

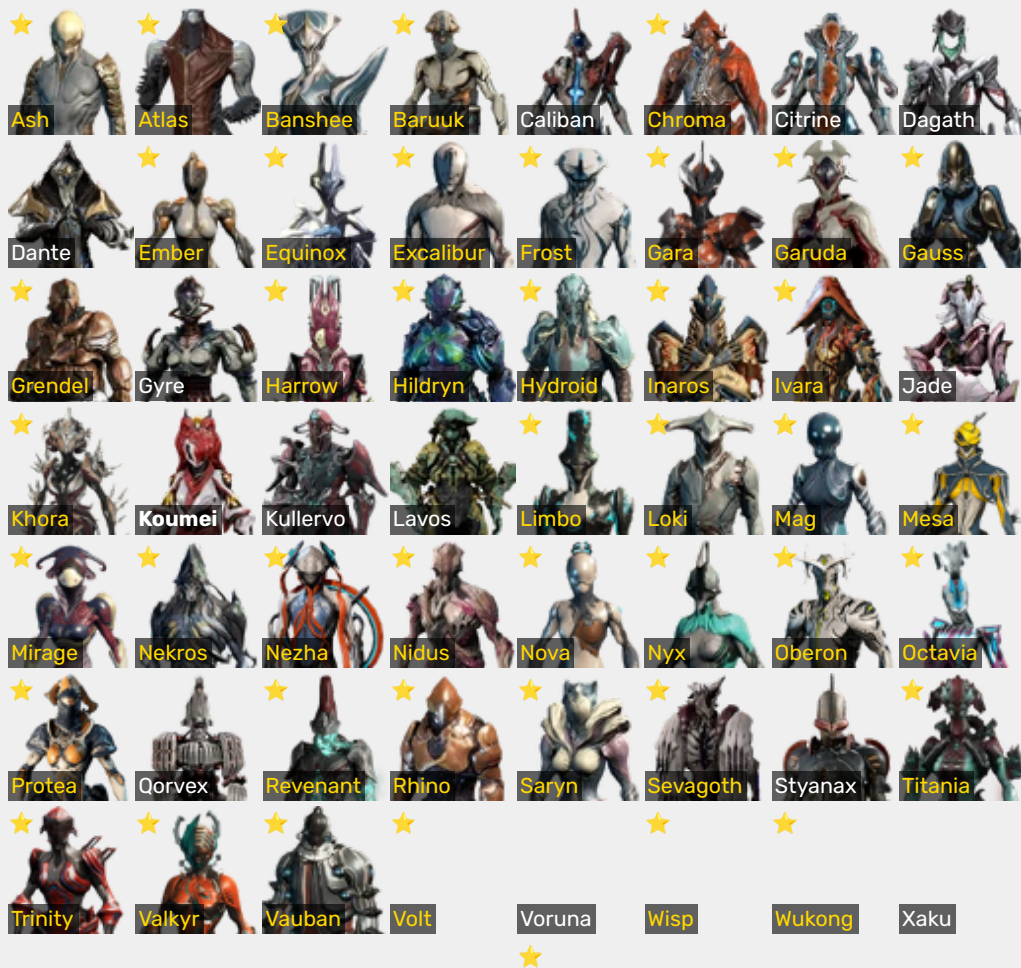
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in: [Koumei](#), [Warframes](#), [Females](#), [Update 37](#)

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Koumei

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WARFRAME Wiki



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Passive

Dare to tempt her fate, risk all in this game of chance, soon shall she succeed. Every **1** minute, fate selects one of **Koumei's** equipped weapons to impart randomized **Status Effects** when dealing **Damage** for **1** minute.

- Koumei's primary, secondary, or melee weapon icon with a circle timer is shown beside her five dice above her ability icons.
- Can select weapon types that Koumei does not have equipped.
- Has no effect on **Multishot**.

Casting an ability rolls **The Five Fates**, up to **5** six-sided dice displayed above Koumei's ability icons. The dice of fate randomly roll to one of their six sides, combining the plum blossom petals into a total number; the total dice roll determines the effectiveness of some abilities from a minimum of **1**, to anywhere in between, to a maximum of **30**. When rolling at least three dice in a triple **6** formation, known as **Shadow's Trinity**, the ability is amplified with a bonus effect. If all dice are fair (each of the faces has the same probability of landing facing up, $\frac{1}{6}$ in this case), there is approximately a 3.55% chance of getting Shadow's Trinity.

