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Sickening Pulse

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N/A

50

Sickening Pulse

Emit a pulse that adds stacks to Status Effects already afflicting enemies, except Heat, and Toxin effects which are duplicated with fresh timers.

Introduced in [Update 30.5](#) (2021-07-06)

Strength: N/A

Duration: 2 s (expansion duration)

Range: 5 m / 6 m / 7 m / 8 m (pulse initial radius)













Misc: 8 / 12 / 16 / 20 m/s (expansion distance per sec) 10 status stacks / 1 status stack (Heat, Slash, and Toxin)

Subsumable to [Helminth](#)

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- Expend 50 Energy to emit a radial pulse with an initial radius of 5 / 6 / 7 / 8 meters, which follows as an aura and rapidly expands outward by 8 / 12 / 16 / 20 meters per second over a duration of 2 seconds. All enemies in direct line of sight touched by this pulse have **10** new stacks of each active [Status Effect](#) currently affecting them; Heat, Slash, and Toxin status procs instead



- Damaging procs created by this ability do **not** take elemental mods for their respective proc type into account with the exception of  [Heat](#).
- For  [Heat](#) procs only one stack is added but for the combined damage of all active  [Heat](#) procs, and the timer of all  [Heat](#) stacks is refreshed (normal behaviour when new  [Heat](#) stacks are applied).
- For  [Slash](#) and  [Toxin](#) only one stack is added that does the combined damage of all the respective active procs not caused by this ability.
- For  [Electricity](#) and  [Gas](#), ten stacks are added, with each proc in the stack doing combined damage of all the respective active procs not caused by this ability.
- New stacks do **not** take status-duration modifiers from mods (e.g.  [Continuous Misery](#)) into account.
- New stacks do take status-duration modifiers from Warframe abilities and passives (e.g. [Lavos' passive](#)) into account.
- New stacks only have factions mods (e.g.  [Bane of Grineer](#)) applied once instead of twice, with the exception of  [Heat](#).
- Cannot be recast while the Pulse's Aura is active.



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A Fandom user • 7/30/2024

Anyone test this out with the new blast?



A Fandom user • 8/7/2024

Tested a little bit, it adds stacks which then causes it to detonate as Blast detonates at 10 stacks or if the target dies. I didn't notice any stacks being left behind so any excess stacks aren't saved. Considering how fast stacks can be built up SP doesn't appear to be offering any benefit to the status effect as the time taken to cast SP you would probably have built up to 10 stacks anyway.



A Fandom user • 8/13/2024

You could use this with AoE weapon with slow fire rate, as you can't stack 10 fast enough on them but you can tag many enemy with high base dmg



Write a reply



A Fandom user • 4/24/2024

So what is scaling the damage of the status procs? Is it ability strength? (i.e Loki's new damage decoy augment) or is it equipped mods on a weapon? or is it based on the damage of the proc from whatever source it is applied from?



A Fandom user • 6/2/2024

From what was already applied to it. If it was taking 100dmg per heat tic, Sickening Pulse would change the status to +1 heat and do 200dmg per heat tic. Yes, you can infinity scale the dmg with additional pulses, but it doesn't seem to work on enemies you want to die the most like certain bosses and nekromechs.



A Fandom user • 8/23/2024

Works on demolishers but if ur stacking a ton of heat procs it's way more dmg



roar and heat with sickening pulse and roar feels way faster at killing demolysts and also isn't reliant on ability spam (aka if you get energy drain during disruption = no more sickening pulse)



Write a reply



FONDOS • 2/26/2024

Turbo Broken on Mecha Inaros just saying.



A Fandom user • 6/4/2024

Forget Roar, I'm going to use this. Electric + Corrosive Caustacyst, Elemental Sandstorm. Group enemies, then nuke them with full strip and tons of Electric procs. This will help bridge the gap between Mecha marks.



Write a reply



A Fandom user • 2/25/2024

What Heat mods apply exactly? Melee heat mods? Primary? Arcanes?
This wiki page is too vague.



A Fandom user • 5/9/2024

It's not an issue with the wiki page, heat inherit is a complicated mechanic. If you want to know more about how it works you should check out the dedicated wiki page for it



Write a reply



A Fandom user • 1/10/2024



Not sure if this will apply MORE then 10 stacks of corrosive, since the emerald archon shards give +2 corrosive stacks MAX, and the tau emerald give +3 corrosive stacks MAX., eg 2x basic green shards will give 14 stacks of corrosive for 100% armor strip on regular enemies (non bosses).



