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Hate

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CODEX

Hate is a scythe with a cruel blade, wielded by The Stalker.

Hate is a deadly scythe wielded by the [Stalker](#).

This weapon can be sold for  **5,000**.

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Hate

Normal

Incarnon



Untradeable

[Update Infobox Data](#)

General Information

Type

Scythe

Mastery

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Characteristics

- This weapon deals primarily  Slash damage.
- Stance slot has  polarity, matching  Reaping Spiral and  Shadow Harvest (Conclave only) stance.
- Can use the Hate-exclusive  Burning Hate mod.

Advantages over other Melee weapons (excluding modular weapons):

- Second highest base damage of all scythes, behind  Caustacyst.
- Second highest critical chance of all scythes, behind  Reaper Prime.
- Tied with Reaper Prime for the highest critical multiplier of all scythes.
- Normal Attack (wiki attack index 1)
 - High crit chance (30.00%)
 - Above average total damage (230)
 - High attack range (2.80 m)
 - High crit multiplier (2.50x)

Disadvantages over other Melee

Max Rank	30
 Slot	Melee
Trigger Type	N/A
Utility ^	
Attack Speed	0.92x animation speed
Block Angle	60°
Combo Duration	5.0 s
Disposition	●●●○○ (1.10x)
Follow Through	0.6x
Range	2.80 m
Noise Level	Silent
Sweep Radius	0.25 m
Normal Attack ^	
 34.5 ( 15%)	 34.5 ( 15%)
 161 ( 70%)	
Total Damage	230 (70.00%  <u>Slash</u>)
Attack Speed	0.92x animation speed
Crit Chance	30.00%
Crit Multiplier	2.50x
Fire Rate	0.92 attacks/sec
Noise Level	Silent
Status Chance	20.00%
Heavy Attack ^	
Heavy Damage	1,380
Crit Chance	30.00%
Crit Multiplier	2.50x
Status Chance	20.00%
Wind-up	1.0 s
Heavy Slam Attack ^	
Slam Damage	690



- Slowest **attack speed** of all scythes.
- Normal Attack (wiki attack index 1)
 - Low attack speed (0.92x animation speed)
 - Below average status chance (20.00%)
 - Below average disposition (●●●○○ (1.10x))

See [WARFRAME Wiki:Stat Comparison/Percentiles](#) for more details.

Crit Multiplier	2.50x
Slam Element	 Blast
Forced Procs	 Lifted
Slam Radius	9.0 m
Status Chance	20.00%
Slam Attack ^	
Slam Damage	460
Crit Chance	30.00%
Crit Multiplier	2.50x
Slam Radius	8.0 m
Slam Element	 Impact
Status Chance	20.00%
Slide Attack ^	
Slide Damage	460
Crit Chance	30.00%
Crit Multiplier	2.50x
Slide Element	Same damage type distribution as Normal Attack
Status Chance	20.00%
Miscellaneous ^	
Compatibility Tags	SCYTHES_STANCE
Riven Family	Hate
Introduced	Update 8.0 (2013-05-23)
Polarities	None
Sell Price	5,000
Stance Polarity	
Users	• Stalker
Variants	Hate



Article Categories

- Weapons
- Stalker Weapons
- Slash Damage Weapons
- Scythe
- Hate
- Melee Weapons
- N/A Weapons
- Weapons With No Trigger Type
- Stalker
- Base
- Silent Weapons
- Untradeable Weapons
- Available In Conclave

Acquisition

The Hate's blueprint is dropped by the [\(Shadow\) Stalker](#). It is also included in the [What Stalker?](#) bundle for **800** in the market.

Item	Source	Chance	Expected	Nearly Guaranteed
Blueprint	Stalker	5.87%	~ 17 Kills	114 ± 38 Kills
Blueprint	Shadow Stalker	5.87%	~ 17 Kills	114 ± 38 Kills

All drop rates data is obtained from [DE's official drop tables \(https://warframe.com/droptables\)](https://warframe.com/droptables). See

Mission Rewards#Standard Missions for definitions on reward table rotations.

