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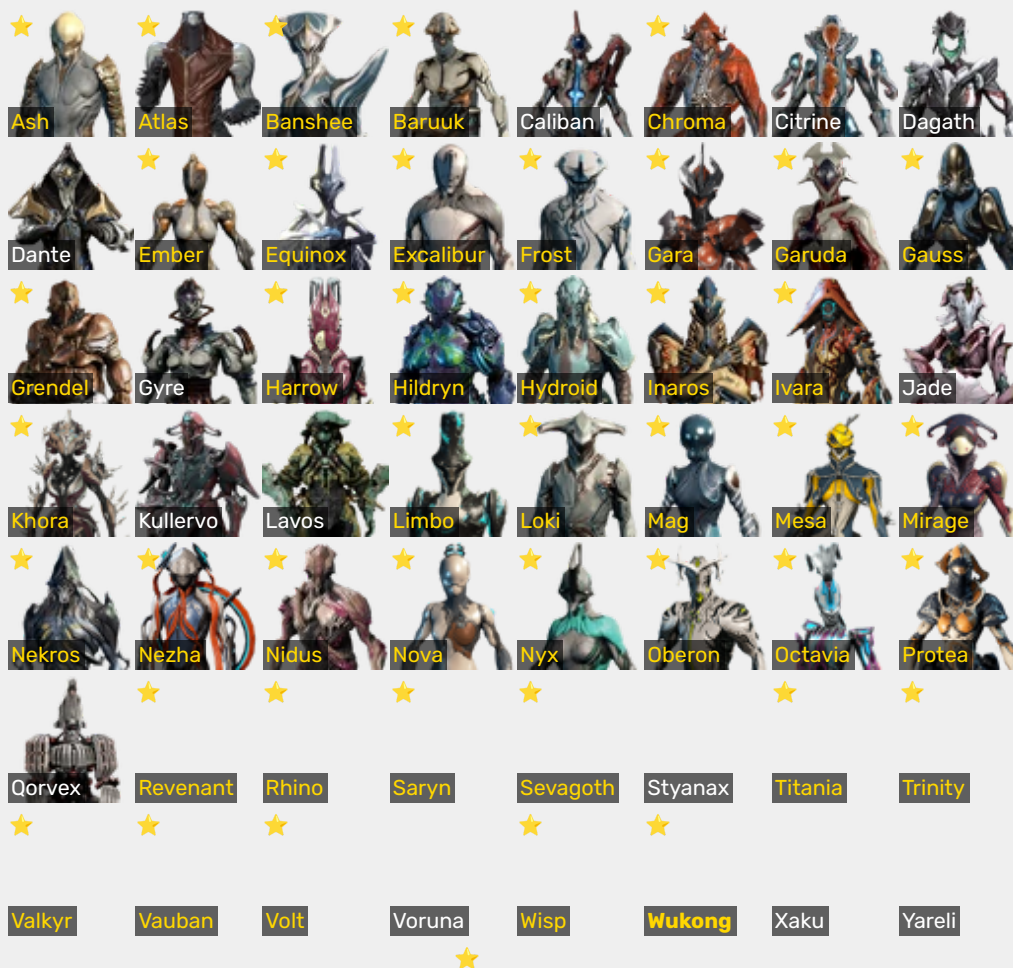
in: [Wukong](#), [Warframes](#), [Males](#), and [5 more](#)

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Wukong

658

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Passive

Wukong has learned five techniques to avoid [death](#) whenever he takes fatal damage. Wukong will be randomly allowed **3** of these techniques per mission, each will make Wukong avoid entering bleedout upon taking fatal damage, [Invulnerable](#) for **2** seconds, restore **50%** [health](#), and provide a unique buff:

- **Primal Forces:** **300%** elemental damage for **60** seconds.
- **Heavenly Cloak:** [Invisibility](#) for **30** seconds.
 - Invisibility does **not** reveal Wukong when he attacks.
- **Cosmic Armour:** Invulnerable for **30** seconds.
- **Monkey Luck:** Enemies killed yield extra loot drops for **60** seconds.
 - [Additional loot retrieval](#) stacks with other loot abilities that loot while alive ([Ivara's Prowl](#)), loot while petrified ([Atlas's Ore Gaze](#)), and loot corpse ([Nekros's Desecrate](#) and [Chesa Kubrow's Retrieve](#)). However, it does **not** stack with other loot on death abilities ([Hydroid's Pilfering Swarm](#), [Khora's Pilfering Strangledome](#), and [Wukong's Monkey Luck passive](#)).
- **Sly Alchemy:** [Orbs](#) are **4x** more effective for **60** seconds.
- When the passive activates, the three randomly selected buffs are briefly displayed as buff icons at the top center part of the HUD. Passive buff icons and timers are displayed beside the shield and health bars.
- These passive buffs **cannot** be dispelled even if Wukong's abilities becomes disabled, such as falling out of bounds or crossing a [Nullifier](#) bubble.

Abilities

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



Celestial Twin

Shedding part of himself, Wukong creates a twin to fight by his side. Attack at range and the twin will melee, pull a blade and the twin will lay down covering fire. Use again to command the twin to attack a target with increased damage.

