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Passive

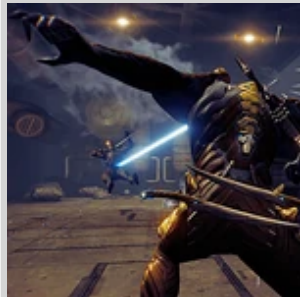
 **Slash** procs inflicted by  **Ash's** weapons and abilities deal **25%** more damage and last **50%** longer.

- Bonus is also independent of [faction damage bonuses](#), stacking multiplicatively with them.
 - For example, when using  **Ash**, a weapon that deals 100 damage with  [Bane of Grineer](#) will have a  **Slash** proc that deals $(100 * (1 +  0.3)) * 0.35 * (1 +  0.3) * (1 +  0.25) = 73.94$ damage per tick.
- Bleed duration bonus stacks additively with status duration mods such as  [Lingering Torment](#).

Abilities

View Maximization

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



 **Shuriken**

Launches a spinning blade of pain, dealing high damage and impaling enemies to walls.

 **25**

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

 **Strength:**

100 / 250 / 350 / 500 ( **Slash** damage on hit)

 **Duration:** N/A

 **Range:** N/A

Misc:

1 / 1 / 2 / 2 (number of shurikens)

6 m (auto-target radius)

60 m (targeting range)

90° (homing angle)

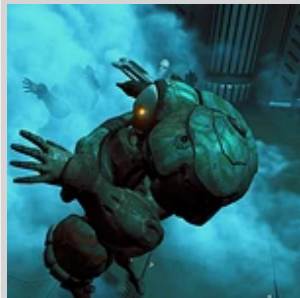
 **Slash** status on hit

Subsumable to

Helminth

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





Smoke Screen

Drops a smoke bomb that stuns enemies and obscures their vision, rendering Ash invisible for a short time.

2 **35**

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

Strength: N/A

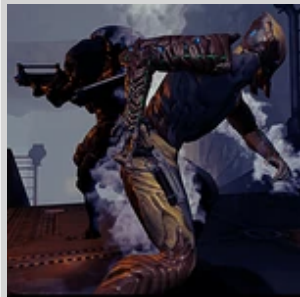
Duration: 2 / 4 / 6 / 8 s

Range: 10 m

Misc: Stagger on hit

▼

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



Teleport

Ash teleports towards the target, bringing him into melee range and making enemies vulnerable to finishers.

3 **25**

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

Strength: N/A

Duration: N/A

Range: 20 / 45 / 45 / 60 m

Misc: Stagger on teleport
Melee finisher prompt
100 % (energy discount on Blade Storm target)

▼

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



Blade Storm

Project fierce shadow clones of Ash upon groups of distant enemies. Join the fray using Teleport.

4 **0** **+6-**

12/mark

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

Strength: 750 / 1000 / 1500 / 2000 (True damage)

Duration: N/A

Range: 50 m

Misc: 3 (number of hits per mark)
2 (number of Shadow Clones)
Slash status per hit
50 % (invisible mark)

100 % (energy discount for Teleport on marked enemy)

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Duration Mods

Range Mods

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