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Furax Wraith

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WEAPONS

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CODEX

These Wraith gauntlets have been augmented for power.

The **Furax Wraith** is the [Wraith](#) variant of the  [Furax](#), featuring both improved [critical](#) statistics and increased initial [Combo Count](#).

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Furax Wraith

[Normal](#) [Incarnon](#)



 **Tradable**

(parts and/or blueprint only)

 [Update Infobox Data](#)

General Information

 **Type** [Fist](#)



WARFRAME Wiki



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Characteristics

- This weapon deals primarily  Impact damage.
- Has an initial **Combo Count** of 20 (2.0x **heavy attack** multiplier).
- Stance slot has  polarity, matching  Seismic Palm and  Gaia's Tragedy stances.
- Can use the Furax-exclusive  Amalgam Furax Body Count mod.

Advantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - High crit chance (30.00%)
 - Above average attack speed (1.08x animation speed)
 - Very high crit multiplier (2.70x)

Disadvantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Low total damage (139)

Requirement		
Max Rank	30	
 Slot	Melee	
Trigger Type	N/A	
Utility		
Attack Speed	1.08x animation speed	
Block Angle	50°	
Combo Duration	5.0 s	
Disposition	●●●●○ (1.15x)	
Follow Through	0.9x	
Range	1.25 m	
Noise Level	Silent	
Sweep Radius	0.25 m	
Normal Attack		
 97.3 ( 70%)	 20.9 ( 15.04%)	 20.8 ( 14.96%)
Total Damage	139 (70.00%  Impact)	
Attack Speed	1.08x animation speed	
Crit Chance	30.00%	
Crit Multiplier	2.70x	
Fire Rate	1.08 attacks/sec	
Noise Level	Silent	
Status Chance	15.00%	
Heavy Attack		
Heavy Damage	695	
Crit Chance	30.00%	
Crit Multiplier	2.70x	
Status Chance	15.00%	
Wind-up	0.6 s	
Heavy Slam Attack		
Slam	1.17 m	



- Very low attack range (1.25 m)
- Low status chance (15.00%)
- Below average disposition (●●●●○ (1.15x))

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

Comparisons:

-  **Furax Wraith** (Normal Attack), compared to  **MK1-Furax** (Normal Attack):
 - Higher base damage (139.00 vs. 90.00)
 - Higher  **Impact** damage ( 97.3 vs.  63)
 - Higher  **Puncture** damage ( 20.9 vs.  13.5)
 - Higher  **Slash** damage ( 20.8 vs.  13.5)
 - Higher total damage (139 vs. 90)
 - Higher base **critical chance** (30.00% vs. 20.00%)
 - Higher base **critical multiplier** (2.70x vs. 2.00x)
 - Higher base **status chance** (15.00% vs. 10.00%)
 - Higher **attack speed** (1.08x animation speed vs. 1.00x animation speed)
 - Higher **Mastery Rank**

Crit Multiplier	2.70x
Slam Element	 Blast
Forced Procs	 Lifted
Slam Radius	9.0 m
Status Chance	15.00%
Slam Attack ^	
Slam Damage	278
Crit Chance	30.00%
Crit Multiplier	2.70x
Slam Radius	8.0 m
Slam Element	 Impact
Forced Procs	 Impact
Status Chance	15.00%
Slide Attack ^	
Slide Damage	417
Crit Chance	30.00%
Crit Multiplier	2.70x
Slide Element	Same damage type distribution as Normal Attack
Status Chance	15.00%
Miscellaneous ^	
Compatibility Tags	FIST_STANCE
Riven Family	Furax
Introduced	Update 18.10 (2016-04-29)
Polarities	None
Sell Price	5,000
Stance Polarity	
	Furax



