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# Ophanim Eyes

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### Ophanim Eyes

Jade summons an accusatory gaze that slows nearby enemies and dissolves their Shields and Armor. When the gaze falls upon allies, they can be revived from a distance.

Introduced in [Update 36.0](#) (2024-06-18)

Strength:

20 / 30 / 40 / 50  Heat

damage per second

Duration:

4 / 6 / 8 / 10 % armor and shield strip per second

Range:


15 / 20 / 25 / 30 s

Misc:

70° cone angle

6 / 9 / 12 / 15 % slow per second

90% slow cap

 Heat status after defense strip

Ally bleedout revival at range

Subsumable to


Helminth

Info Bugs



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X

oved Ophanim orbital choir,  
a  20 meter conical gaze with



WARFRAME Wiki



**20 / 30 / 40 / 50** 🔥 **Heat** damage per second, **6% / 9% / 12% / 15%** ? Slow per second stacking up to a cap of **90%**, and permanently lose ⚔️ **4% / 6% / 8% / 10%** of their **Armor** and **Shields** per second; once defenses have been removed, the enemy receives a 🔥 **Heat Status Effect**. Gazing upon fallen allies in **Bleedout** state will halt their bleedout timer and gradually gain revive progress until full revival.

- Holding the ability button (default **3**) while active will cancel the ability. Tap-cast while active to refresh duration to full.
- Each Ophanim Eye projects a light streak toward the reticle to indicate Jade's conical gaze direction.
- When in **Operator** mode, Ophanim Eyes remain active and stares at the last direction before Transference.
- **Ability Synergy:**
  - 🎵 **Symphony of Mercy**'s **Power of The Seven** ⚔️ **Ability Strength** bonus enhances Ophanim Eyes' 🔥 **Heat** damage and defense strip per second.
  - Ophanim Eyes can revive allies during 🦋 **Glory on High**, which disables any Use key (default **X**) interactions.
- Subsuming Jade to the **Helminth** will offer Ophanim Eyes and its augments to be used by other Warframes.
  - However, Subsumed Ophanim Eyes will not have the ability to revive allies from bleedout.



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## 15 comments



A Fandom user • 8/18/2024

Odd question.

Does Archon Vitality double the fire procs on this?



Write a reply



Darthmufin • 8/6/2024

The slow effect will slow down mind controlled enemies as if they were still enemies, which is annoying. More proof that DE doesn't know Nyx exists. Highly doubt their 'light rework' will fix this either.



Write a reply



A Fandom user • 7/30/2024

This is actually THE perfect slow in my view (pun intended) as you can remove it from enemies so that it doesn't interfere with pulling abilities / Thrax form changes / etc. simply by looking away from them (you do not even need to toggle off the ability)

It shows they are actually learning from certain past design mistakes which gives me some measure of optimism for future updates



Binket • 8/6/2024

Frankly, anything that isn't "slow the entire room by 95%" is a step in the right



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at amount of slowdown?



I get a lot of people who tell me "Do you hate Wyrd Scythes too?" when I mention the ability.  
I tell them "No, because it only affects a few targets of which you'll probably kill next anyway."  
Funnily enough, this ability follows that same idea.

Orphanim Eyes slow was the least of our worries-- it's just situations like Gloom that are too widespread.



[A Fandom user](#) • 8/16/2024

Gloom was so bad that DE felt they had to nerf all other CC into the ground.



[A Fandom user](#) • 1d

DE: Gloom is too strong! What do we do!? I know! Nerf everything related to CC. Yeah, that will show em!



Write a reply



[Senpai's Senpai](#) • 7/21/2024

Imo, this is the biblically accurate BE NOT AFRAID ability



Write a reply



[A Fandom user](#) • 7/20/2024

Slow debuff **and** armor strip with 30 freakin' seconds all for 50 energy. Bonkers of a subsume. I had been running Wyrd Scythes but this is definitely an upgrade.



Write a reply



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A Fandom user • 7/17/2024

It does. Violence can turn off Eyes before you full strip unless you can strip in 2 seconds.



A Fandom user • 7/18/2024

Thank you!



Write a reply



A Fandom user • 7/13/2024

Anyone confirm that you don't get the shield from Sanctuary when reviving players with this ability?



Write a reply



A Fandom user • 7/11/2024

This skill is absolutely the best helminth for a lot of frames. You don't have to put nourish on everything, it's easy to get energy, and this will absolutely beat roar for more damage if you have no strip.

