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Status Effect

205 EDIT

This page is in reference to the [Damage 2.0](#) system.

The chance that a hit will apply a Status Effect based on the types of damage the weapon inflicts.

Values over 100% have a chance to inflict multiple Status Effects at once.

> *Chance for each Status Effect type per hit:*

—In-game Description

Status Effect, or commonly called [proc](#), is an additional effect which

Status Effect



Health bar of an [Elite Lancer](#) with a single [Impact](#) proc, a [Cold](#) proc, and four [Radiation](#) procs

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- 1. Status Effects
 - 1.1. General
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- 2. Status Chance
 - Distribution
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Distribution
s Immunity Interactions



WARFRAME Wiki



base duration of the Proc will depend on its type, and whether the target is an enemy or another Tenno. Warframe abilities usually have a high chance to proc, or in some cases, greater than or equal to 100% chance to inflict their status effect (e.g.  [Frost's](#)  [Ice Wave](#) ability).

Each damage type is associated with a status effect. Weapons that deal multiple damage types will have a separate chance to inflict its associated status effect on a target, and only one damage type can proc per hit, unless [status chance is over 100%](#).

For example, a weapon such as an unmodified  [Staticor](#) deals solely  [Radiation](#) damage. In addition to its damage, the Staticor also has a 28% status chance on each shot to cause a proc. On a successful proc, the enemy will receive the Radiation status effect, which causes Confusion over the duration of the effect.

Enemies also possess the ability to inflict status effects on Tenno. For example, a [Grineer Scorch](#) has a chance to inflict the Ignited status effect with the  [Heat](#) damage from his  [Ignis](#). Similarly, enemies are also able to inflict physical procs such as Bleeding (associated with  [Slash](#) damage) bypassing the player's armor. Several Warframe abilities will grant immunity to status, (e.g.  [Oberon's](#)  [Hallowed Ground](#) ability). Any amount of [overguard](#) will grant immunity as well.

5. Status Duration

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> Status Effects



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Damage Type	Status Effect Internal Name	Status Effects
 Impact	PT_KNOCKBACK	Knockback On Enemy: Causes target to flinch and staggers movement for 1 second and increases the health threshold at which they can be Parazon Mercy Killed by 8% per proc. Stacks up to 5 times. On Player: No effect.
 Puncture	PT_FRAILITY	Weakened On Enemy: Reduces any damage dealt by 40% for 6 seconds. Stacks up to 5 times, with subsequent procs reducing damage by 10% to a total of 80% . The victim receives 5% increased weapon Critical Chance per proc up to 25% at max stacks. This bonus is additive after mods, but does not apply to area of effect damage or Warframe abilities. On Player: Reduces any damage dealt to 30% for 6 seconds.
 Slash	PT_BLEEDING	Bleed On Enemy: Deals 35% of the base damage per second over 6 seconds (bypasses Armor). On Player: Deals 10% of the base damage per second over 6 seconds (bypasses Armor).
True	N/A	<i>No status effect.</i>
Heat	PT_IMMOLATION	Ignite On Enemy: Deals 50% of the base damage as Heat damage per second over 6 seconds (increase by Heat mods, can be refreshed) while causing the target to panic for 4 seconds and stripping up to 50% Armor . On Player: Deals 50% base Heat damage over 6 seconds and strips up to 50% Armor .
Cold	PT_CHILLED	Freeze On Enemy: Reduces Movement Speed, Fire Rate , and Attack Speed by 50% for 6 seconds. Stacks up



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bsequent procs increasing slow **90%**. The target receives **+0.1** [Multiplier](#) on initial proc and