For more detailed definitions and information, visit [here](#).

Manufacturing Requirements					
 Edit blueprint requirements					
15,000	Morphics	Ferrite	Nano Spores	Salvage	Time: 12
	10	5,000	6,000	4,500	Hour(s)
					Rush: 50
Market Price: N/A			Blueprints Price: N/A		

Notes

Incarnon Genesis

- Upon completion of [The Duviri Paradox](#) and [Angels of the Zariman](#), and unlocking

[Incarnon Genesis](#) form grants it evolutions to a transformation and newfound strength.

Evolution

This section is [transcluded](#) from [Hate Incarnon Genesis § Evolutions](#). To change it, please [edit the transcluded page](#).

- Installing the Hate Incarnon Genesis requires **20** [Pathos Clamp](#), **70** [Dracroot](#) and **20** [Maw Fang](#).
- When installed, the first Evolution tier is unlocked. The following Evolution tiers, their requirements for unlocking them, and their related perks, are shown below:
 - Each challenge additionally grants **5,000 affinity** to the weapon, affected by [Affinity Boosters](#).

Evolution I

- Reach **6x** Combo and then [Heavy Attack](#) to activate Incarnon Form.
- Incarnon Form embeds blades that explode with Heat Damage during Forward and Neutral Combos.
 - Forward and Neutral Combos in Incarnon Form will launch **1** spectral blade towards the crosshair that explodes on impact.
 - All hits are affected by the stance multiplier of the attack that launched the blade.
 - On direct hits, spectral blades deal **50%** of Hate's base damage with a matching damage distribution (**15%** [Impact](#), **15%** [Puncture](#), **70%** [Slash](#))
 - Critical Chance, Critical Damage and Status Chance are the same as the base weapon.
 - Direct hits can headshot.
 - Direct hits of spectral blades are affected by universal base damage sources like [Vigorous Swap](#), [Arcane Arachne](#), [Vex Armor](#) and [Amp](#).
 - Direct hits of spectral blades are affected by [Condition Overload](#).
 - Direct hits of spectral blades are **not** affected by melee base damage sources like [Primed Pressure Point](#) or [Arcane Fury](#).
 - Explosion deal **50%** of Hate's base damage as pure [Heat](#) damage.



- Explosions have a **5m** radius with **100%** falloff, unaffected by [Range](#) mods such as [Reach](#).
- Explosions are silent.
- Explosions do not inflict self-stagger.
- Explosions cannot headshot.
- Explosion damage is **not** affected by [Condition Overload](#).
- **+100%** Melee Damage
- **+20%** Sprint Speed
- **+20%** Bullet Jump
- Incarnon Form lasts for **180** seconds and persists until [death](#).

Evolution II

Unlock Challenge: Complete a solo mission with this weapon equipped.

- Perk 1: **Swordsman's Flourish:**
 - Increase Damage by **+30**.
 - With Melee Weapon Equipped: **+100%** Combo Count Chance
 - Does **not** apply to quickswap melee. Requires manually equipping the melee, either by holding the weapon swap key (default **F**) or going into a mission with only the melee weapon equipped.
- Perk 2: **Stalker's Legacy:**
 - Increase Damage by **+30**.
 - With [Dread](#) and [Despair](#) equipped: **+30** Initial Combo.

Evolution III

Unlock Challenge: Activate this weapon's Incarnon Form **6** times in a mission.

- Perk 1: **Orokin Reach:**
 - **+0.8** Range.
- Perk 2: **Swift Break:**
 - **+60%** Heavy Attack Wind Up Speed.
- Perk 3: **Resolute Force:**
 - **+10s** Combo Duration.