Sure, the strip isn't instant, but you don't have to cast it over and over and it comes baked in with a slow. And when you need strip you are probably shooting at something for more than 1 second. Pair it with Corrosive Projection and the rework to armor stripping- making strips less than 100% significant, and it is a HUGE damage increase very quickly.

On Citrine it does it's thing and makes prismatic gem shoot everything you are looking at. Happy Citrine.



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For anyone else who wants to try using ophanim eyes to trigger citrine's gem, if it worked before, it doesn't now. It's still a good subsume on her with the crowd control and strip and benefiting from duration like her other timed abilities, but it doesn't trigger the gem.

Honestly, that *\*would\** kinda be a bit busted, and the ability *\*does\** say weapon damage, so it's not super surprising it doesn't work. But I figured it was worth a try given how good it would be if it *\*did\** work.



Write a reply



A Fandom user • 7/1/2024

This ability is good on paper, but nourish is better. the effects it has are just too weak and slow to really help. maybe if they come up with a good augment for it. i dont actually put nourish on her mind you, but thats simply because i like the looks of having the ability. yes...fashion frame has reached even what abilities i use use now...lol. it doesnt matter...she doesnt need any help. i just did a 25 min survival axi farm....400+ kills 0% damage. no helminth.

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A Fandom user • 7/27/2024

We're all verrrrrry impressed. Anyways, it's still a top contender for best helminth easily



A Fandom user • 7/27/2024

25 min axi survival run with 400+ kills? omg, that's incredible, it's like baby's first axi survival run, well done. congrats



A Fandom user • 7/31/2024

> be me

> main Jade

> subsume Nourish over her 2 or 4 (dependina on playstyle preference)



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If that's accurate it's actually pretty impressive he managed to sustain life support for 25 minutes off of 400 kills



Write a reply



A Fandom user • 6/30/2024

Trying to find uses this can provide for Dante.



A Fandom user • 6/30/2024

Not much considering the whole thing about dante is slash and bypassing enemy armor and giving him a armor strip isnt really gonna make him significantly better.



A Fandom user • 7/14/2024

I think slash proc ignores armor but not initial hit potential make slash proc better but i recommend nourish with crit works better



A Fandom user • 8/4/2024

The damage reduction vs the initial hit doesn't change the slash proc at all, it deals its damage as if the proccing hit were completely unmitigated



Write a reply



A Fandom user • 6/29/2024

Is the rate of slow also effected by power strength or will it always be only 10% per second?



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changed





A Fandom user • 7/3/2024

Thank you!



Write a reply



A Fandom user • 6/29/2024

I think this ability could use some adjustment. Like, why not have heat damage start procing along with the defense stripping? I find that weird.



WarpFactor • 6/29/2024

It's not the main point of the ability though. The low damage per second helps you eyeball (hehehe) the enemies on screen being defense stripped/slowed, and the Heat proc signals that all defenses on that enemy are gone.



A Fandom user • 7/31/2024

I'm just happy it's even there for Condition Overload reasons



Write a reply



A Fandom user • 6/24/2024

If you subsume this into Hildryn (to 1 or 4) how would it synergise (or work against) a blazing pillage build?

These seem to have somewhat similar purposes (stripping heat) with different mechanics, so I'm curious for this potential.



A Fandom user • 6/26/2024



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ability into a frame that already







[A Fandom user](#) • 7/1/2024

Seconding that this would be weird. Ophanim Eyes heat damage is quite low, and sufficient strength (which you want on hildryn anyways) will let you strip with pillage faster than ophanim eyes.



Write a reply



[A Fandom user](#) • 6/22/2024

Armor/shield strip and slow off of an ability that can be subsumed into Helminth seems pretty insane.

Even if it's slower than most of the armor strip methods I've seen out there, I almost see this one having the same problem as Nourish or Eclipse where everyTenno and their mother gives this ability to their 'Frame.



Write a reply



[A Fandom user](#) • 6/20/2024

E os escudos no helmeting fica?

