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Limbo

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CODEX

Master the rift between shadow and substance. Limbo disrupts time-space to provide crowd control. He is at home where others struggle with what is real.

This is Limbo, master of the rift.

In a land of both shadow and substance, Limbo is both nowhere and everywhere.

—Lotus

Release Date: *October 24th, 2014*

Tapping into the Rift, **Limbo** demonstrates his art of dimensional travel that disrupts the space-time continuum, blurring the borders between realms and reality. **Limbo** arrived from the Rift Plane in [Update 15.0](#) (2014-10-24).

Acquisition

Limbo's main [blueprint](#) can be purchased from the [Market](#). Component blueprints are awarded from [The Limbo Theorem](#) quest, obtainable by completing the [Europa Junction](#) on [Jupiter](#). Additional component blueprints can be bought from [Cephalon Simaris](#) for **25,000**.

Alternatively, upon completion of [The Duviri Paradox](#), Limbo's main and component blueprints can be earned



Limbo

Portrait In-Game Menus



[Update Infobox Data](#)

Description

Master the rift between shadow and substance. Limbo disrupts time-space to provide crowd control. He is at home where others struggle with what is real.

Passive

Dodge to enter and exit the Rift. Entering leaves behind a small Rift portal lasting 5s. Energy slowly recharges in the Rift, and each enemy killed in there also gives 10 Energy.

Abilities

1st Ability

[Banish](#)

2nd Ability

[Stasis](#)



the rotating week he is available, players can earn his blueprints after reaching Tier 2 (Neuroptics), 5 (Chassis), 8 (Systems), and 10 (Main) rewards.

Crafting

4th Ability	Cataclysm
General Information ^	
Sex	Male
Mastery Rank	0
Max Rank	30
Health	270 (370 at Rank 30)
Shields	180 (280 at Rank 30)
Armor	105
Energy	175 (225 at Rank 30)
Starting Energy	100
Sprint Speed	1.15
Aura Polarity	
Exilus Polarity	None
Polarities	
Introduced	Update 15.0 (2014-10-24)
Themes	Magician, Planes of Existence
Progenitor Element	Electricity
Subsumed Ability	Banish
Tactical Ability	Cataclysm
Sell Price	10,000
Official Drop Tables ^	
https://www.warframe.com/droptables	

Manufacturing Requirements						
 Edit blueprint requirements						
25,000	1	1	1	Orokin Cell 3	Time: 1 Minute(s)	
					Rush: 25	
Market Price: 200		Blueprints Price: N/A				
Limbo Neuroptics Blueprint						

		2	150		Rush: 25
Limbo Chassis Blueprint					
15,000	Neural Sensors 1	Ferrite 1,000	Rubedo 300	Argon Crystal 1	Time: 1 Minute(s) Rush: 25
Limbo Systems Blueprint					
15,000	Control Module 1	Morphics 3	Salvage 500	Plastids 220	Time: 1 Minute(s) Rush: 25

Lore

Main article: [The Limbo Theorem](#)

Excellent, the final Theorem and its^{sic} unfragmented. Processing. Oh. Wait, Limbo, no that's a mistake, you don't want to go there. It's too big a jump. You can't rift walk... ohh. Oh no. Operator, I think I know why we're finding Limbo parts scattered throughout the system. His final rift walk was a miscalc... --disaster.-- Well, perhaps when you occupy this frame, you will use more... caution.

—Ordis at the end of the quest

Limbo's component blueprints were discovered by the player during the [The Limbo Theorem](#) quest, scattered across the Origin System as a result of the Warframe's miscalculations when crossing between the normal plane and the [Void](#).

Tips

See [Rift Plane](#) for more detailed information on the following tips

- Limbo's abilities give him great survivability, making him a good solo frame. He can become invulnerable to weapon attacks of every enemy except the specific ones he might choose, and being in the Rift Plane grants a consistent source of energy. However, he is always vulnerable to [Eximus](#) abilities, and these units make it somewhat risky to stand still in a mission.
- This ability of Limbo to pick and choose enemies can be used to deal with dangerous targets with high priority. Since units with [Overguard](#) active are

use of [Banish](#) and [Rift Surge](#) depending on the situation to isolate an Eximus unit.