[A Fandom user](#) • 1/10/2024

Edit.. just tested, it gives the +10 stacks of corrosive, but if the target has 1-4 or more stacks of corrosive when this is cast, it will boost it to whatever max you have with green shards...eg put 4 stacks of corrosive and cast this, it boosts it to 14.. if i have 1 stack and cast it boosts to 11.



Write a reply



[HAL0420](#) • 12/1/2023

How does it interact with Archon Vitality, will it generate 2 additional fire stacks every time?

Edit: Just tested it, no it won't

(Edited by HAL0420)



[A Fandom user](#) • 6/25/2024

Thanks for testing this



[A Fandom user](#) • 8/23/2024

Archon vitality would've made it so busted if it worked lmao, imagine the gauss nukes



Write a reply



[A Fandom user](#) • 6/2/2023





A Fandom user • 6/24/2023

From my garbo tests, yeah, every cast was doubling the total damage.



Write a reply



A Fandom user • 4/5/2023

Imagine you playing through level cap, a rhino who does the funni heat inherit mechanic with this ability. Thermal sunder's exponential scaling mechanic already works fantastically on him which allows him to nuke even further than dedicated nuke frames, adding in an exponential scaling for heat and scalable with roar is just...overkill.



A Fandom user • 4/5/2023

*for this ability, possibly can even do the funni unstrip level cap demo.



A Fandom user • 4/6/2023

I do not understand a word of this post lol.



A Fandom user • 5/22/2023

So are you using thermal sunder or this? i'm confused. How are you using 2 helminths?



A Fandom user • 8/23/2024

Using coop i'd imagine



Write a reply



Sleight of Hand Mirage with this subsumed. :D



Write a reply



[A Fandom user](#) • 1/11/2023

Is this any good with voruna's 2nd ability?



[A Fandom user](#) • 1/17/2023

Sure does. You can do it again and again.



Write a reply



[IceBen](#) • 9/23/2022

Only seems to proc Archon Stretch (but is pretty good with Grendel's 1 and Continuity :P)



Write a reply



[ICrashOverride](#) • 5/14/2022

I tested Sickening Pulse on Gyre using Cedo's/Phantasm secondary fire and the damage was ridiculously high on level 140 mobs. It's a shame she is so soft and doesn't have any means of survival at higher levels!



[A Fandom user](#) • 8/26/2022

If you use the augur mod set on a pistol (or on a sentinel with a pistol weapon equipped like the burst laser) you can instantly refill your shields and reset your shieldgate (a brief timer of invulnerability when your shields fully break) every time you cast an ability. Combined with a deceiving dragon key (which



and thus can always just cast something the instant your shield breaks, letting you remain invulnerable whenever you want. Add the Rolling Guard mod to cleanse statuses and also give a bit of breathing room if you're low on energy, and congratulations, you can now play any frame you want at higher levels and not need tankiness.



Write a reply



IceBen • 1/6/2022

Ok, so Gas and Electric do the same thing as toxin/slash, which is as long as the original status is still on the target, they do its damage (technically heat does the same, but heat is special), but instead of getting 1 stack they get 10 (Gas capped on 10). So the ability is pretty good for bursting down single targets and bad for sustained damage for anything other than ~Ember~ fire procs, kinda not what I expected xD



Write a reply



A Fandom user • 11/25/2021

I'm confused, The description says that for most procs except heat the new proc will have the combined damage of all previous procs. But it also says that it doesn't take elemental mods into account. But if it considers the damage of previous procs, doesn't it already take into account the elemental mods?



Tiltskilllet • 11/28/2021

With two electric quill Hystrix builds--one with Convulsion, one with an empty slot, but otherwise identical--the "super procs" that Sickening Pulse creates do the same damage either way, given the same number of initial procs. That's even though the Convulsion quill creates stronger initial procs.

Which is pretty disappointing, especially if it holds up for toxin too. (I wouldn't expect elemental mods to contribute to gas since they don't normally. Same with slash mods in respect to bleeds.)



could be organized better. I guess my suggestion would be to add something like *"...doing combined damage of all the original procs without elemental mods factored in..."* in the descriptions -or- describe what happens to each proc individually.