Evolution IV



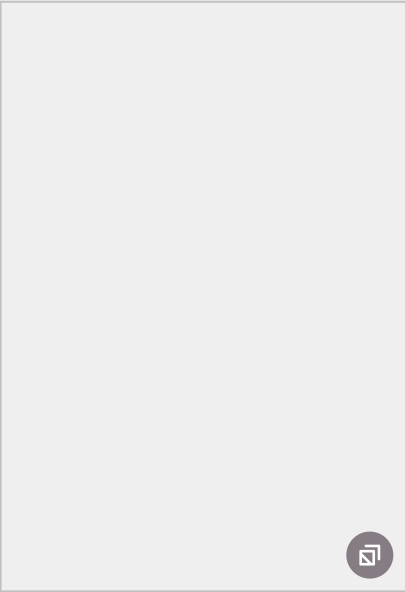
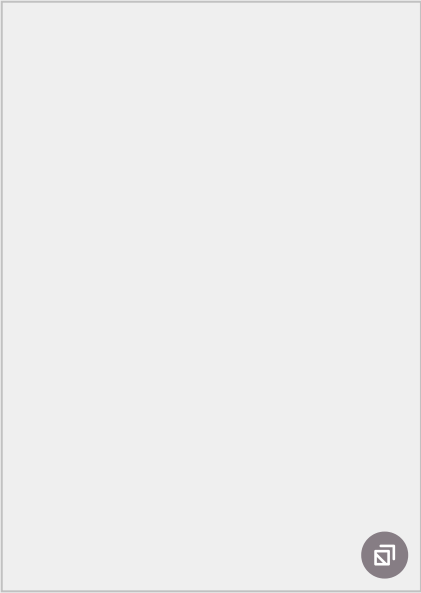
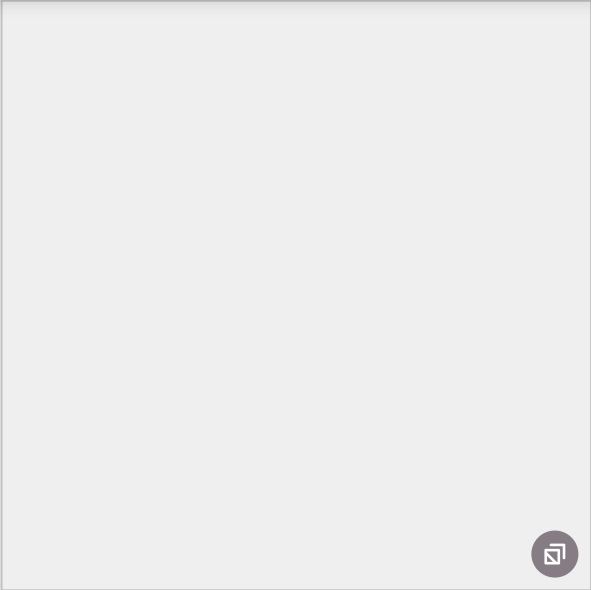
- Perk 1: **Absolute Valor:**
 - Increase Critical Chance by **+10%**.
- Perk 2: **Absolute Dominion:**
 - Increase Status Chance by **+20%**.
- Perk 3: **Subtle Force:**
 - Increase Critical Chance by **+6%**.
 - Increase Status Chance by **+10%**.

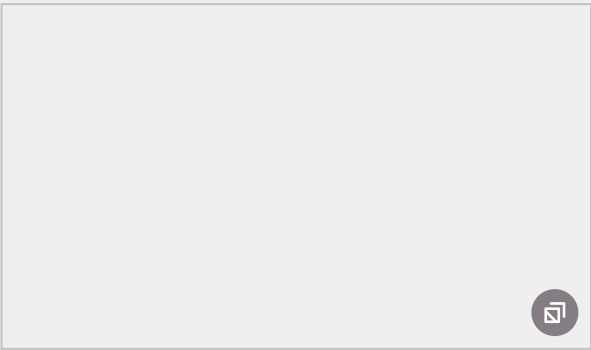
Trivia

- When holding a datamass, your character will swing Hate with one hand.
- Despite the Hate being the weapon featured in the [Stalking Fan](#) card, the Hate's stance polarity matches [Reaping Spiral](#)'s instead.