- In the presence of [nullifiers](#) or in relatively mobile missions, it can be difficult or expensive to bring enemies into the rift for isolation. In such cases, make use of Rift Surge.
- In [Defense](#), [Mobile Defense](#) and [Excavation](#) missions, Limbo can use Cataclysm to transport the defending Warframes and the mission object to the Rift Plane, making it and the Warframes invulnerable to all enemies outside of the Cataclysm. Upon contact with a [Nullifier](#) bubble, his Cataclysm collapses; so to avoid sudden incoming fire after the collapse, simply make sure to use Rift Surge regularly and keep Stasis active. This works especially well against strong ranged enemies.
 - Modding for low [Ability Range](#) reduces the likelihood of a Nullifier popping the Cataclysm bubble.
- Limbo can use a single Banish to give a Warframe Energy Regeneration, Invulnerability and with [Rift Haven](#) Health Regeneration for only 25 base Energy, making Limbo a useful support Warframe. If an ally player is accidentally placed in the rift, they can exit by rolling.
- In [Spy](#), being in the Rift Plane will not trigger alarms when passing through Laser Barriers, making some Data Vaults extremely easy.
 - Enemies, Cameras, Motion Detectors and Sensor Regulators can still detect see Limbo while in the Rift Plane.
 - Using Banish on a Warframe with access to invisibility such as [Loki](#) active can let them have free mobility through Data Vaults, as they will be undetectable by Cameras, Regulators, Enemies, and Laser Barriers.
 - When raiding a Spy mission alone, using a [Huras Kubrow](#) or [Shade](#) to hide from enemies will make Limbo invisible and untouchable, thus he can simply ignore all barriers, enemies and other countermeasures in the vaults all by himself.
- In [Rescue](#) Missions, Limbo's abilities may prove useful:
 - Once freed, Banishing the Rescue target keeps them perfectly safe for the duration.
 - On the [Infested Ship](#) tileset, Limbo can walk through the detection lasers while in the Rift Plane without triggering an execution.
- Likewise, Banishing the Operative in [Defense](#) missions in [Sorties](#) and [Arbitrations](#) can provide them extra safety.
- While most enemy attacks cannot interact between planes, there are notable



the other hand, most Warframe abilities can cross planes with no issues. Learning which attacks and abilities can cross the Rift Plane may be worth memorizing.

- Cataclysm and Banish does not affect the [Operator](#), which allows them to interact with items outside of the Rift Plane.

Trivia

- Limbo is the second Warframe who sells for **25,000**, rather than the standard **10,000**, the first being [Loki Prime](#).
- Limbo is the first Warframe who has a body part that can detach from its body while in a mission, in this case the upper portion of his base helmet (and by extension, his alternate helmets) that resembles and functions like a [top hat](#). Other Warframes being, [Chroma's](#) pelt, [Nezha's](#) ring, [Titania's](#) Razorwings, [Gara's](#) glass shards, [Protea's](#) turret, and [Xaku's](#) armor.
- Limbo's physical appearance, emulating a top hat and coat, evokes the appearance of a [stage magician](#).
 - Alternatively, Limbo appears to have many similarities to [Baron Samedi](#), a [Loa](#) of [Haitian Vodou](#). Baron Samedi is depicted wearing a top hat and dinner jacket, and spends most of his time in another realm/plane. Specifically, he stands at the crossroads between the spiritual and physical world. He is tasked with deciding whether or not someone will die and be accepted into the realm of the dead, typically by digging the grave of someone destined to die.
- Limbo is currently the tallest Warframe in the game when including his top hat, even surpassing [Chroma](#) in height.
- According to his associated [questline](#), the [Old War Era](#) Limbo Warframe that the player obtains information about (and subsequent blueprints from the data) died while crossing into the rift plane, scattering his components across the Origin System. [Ordis](#) insists the player be more careful as to not repeat the same mistake.
- Limbo is the first Warframe to have unique [rolling](#) animations, propelling himself forward while slipping into and out of the [Rift Plane](#).
 - When performing a back-spring, Limbo will reach up and quickly remove the unique module of his currently equipped helmet, "tipping" his "hat" whilst sliding backward.
- Limbo is the second quest-driven Warframe that has a Prime variant, after [Mirage](#).



Bugs

- Limbo's hat may be displaced on his head after casting abilities.
- The displaying of Banish's icon on allies does not occur when allies walk into Portals generated by Limbo's Passive. This can make it very confusing to tell which of your allies, if any, are currently in the rift. in case of doubt, enter the rift and cast banish on your allies, this will solve the issue.

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Hydroid

Limbo

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Vauban

Banshee

Ember

Gauss

Ivara

Mag

Oberon

Sevagoth

Volt

Baruuk

Equinox

Grendel

Jade

Mesa

Octavia

Voruna

Yareli

Caliban

Excalibur

Gyre

Khora

Mirage

Protea

Styanax

Wisp

Chroma

Umbra

Harrow

Kullervo

Nekros

Qorvex

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