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in: [Qorvex](#), [Warframes](#), [Males](#), [Update 35](#)

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Passive

All primary, secondary, selective melee weapons (Glaives and Gunblades), and  [Crucible Blast](#) wielded by  **Qorvex** gain **Core Exposure**, granting them a **+3 Punch Through** bonus.

Abilities

View Maximization

This section is *transcluded* from *Chyrinka Pillar*. To change it, please *edit the transcluded page*.



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Chyrinka Pillar

Summon a Chyrinka Pillar that slows enemies. It pulses Radiation Damage with a guaranteed Status Effect.

Introduced in [Update 35.0](#) (2023-12-13)

Strength:

700 / 800 / 900 / 1000

Radiation damage per pulse

Duration:

20 / 25 / 30 / 35 s pillar duration

5 s empowered duration

Range:

5 / 6 / 7 / 8 m slam and pulse radius

Misc:

Stagger on slam

Ragdoll on direct slam

3 m pillar height

2 pillars limit

1.5 s pulse interval

35% slow

Radiation status per pulse

0.75 s empowered pulse interval

Subsumable to Helminth

This section is *transcluded* from *Containment Wall*. To change it, please *edit the*

2	50	Containment Wall Contain the threat. Qorvex summons walls that slam together, damaging all enemies caught between them and inflicting Radiation Status. Introduced in Update 35.0 (2023-12-13)	Strength: 125 / 150 / 175 / 200 Radiation damage per tick 2,000 / 2,500 / 3,000 / 3,500 Impact damage on smash +25% damage type modifier
			Duration: N/A Range: 14 / 16 / 18 / 20 m walls length Misc: 2 parallel walls 2 m placement distance 10 m walls gap 3m length x 1m width x 3m height segment dimensions Light Stagger on segment creation 1 s assembly time Radiation status per hit 0.125 s damage interval 7 Radiation damage ticks Enemy linear displacement on smash Large Stagger on smash Melee finisher prompt ∞ damage vuln. debuff duration

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

3	Disometric Guard:	Strength:
	Guard yourself and nearby	200 / 300 / 400 / 500
	allies against Status	Radiation damage on cast
75	Effects. Each time Qorvex	2 / 3 / 4 / 5 initial status
	kills or assists in killing an	immunity stacks
	enemy affected by	5 / 7 / 8 / 10 max status
	Radiation Status, the	Duration:
	number of Status Effects	N/A
	Disometric Guard can	Range:
		N/A

Introduced in Update 35.0 (2023-12-13)	6 m damage radius Radiation status and Knockdown on cast 50 m Affinity Range Status cleanse on cast ∞ stack duration +10% stack chance per active Radiation status on enemy from kills and assists 100% stack chance cap
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This section is [transcluded](#) from [Crucible Blast](#) . To change it, please [edit the transcluded page](#).

4 100	Crucible Blast Release a beam from Qorvex's Crucible Core. Each enemy struck suffers Radiation Damage with a guaranteed Status Effect. Enemies affected by Radiation Status explode in a chain reaction.	Strength: 2,500 / 5,000 / 7,500 / 10,000 Radiation total damage per second 200 / 300 / 400 / 500 Radiation base damage per explosion 100 / 150 / 200 / 250 Radiation extra damage per status
	Introduced in Update 35.0 (2023-12-13)	Duration: N/A Range: 40 m beam length 5 / 6 / 7 / 8 m explosion radius Misc: 0.75 s casting time 2 s beam duration Invulnerable and immobile while active 2 m beam cylindrical radius 10 beam ticks per second 0.10 s beam tick interval Radiation status per beam tick ∞ Punch Through vs. bodies 0.25-1.0 s explosion delay Explosion chain reaction

enemy in chain reaction
Explosion damage scaling
from total stacks of
Radiation status per
irradiated enemy on each
chain reaction

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