1
25

Introduced in [Update 25.2](#)
(2019-06-19)

Strength:

1.5 / 1.6 / 1.75 / 2 x (health multiplier)

Duration:

N/A

Range:

N/A

Misc:

∞ (twin lifespan)
0.5 x (damage multiplier)
3 x (mark damage multiplier)
? m (twin recall range)

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

Cloud Walker

Evaporate into a cloud of mist and float through the battlefield, dazing any enemy encountered, while healing Wukong and his twin.

2
25

Introduced in [Update 17.12](#)
(2015-11-25)

Strength:

0.5% / 0.6% / 0.8% / 1%
(health / meter)

Duration:

2 s (cloud duration)

Range:

5 / 6 / 7 / 8 m (stun radius)

Misc:

+300% (movement speed bonus)
100% (status cleanse on cast)
2 s (stun duration)

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



3

50

Defy

Wukong and his twin become invulnerable and defy enemies to attack. All damage is captured, stored, and dealt back in a single furious strike of Wukong's staff. Bonus Armor is then granted relative to the damage captured.

Introduced in [Update 17.12](#) (2015-11-25)

Strength:

? / ? / ? / 250 (minimum damage)

4 / 5 / 6 / 7.5 x (damage multiplier)

0.8 / 1 / 1.2 / 1.5 x (armor multiplier)

Duration:

2 s (invulnerability duration)

15 / 18 / 20 / 25 s (armor duration)

Range:

7 / 8 / 10 / 12 m (staff swing radius)

Misc:

-50 % (move speed penalty)

100 % (status cleanse on spin)

50 AP (min. armor bonus)

1,500 AP (armor bonus cap)

Subsumable to

Helminth

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

4

10

Primal Fury

Summon the Iron Staff and unleash fury.

Introduced in [Update 17.12](#) (2015-11-25)

Strength:

100 / 125 / 200 / 250 (damage)

Duration:

N/A

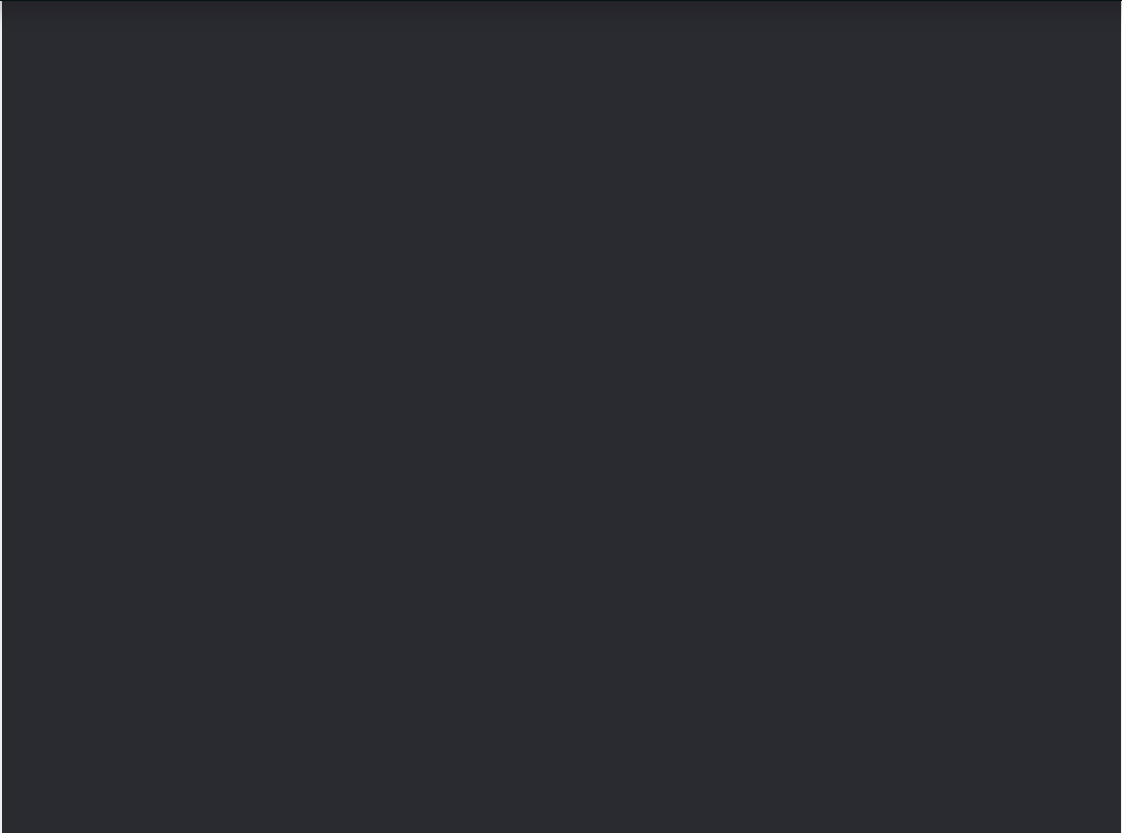
Range:

N/A

Misc:

3.5 m (staff reach)

Strength Mods	Duration Mods	Range Mods



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Hydroid	Inaros	Ivara	Jade	Khora	Kullervo	Lavos	
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Nova	Nyx	Oberon	Octavia	Protea	Qorvex	Revenant	
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- 1. <https://www.warframe.com/2020stats>
- 2. <https://www.warframe.com/2021stats>

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