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Rift Plane

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The **Rift plane** is an alternate dimension to the normal environment, or **material plane**, where most [Warframe](#) gameplay takes place.

Generally, entities in the Rift plane cannot interact with entities in the material plane, and vice versa, though there are substantial exceptions.

Currently, only a [Limbo](#) or a Warframe that has [subsumed](#) [Banish](#) can transition friends, foes, and, exclusive to [Limbo](#), himself between the two planes with his abilities, providing opportunity for a vast amount of synergies.

Rift Plane



Players who enter the Rift during a mission have tinted screens and muffled sound.

Entering the Rift

In order for [Warframes](#) to enter the Rift, there must be a [Limbo](#) or another Warframe with [Banish subsumed](#) in the [Squad](#). The [Limbo](#)

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WARFRAME Wiki



[Cataclysm](#) which temporarily warps a zone of the material plane into the Rift. Additionally,  [Limbo](#) can enter and leave the Rift at will (with his [Companion](#) in tow, if any) **by dodging** (default ), briefly leaving a small portal in his wake that allies can touch to enter the Rift temporarily.

Enemies can enter the Rift plane by being banished or walking into a  [Cataclysm](#), but take **300**  [Impact](#) transitional damage by doing so. Transition damage (when entering **or** leaving the Rift) is **not** affected by [mods](#) or any damage increase, whatsoever. A [Synthesis Target](#) or [Capture Target](#) may demonstrate the ability to phase in and out of the Rift; they do not damage themselves in this manner.

[Sortie](#) Tenno Operatives, [Kavor Defectors](#) and [Rescue](#) targets **can** be banished, and static [Defense Objects](#) can only be placed within the Rift if they are even partly within a  [Cataclysm](#) zone. Special enemies like [Assassins](#) **can** be banished^[1], while others, like some [bosses](#) and Capture Targets **cannot**, but can still be affected by a Cataclysm's influence.

Warframes passively regenerate **2** [energy](#) per second while in the Rift plane. Though a small amount when compared to skills such as  [Trinity](#)'s  [Energy Vampire](#), this energy regeneration is constant and cannot be interrupted, except by the effects of some abilities or by exiting the Rift. Warframes using channeled abilities (such as  [Nyx](#)'s  [Absorb](#) and  [Banshee](#)'s  [Sound Quake](#)) **do not** gain energy toward their upkeep; however, during non-toggles (such as  [Mirage](#)'s  [Prism](#)), the Warframe **will** regain energy.

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Interactions Across Planes

Players

Interactions of players with other things:

- **General Combat:** Any combatant within the Rift plane **cannot** normally strike combatants that are in the material plane, and vice versa (*see below*). Simply put, most weapon attacks (including their [Status Effects](#)) are ineffective across the different dimensional planes.



- Players in the Rift plane cannot perform most of the interactions with the environment that require the action key (default ) , such as:
 - [Hack](#) consoles (entering the Rift will cancel any hacking action, triggering any applicable alarms).
 - Introduce datamasses in [Mobile Defense](#) objectives (casting  [Cataclysm](#) before introducing the datamass is therefore a bad idea).
 - Open lockers.
 - Activate [Life Support](#) capsules.
 - Call elevators.
- Players in the Rift cannot collect [Pickups](#) or pick up portable items (such as datamasses, [power cores](#) and [void keys](#)) in the material plane, unless they are inside a  [Cataclysm](#). A [Companion](#)'s  [Vacuum](#) and  [Fetch](#) precepts will still drag pickups near the player.
- Weapon damage modified by ability augments, such as  [Smite Infusion](#) or  [Fireball Frenzy](#), does not strike between planes.
- Projectiles from  [Exodia Contagion](#) and  [Exodia Epidemic](#) do not strike between planes.
- **Yes** cross-plane effect:
 - Almost all Warframe abilities affect combatants across planes. Direct damage abilities (like  [Shuriken](#) or  [Avalanche](#)), and non-damaging abilities (like  [Chaos](#) or  [Radial Blind](#)), will work identically with no regard to plane. Abilities that make use of exalted weapons, such as  [Valkyr](#)'s  [Hysteria](#) and  [Mesa](#)'s  [Peacemaker](#), also work across planes (the only exception being  [Ivara](#)'s  [Artemis Bow](#)^[1]).
 -  [Gara](#)'s  [Splinter Storm](#) is a notable exception as it never crosses the Rift, even if Gara enters or exits the Rift. Casting Splinter Storm while in the Rift results in the Splinter Storm existing solely in the Rift until the ability expires.
- [Mutalist Quanta](#)'s [Alternate Fire](#).
- Players in the other plane can [revive](#) downed players.
- [Focus](#) multipliers can be picked up from the Rift plane.
- Open doors (including two-lock/co-op doors).
- Capture [Interception](#) nodes.
- Place [coolant canister](#) into thermia fractures, and taking them up again after closing the fracture. (Picking up an empty canister after being dropped by [Coolant Raknoids](#) is not possible.)
- A [Sentinel](#)'s [Coolant Leak](#).