		additive after mods. On Player: Reduces Movement Speed, Fire Rate, and Attack Speed by 25% for 6 seconds.
Electricity	PT_ELECTROCUTION	Tesla Chain On Enemy: Deals 50% of the base damage as Electricity damage per second over 6 seconds to enemies within 3 meters of the target and stuns the affected target for 3 seconds. On Player: Deals 50% base Electricity damage to allies within 3 meters of the target.
Toxin	PT_POISONED	Poison Universal: Deals 50% of the base damage as Toxin damage per second over 6 seconds (bypasses Shield).
Void	PT_RADIANT	Bullet Attractor On Enemy: Creates a 2.5 meter radius field which attracts projectiles for 3 seconds.
Tau	N/A	<i>No status effect.</i>
Blast	PT_FLASHBANG	Detonate On Enemy: Deals 30% of base damage after 1.5 seconds. On maximum 10 stacks or when the target dies, premature detonation occurs and all stacks are dealt simultaneously as enemies within 5 meters are dealt 300% of base damage per proc. The increased damage from premature detonation only applies to surrounding enemies hit by the explosion, but not the initial target.
Corrosive	PT_CAUSTIC_BURN	Corrosion On Enemy: Reduces armor by 26% for 8 seconds. Stacks up to 10 times, with subsequent procs reducing armor by 6% to a total of 80%. On Player: Reduces armor by 26% for 8 seconds.
		Gas Cloud Universal: Deals 50% of the base damage as Gas damage per second over 6 seconds in a 3



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Stacks up to **10** times, with increasing radius by **0.3** meters



Magnetic	PT_MAGNETIZED	Disrupt On Enemy: Amplifies damage dealt to shields and overguard by 100% and nullifies shield regeneration for 6 seconds. Stacks up to 10 times, with subsequent procs increasing damage to shields by 25% to a total of 325%. On Player: Amplifies damage dealt to shields by 100%, nullifies shield regeneration, drains 20 Energy per second and scrambles the interface for 4 seconds. Due to player overguard granting status immunity, procs do not result in additional damage.
Radiation	PT_RAD_TOX	Confusion On Enemy: Attacks any closest enemy and will be attacked in return while dealing 100% additional damage to allied units for 12 seconds. Stacks up to 10 times, with subsequent procs increasing damage by 50% to a total of 550%. On Player: Reduces firing accuracy, able to damage and be damaged by allies for 4 seconds.
Viral	PT_INFECTED	Virus On Enemy: Amplifies damage dealt to health by 100% for 6 seconds. Stacks up to 10 times, with subsequent procs increasing damage to health by 25% to a total of 325%. On Player: Amplifies damage dealt to health by 100% for 6 seconds.

Independent from Damage



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Status Effect	Internal Name	Description
Big Stagger	PT_BIG_STAGGER	Universal: Target is staggered for a longer duration? Can be applied by Opticor , Opticor Vandal , Vulkar , and Vulkar Wraith .
Disarmed	PT_DISARMED	Universal: Target is disarmed of their equipped weapon. Can be applied by Halikar and Halikar Wraith ?
Impair (PvP only)	PT_ROOTS	Universal: Restricts the target's movement for 2 seconds, disabling jumps and decreases movement speed. After Impair duration ends, players will be immune to the same status effect and knockdowns for 2 seconds.
Knockdown	PT_KNOCKED_DOWN	Universal: Players and enemies fall to the ground. Counts as an individual status for Condition Overload , Galvanized Aptitude , Galvanized Savvy , and Galvanized Shot .
Lifted	PT_LIFT_HIT	Universal: Briefly suspends targets in mid-air. Counts as an individual status for Condition Overload , Galvanized Aptitude , Galvanized Savvy , and Galvanized Shot .
Microwave	PT_MICROWAVE_BURN	Universal: Enlarges an enemy's body part when shot at. Has infinite duration and counts as an individual status for Condition Overload , Galvanized Aptitude , Galvanized Savvy , and Galvanized Shot . Exclusive to Nukor and Kuva Nukor .
Parried	PT_PARRIED	Universal: Target is open to finishers? Can be applied through Parry ?
Ragdoll	PT_RAGDOLL	Universal: Body is launched into the air, incapacitating the player or enemy.
Silence	PT_SILENCED	Universal: Active abilities are deactivated?
Sleep	PT_SLEEP	On enemy: Target is temporarily put to sleep.



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Stun	PT_STUNNED	Universal: Players and enemies get stunned in-place temporarily and cannot move or shoot.
?	PT_VOID	

Empyrean

This section is *transcluded* from *Damage § Empyrean*. To change it, please *edit the transcluded page*.