- Lower [disposition](#) (●●●●○ (1.15x) vs. ●●●●● (1.45x))
- **Furax Wraith** (Normal Attack), compared to [Furax](#) (Normal Attack):
 - Higher base damage (139.00 vs. 135.00)
 - Higher [Impact](#) damage (97.3 vs. 94.5)
 - Higher [Puncture](#) damage (20.9 vs. 20.3)
 - Higher [Slash](#) damage (20.8 vs. 20.2)
 - Higher total damage (139 vs. 135)
 - Higher base [critical chance](#) (30.00% vs. 25.00%)
 - Higher base [critical multiplier](#) (2.70x vs. 2.30x)
 - Higher base [status chance](#) (15.00% vs. 11.00%)
 - Higher [attack speed](#) (1.08x animation speed vs. 1.00x animation speed)
 - Higher [Mastery Rank](#) required (9 vs. 5)
 - Lower [disposition](#) (●●●●○ (1.15x) vs. ●●●●● (1.38x))

Vendor Sources ^

Article Categories ^

- [Weapons](#)
- [Impact Damage Weapons](#)
- [Fist](#)
- [Furax](#)
- [Melee Weapons](#)
- [N/A Weapons](#)
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Acquisition

This weapon was first awarded from the [Operation: Rathuum event](#) for achieving 100 Judgement points, complete with a free weapon slot and a pre-installed [Orokin Catalyst](#).

The blueprint and component can be obtained from Tier 5 [Cetus Bounties](#). All components can be [traded](#), provided the trading recipient has a [Mastery Rank](#) of at least 9.

The blueprint and components are available from [Nakak](#) in [Cetus](#) during the [Dog Days](#) event. Each part costs 170 [Nakak Pearls](#), for a total of 510.

Item	Source	Chance	Expected	Nearly Guaranteed
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Item	Source	Chance	Expected	Nearly Guaranteed
Blueprint	Steel Path Cetus Bounty Lvl 100-100 Stage 4 of 5 / C	5.41%	~ 18 Stages	124 ± 41 Stages
Blueprint	Cetus Bounty Lvl 40-60 Stage 4 / C	5.41%	~ 18 Stages	124 ± 41 Stages
Blueprint	Steel Path Cetus Bounty Lvl 100-100 Final Stage / C	8.16%	~ 12 Stages	81 ± 27 Stages
Right Gauntlet	Cetus Bounty Lvl 40-60 Final Stage / B	8.16%	~ 12 Stages	81 ± 27 Stages
Right Gauntlet	Steel Path Cetus Bounty Lvl 100-100 Stage 4 of 5 / B	5.41%	~ 18 Stages	124 ± 41 Stages
Right Gauntlet	Cetus Bounty Lvl 40-60 Stage 4 / B	5.41%	~ 18 Stages	124 ± 41 Stages
Right Gauntlet	Steel Path Cetus Bounty Lvl 100-100 Final Stage / B	8.16%	~ 12 Stages	81 ± 27 Stages
Left Gauntlet	Cetus Bounty Lvl 40-60 Final Stage / A	8.16%	~ 12 Stages	81 ± 27 Stages
Left Gauntlet	Steel Path Cetus Bounty Lvl 100-100 Stage 4 of 5 / A	5.41%	~ 18 Stages	124 ± 41 Stages
Left Gauntlet	Cetus Bounty Lvl 40-60 Stage 4 / A	5.41%	~ 18 Stages	124 ± 41 Stages
Left Gauntlet	Steel Path Cetus Bounty Lvl 100-100 Final Stage / A	8.16%	~ 12 Stages	81 ± 27 Stages

All drop rates data is obtained from [DE's official drop tables \(https://warframe.com/droptables\)](https://warframe.com/droptables). See

[Mission Rewards#Standard Missions](#) for definitions on reward table rotations.

For more detailed definitions and information, visit [here](#).



Manufacturing Requirements					
 Edit blueprint requirements					
25,000	1	1			Time:
					12
					Hour(s)
					Rush:
					50
Market Price:			Blueprints		
N/A			Price:N/A		

Notes

Incarnon Genesis

- Upon completion of [The Duviri Paradox](#) and [Angels of the Zariman](#), and unlocking [The Steel Path](#), players can earn [Furax Incarnon Genesis](#) from [The Circuit's](#) Steel Path to place on their Furax with the help of [Cavalero](#) in the [Chrysalith](#). This [Incarnon Genesis](#) form grants it evolutions to a transformation and newfound strength.

