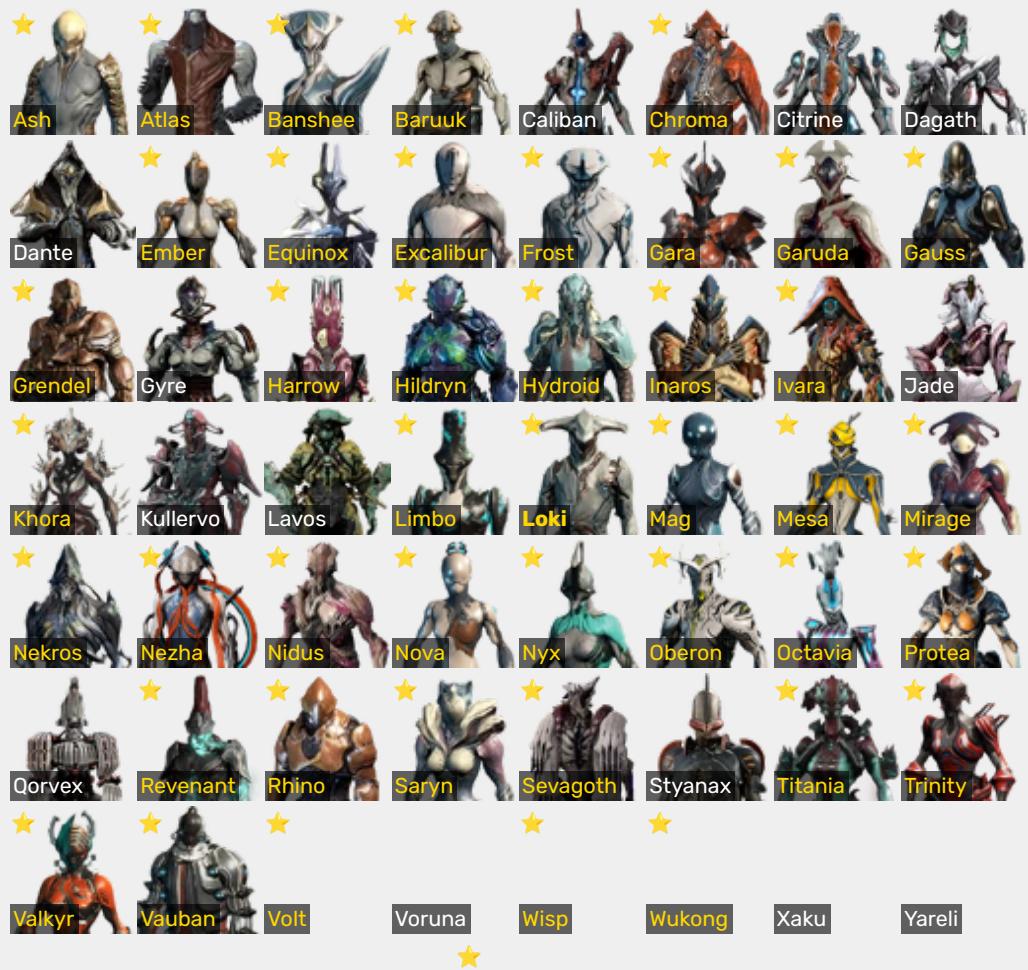


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Loki

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Passive

Loki's [Wall Latch](#) duration is increased to a maximum of **60** seconds, ten times longer than any other Warframe.

Abilities

[View Maximization](#)

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

Decoy

Loki deploys a holographic copy of himself that draws enemy fire and absorbs a portion of enemy health and shields.

1

25

Introduced in [Vanilla](#) (2012-10-25)

Strength:

15% (Decoy health and shield absorb)

Duration:

7 / 15 / 20 / 25 s

Range:

15 m (health and shield absorb range)

Misc:

100 m (cast range)
400 SP (Decoy shields)
200 HP (Decoy health)
? % (physical status chances)
1 (limit of decoys)

Subsumable to

[Helmint](#)

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

Invisibility

Loki camouflages himself, becoming invisible to enemies.

2

50

Strength:

N/A

Duration:

5 / 7 / 9 / 10



Introduced in [Vanilla](#) (2012-

10-25)

Range:

N/A

This section is transcluded from [Switch Teleport](#). To change it, please [edit the transcluded page](#).

Switch Teleport

Loki instantaneously swaps positions with a target, confusing the enemy.

3

25 Introduced in [Vanilla](#) (2012-10-25)

Strength:30% / 35% / 40% / 50%
(movement speed buff)**Duration:**

3.5 / 4 / 4.5 / 5 s (movement speed buff)

Range:

25 / 40 / 60 / 75 m

Misc:

? s friendly fire taunt duration

This section is transcluded from [Radial Disarm](#). To change it, please [edit the transcluded page](#).

Radial Disarm

Lets forth a wave of energy, disrupting the projectile weapons of enemies in range and forcing them to revert to melee combat.

4**100****Strength:**

200 / 200 / 350 / 500

Impact**Duration:**

∞

Range:

10 / 13 / 17 / 20 m

Misc:

Introduced in [Vanilla](#) (2012-10-25)

Disarm into melee combat
Knockdown when damaged**Strength Mods****Duration Mods****Range Mods****WARFRAME Wiki**

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