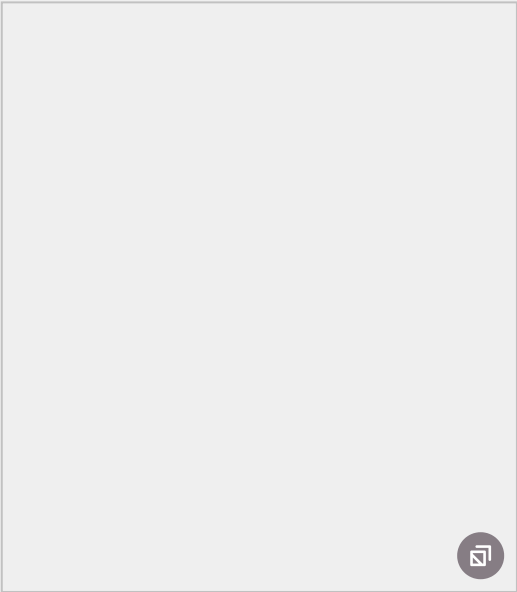
Gallery

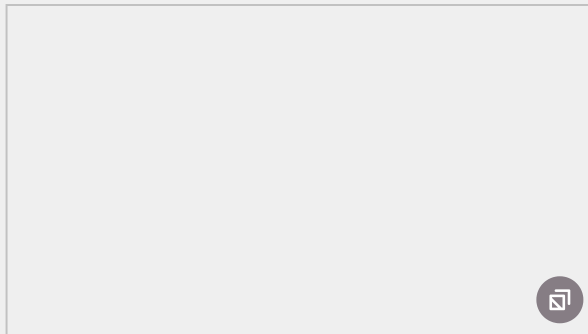




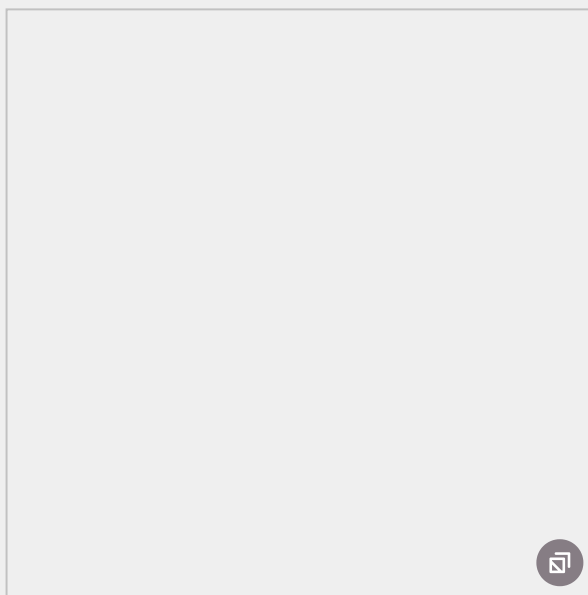


Colour Customization of Hate



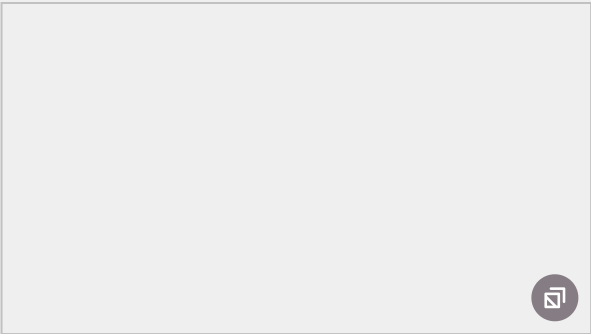


Hate as the Spearmint Scythe

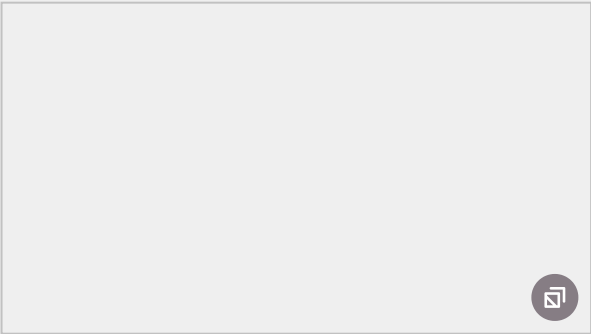


Original Hate and Hate as Spearmint Scythe





Chanelling with Hate



Hate with Spearmint Skin

Hate Skins

Edit



Enlightened Hate



Spearmint
Seasonal



Thanatos

Patch History

Hotfix 36.0.3 (2024-06-20)

- Turned down the SFX volume of the Enlightened Hate Skin.