- Koumei's Rank determines the amount of available dice:
 - 1 Dice: Rank 0
 - 2 Dice: Rank 2
 - 3 Dice: Rank 6
 - 4 Dice: Rank 12
 - 5 Dice: Rank 15
- The Five Fates dice appear to be weighted, granting a higher and higher chance to roll Shadow's Trinity on repeated ability casts.
- **Kumihimo**: Damage is multiplied by the dice roll. Triple sixes causes all threads of destiny to apply one stack of each primary and secondary elemental status effect.
- **Omikuji**: Immediately awards Koumei a **Decree** without needing to complete a challenge.
- **Omamori**: Summons Omamori Charms whose number is determined by the total dice roll. Triple sixes grant **Invulnerability** for as long as one charm remains.



maximum number of status effect stacks (30) and extends the ability's range behind Koumei.

- Has no interaction with **Helminth** subsumed abilities.

Abilities

View Maximization

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

Kumihimo

Weave the threads of destiny. Enemies who touch the threads suffer a random Elemental Status Effect. A roll of triple sixes creates threads that inflict one of every Elemental Status Effect.

Introduced in [Update 36.0](#)
(2024-06-18)

Strength:

10 / 15 / 20 / 25 x dice roll
(elemental damage)

Duration:

6 / 8 / 10 / 12 s

Range:

10 / 15 / 20 / 30 m
(maximum travel distance)
15 m (threads length)
? / ? / ? / 13 (threads
formed)

Misc:

- ? m/s (star travel speed)
- Random elemental status effect on hit
- 2 m (threads spacing)
- 24 (maximum threads active limit)
- All elemental status effects on hit on triple sixes

*This section is **transcluded** from **Omikuji**. To change it, please **edit the transcluded page**.*

Omikuji

Koumei glimpses a favorable future and the precise steps needed to reach it. Complete the challenge to earn a Decree. A roll of triple sixes grants a

Strength:

N/A

Duration:

N/A

Range:

N/A

Misc:

5 / 8 / 11 / 15 % chance to
earn rare Decree

Decree without a challenge.	Random penalty during challenge on unlucky dice roll
Introduced in Update 36.0 (2024-06-18)	5 s first cooldown 10 s second cooldown 20 s third cooldown 35 fourth cooldown 50 s fifth cooldown 75 s sixth cooldown 100 s seventh cooldown 150 s cooldown cap Instant Decree awarded on triple sixes

This section is *transcluded* from *Omamori* . To change it, please *edit the transcluded page*.

3 75 Omamori Surround yourself with Omamori Charms, each with a chance to have enemy attacks heal you instead of damage you. The number of charms is determined by Koumei's dice roll. A roll of triple sixes grants invulnerability for the duration of your Omamori Charms. Introduced in Update 36.0 (2024-06-18)	Strength: 0.5 / 0.65 / 0.8 / 1 x heal multiplier Duration: N/A Range: N/A Misc: 50 % block chance 5 recast count 3 s internal cooldown Invulnerable on triple sixes Subsumable to Helminth
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This section is *transcluded* from *Bunraku* . To change it, please *edit the transcluded page*.

Bunraku

Wield your foe's fate threads like the strings of marionettes. Koumei's dice determine how many Status Effects foes in front of Koumei will suffer. A roll of triple sixes maximizes Status Effect stacks and extends Bunraku to enemies behind Koumei.

Introduced in [Update 36.0](#)
(2024-06-18)

Strength:

200 / 300 / 400 / 500

Puncture damage

Duration: _____

5 / 10 / 15 / 20 s

Range:
"uuuuuu"

15 / 20 / 25 / 30 m

Misc:

- 170° cone angle
- Number of status stacks based on dice roll
- Random status effects on hit
- 3 s cooldown
- 30 s status duration pause

4

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Strength Mods

Duration Mods

Range Mods

See Also

Koumei



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