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Light Verse

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Light Verse
Dante's vitalizing composition grants him and his allies Overguard and increases their Max Health.

Introduced in [Update 35.5](#)
(2024-03-27)

Strength:
+ 200 / 250 / 300 / 350
Overguard gain
7,500 / 10,000 / 12,500 / 15,000 Overguard cap
+ 14 / 16 / 18 / 20 % HP healed based on max health

Duration: N/A

Range:
20 m ally buff radius

Misc:
1 s (Invulnerability duration on cast)
+1 Final Verse Light page

Info

- Dante expends 25 energy to inscribe a circle of protection, granting himself 1 second of [Invulnerability](#), then 200 / 250 / 300 / 350 [Overguard](#) to a cap of 7,500 / 10,000 / 12,500 / 15,000 points and heals 14% / 16% / 18% / 20% of max [Health](#) for himself and allies within 20 meters.



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protection is fully drawn.

that allows uninterrupted movement



WARFRAME Wiki



- **Ability Synergy:**
 - Light Verse fills a page of  [Final Verse](#) with Light. Light page composes Final Verse's **Triumph** (default  twice), or **Wordwarden** (default  then ) and **Pageflight** (default  then ) when combined with  [Dark Verse](#).
 - [Overguard](#) generated by Light Verse and Final Verse's Triumph are combined into a single pool with two separate maximum values affected by  [Ability Strength](#).



See Also

-  [Dante](#)

Categories



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4 comments



[OliChanUwU](#) • 9/2/2024

Reverse Cursed Technique



Write a reply



[Philatenus](#) • 4/14/2024



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WARFRAME Wiki





A Fandom user • 5/20/2024

I does still trigger archon intensify, but not consistently and i'm not sure what factor trigger it



A Fandom user • 5/23/2024

It will trigger Archon Intensify if it actually heals- there needs to be a valid healing target with missing health in range for Archon Intensify to work.

So it might be your companion or a squadmate, for instance- if they've lost health, Light Verse can heal them and will subsequently activate Archon Intensify.



Write a reply



A Fandom user • 3/30/2024

This ability does not increase max health. The current text on this page may be from an outdated source. The in-game description: "Dante's vitalizing composition grants him and his allies Oveguard and increases their Health."

I assume this is a flat heal, but I have no idea if it applies to defense objects.



A Fandom user • 3/30/2024

Upon testing, I can confirm that it does nothing for defense objects.



WarpFactor • 3/30/2024

Just did some quick tests, yeah its a percentage heal.



Write a reply



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WARFRAME Wiki



Hmm, not seeing a difference in max HP, could this be a heal instead?



User PI • 3/29/2024

Maybe health multiplier?!?! I am here for check this, looks insane for me as 50% of 1000hp = 500hp.



User PI • 3/29/2024

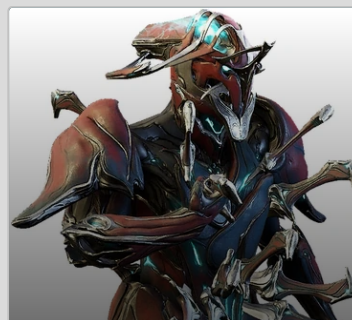
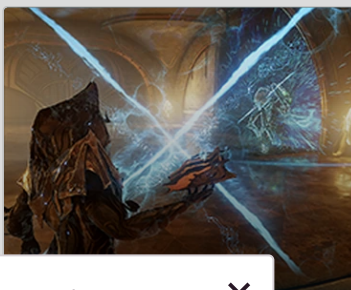
Its hard to test because overguard involves shield and health points very well. If you play Nectracells looks tath drain decrees cant affect Dant health, maybe this skills is heal?!?!? IDK



Write a reply

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CALLING ALL FORMULA 1 FANS!

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