Update 36.0 (2024-06-18)

- Increased (Shadow) Stalker's drop rate for Hate to 11.73%.
 - Note: The Drop Chance of rolling a reward from this Drop Table is unchanged (i.e. 50%).
- Updated the visual materials on the Hate.

Last updated: [Update 26.0](#) (2019-10-31)

See Also

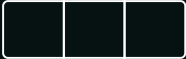
- [Stalker](#), the NPC who uses Hate.
- [Hate Incarnon Genesis](#), the Incarnon power-up for the Hate.



Weapons • Damage • Incarnon • Compare All • Cosmetics						[Collapse]
Primary	Secondary	Melee	Archwing	Robotic	Modular	Railjack
Arm Cannon						
Auto	Bubonico • Shedu					
Bow						
Charge	Cernos • Cernos Prime • Cinta • Daikyu • Dread • Evensong • Kuva Bramma • Lenz • MK1-Paris • Mutalist Cernos • Nataruk • Paris • Paris Prime • Prisma Lenz • Proboscis Cernos • Rakta Cernos					
	Crossbow					
	Auto	Attica • Zhuge • Zhuge Prime				
	Semi / Mag Burst	Nagantaka • Nagantaka Prime				
Exalted Weapon						
Charge	Artemis Bow • Artemis Bow Prime					
Launcher						
Active	Carmine Penta • Penta • Secura Penta					
Auto	Tenet Envoy					
Charge	Ogris					
Semi-Auto	Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid • Zarr					
Rifle						
Active	Simulor • Synoid Simulor					
Auto	AX-52 • Acceltra • Acceltra Prime • Basmu • Baza • Baza Prime • Boltor • Boltor Prime • Braton • Braton Prime • Braton Vandal • Buzlok • Dera • Dera Vandal • Gotva Prime • Grakata • Karak • Karak Wraith • Kuva Karak • MK1-Braton • Mutalist Quanta • Panthera • Panthera Prime • Prisma Grakata • Prisma Tetra • Telos Boltor • Tenet Flux Rifle • Tetra					
	Auto / Active	Alternox				
	Auto / Charge	Aeolak • Ambassador • Quellor • Stahlta				
	Auto / Semi	Argonak • Fulmin • Fulmin Prime • Phenmor • Stradavar • Stradavar Prime • Tenet Tetra • Trumna • Zenith				
	Auto Burst	Battacor				



WARFRAME Wiki



Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
Burst / Charge	Higasa
Burst / Semi	Hind
Burst / Semi / Auto	Kuva Hind • Tiberon Prime
Charge	Miter • Opticor • Opticor Vandal
Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
Semi-Auto	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astillia • Astillia Prime • Boar • Boar Prime • Kuva Sobek • Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm
Charge	Drakgoon • Kuva Drakgoon
Duplex	Sancti Tigris • Tigris • Tigris Prime
Held	Convectrix • Phage • Phantasma • Phantasma Prime
Semi-Auto	Arca Plasmor • Corinth • Corinth Prime • Exergis • Hek • Kuva Hek • MK1-Strun • Rauta • Steflos • Strun • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale
Charge	Lanka
Semi-Auto	Komorex • Rubico • Rubico Prime • Snipetron • Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar • Vulkar Wraith
Speargun	
Auto	Scourge • Scourge Prime
Auto Charge	Javlok
Charge	Ferrox
Charged Auto	Tenet Ferrox
Semi	Afentis



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