Evolution

This section is [transcluded](#) from [Furax Incarnon Genesis § Evolutions](#). To change it, please [edit the transcluded page](#).

- Installing the Furax Incarnon Genesis requires 20 [Pathos Clamps](#), 70 [Dracroot](#), and 300 [Ariette Scales](#).
- When installed, the first Evolution tier is unlocked. 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

- Reach **6x** Combo and then [Heavy Attack](#) to activate Incarnon Form.
 - +100%** Melee Damage
 - +25%** Sprint Speed
 - +25%** to Bullet Jump
 - Heavy Slams receive **90%** [Heavy Attack Efficiency](#).
- Incarnon Form gains Heavy Slam Efficiency and leaves behind [Heat](#) Damage fields after Heavy Slams.



- The field can inflict status effects caused by elemental mods and added elemental damage, rolling based on [damage distribution](#), with the innate [Heat](#) Damage having a weighted chance.
 - Cannot inflict physical damage type status effects.
 - Innate [Heat](#) Damage can be combined with single elemental mods to inflict deal combination status effects.
 - For example: if modded for [Viral](#) and [Electricity](#), the field will have a chance to inflict [Viral](#) and [Radiation](#) procs.
 - If modded for an element that incorporates [Heat](#), then the innate will add to the weighted chance of that combination element to proc, e.g.: if modded for [Gas](#) and [Electricity](#), damage, the field will inflict [Gas](#) procs with a greater weight.
- Damage tick inside the field is increased by: elemental mods, melee damage mods, and faction mods.
- Can be benefit from Arcanes that increase melee damage, such as [Arcane Fury](#), and [Melee Exposure](#). Status procs from the field can trigger status effect weapon Arcanes, such as [Cascadia Flare](#). Can both trigger and benefit from [Melee Influence](#).
- Damage ticks can trigger [headshot](#) bonuses from Arcanes, such as [Arcane Rage](#).
 - Damage tick is not affected by: physical damage mods, [Condition Overload](#), critical chance or damage, status chance, Incarnon bonus damage, slam damage mods, or heavy attack damage mods.
 - Damage tick is not affected by [combo multiplier](#) or damage falloff.
- Field lasts for about 8 seconds.
- Enemies in range of the Heavy Slam attack will be [Lifted](#) for about 8 seconds.
- The field's radius is not affected by range mods such as [Reach](#) and the Evolution III perk **Moonrise Velocity**.
- Incarnon Form lasts for **180** seconds and persists until [death](#).

Evolution II

Unlock Challenge: Complete a solo mission with this weapon equipped.

- Perk 1: **Swordsman's Flourish:**

• Increase Damage by: **+110** (Furax) / **+100** (MK1) / **+65** (Wraith)



- Does **not** apply to quickswap melee. Requires manually equipping the melee, either by holding the weapon swap key (default **F**) or going into a mission with only the melee weapon equipped.
- Perk 2: **Kill Joy:**
 - Increase Damage by **+90** (Furax) / **+80** (MK1) / **+55** (Wraith).
 - **+10%** Attack Speed per enemy within **6m**, stacks up to **5x**.

Evolution III

Unlock Challenge: Activate this weapon's Incarnon Form **6** times in a mission.

- Perk 1: **Moonrise Velocity:**
 - **+1** Range
- Perk 2: **Overhand:**
 - Heavy Attack Efficiency set at **20%**
- Perk 3: **Standoff:**
 - Combo Timer pauses when weapon is holstered.
 - Combo duration is reset when used alongside the following Warframe abilities:
 - [Ash's](#) [Blade Storm](#)
 - [Atlas's](#) [Landslide](#)
 - [Baruuk's](#) [Serene Storm](#)
 - [Excalibur's](#) [Exalted Blade](#)
 - [Gara's](#) [Shattered Lash](#)
 - [Khora's](#) [Whipclaw](#)
 - [Valkyr's](#) [Hysteria](#)
 - [Wukong's](#) [Primal Fury](#)

Evolution IV

Unlock Challenge: Kill **30** enemies affected by [Lifted](#) Status.

