

[Skip to main content](#)

r/Warframe



Search in r/Warframe

[Log In](#)

r/Warframe • 6 mo. ago

UNIGORE



Womp womp Dante nerf

DE Response

- Final Verse's "Tragedy" now only affects enemies within Line of Sight.
 - This felt like the most reasonable change to Tragedy since it could be cast back to back without much forethought on positioning. So to make it a more active ability, enemies must now be within range in your Line of Sight to be impacted by it.
- Reduced the amount of Overguard gained from Final Verse's "Triumph" from 5000 to 2000 at Max Rank.
 - For a bit of compensation, we increased Triumph's base Overguard Regeneration per second from 50 to 100 at Max Rank (can still be modified with Ability Strength).

3.4K

1.8K



Share



Huel_Ltd • Promoted



Skip to main content

Log In



+ Add a Comment

Sort by: Best Search Comments



RailedYa • 6mo ago

People upset about Tragedy nerf, but I'm more concerned about Breach Surge not working against Eximus with overguard anymore. At least that's how the patch notes read. I won't be able to test until later.

920 Reply



MagPrimeEnthusiast • 6mo ago

CC pushed even further into the grave

490 Reply

21 more replies

67 more replies



LucMakai • 6mo ago

They also nerfed pageflight by removing the "undocumented" increase in damage from status effects.

They even nerfed the Onos being able to stack headshot damage indefinitely, which was the one thing it had going for it

996 Reply

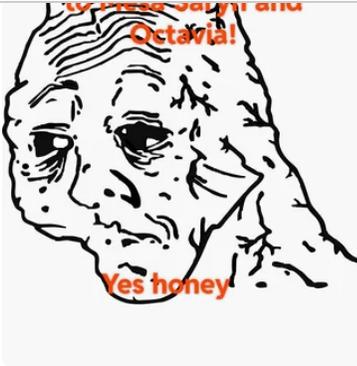
111 more replies



KruxR6 • 6mo ago

Skip to main content

Log In



942 Reply ...

45 more replies



ScionEyed • 6mo ago

You forgot the best part!

406 Reply ...

33 more replies



Bobbitto • 6mo ago • Edited 6mo ago

I'm not usually one to complain, but this does not address the issues people had. It just makes Dante worse with no actual fix.

edit: Unless their intended fix was less people will play Dante, therefore less people will complain about Dante. In which case, well done.

Edit 2: Lol <https://clips.twitch.tv/StupidSteamySandpiperTF2John-qWt9OPuHGygJIP6o>

594 Reply ...



BluelceNinja98 • 6mo ago

Oh god that clip, that is actually terrible. His ability really is tragedy now.

175 Reply ...

28 more replies



GIBBRI • 6mo ago

"Just a Little touch, we are Just reviewing, be patient, don't get alarmed"

And then they gut him like a fish lmaooooooo

[Skip to main content](#)

[Log In](#)

 **Cruz_Control__** • 6mo ago

Considering what Rebecca said in this week's dev shorts, it seemed we weren't going to get a nerf so soon, I expect the next dev shorts chat to be flooded about the Dante nerf and rightfully so, Dante was the first frame in a while that seemed everyone was hyped about and were anticipating to be great even me who hadn't played many of new frames that much besides kullervo I was looking forward to Dante and very excited once I got my hands on him and he felt good in almost everything and it made me get off my usual picks to play him he was that fun.

  **251**   **Reply** ...

 **Schnitzel725** • 6mo ago • Edited 6mo ago

Ng! when i watched the devshort i was thinking they'd maybe review feedback for maybe 2 weeks minimum before deciding what they would do with him. Reb really said "we don't want dante's first 5 days to be the only good days for dante" then made that part true.

I liked when they first pitched the changes for Eclipse rework (tap/hold, full effect regardless of lighting, dmg changed to additive to serration) took players feedback then tweaked it into a compromise (only big change being dmg buff reduced to 30% but works same as Roar but only for weapons). Overall, community is happy with the level of transparency. And then they took that and ignored it.

 **80**   **Reply** ...

 2 more replies

 15 more replies

Related [Warframe](#) [Third-person shooter](#) [Shooter game](#) [Gam](#) >

 [r/Warframe](#)

To those that crack vaulted relics in pugs

661 upvotes · 105 comments

 [r/Warframe](#)

Own a Kuva Chakchurr for home defense.

653 upvotes · 19 comments

 [r/Warframe](#)

Make normal enemies vulnerable to tranq shots

192 upvotes · 23 comments

[Skip to main content](#)

[Log In](#)

2.6K upvotes · 643 comments



Dante tragedy Line of sight nerf



948 upvotes · 202 comments



Wtf is this game!

580 upvotes · 218 comments



Which weapons you think deserve a Riven Dispo Buff?

153 upvotes · 117 comments



If a new open world area where to be released, what planet would you want it to be on?

169 upvotes · 210 comments



An Unexpected Tragedy: Losing My Spouse Days Before My Citizenship Interview and Navigating the Green Card Process

177 upvotes · 37 comments



Womp womp skill issue



370 upvotes · 13 comments



Israel Orders Evacuations in North and South Gaza as Deaths Top 35,000



194 upvotes · 81 comments

[Skip to main content](#)

[Log In](#)



489 upvotes · 35 comments

r/Warframe

Do you report AFK players

174 upvotes · 327 comments

r/Warframe

Hey De.... Can we make reactant shared on survival and defense now?

524 upvotes · 134 comments

r/Warframe

DE Hear me out about NightWave

535 upvotes · 155 comments

r/Warframe

Convinced my Boss to play Warframe

3.3K upvotes · 247 comments

r/Warframe

For new tenno... Just don't!

4.2K upvotes · 438 comments

r/Warframe

New player. Holy shit.

272 upvotes · 51 comments

r/Warframe

Hi, I'm Legendary Drops and want to know your one thing you'd like new players to know before they start Warframe.

605 upvotes · 578 comments

r/Warframe

DE please make clearer the Relic Reward Screen

684 upvotes · 147 comments

r/Warframe



Log In

588 upvotes · 54 comments

 r/DabooqClub

Womp womp

4 upvotes · 9 comments

 r/Warframe

What are your little 'life hacks' in Warframe?

770 upvotes · 525 comments

 r/Warframe

Monthly request for DE to make Universal Medallions usable for Conclave.

124 upvotes · 22 comments

 r/Warframe

Kinepage pronunciation

120 upvotes · 37 comments