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Felarx



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The Felarx invokes ancient times when aristocrats hunted game. For ceremonies, Orokin elites bred creatures reminiscent of game birds to reanimate cultural myths. They gave the Zariman crew Felarx and a brace of birds as a sign of acceptance into elite society. The brace of birds becomes a pair of pistols at the hands of the Void.

The **Felarx** is an [Incarnon](#) ceremonial [shotgun](#). Starting out as a fully automatic shotgun that sports high damage and closely knit pellet shots with individual shell reloading similar to the [Strun](#), achieving enough headshots will allow the player to temporarily transform it into a pair of high-damage semi-auto pistols.

Felarx



Tradable
(parts and/or blueprint only)

Update Infobox Data

General Information



Type Shotgun



Mastery Rank

14



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Characteristics

- This weapon deals primarily  Slash damage in its normal form and  Radiation in its Incarnon Form.
- Reloads one shell at a time, which can be interrupted at any point, allowing for planned reloading.
 - Reload time of **0.4** seconds for each shell, plus **0.8** seconds to begin reload and **0.5** to end.
 - Individual shell reload causes magazine increasing effects to increase total reload time.
- Once Incarnon Form is unlocked, landing headshots fill the

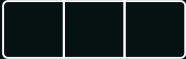
Max Rank	30	
 Slot	Primary	
Trigger Type	Auto	
Utility 		
Accuracy	Very Low	
Ammo Max	60	
Ammo Pickup	15	
Ammo Type	Primary	
Disposition	●○○○○ (0.60x)	
Fire Rate	3.00 attacks/sec	
Noise Level	Alarming	
Magazine Size	6	
Reload Time	3.70 s	
Projectile Speed	100.0 m/s	
Projectile Type	Projectile	
Spread	13.00° (12.00° min, 14.00° max)	
Normal Attack 		
 38 ( 20%)	 68.4 ( 36%)	 83.6 ( 44%)
Total Damage	760 (44.00%  <u>Slash</u>)	
Ammo Cost	1	
Crit Chance	20.00%	
Crit Multiplier	2.00x	
Damage Falloff	No Damage Falloff: below 14.0 m (100%, 190 damage) Linear Falloff: between 14.0 m and 28.0 m (100% - 0.53%) Max Damage Falloff: over 28.0 m (0.53%, 1 damage)	
Fire Rate	3.00 attacks/sec	
Multishot	4 (190.00 damage per projectile)	
Noise Level	Alarming	
Punch Through	0.0 m	
Range	700.0 m	



that transforms the Felarx into semi-auto dual pistols. via the [Alternate Fire](#) key.

- Additional shots from [Multishot](#) counts as separate headshots.
- The gauge reaches full charge after **30** headshots, and does not require a full gauge to activate.
- Shots deal pure  [Impact](#) and  [Radiation](#) damage, but no longer deal  [Puncture](#) and  [Slash](#) damage.
- Instead of drawing from the Felarx's ammo reserves, Incarnon Form gives the Felarx a unique "magazine" from **2** rounds per charge to a maximum of **60**, indicated by a bar underneath the reticle.
 - If the Alternate Fire key is pressed whether or not the Incarnon magazine is fully expended, the Felarx is transformed back into its default state.
- As with all Incarnon weapons the Felarx has **5** evolution tiers with different perks that allow players to customize their Felarx's stats with [Cavalero](#)'s assistance.
- Shotgun and Incarnon form have innate [Infinite Body Punch](#)

Status Chance	5.50%
Projectile Speed	100.0 m/s
Projectile Type	Projectile
Trigger Type	Auto
Incarnon Form ^	
 200 ( 33.33%)	 400 ( 66.67%)
Total Damage	600 (66.67%  Radiation)
Accuracy	Medium
Crit Chance	20.00%
Crit Multiplier	3.00x
Fire Rate	1.50 attacks/sec
Forced Procs	Impact
Multishot	1 (600.00 damage per projectile)
Noise Level	Alarming
Range	56.0 m
Spread	11.00° (6.00° min, 16.00° max)
Status Chance	20.00%
Projectile Speed	160.0 m/s
Projectile Type	Projectile
Trigger Type	Semi-Auto
Miscellaneous ^	
Compatibility Tags	PROJECTILE
Riven Family	Felarx
Exilus Polarity	
Introduced	Update 31.6 (2022-06-09)
Polarities	
Sell Price	7,500
Variants	Felarx