[Empyrean](#) gamemode and [Railjacks](#) use a slightly altered system of the currently existing damage system. [Archguns](#) and [Archmelees](#) deal 90.91% (10/11) reduced damage to space enemies (or 9.09% of its arsenal damage) while Railjack Armaments and [Tactical mods](#) deal their full listed damage to them before accounting for hit point resistances and vulnerabilities.

Primary physical and elemental damage types have different status effects against space enemies outlined in the chart below. Secondary elemental damage types ([Blast](#), [Corrosive](#), [Gas](#), [Magnetic](#), [Radiation](#), and [Viral](#)) do not have altered status effects and cannot proc against space enemies, but Archguns and Archmelees modded for secondary elementals will still increase total damage.

This system does not apply to on-foot enemies, such as [Ramsled](#) boarding parties, and [Crewship](#) and Points of Interest personnel, who will take damage and status as per normal.



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Damage Type	Empyrean-only Status Effects
Impact	Concuss Crew within a gunship have reduced aim and damage for 6 seconds. Additional procs refresh duration.
Puncture	Decompress Temporarily reduces target ship's shields by ?% and <i>current armor</i> by 10% for 20 seconds. Additional procs stack multiplicatively.
Slash	Tear Target ship receives 7.5% increased damage for 20 seconds. Additional procs stack multiplicatively with itself.
Cold	Immobilize Target ship's weapons are disabled and it slows down to a complete stop. Lasts for 6 seconds. Additional procs refresh duration.
Electricity	Scramble Target ship spirals erratically for 6 seconds, being unable to attack while moving in a straight line. Additional procs refresh duration.
Heat	Sear Target ship receives damage over time for 6 seconds. Additional procs increase damage dealt over time.
Toxin	Intoxicate Target ship attacks any closest enemy and will be attacked in return for 12 seconds. Additional procs refresh duration.

Status Chance

Status chance can be a key factor in deciding on a weapon of choice. Some effects are very powerful responses to certain enemies, while others may be less beneficial. For example, [Corrosive](#) procs are valued highly against heavily [armored](#) foes, but [Magnetic](#) procs have no benefit to enemies that lack [shields](#) or [overguard](#).

The chance that a proc will occur can be directly increased with mods such as [Rifle Aptitude](#). One can also increase the number of projectiles fired through [multishot](#) mods such as [Split Chamber](#); this effectively increases the opportunities for an



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in the weapon's attributes box chance for each individual hit.

doesn't change the likelihood that a proc will occur per hit, but increases the number of possible procs in a given time frame.

When a weapon achieves a status chance **higher than 100%**, each hit may apply additional status effects. The type of each proc is independently drawn, so it is possible to apply the same status several times in one hit.

Damage Distribution

Damage procs will occur in proportion to the amount of base damage dealt by each of the present damage types on the weapon. For example, an unmodded [Strun](#)'s highest physical damage type is [Impact](#), thus it inflicts mostly knockback procs.

Increasing the physical or elemental damage of a weapon does not increase the duration of the associated proc (e.g. enemies won't be confused longer if [Radiation](#) damage is increased).

When a hit procs, the chance for an individual damage type to proc in relation to the others is:

Proc Type Chance = Damage ÷ Total Damage

For example, if a weapon's damage is composed of 20 [Impact](#), 5 [Puncture](#), 10 [Slash](#), 25 [Heat](#), and 50 [Corrosive](#), then its total damage is 20 + 5 + 10 + 25 + 50 = 110. Therefore, the chance for the individual damage types to proc will be:

	Impact	Puncture	Slash	Heat	Corrosive
Damage	20	5	10	25	50
Proc Type Chance	18.18%	4.55%	9.09%	22.73%	45.45%

Status Immunity Interactions

Proc type chances are not altered by enemy resistances or weaknesses to the damage components used in their computation; however, they are modified by enemy status immunities. When an attack procs a status effect on an enemy which is immune to a particular proc type, the respective damage type is excluded from proc type chance



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damage), the chances for the individual damage types to proc would change to the following values:

	Impact	Puncture	Slash	Heat	Corrosive
Damage	20	5	10	25	50
Proc Type Chance	33.33%	8.33%	16.67%	41.67%	N/A