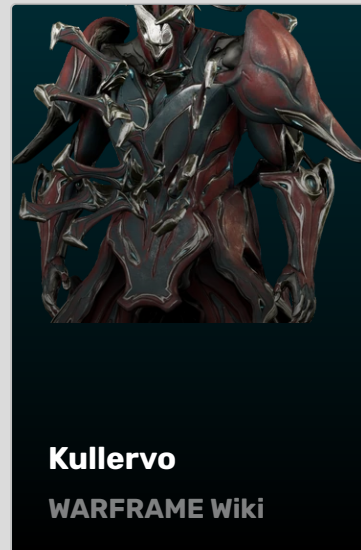
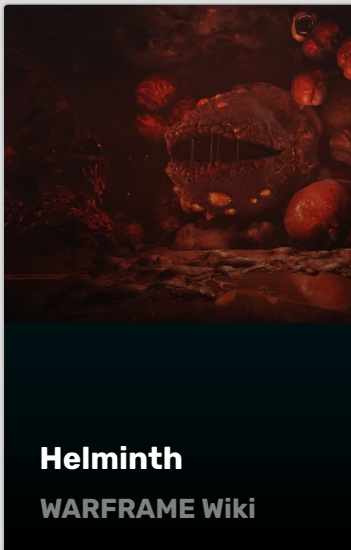
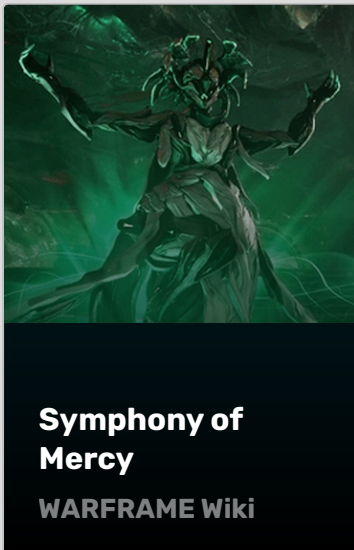
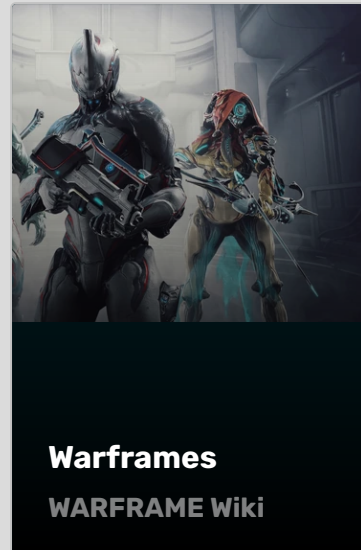
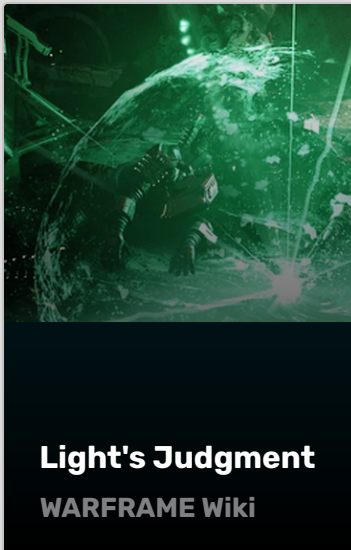
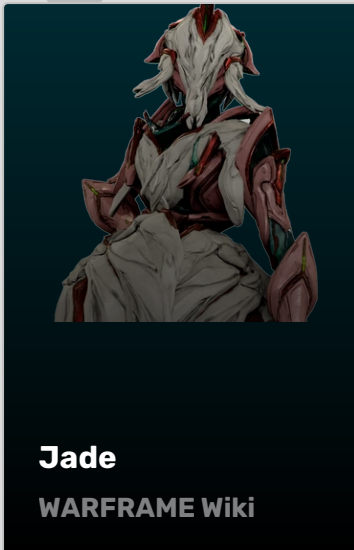
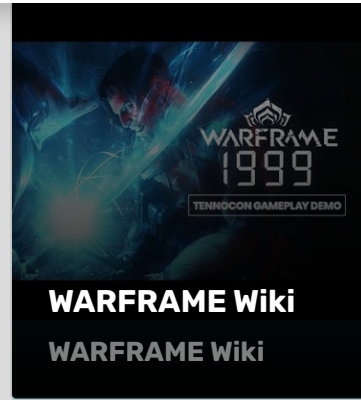
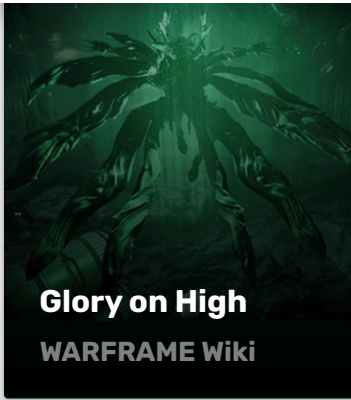


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