

ADVERTISEMENT

in: Weapons, Tenno Weapons, Puncture Damage Weapons, and 10 more

[REGISTER](#)

# Higasa

[8](#)[EDIT](#)[TENNO](#)[WEAPON](#)

## CODEX

Depend on Higasa when it rains bullets. Aiming creates a shield that blocks weapon fire. Kills and blocked shots charge a beam released by Alternate Fire.

**Higasa** is  Koumei's [signature gun](#) umbrella. Its primary fire shoots burst-fire rounds and that builds charges on kills to allow use of the [Alternate Fire](#) involving a powerful  [Blast](#) laser. [Aiming](#) down sights opens the umbrella to project a field that nullifies projectiles and charges the Alternate Fire.

## Contents

1. Characteristics
2. Acquisition

## Higasa

[Edit](#)**Untradeable**[Update Infobox Data](#)

### General Information

 Type

Rifle

 Mastery Rank Requirement

2

**WARFRAME Wiki**

4. Notes
5. Trivia
6. Media
7. Patch History

## Characteristics

- This weapon deals primarily  Puncture damage on its primary fire and pure  Blast damage on its Alternate Fire.
- **Aiming** projects a field that blocks frontal projectiles.
  - The field closes when **Reloading** or charging the Alternate Fire.
- Primary fire shoots 5-round bursts.
- Alternate Fire charges a powerful laser.
  - Requires **10** primary fire kills or **?** blocked shots to charge a gauge and cannot fire without a full gauge.
  - Innate 2 meters **Punch Through**.
- Can use the Higasa-exclusive  **Higasa Serration** mod.

### Advantages over other Primary weapons (excluding modular weapons):

- Auto (wiki attack index 1)
  - Above average crit chance (24.00%)

<b>Slot</b>	Primary
<b>Trigger Type</b>	Burst
<b>Utility</b>	
<b>Accuracy</b>	N/A
<b>Ammo Max</b>	540
<b>Ammo Pickup</b>	80
<b>Disposition</b>	•○○○ (0.50x)
<b>Fire Rate</b>	2.50 attacks/sec
<b>Noise Level</b>	Alarming
<b>Magazine Size</b>	90
<b>Reload Time</b>	2.50 s
<b>Projectile Type</b>	Projectile
<b>Auto</b>	
 15.6 (  60%)	 10.4 (  40%)
<b>Total Damage</b>	26 (60.00%  Puncture)
<b>Ammo Cost</b>	1
<b>Burst Count</b>	5
<b>Crit Chance</b>	24.00%
<b>Crit Multiplier</b>	2.00x
<b>Fire Rate</b>	2.50 attacks/sec
<b>Noise Level</b>	Alarming
<b>Status Chance</b>	18.00%
<b>Projectile Type</b>	Projectile
<b>Trigger Type</b>	Burst
<b>Charged Shot</b>	
 390 (  100%)	
<b>Total Damage</b>	390 (100.00%  Blast)
<b>Ammo Cost</b>	0
<b>Charge Time</b>	1.0 s
<b>Crit Chance</b>	24.00%



- Above average ammo max (540)
- Charged Shot (wiki attack index 2)
  - Above average magazine (90)
  - High total damage (390)
  - Above average ammo max (540)

**Disadvantages over other Primary weapons (excluding modular weapons):**

- Primary fire projectiles have travel time.
- Auto (wiki attack index 1)
  - Low reload speed (2.50 s)
  - Low total damage (26)
  - Below average fire rate (2.50 attacks/sec)
  - Below average status chance (18.00%)
  - Very low disposition (●○○○○ (0.50x))
- Charged Shot (wiki attack index 2)
  - Low reload speed (2.50 s)
  - Low fire rate (1.20 attacks/sec)
  - Low status chance (18.00%)
  - Very low disposition (●○○○○ (0.50x))
  - Below average crit multiplier (2.00x)

<b>Fire Rate</b>	1.20 attacks/sec
<b>Noise Level</b>	Alarming
<b>Punch Through</b>	2.0 m
<b>Status Chance</b>	18.00%
<b>Projectile Type</b>	Hit-Scan
<b>Trigger Type</b>	Charge
<b>Miscellaneous</b>	
<b>Riven Family</b>	Higasa
<b>Exilus Polarity</b>	■
<b>Introduced</b>	Update 37.0 (2024-10-02)
<b>Polarities</b>	
<b>Sell Price</b>	7,500
<b>Variants</b>	Higasa
<b>Vendor Sources</b>	
<b>Article Categories</b>	
<ul style="list-style-type: none"> <li>• Weapons</li> <li>• Tenno Weapons</li> <li>• Puncture Damage Weapons</li> <li>• Rifle</li> <li>• Higasa</li> <li>• Primary Weapons</li> <li>• Burst Weapons</li> <li>• Burst Fire</li> <li>• Base</li> <li>• Pinpoint Weapons</li> <li>• Alarming Weapons</li> <li>• Projectile Weapons</li> <li>• Untradeable Weapons</li> </ul>	

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



Higasa's blueprint and components can be obtained from [Shrine Defense](#) on [Saya's Visions, Earth](#). Access requires completion of [Saya's Vigil](#) and [Once Awake](#).

