](#) and some loot (note that individual limbs that have been removed from a corpse cannot be Desecrated, only large parts of the body). Corpses can also be quickly meleeed to dismember them; however, an enemy's corpse can only ever be mutilated twice—if melee spam ended up lopping two limbs from a corpse, it will not be possible to then attempt to bisect it to get two desecrate rolls. Note that this characteristic may be disabled due to gore settings or regional locks: the Japanese version of [WARFRAME](#), for example, does not allow for much corpse dismemberment.

Bleed damage does not dismember a body if it is the cause of death, only direct **Slash** damage from weapons. Consequently, [Hunter Munitions](#) **cannot** be used on its own to cause dismemberment. Weapons must have **over 50%** of their **physical (IPS)** damage as **Slash** damage to dismember. Weapons with exactly 50%, such as the [Soma](#), do not initially dismember, but for example can be modded with [Sawtooth Clip](#) to bump slash damage above 50%, and thus enable dismemberment.



cause dismemberment. As an alternative, the "gore" attribute from [Amalgam Ripkas True Steel](#) mod also applies itself to the rest of the player's equipped weapons, companions, and Warframe abilities, and they will function identically to the dismemberment mechanic, whilst ignoring the weapon's IPS disposition. [Tentacle Swarm](#) will also consistently dismember bodies when they are killed by it, meaning that it will allow for 4 drops while running [Pilfering Swarm](#) alongside Nekros' Desecrate.

Slash Sources

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

Weapons

These weapons deal the majority of their physical damage as **Slash**. The damage ratio is important for physical damage status effects, as the game weights the likelihood of which proc occurs according to physical damage ratio. Hence, these weapons proc Bleed more than [Impact's Stagger](#) or [Puncture's Weakened](#).

▼ View Slash Weapon List ▼

Weapons with guaranteed Slash proc



 [Glaive Prime](#) (Thrown)

[Pangolin Sword](#) (Slam attack)

[Pangolin Prime](#) (Slam attack)

[Quassus](#) (Heavy attack
projectiles)

Mods

- [Primary](#)
- Secondary
- Melee
- Warframe
- Archgun
- Archmelee
- Stance

[Sawtooth Clip](#)

[Shredder](#)

[Fanged Fusillade](#)

[Sweeping Serration](#)

[Hunter Munitions](#)

(Chance to proc [Slash](#) on a
[Critical Hit](#))

[Internal Bleeding](#)

(Chance to proc [Slash](#) on
[Impact proc](#))



Abilities

- Ash
- Caliban
- Citrine
- Excalibur
- Equinox (Day Form)
- Gara
- Garud
- Shuriken
- Blade Storm

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Shuriken

Launches a spinning blade of pain, dealing high damage and impaling enemies to walls.

Introduced in Vanilla (2012-10-25)

Strength:

100 / 250 / 350 / 500 (Slash damage on hit)

Duration:

N/A

Range:

N/A

Misc:

1 / 1 / 2 / 2 (number of shurikens)

6 m (auto-target radius)

60 m (targeting range)

90° (homing angle)

Slash status on hit

Subsumable to

Helminth

Augments

Sources of Slash Resistances

Arcanes

Arcane Deflection

Mods

[Adaptation](#)

Additional Effects

Some mods add additional effects when an **Slash** occurs or dealing **Slash** damage.

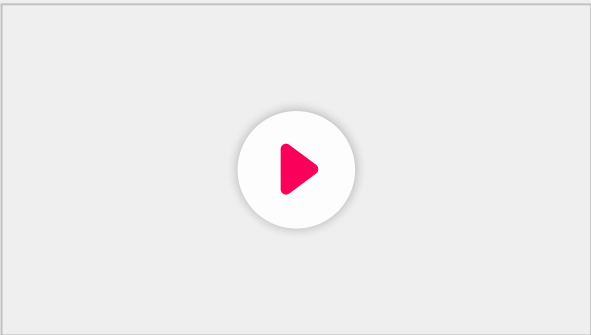
[Hunter Mod Set](#) Bonus: Companions deal Extra Damage against enemies affected by **Slash** status.

[Hunter Command](#)

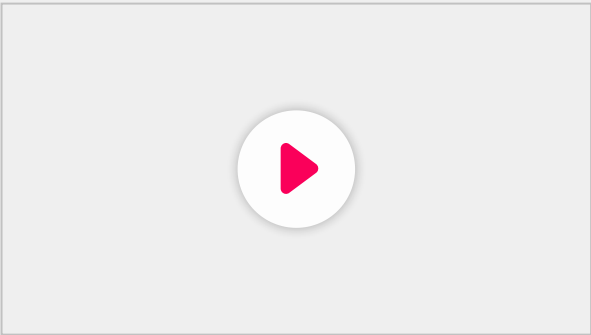
[Relentless Combination](#)

Media





Warframe Finishing Touch Mod And Slash Procs



Impact, Puncture, Slash Warframe Damage
Rundown (2020)

Patch History

[Hotfix 36.0.1](#) (2024-06-19)

- Fixed Slash Status Effects not bypassing Armor as intended in the Simulacrum after swapping Weapons/opening Upgrade screen in the Arsenal.

[Update 36.0](#) (2024-06-18)

Simplified Faction Resistances

- Infested: Vulnerable to **Slash**
- Narmer:

Damage Mechanics		Edit	[Collapse]
Offense	Attack Speed • Buff & Debuff • Critical Hit • Damage (Faction Damage Bonus, Positive Type Modifier, Quantization) •		
	Damage Falloff • Damage Reflection • Enemy Body Parts • Fire Rate • Multishot • Punch Through • Status Effect		

		Overguard • Shield				
Damage Types						
Physical (IPS)		Impact •		Puncture •	Slash	
Elemental	Primary (HCET)	Heat •		Cold •	Electricity • Toxin	
	Secondary	Blast •	Corrosive •	Gas •	Magnetic •	
		Radiation •		Viral		
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 •	
		Confusion •		Virus		
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				
Miscellaneous		Hit Points • Object • Overguard				
Calculating Bonuses						

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Categories



Languages

▼

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