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Shedu

203 EDIT

SENTIENT WEAPONS

CODEX

This arm-cannon, ripped from a Sentient, rapid-fires thermal pulses that explode in an electrical blast. Features an ammo-less quick charge capacitor, that emits a knock-back pulse and strips Sentient damage resistances when fully discharged.

The **Shedu** is a [Sentient Assault Rifle Arm-Cannon](#) that fires [Heat](#) beams that create [Electricity](#) explosions on impact. When expending the battery, it releases a large pulse, staggering enemies with an [Impact](#) proc and removing Sentient damage resistances. The arm-cannon does not have ammo reserves, and instead regenerates ammo.

Contents

Shedu

Tradable
(parts and/or blueprint only)

[Update Infobox Data](#)

General Information

Type Arm Cannon

Mastery Rank 13

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Characteristics

- This weapon deals  **Heat** damage, and the explosion deals  **Electricity** damage.
- Shots explode in a **6.6** meter radius upon impacting a surface or enemy.
 - Initial hit and explosion apply status separately.
 - Explosion does not need direct line of sight to deal damage and will penetrate walls.
 - Can benefit from  **Cautious Shot**.
- Fully depleting the battery produces a **20** meter pulse that causes 100 **Impact** damage with 100% status and removes **Sentient** and **Shadow Stalker** damage resistances.
 - This is affected by base damage, faction damage, and **Firestorm** / **Primed Firestorm**; but not by elemental or **multishot**

Max Rank	30
 Slot	Primary
Trigger Type	Auto
Utility 	
Accuracy	N/A
Ammo Max	0
Ammo Pickup	0
Ammo Type	None
Disposition	●●○○○ (0.75x)
Fire Rate	2.50 attacks/sec
Noise Level	Alarming
Magazine Size	7
Reload Time	1.25 s
Reload Delay	0.40 s
Reload Rate	28.00 rounds/sec
Projectile Speed	200.0 m/s
Projectile Type	Projectile
Spread	3.50° (0.00° min, 7.00° max)
Normal Attack 	
 71 ( 100%)	
Total Damage	71 (100.00%  Heat)
Ammo Cost	1
Crit Chance	25.00%
Crit Multiplier	2.10x
Fire Rate	2.50 attacks/sec
Multishot	1 (71.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Spread	3.50° (0.00° min, 7.00° max)
Status Chance	23.00%



- **Critical Chance** is very low or zero, and **Critical Damage** is 2x.
- This weapon does not use ammo pickups; ammo regenerates over time.

Advantages over other Primary weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Above average crit chance (25.00%)
 - High reload speed (1.25 s)
- Radial Attack (wiki attack index 2)
 - High reload speed (1.25 s)

Disadvantages over other Primary weapons (excluding modular weapons):

- Very small battery size.
- Projectiles have travel time.
- Explosion inflicts **self-stagger**.
- Explosion has a **headshot** multiplier of 1x and cannot trigger headshot conditions.
- Explosion has linear **Damage Falloff** from 100% to 40% from central impact.
- Explosion cannot benefit from **Firestorm** (despite being area of effect).
- Normal Attack (wiki attack index 1)
 - Low magazine (7)
 - Very low ammo max (0)
 - Below average fire rate

Projectile Speed	200.0 m/s
Projectile Type	Projectile
Radial Attack	
⚡ 87 (⚡ 100%)	
Total Damage	87 (100.00% ⚡ Electricity)
Crit Chance	25.00%
Crit Multiplier	2.10x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 87 damage) Linear Falloff: between 0.0 m and 6.6 m (100% - 40%) Max Damage Falloff: over 6.6 m (40%, 35 damage)
Fire Rate	2.50 attacks/sec
Multishot	1 (87.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	6.6 m
Status Chance	23.00%
Projectile Type	AoE
Miscellaneous	
Compatibility Tags	ASSAULT_AMMO, PROJECTILE, AOE, BATTERY
Default Upgrades	SheduInnateUpgrade
Riven Family	Shedu
Exilus Polarity	
Introduced	Update 27.0 (2019-12-13)
Polarities	
Sell Price	5,000
Variants	Shedu
Vendor Sources	



- Very low disposition (●●○○○ (0.75x))
- Radial Attack (wiki attack index 2)
 - Low active falloff slope (11.0m/%)
 - Low maximum falloff distance (6.6 m)
 - Low magazine (7)
 - Below average total damage (87)
 - Very low ammo max (0)
 - Below average status chance (23.00%)
 - Very low disposition (●●○○○ (0.75x))

Cephalon Simaris100000 for x1

Article Categories

- Weapons
- Sentient Weapons
- Heat Damage Weapons
- Arm Cannon
- Shedu
- Primary Weapons
- Auto Weapons
- Automatic
- Base
- Battery Weapons
- Alarming Weapons
- Projectile Weapons
- Weapons with Area of Effect
- Tradeable Weapons

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

Acquisition

The weapon blueprint is given to the player at the end of the [Erra](#) quest. Additional blueprints can be bought from [Cephalon Simaris](#) for **100,000**.

The Shedu's components are rare drops from [Symbilysts](#) found in [Sentient Anomalies](#) that appear in the [Veil Proxima](#) during [Empyrean](#) missions. The ship occupies one random node for 30 minutes, indicated by a red flashing [Sentient](#) symbol, then rotates to a different node. Symbilysts were also found in [Operation: Scarlet Spear](#) and [Operation: Orphix Venom](#). The parts can be [traded](#) between players.