- Perk 1: **Flashing Bleed:**
 - **+40%** chance of [Bleed](#) on [Impact](#) Status Effect
- Perk 2: **Kinetic Killer:**
 - Increase Critical Damage Multiplier to **4x** on Slide Attacks.



- Increase Status Chance by **+24%** (Furax) / **+22%** (MK1) / **+14%** (Wraith)

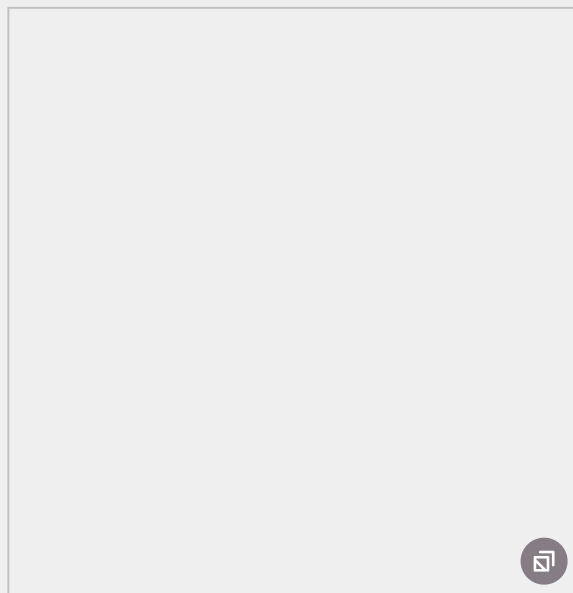
Tips

- When using these remember that you must be really close and therefore expect yourself to be vulnerable to staggers, knockdowns and knockbacks. [Reach](#) or [Primed Reach](#) can alleviate this to an extent.
- Utilize rolling maneuvers to dart in and out from enemy melee range to deliver high-powered attacks.
- Occasionally, you may find it hard to hit an enemy even if they are directly in front of you. This may be a small mesh problem associated with the weapon's short range.
- The execution blow has a small AOE which only affects the units slightly overlapping the executed unit.
- It is recommended to use a crit build with the Furax Wraith due to the high crit chance and damage.

Trivia

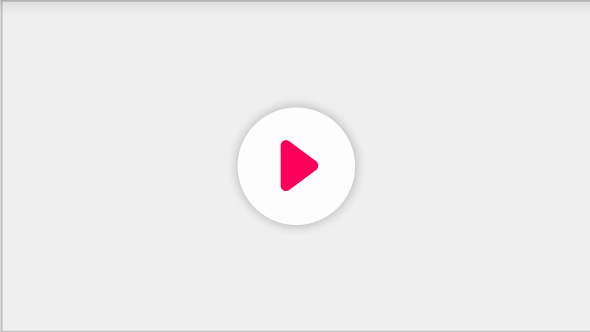
- The Furax Wraith is one of the three weapons that currently features an innate initial combo count, the others are the [Synoid Heliocor](#) and [Fragor Prime](#).

Media



Furax Wraith in Codex.





-Warframe- Furax Wraith OP?

Furax Wraith Skins

Edit



Dreyric



Ringers Skin
Seasonal

Patch History

Update 26.0 (2019-10-31)

- Mastery Rank increased from 3 to 9.
- Damage increased from 35 to 139.
- Range increased from 0.5 to 1.25.
- Status Chance increased from 10% to 15%.
- Critical Chance increased from 25% to 30%.
- Critical Damage increased from 2.5x to 2.7x.
- Slam Attack increased from 70 to 417.
- Slide Attack increased from 105 to 417.

Last updated: [Update 26.0](#) (2019-10-31)

See Also

- [Furax](#), the regular version of the weapon.
- [MK1-Furax](#), the starter version of this weapon.
- [Furax Incarnon Genesis](#), the Incarnon power-up for the Furax series.

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 / Charge	Aeolak • Ambassador • Quellor • Stahlta						



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



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Afentis

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