DoT Damage Scaling

If the initial hit is affected by the following, a resulting, damage-dealing effect will also benefit accordingly:

- [Damage Buffs](#) and relevant [Mods](#)
 - This includes for example total damage multipliers like [Furious Javelin](#) or [Eclipse](#), additive damage bonuses like [Serration](#) or [Vex Armor](#), and enemy debuffs like [Molecular Prime](#) and [Rest & Rage](#). However, weakspots generated by [Sonar](#) or [Detect Vulnerability](#) only increase the initial hit, not the resulting proc damage.
- [Critical Hits](#) and [Stealth Damage Bonus](#)
- [Melee Combo Counter](#) and [Sniper Combo Counter](#)
- [Body part multipliers](#)
- [Faction Damage mods](#) and [Roar](#)
 - Due to the nature of Faction Damage bonuses, they are applied once more during the calculation of damaging status effects, even though they already affect the initial hit. For example, for a weapon with an innate 100 damage modded with [Serration](#) and [Bane of Grineer](#), a [Slash](#) proc will deal the following damage per tick:

$$\text{Bleed per tick} = 100 \times (1 + \frac{1.65}{100}) \times 0.35 \times (1 + \frac{0.3}{100})^2 = 156.7475$$

Status Duration

Status effects have a duration over which they apply to their target, and some of them even deal damage over time. A status effect's duration can be increased or decreased with mods that affect status duration (e.g. [Lasting Sting](#)).



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ers on [headshots](#) and [critical](#)



Damage duration can be **negative** (over -100% duration through [Riven Mods](#)). This causes all proc effects which have a duration or deal damage over time to be nullified. All instant procs or those who deal instant damage occur. The collapsed table shows this in more detail:

▼ Negative duration effects ▼

Note: The information above is based on this [forum post from EDFScout \(https://forums.warframe.com/topic/722745-negative-status-duration-and-procs-riven-mod/?do=findComment&comment=8678964\)](https://forums.warframe.com/topic/722745-negative-status-duration-and-procs-riven-mod/?do=findComment&comment=8678964) and may need further confirmation. Non-consistent observations as mentioned in the post have been changed to the more likely effect, i.e. for impact stagger should not appear, but knockback, and for electricity stun should not be triggered.

Damage Over Time

Status effects that deal damage over time will have a base duration of **6** seconds, during which they will deal a tick of damage for every second that the effect is active. AoE status effects, such as [Electricity](#) and [Gas](#) will always start dealing damage ticks the moment it is procced on an enemy. Single target status effects will have a **1** second delay before dealing their damage ticks. The table below illustrates this mechanic.

Damage Tick and Proc Duration

Time From Initial Proc		0s	1s	2s	3s	4s	5s	6s
Damage Tick Occurred?	Slash	✗	✓	✓	✓	✓	✓	✓
	Heat	✗	✓	✓	✓	✓	✓	✓
	Toxin	✗	✓	✓	✓	✓	✓	✓
	Electricity	✓	✓	✓	✓	✓	✓	✗
	Gas	✓	✓	✓	✓	✓	✓	✗

Forced Procs

Forced procs^[1] are status effects that are guaranteed to occur regardless of the status effect's damage distribution or the weapon's status effect. They are independent from normally occurring procs.



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Forced procs have negative interactions with some warframe abilities such as Zephyr's Tornado where forced procs do not apply to enemies caught within the tornados, and instead apply to the tornados themselves.

Multishot

When firing multiple pellets in a single attack, the status chance on a listed weapon in the Arsenal is the probability that each pellet will individually proc. For example, the [Strun Wraith](#) displays a 12% status chance, so each of its ten pellets has a 12% chance to individually proc.

Average Procs

When you might apply more than one kind of status effect, or the applied effect is one which benefits from multiple applications in the same shot (e.g. Corrosive procs), it is helpful to know the average quantity of status effects triggered per shot (i.e. from a single click of the fire button). This value can be determined with the following formula:

Average Number of Procs Per Shot = Multishot × (Number of Forced Procs + Status Chance per Projectile)

Average Number of Procs per Second = Average Number of Procs Per Shot × Fire Rate

A table with example values to display the relation of status chance and multishot.