Advantages over other Primary weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Very high total damage (760)
 - High average number of crits per shot (0.8)
- Incarnon Form (wiki attack index 2)
 - High total damage (600)
 - High crit multiplier (3.00x)

Article Categories ^

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Disadvantages over other Primary weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Very low active falloff slope (14.1m/%)
 - Below average crit chance (20.00%)
 - Very low maximum falloff distance (28.0 m)
 - Very low reload speed (3.70 s)
 - Low magazine (6)
 - Below average fire rate (3.00 attacks/sec)
 - Low ammo max (60)
 - Below average average number of procs per shot (0.22)
 - Very low status chance (5.50%)
 - Very low disposition (●○○○○ (0.60x))
- Incarnon Form (wiki attack index 2)
 - Below average crit chance (20.00%)
 - Very low reload speed (3.70 s)
 - Very low magazine (6)
 - Low ammo max (60)
 - Low fire rate (1.50 attacks/sec)
 - Low status chance (20.00%)
 - Very low disposition (●○○○○ (0.60x))

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

Acquisition

Felarx's main blueprint is purchased from [Cavalero](#) of [The Holdfasts](#) at **Rank 3 - Guardian** for **8,000** Standing. The blueprint can be [traded](#).

Manufacturing Requirements					
 Edit blueprint requirements					
30,000					Time:
					1
	Voidplume Pinion	Voidplume Quill	Voidgel Orb	Alloy Plate	Day(s)
	10	15	30	8,000	Rush:
					50
Market Price: N/A			Blueprints Price:N/A		

Notes

Evolutions

- When newly acquired from the [Foundry](#), players must acquire **100** kills with the Felarx in order to gain access to its Incarnon transformation. The following Evolution tiers, their requirements for unlocking them, and their related perks, are shown below;
 - Each challenge additionally grants 5,000 [affinity](#) to the weapon, affected by [Affinity Boosters](#).

Evolution I

- Unlock Challenge:* Kill 100 enemies with the Felarx.
- Headshots charge Incarnon Transmutation; Alt Fire transmutes. Switching back will expend any remaining charge.
 - Incarnon Form changes the weapon to semi-automatic and fires large energy projectiles with higher [accuracy](#) and [critical multiplier](#), **0.5** meter [punch through](#), and its status chance per projectile is increased to **20%**. However, its shots inflict [Radiation](#) and [Impact](#) damage instead of [Puncture](#) and [Slash](#), it loses shotgun multishot mechanics and has a base multishot of 1, and its [fire rate](#) and total damage are reduced.
 - Despite the explosive visual effect, there is no radial damage.
 - Mode switching is **not** instantaneous and has an animation equal to the weapon's

- As the per-shell reload makes the Felarx be able to interrupt it's reload while firing, the switching can also be interrupted.
- Incarnon Form is activated by filling the Incarnon Transmutation gauge that appears under the reticule by achieving [headshots](#) and then pressing the [Alternate Fire](#) button. **30** headshots will completely fill the gauge. A full gauge is not required to activate Incarnon Form.
 - Charges generate **only** on headshots, and not other weakspots, such as the backpacks of most [MOA](#) variants. Similarly, shooting weakspots generated by either [Sonar](#) or [Detect Vulnerability](#) in places other than heads will have no effect either.
 - Headshots on corpses do **not** build charges.
 - Individual [Multishot](#) bullets can build charges.
- Instead of drawing ammunition from its reserves, the Felarx's Incarnon Form uses a separate "magazine" with each charge producing **2** rounds to a maximum of **60**. Once all ammunition is expended, the Felarx reverts to its normal form.
 - Incarnon Form's magazine is **not** affected by mods.
 - Incarnon Form is **not** affected by [Ammo Efficiency](#) (such as the **Ruptured Plenitude** or **Agile Executor** perks or [Energized Munitions](#)).
 - Charges and Incarnon Form persists through all activities, such as [holstering](#), [bleedout](#), or being [disarmed](#). However, charges and Incarnon Form are removed upon [death](#).

