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# Xaku

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## Passive

Shifting their pieces unpredictably,  **Xaku** has a **25% Dodge** chance to harmlessly phase through incoming enemy weapon attacks, while protected by a **25% Damage Reduction** against area of effect damage. Passive dodge chance and area damage reduction both raise to **75%** while  **The Vast Untime** is activated.

- Enemy attacks affected by the dodge passive include hitscan, bullets, projectiles, and melee attacks. Explosions that occur near Xaku are **not** dodged, instead Xaku will receive damage reduction against them.
- **Evasion** (such as from  **Agility Drift**) and Xaku's dodge chances are separate mechanics that do **not** stack.

## Abilities

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*This section is transcluded from [Xata's Whisper](#). To change it, please [edit the transcluded page](#).*

### **Xata's Whisper**

Wield Void damage for all attacks from equipped weapons when activated.

**1**

**25** Introduced in [Update 29.0](#)  
(2020-08-25)

#### **Strength:**

17 / 23 / 23 / 26 % (  **Void damage bonus** )

#### **Duration:**

20 / 30 / 30 / 35 s

#### **Range:**

N/A

#### **Misc:**

1 (extra hit per damage instance)

Sentient resistance reset (upon status proc)

#### **Subsumable to**

[\*\*Helminth\*\*](#)

*This section is transcluded from [Grasp of Lohk](#). To change it, please [edit the transcluded page](#).*



	<b>Strength:</b> 20 / 30 / 40 / 50 ( Void scaling damage)
	<b>Duration:</b> 5 / 7 / 9 / 12 s
	<b>Range:</b> 6 / 9 / 12 / 15 m (grab range) 5 / 6 / 7 / 8 m (target range) 3 / 4 / 5 / 6 (max targets)
	<b>Misc:</b> 1.2/s (fire rate) ? % (stagger chance on hit) Damage is multiplied by enemy level
<b>Grasp of Lohk</b>  Void Tendrils steal weapons from nearby enemies to use as your own floating, auto-targeting armament.  <b>2</b>	
<b>50</b>	Introduced in <a href="#">Update 29.0</a> (2020-08-25)

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

	<b>The Lost</b>  Cycle through and cast one of the three abilities originating from the Warframes that make up Xaku:  <b>3</b> Accuse, Gaze, and Deny.	<b>Accuse</b> <b>Gaze</b> <b>Deny</b>
		<b>Strength:</b> 5 / 6 / 7 / 8 (max targets)
		<b>Duration:</b> 4 / 8 / 12 / 16 s
		<b>Range:</b> 5 / 7 / 9 / 11 m
		<b>Misc:</b> $\infty$ (cast range)
<b>75</b>	Introduced in <a href="#">Update 29.0</a> (2020-08-25)	

This section is *transcluded* from [The Vast Untime](#). To change it, please [edit the transcluded page](#).

	<b>The Vast Untime</b>  Temporarily shed the outer pieces of Xaku in a destructive blast, then stalk the battlefield in a	<b>Strength:</b> 600 / 800 / 1,000 / 1,200 ( Void damage) 10 / 15 / 20 / 25 % (slow)
<b>4</b>	<b>100</b>	<b>Duration:</b> 10 / 15 / 20 / 25 s



body shrapnel are rendered weaker to Void damage.	10 / 15 / 20 / 25 m
	<b>Misc:</b>
	+50% ( <a href="#">Void</a> damage vulnerability)
	100 % (slow cap)
	75 % ( <a href="#">Dodge</a> chance and area damage reduction)
	+20% (move speed bonus)
	Ability duration paused

Strength Mods	Duration Mods	Range Mods

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• <a href="#">Gara</a> •	<a href="#">Garuda</a> •	<a href="#">Gauss</a> •	<a href="#">Grendel</a> •	<a href="#">Gyre</a> •	<a href="#">Harrow</a> •	<a href="#">Hildryn</a> •		
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<a href="#">Limbo</a> •	<a href="#">Loki</a> •	<a href="#">Mag</a> •	<a href="#">Mesa</a> •	<a href="#">Mirage</a> •	<a href="#">Nekros</a> •	<a href="#">Nezha</a> •	<a href="#">Nidus</a> •	
<a href="#">Nova</a> •	<a href="#">Nyx</a> •	<a href="#">Oberon</a> •	<a href="#">Octavia</a> •	<a href="#">Protea</a> •	<a href="#">Qorvex</a> •	<a href="#">Revenant</a> •		
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Koumei • Cyte-09

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