	Arsenal Status Chance							
	150%	100%	99%	80%	150%	100%	99%	80%
Multishot	Chance per Pellet/Projectile				Average Procs per Shot			
1.9 (using SC)	150%	100%	99%	80%	2.85	1.9	1.88	1.52
3 (e.g. Exergis)	150%	100%	99%	80%	4.5	3	2.97	2.4
5								

Strun Wraith								
20	150%	100%	99%	80%	30	20	19.8	16

Continuous Weapons

Despite [Continuous Weapons](#) firing only one beam after adding multishot (with damage instances merged), it will still proc status effects as if more than one projectile was visually present. This means that multishot benefits the average status chance of continuous weapons like any other weapon.

Status Mods

Status chance mods affect the base status chance of the weapon, i.e. the status chance value displayed in the Codex that is the probability, for the unmodded weapon, that *each* projectile will inflict a status effect.

Status Chance

- Rifle
- Shotgun
- Pistol
- Melee
- Archgun
- Archmelee

 [Catalyzer Link](#)

 [Galvanized Aptitude](#)





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[Malignant Force](#)

[Proton Jet](#)

[Rifle Aptitude](#)

[Rime Rounds](#)

[Thermite Rounds](#)

Status Damage



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[Rifle Elementalist](#)

[Shotgun Elementalist](#)

[Pistol Elementalist](#)

[Melee Elementalist](#)

[BurningHateMod.png](#)

[Burning Hate](#)

Status Duration



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[Continuous Misery](#)

[Lingering Torment](#)

[Perpetual Agony](#)

[Lasting Sting](#)

[Rapid Resilience](#)

[Toxic Sequence](#)



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[Hunter Track](#)



Status Immunity

Players can achieve temporary total status immunity by equipping the below mods or using these abilities. For immunity towards individual status effects, please navigate towards the respective damage type page. Status immunity prevents new status effects from being applied to players, but does not remove existing status effects.

Note that sources of [Invulnerability](#) and [Overguard](#) also protect against status effects.

Sources of Status Immunity

Abilities

[illegible]

Mods



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[Empowered Quiver](#)

[Hearty Nourishment](#)

[Negate](#)

[Purifying Flames](#)

[Shield of Shadows](#)

[Tidal Impunity](#)

Miscellaneous



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Sources of Status Effect Cleansing

Abilities

Titanic

N/A

N/A

N/A

18 / 22 / 30 / 40 % (energy gain)

- 50% (health deducted)
- 100% (status cleanse)
- 2 HP (minimum health threshold)

Garuda sacrifices her health to generate energy.

3

Introduced in [Update 24.0](#)
(2018-11-08)

Mods



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[Hearty Nourishment](#)

[Purging Slash](#)

[Rolling Guard](#)

[Safeguard Switch](#)

[Tidal Impunity](#)

Status Resistance

Unlike sources of status immunity, these provide a percent chance to ignore an incoming proc on the player.



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Holding [Sancti Magistar](#), 20%
to resist any incoming procs

[Empowered Quiver](#) (not max
rank)

[Fortitude](#)

[Motus Impact](#)

[Motus Setup](#)

[Motus Signal](#)



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[ned Sure Footed](#)



[Resolute Focus](#)

[Sure Footed](#)

[Arcane Deflection](#)

[Arcane Healing](#)

[Arcane Ice](#)

[Arcane Nullifier](#)

[Arcane Warmth](#)