Evolution II

- *Unlock Challenge:* Kill **8** [Eximus](#) with the Felarx's Incarnon Transmutation
- Perk 1: **Attuned Accuracy:**
 - **+40%** [Accuracy](#) when Aiming.
- Perk 2: **Kinetic Baffle:**
 - **-50%** Weapon [Recoil](#)
- Perk 3: **Frictionless Flight:**
 - **+50%** [Projectile Speed](#)

Evolution III

- *Unlock Challenge:* Land **20** headshots on [Void Angels](#) with Primary fire without reloading
 - Hits landed from multishot count towards this challenge.



- Reload toggles the weapon between **+100%** Projectile Speed and **+4m** Punch Through.
 - Toggles for every shell loaded. For example, reloading all 6 shells will toggle 6 times, leaving it on the mode it started on.
 - "Reload when holstered" effects **do** toggle Dual-Mode Chamber.
 - Reloading via [Garuda's](#) [Blood Forge](#) does **not** switch chamber mode.
 - Affects Incarnon Form.
- Perk 2: **Evolved Autoloader**:
 - **+50%** Magazine Reloaded/s when [Holstered](#)
- Perk 3: **Mounting Momentum**:
 - Reload increases [Fire Rate](#) by **+10%** per shell. Resets on reload.
 - Increasing Magazine size increases the potential bonus, but also the reload time as shells are loaded individually.
 - Stacks up to 99x (+990% Fire Rate).
 - Affects Incarnon Form. Activating Incarnon Form will add one stack to the counter. Deactivating Incarnon Form will reload the normal form's magazine while retaining stacks; this allows stacks to be sustained and built for as long as Incarnon charge can be built without reloading.
 - Deactivating Incarnon Form will also add a stack to the counter if at least two ammo was missing from the magazine when Incarnon Form was activated.
 - "Reload when holstered" effects will reset and build stacks.
 - Reloading via [Garuda's](#) [Blood Forge](#) does **not** reset nor build stacks.

Evolution IV

- *Unlock Challenge*: Close **12** Ruptures in [Void Flood](#)
- Perk 1: **Brutal Edge**:
 - **+10%** Critical Chance **+10%** Status Chance.
 - Status Chance bonus is divided by the base multishot of 4, for only +2.5% Status Chance per pellet.
- Perk 2: **Incarnon Catalyst**:
 - Headshots build **50%** more Incarnon charge.



- **+20%** Status Chance.
 - Status Chance bonus is divided by the base multishot of 4, for only +5% Status Chance per pellet.
- **-10%** Critical Chance.

Evolution V

- *Unlock Challenge:* Complete a mission with an Incarnon weapon in every slot.
- Perk 1: **Devastating Attrition:**
 - **50%** chance to deal **+2000%** damage on *non-critical* hits
 - Affects both forms.
 - Damage bonus is multiplicative to base damage bonuses such as [Point Blank](#).
- Perk 2: **Ruptured Plenitude:**
 - On Punch Through **3** enemies: **+70% Ammo Efficiency** for **20s**
- Perk 3: **Agile Executor:**
 - Gain **50%** Ammo Efficiency while Aim Gliding and Sliding

Known Bugs

- [Galvanized Savvy](#) is multiplicative to base damage sources on direct hits in both regular and incarnon forms.
- Kinetic Baffle and Frictionless Flight only activate while aiming.

Tips

- Evolution III challenge can be made easier by increasing [Magazine Capacity](#) (with [Ammo Stock](#) and/or [Burdened Magazine](#)) and by increasing [Multishot](#) (with [Hell's Chamber](#) ([Galvanized](#)) and/or [Vigilante Armaments](#)).
- For Evolution III, with no other enemy around, if the Tenno use ability to turn invisible, an awakened Angel will be less active, sometimes standing still. This makes it easier to land headshots.
- Using an [Exalted Weapon](#) will negate Evolution V challenge.
- Incarnon Genesis weapons are counted for Evolution V challenge.
- At maxed rank, [Primary Deadhead](#) can almost completely negate recoil and ease with headshot and accuracy for both normal and Incarnon form.
- [Garuda's](#) [Blood Forge](#) or Evolved Autoreloader bypasses the need to reload