Write a reply



A Fandom user • 11/12/2021

This has a nice synergy with Zephyr since its range* is based on duration. I'm using the Funnel Clouds augment and a Kuva Ogris modded for Viral/Heat (against (corrupted, Grineer or Infested) and Magnetic/Heat (against Corpus). Makes soloing Steel Path missions quite a breeze. I've tried it out on Oberon, Saryn and Protea... strangely it works better with Zephyr and Protea so far



Write a reply



A Fandom user • 8/30/2021

I think I'll slap that on my Garuda. Just so if I miscalculated a 1>4>1 combo, I can just cast sickening pulse real quick to double the slash proc dmg and finish them off



Write a reply



Kiki-Dtn • 7/26/2021

I don't understand « except Bleed, Heat or Toxin effects which are duplicated with fresh timers », for me it means that if an ennemy has 20 Heat procs it will duplicate to 40 procs, but it actually only adds 1 proc... Since when does « duplicate » mean « add 1 » ? Only the last proc is duplicated ?



A Fandom user • 7/30/2021



For heat, it adds a new proc that is equivalent to all previous procs combined, thus a duplicate.

Toxin and bleed? Nah. lunno.



A Fandom user • 8/9/2021

Does the same, but while a new heat proc refreshes the whole duration, toxin and bleed will time out old procs.



Write a reply



A Fandom user • 7/22/2021

I posted this before but figured it should be reposted here for the benefit of everyone to see

So after a few hours of testing it's a very odd interaction. first any ability that adds the proc status to the mob is what gets affected (just to be clear any status proc from any source is what is affected by this ability).

example saryn miasma causes viral procs which are affected by the ability. The ability will max out the stacks of any proc to 10x that can hit 10 but not go over. this includes Impact, puncture, cold, blast, corrosive, Magnetic, gas, and Radiation.

To make this easier to understand ie: using the Tysis built for viral and corrosive causing one proc of each and casting SP will immediately reset the timers of both procs and max them out to 10 stacks. However for all other procs slash, heat, and Toxin have each of the timers reset and only 1 stack is added.

ie viral x1 cold x1 heat x1 becomes viral x10 cold x10 heat x2. In the case of casting SP a second time before the proc timers end procs become viral x10 cold x10 and heat x3

each proc stack has it's duration set to default so in the case of a normal heat proc which lasts for 6 seconds both stacks will fall off of the target at the same time. In this way proc stacks can be maintained as long as you have energy to cast SP. So with a good efficiency build you can maintain a normal 6 sec proc for 30sec.

Sadly this ability does not seem to work the way we were hoping it would making it a very niche use case scenario best served as a support ability in a premade team



would be lavos and protea. being that lavos can make use of stacking any needed element on command or protea using dispensary to keep energy up for recasting.

Note: I did not mention Electricity because I believe there is currently a bug with this ability that may be patched later on. in which the proc will add 10x stacks each time the ability is cast. ie elec. x1 becomes x10 then x20 then x30 ect. additionally any warframe ability that does not cause a status based proc to the mob such as volt using his ult does not affect the ability. more testing is needed to see if this ability works on void damage.
the ability range and duration of SP is based on duration range mods seem to have little effect. functions kinda like nova's M prime



A Fandom user • 10/24/2021

Squad lead?



Write a reply



A Fandom user • 7/19/2021

Check this out: <https://www.youtube.com/watch?v=3r9Jce6OuGk>



UdsUds • 7/20/2021

Nice



A Fandom user • 8/23/2021

Right on time before the prime, nice



A Fandom user • 11/14/2021

Tried but didn't deplete enemy health in a chunk like in the video. Was this nerfed?



Write a reply





UdsUds • 7/18/2021

I am hoping that it works like this: "Enemy 1 has status | Cast ability | Enemy 1 receives effect + Enemy 2 also receives effect"
Much like Mecha mod set.

Will be able to test upon weekly reset later.



UdsUds • 8/2/2021

Does not work like Mecha mod set :(



A Fandom user • 11/12/2022

Why should it work like mecha mod?
How about you combine it?
It instantly adds 10x procs to any proc thats already on the target (except for tox, heat, gas).
You can just spread a low proc with mecha set, and then add stacks to the spreaded procs with sickening pulse. :)



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