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Status Immune Enemies

Full Immunity

Regulator

Desert Skate

Eidolons, including Vomvalysts

Exploiter Orb

Profit-Taker Orb

Ropalolyst



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Arbitration Shield Drone



Tusk Thumper



Tusk Thumper Bull



Tusk Thumper Doma

Partial Immunity

To **Viral** procs



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Ambulas

Deimos Carnis

Deimos Genetrix

Deimos Jugulus

Deimos Leaping Thrasher

Deimos Therid



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Deimos Saxum

Demolisher Boiler

Demolisher Leaping Thrasher

Trivia

- Prior to [Update 25.7](#) (2019-08-29), a status effect's duration could be increased or decreased, along with the total number of ticks in the case of damage-over-time procs, if the target's speed was altered by a Warframe power (such as [Molecular Prime](#) or [Rest & Rage](#)) according to the following formulas:
 - For slowing effects: **Effective status duration = (base status duration) ÷ (1 - slow % in decimals)**
 - For speeding effects: **Effective status duration = (base status duration) ÷ (1 + speed up % in decimals)**
- Prior to [Update 27.2](#) (2020-03-05), physical procs were weighted four times more than elemental ones.
- Prior to [Update 27.2](#) (2020-03-05), shotguns' status chance per pellet were calculated differently, instead of being the exact status chance shown in the Arsenal: **Chance per Pellet = 1 - (1 - Status Chance)^(1 ÷ Pellet Count)**



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the Arsenal represented the
the weapon's pellets would proc.

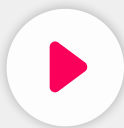


build since each pellet would proc as a result of the above equation.

- However, a shotgun that only reaches shy of 100% status chance when modded would see significantly diminished results.
 - For example, a 99% **status chance** on a 10 pellet weapon would result in a 36.9% **status chance per pellet**.

▼ View Old Status Chance Calculation Table List ▼

Media



Talking About Status Sec And What Over 100% Status Means (Warframe)

Patch History

Update 35.0 (2023-12-13)

- Fixed icons of currently inflicted Status Effects not appearing over enemy heads with the “Show Enemy Names” setting toggled off.

Update 34.0 (2023-10-18)

- Fixed Status Proc icons appearing under squadmate username when aiming over their player avatar. Now these icons will appear beside their name to improve legibility.



Game System **Mechanics**

Currencies

General

Credits

Platinum

Orokin Ducats

Aya

Endo

Regal Aya

Standing

Nightwave

Orbiter

Player art



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• Nightwave • Orbiter • Player art



	Factions	Corpus • Grineer • Infested • Orokin • Sentient • Syndicates • Tenno
	Social	Chat • Clan • Clan Dojo • Leaderboards • Trading
	Squad	Host Migration • Inactivity Penalty • Matchmaking
	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • Orbiter
Gameplay	Basics	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint
	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect
	Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System
	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
	PvP	Duel • Conclave (Lunaro) • Frame Fighter
	Other	Gravity • Threat Level
Equipment	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
		Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff



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Rate • Hitscan • Holster • shot • Noise • Projectile •



	Operator	Amp • Focus (Madurai , Vazarin , Naramon , Unairu , Zenurik) • Lens
	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsic s • Kaithe
	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
Technical	General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
	Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal Twitch Extension • World State
	Audio	Mandachord • Music • Shawzin • Somachord • Sound
	Mathematical	Calculating Bonuses (Additive Stacking , Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research

Status Mods

Edit

[Collapse]

Status Chance

Rifle	Catalyzer Link • Hammer Shot • High Voltage • Malignant Force • Rifle Aptitude (Galvanized) • Rime Rounds • Thermite Rounds
Shotgun	Frigid Blast • Nano-Applicator • Scattering Inferno • Shell Shock • Shotgun Savvy (Galvanized) • Toxic Barrage
Pistol	Embedded Catalyzer • Frostbite • Jolt • Pistol Pestilence • Scorch • Stunning Speed • Sure Shot (Galvanized)
Melee	Drifting Contact • Enduring Affliction • Melee Prowess • Vicious Frost • Virulent Scourge • Volcanic Edge • Leaping Wounds
	Casing • Hypothermic Shell • Modified Munitions



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Archmelee	Cryo Coating • Infectious Injection • Ion Infusion • Searing Steel • Sudden Impact
Beast	Flame Gland • Frost Jaw • Shock Collar • Venom Teeth
Status Damage	
Rifle	Rifle Elementalist
Shotgun	Shotgun Elementalist
Pistol	Pistol Elementalist
Melee	Melee Elementalist
Status Duration	
Warframe	Rapid Resilience
Primary	All: Hunter Track • Rifle: Continuous Misery • Shotgun: Lingering Torment
Pistol	Augur Seeker • Perpetual Agony • Toxic Sequence
Melee	Lasting Sting

1. Despite not being formally used in-game, internally the developers do use the term to refer to guaranteed procs independent from chance

Categories

▼

Languages

▼

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