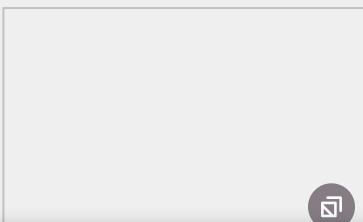
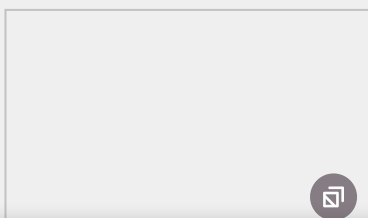
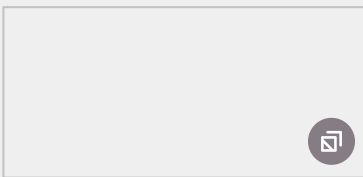
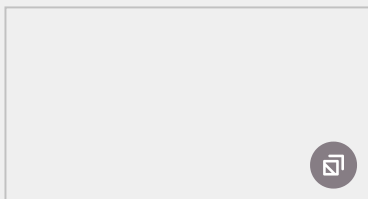


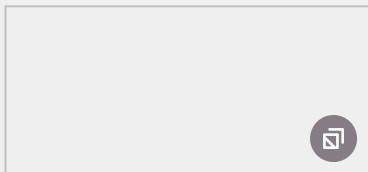
with [Primed Ammo Stock](#) to further increase its output potential.

- Using Blood Forge to reload does *not* switch Dual-Chamber mode, allowing Garuda to keep her preferred mode always active as long as she does not manually reload the gun.
- The high chance for a [Slash](#)-based kill means an increased chance of dismembering enemies, perfect for [Nekros's](#) [Desecrate](#) to generate more loot.

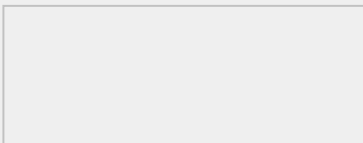
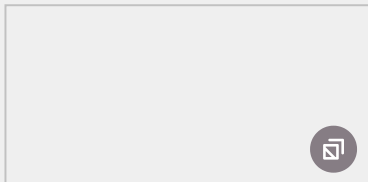
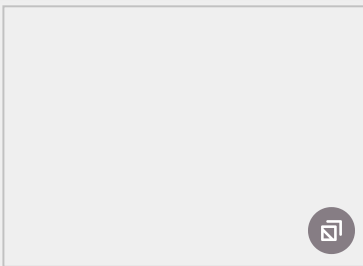
Media

- Shot -  (download, history)  (download, history)  (download, history)
- Alt-fire shot -  (download, history)  (download, history)  (download, history)
- Alt-fire projectile whiz -  (download, history)  (download, history)  (download, history)
- Mech -  (download, history)  (download, history)  (download, history)
- Alt-fire mech -  (download, history)  (download, history)  (download, history)
- Cocking start -  (download, history)  (download, history)  (download, history)
- Cocking stop -  (download, history)  (download, history)  (download, history)
- Empty clip -  (download, history)
- Clip mech -  (download, history)
- Reload grab -  (download, history)
- Shell reload -  (download, history)  (download, history)  (download, history)
- Reload finished -  (download, history)
- Incarnon mode reload layer -  (download, history)  (download, history)  (download, history)

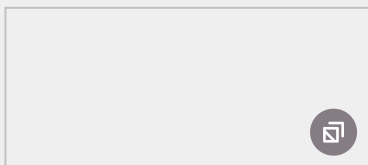




Felarx wood grain texture



Concept art



Patch History

[Hotfix 35.5.8](#) (2024-04-24)

- Fixed the damage increase from Xata's Whisper unintentionally applying twice on the Felarx's Devastating Attrition perk.

[Hotfix 34.0.5](#) (2023-10-26)

- Fixed the "Kill X Eximus with the weapon's Incarnon Form" challenge for the Felarx resetting even after completion.

[Hotfix 33.6.4](#) (2023-08-15)

See Also



- [Laetum](#)
- [Praedos](#)
- [Phenmor](#)
- [Innodem](#)

Weapons • Damage • Incarnon • Compare All • Cosmetics						[Collapse]
Primary	Secondary	Melee	Archwing	Robotic	Modular	Railjack
Arm Cannon						
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 /						



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	Hind
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	Astilla • Astilla 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



Semi

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