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Furax Incarnon Genesis

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Furax Incarnon Genesis is an item that is used to add [Incarnon](#) upgrades to the  [Furax](#),  [Furax Wraith](#), or  [MK1-Furax](#).

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Acquisition

- Upon completion of [The Duviri](#)

Furax Incarnon Genesis



Untradeable

 [Update Infobox Data](#)

Description

Awaken this weapon's ability to gain Heavy Slam Efficiency and leave behind Heat Damage fields after Heavy Slams in Incarnon Form.

General Information

Type Item



[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.

Introduced

[Update 33.0](#) (2023-04-26)

Vendor Sources



Official Drop Tables



<https://www.warframe.com/droptables>

Evolutions

- 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 has a fixed chance to inflict [status effects](#) per damage tick.
 - 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).
 - With Melee Weapon Equipped: **+100%** Combo Count Chance
 - Does **not** apply to quickswap melee. Requires manually equipping the melee, either by holding the weapon swap key (default ) 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.
- Perk 3: **Absolute Dominion:**
 - Increase Status Chance by **+24%** (Furax) / **+22%** (MK1) / **+14%** (Wraith)

Known Bugs

- Heavy Slams don't receive the **90%** Heavy Attack Efficiency in the [Undercroft](#).
- Evolution I: **+100%** Melee Damage as well as Evolution IV: Absolute Dominion affect pseudo-exalted weapons such as [Landslide](#), [Slash Dash](#), [Shattered Lash](#) and [Whipclaw](#).
 - [Blade Storm](#) is unaffected.



Patch History

Hotfix 33.5.3 (2023-06-23)

- Fixed challenge descriptions appearing as a file path for the following Incarnon Geneses weapons:
 - Furax's (all variants) Evolution IV

Update 33.5 (2023-06-21)

- Fixed Melee Incarnon weapons (original and Genesis) missing their Incarnon Form stats in the Arsenal.

Incarnon		Edit	[Collapse]
Zariman		Felarx • Innodem • Laetum • Phenmor • Praedos	
Sanctum Anatomica		Onos • Ruvox	
The Circuit (Incarnon Genesis)	Week 1	Braton • Lato • Skana • Paris • Kunai	
	Week 2	Boar • Gammacor • Angstrum • Gorgon • Anku	
	Week 3	Bo • Latron • Furis • Furax • Strun	
	Week 4	Lex • Magistar • Boltor • Bronco • Ceramic Dagger	
	Week 5	Torid • Dual Toxocyst • Dual Ichor • Miter • Atomos	
	Week 6	Ack & Brunt • Soma • Vasto • Nami Solo • Burston	
	Week 7	Zylok • Sibear • Dread • Despair • Hate	

Categories

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