Symbilysts also spawn in [Archon Hunts](#) in higher numbers per mission, especially in Defense and Interception missions.

Item	Source	Chance	Expected	Nearly Guaranteed
Handle	Symbilyst	1%	~ 100 Kills	687 ± 229 Kills
Chassis	Symbilyst	1%	~ 100 Kills	687 ± 229 Kills
Barrel	Symbilyst	1%	~ 100 Kills	687 ± 229 Kills

Item	Source	Chance	Expected	Nearly Guaranteed
Receiver	Symbilyst	1%	~ 100 Kills	687 ± 229 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

					Time:
					1
					Day(s)
30,000	1	1	1	1	Rush:
					35
Market Price:			Blueprints		
N/A			Price:N/A		

Notes

- The Shedu uses rifle mods.
- Has a **1** second delay before ammo begins to regenerate; if there are still rounds left, the delay is **0.4** seconds instead. Ammo regenerates at **3.5** rounds per second; it takes **2** seconds to regenerate a fully depleted battery excluding the delay.

Known Bugs

- [Galvanized Aptitude](#) is multiplicative to base damage sources on direct hits.

Tips

- The Shedu's particle effects can make it very difficult to aim. To offset this, players may either change the Shedu's energy color to black or reduce particle density altogether via the Options menu.
- As the [Heat](#) and [Electricity](#) damage portions are separate from one another, the Shedu can get a combination of [Gas](#) and [Corrosive](#) with only a

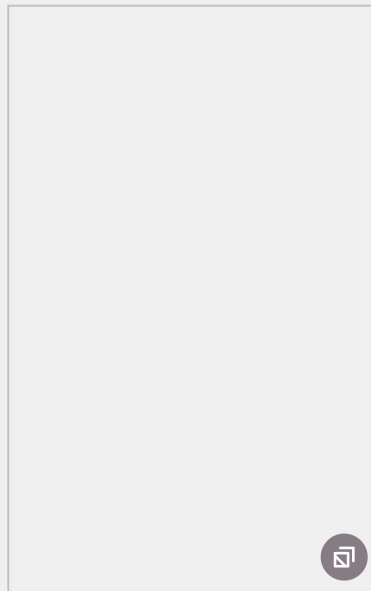
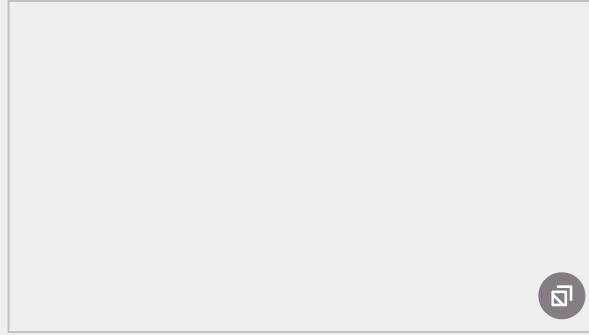
- The Impact status on battery depletion is not technically "forced" and is probably based on 100% status chance. So status bonuses can increase the number of Impact procs, and a negative status chance riven can make it non-guaranteed.

Trivia

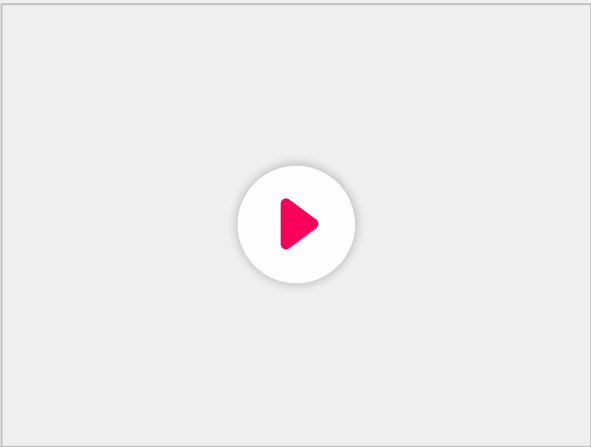
- *Shedu* is an Assyrian guardian deity. The term also means *demon* or *insanity* in several other languages.
- After the [Miter](#) and [Spectra Vandal](#), the Shedu is the third weapon to use a Chassis as a component.
- Due to the way the Shedu is attached to the Warframe model, certain visual effects on the Warframe will also cover the Shedu. These include [Iron Skin](#), [Parasitic Link](#), the [Bloodshed Sigil](#), and certain [Ephemeras](#).
- As an Arm-Cannon, the Shedu will always appear invisible when holstered.
- Despite being of [Sentient](#) design, the weapon does not actually deal any [Tau](#) damage.

Media





Shedu as shown in the arsenal, the weapon emissive is the red glow on the warframe's shoulder



Shedu - Should You Hit An Enemy with Another Enemy, Well This Way You Should

Patch History

[Hotfix 34.0.2](#) (2023-10-19)

- Fixed Shedu’s beam damage instances at times quadrupling after battery recharge.

[Update 33.0](#) (2023-04-26)

- The following weapons can now be found in their corresponding categories in the Arsenal when searching using the tag “Battery”:
 - Shedu

Last updated: [Update 27.0](#) (2019-12-13)

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 •		

	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
Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma • Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime
Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
Burst / Charge	Higasa
Burst / Semi	Hind
Burst / Semi	



	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	Astill • Astill 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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Languages ▼

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