

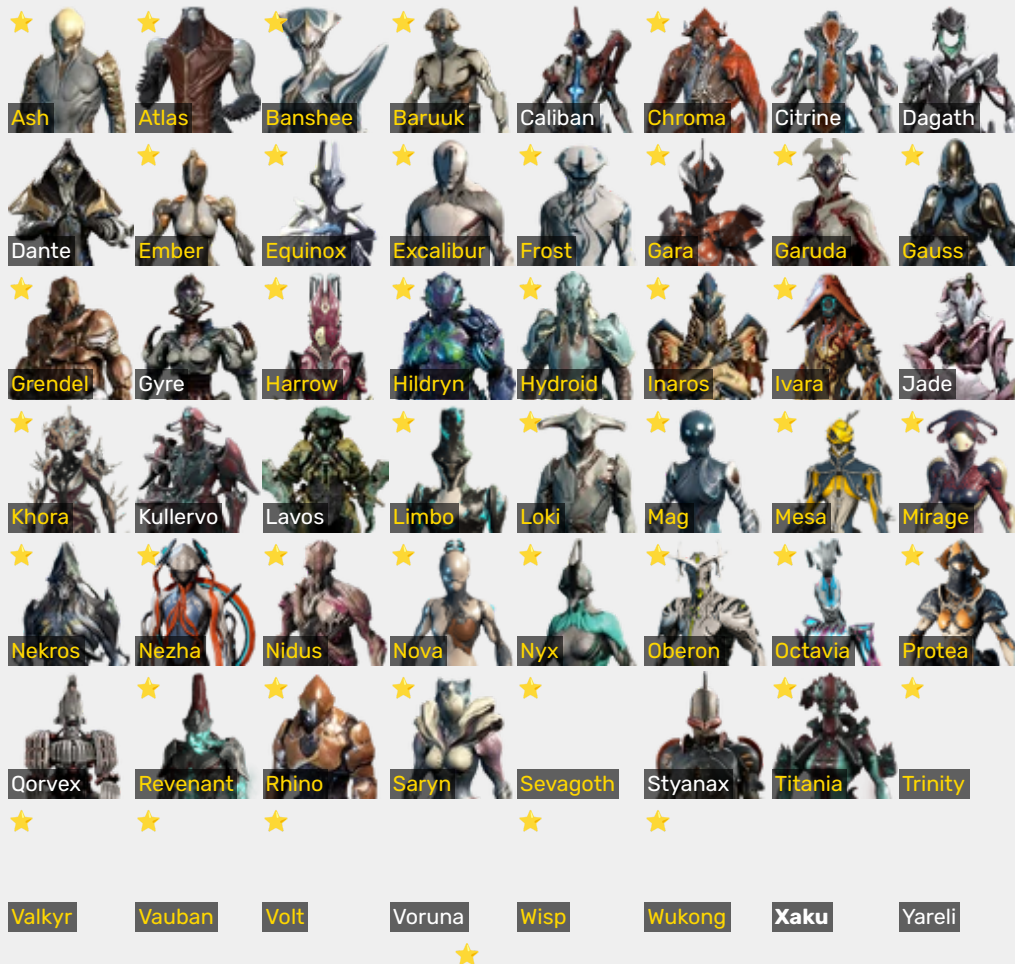
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Passive

Shifting their pieces unpredictably, **Xaku** has a **25% Dodge** chance to harmlessly phase through incoming enemy weapon attacks, while protected by a **25% Damage Reduction** against area of effect damage. Passive dodge chance and area damage reduction both raise to **75%** while **The Vast Untime** is activated.

- Enemy attacks affected by the dodge passive include hitscan, bullets, projectiles, and melee attacks. Explosions that occur near Xaku are **not** dodged, instead Xaku will receive damage reduction against them.
- **Evasion** (such as from **Agility Drift**) and Xaku's dodge chances are separate mechanics that do **not** stack.

Abilities

View Maximization

This section is *transcluded* from *Xata's Whisper*. To change it, please *edit the transcluded page*.

1

25

Xata's Whisper

Wield Void damage for all attacks from equipped weapons when activated.

Introduced in **Update 29.0**
(2020-08-25)

Strength:

17 / 23 / 23 / 26 % (**Void** damage bonus)

Duration:

20 / 30 / 30 / 35 s

Range:

N/A

Misc:

1 (extra hit per damage instance)
Sentient resistance reset (upon status proc)

Subsumable to

Helminth

This section is *transcluded* from *Grasp of Lohk*. To change it, please *edit the transcluded page*.

2

50

Grasp of Lohk

Void Tendrils steal weapons from nearby enemies to use as your own floating, auto-targeting armament.

Introduced in [Update 29.0](#) (2020-08-25)

Strength:

20 / 30 / 40 / 50 ([Void](#) scaling damage)

Duration:

5 / 7 / 9 / 12 s

Range:

6 / 9 / 12 / 15 m (grab range)
5 / 6 / 7 / 8 m (target range)
3 / 4 / 5 / 6 (max targets)

Misc:

1.2/s (fire rate)
? % (stagger chance on hit)
Damage is multiplied by enemy level

This section is *transcluded* from *The Lost* . To change it, please *edit the transcluded page*.

3

75

The Lost

Cycle through and cast one of the three abilities originating from the Warframes that make up Xaku: Accuse, Gaze, and Deny.

Introduced in [Update 29.0](#) (2020-08-25)

Accuse

Strength:
5 / 6 / 7 / 8 (max targets)

Duration:
4 / 8 / 12 / 16 s

Range:
5 / 7 / 9 / 11 m

Misc:
∞ (cast range)

Gaze

Deny

This section is *transcluded* from *The Vast Untime* . To change it, please *edit the transcluded page*.

4

100

The Vast Untime

Temporarily shed the outer pieces of Xaku in a destructive blast, then stalk the battlefield in a

Strength:

600 / 800 / 1,000 / 1,200 ([Void](#) damage)
10 / 15 / 20 / 25 % (slow)

Duration:

10 / 15 / 20 / 25 s

body shrapnel are rendered10 / 15 / 20 / 25 m

weaker to Void damage.

Introduced in Update 29.0
(2020-08-25)

Misc:
+50% (Void damage vulnerability)
100 % (slow cap)
75 % (Dodge chance and area damage reduction)
+20% (move speed bonus)
Ability duration paused

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Duration Mods

Range Mods

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