- Scanning items (e.g. [plants](#) or [Fragments](#)) still works when the player is in the Rift.
- Projectiles from [Pax Seeker](#), a [Kitgun](#)'s Arcane, can target and damage enemies across planes.
- [Operators](#) cannot enter the Rift including through [Cataclysm](#), allowing them to interact with objects that banished Warframes would be unable to. Therefore, an Operator can perform every interaction that requires the action key inside [Limbo](#)'s Cataclysm, thus trivializing most [Spy](#) missions, as one can lock the entire vault room inside the Cataclysm, kill enemies and cameras, and then proceed to the vault and activate Operator mode to hack it.

Enemies

Interaction of enemies with players:

- **General Combat:** Enemies **cannot** strike players in the other plane, and vice versa (as previously mentioned). However, enemies can still see and attempt to attack Warframes in any plane, and physical bodies still experience collision.
- **No** cross-plane effect:
 - Nullifier fields, such as shields of [Nullifier Crewman](#) and [Corrupted Nullifiers](#), will not affect banished enemies or warframes (i.e. they will stay in the Rift).
 - Auras produced by [Ancients](#) and [Eximus](#) enemies will not affect targets in the other plane.
 - Enemies in the Rift plane can't interact with consoles. This becomes useful in preventing enemies from activating alarms (particularly [Wardens](#)) or capturing [Interception](#) nodes.
 - Fire patches left by [Napalms](#).
- **Yes**, cross-plane effect:
 - When [Limbo](#) enters Nullifier fields:
 - If Limbo is in the Rift, he will be pulled out into the material plane and will be unable to enter the Rift as long as he is under the Nullifier effect.
 - Limbo will be forced to cancel active [Stasis](#).
 - Abilities from [Fog Scrambus](#).
 - Abilities from [Eximus](#).
 - Blasts from [Jackal](#)'s homing missiles.
 - [Hyekka Masters](#)' firebombs.
 - [Kuva Fortress](#) turrets and [shrapnel mines](#).
 - Toxic clouds from a [Juggernaut](#).



- [Tusk Thumper](#), and its variants, can knock down and damage Tenno in the Rift with its charging.
- Projectile attacks from two of [Lephantis](#)' heads.

Environment

Interactions of the environment with players:

- **No** cross-plane effect:
 - Most traps, such as [Arc Traps](#).
 - Corpus [Laser Barriers](#).
 - Grineer [Sensor Bars](#).
 - Orokin [Death Orbs](#), [Laser Plates](#), and [Cryo Floors](#).
- **Yes**, cross-plane effect:
 - [Security Cameras](#) and [Kuva Fortress scanners](#) will detect players in the Rift.
 - [Hull Breaches](#).
 - Open fire, like flames burning in jars found during [Sands of Inaros](#) and jet flame from *static* dropship in [Kuva Fortress](#).

Leaving the Rift

If a player enters the Rift plane by being [Banished](#), they may simply [roll](#) or [backspring](#) out of it, this prevents [Limbo](#) players from griefing other squad members, or otherwise ending the effect before the duration is up. Falling into an abyss and being re-spawned will also prematurely end banishment. Enemies banished into the Rift can be banished out of it by a [Limbo](#).

Allies and enemies that are in the Rift plane by the effects of [Cataclysm](#), must leave the area of that effect. The radius of a Cataclysm recedes naturally over time, so allies and enemies standing still can find themselves out of the Rift before the expected duration has passed.

Enemies take **300** [Impact](#) transitional damage whenever they leave the Rift in any manner, similar to when they enter (see *Entering the Rift*). It is possible to "edge-dance" a melee assailant to death near a [Cataclysm](#).

Other Information

- Transition damage can be diminished by [Armor](#) and an [Ancient Healer](#)'s damage



- Bullets that were fired while being in one plane cannot hit enemies in the other, even if the user changed planes before the bullets hit.
- There is an unlimited cap of entities (players and enemies) that can be in the Rift at the same time, only limited by the duration of their banishment.
- Even if [Mirage](#) is inside the Rift her [Hall of Mirrors](#) clones **can** still hit enemies outside of the Rift. This is because her clones are a Warframe ability, and abilities work through the different planes.
- If players are inside a [Cataclysm](#), they can still hit enemies outside of it with bullets, provided that the enemies have been banished beforehand. Likewise, banished players outside of a Cataclysm can hit enemies inside it with bullets. Both interactions apply to enemy bullets as well, so it's a good idea to use [Stasis](#) first, for maximum protection.
- Holding down [Banish](#)'s ability key will dispel (aka "unbanish") the banishment of **all** affected targets (allies and enemies), including those banished by [Rift Surge](#).
 - Targets banished by either ability before going into a [Cataclysm](#) will **not** come out of the Rift plane when leaving its area of effect, instead they will stay banished for the remaining of the effect's duration. Allied Warframes can still *roll* out of it though.

Bugs

- [Syndicate](#) weapon effects (such as [Entropy](#)) will affect enemies and breakable objects in both planes.
- [Blade and Whip](#) heavy attacks and certain combos can pull enemies in both planes.
- Consoles can be interacted with inside a [Cataclysm](#) by pressing (default ) and (default ) in quick succession.^[1]

References

1. Needs confirmation.

Patch History

Update 30.9 (2021-11-11)

- Changed Limbo's Rift status for vehicles (K-Drive, Yareli's Merulina, etc):
 - On mount, the vehicle inherits the rider's Rift state.



- If the vehicle's Rift state changes, the rider's will change to match.

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	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsic • Kaithe
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