Alternatively they can be purchased from [Koumei's Shrine](#) in [Cetus](#) with [Fate Pearl](#), which are dropped by the [Infested Oni](#) at the end of Shrine Defense in quantities of 14-18 (20-24 on [The Steel Path](#)). Each component blueprint require 45 and the main blueprint requires 135, totaling 270 Fate Pearls for the whole set.

## Crafting

Higasa also requires [Fate Pearl](#) to craft; 14 per component and 5 for the main blueprint, to a total of 47 Fate Pearls.

Manufacturing Requirements					
 Edit blueprint requirements					
25,000	<a href="#">Fate Pearl</a> 5	1	1	1	Time: 1 Day(s)  Rush: 25
Market Price: 245		Blueprints Price:N/A			
Barrel					
20,000	<a href="#">Fate Pearl</a> 14	<a href="#">Ferrite</a> 100	<a href="#">Goopolla Spleen</a> 10	<a href="#">Esher Devar</a> 10	Time: 12 Hour(s)  Rush: 25
Receiver					
20,000	<a href="#">Fate Pearl</a> 14	<a href="#">Ferrite</a> 100	<a href="#">Grokdrul</a> 40	<a href="#">Coprite Alloy</a> 20	Time: 12 Hour(s)  Rush: 25
Stock					
20,000	<a href="#">Fate Pearl</a> 14	<a href="#">Alloy Plate</a> 100	<a href="#">Cryotic</a> 100	<a href="#">Iradite</a> 25	Time: 12 Hour(s)



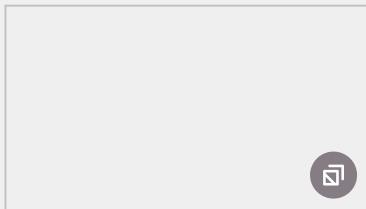
					Rush: 25	
--	--	--	--	--	-------------	--

## Notes

## Trivia

- The weapon may be named after a traditional Japanese parasol (日傘).

## Media



## Patch History

### Hotfix 37.0.1 (2024-10-02)

- Fixed crash caused by Higasa's shield while aiming.

### Update 37.0 (2024-10-02)

- Introduced.

[Weapons](#) • [Damage](#) • [Incarnon](#) • [Compare All](#) • [Cosmetics](#)

[\[Collapse\]](#)

[Primary](#)   [Secondary](#)   [Melee](#)   [Archwing](#)   [Robotic](#)   [Modular](#)   [Railjack](#)

### Arm Cannon

[Auto](#)

[Bubonico](#) • [Shedu](#)

[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](#)



WARFRAME Wiki



<b>Semi / Mag</b>					
<b>Burst</b>	<a href="#">Nagantaka</a> • <a href="#">Nagantaka Prime</a>				
<b>Exalted Weapon</b>					
<b>Charge</b>	<a href="#">Artemis Bow</a> • <a href="#">Artemis Bow Prime</a>				
<b>Launcher</b>					
<b>Active</b>	<a href="#">Carmine Penta</a> • <a href="#">Penta</a> • <a href="#">Secura Penta</a>				
<b>Auto</b>	<a href="#">Tenet Envoy</a>				
<b>Charge</b>	<a href="#">Ogris</a>				
<b>Semi-Auto</b>	<a href="#">Kuva Ogris</a> •	<a href="#">Kuva Tonkor</a> •	<a href="#">Kuva Zarr</a> •	<a href="#">Tonkor</a> •	<a href="#">Torid</a> •
<b>Rifle</b>					
<b>Active</b>	<a href="#">Simulor</a> • <a href="#">Synoid Simulor</a>				
<b>Auto</b>	<a href="#">AX-52</a> •	<a href="#">Acceltra</a> •	<a href="#">Acceltra Prime</a> •	<a href="#">Basmu</a> •	<a href="#">Baza</a> •
	<a href="#">Baza Prime</a> •	<a href="#">Boltor</a> •	<a href="#">Boltor Prime</a> •	<a href="#">Braton</a> •	<a href="#">Braton Prime</a> •
	<a href="#">Braton Vandal</a> •	<a href="#">Buzlok</a> •	<a href="#">Dera</a> •	<a href="#">Dera Vandal</a> •	<a href="#">Gotva Prime</a> •
	<a href="#">Grakata</a> •	<a href="#">Karak</a> •	<a href="#">Karak Wraith</a> •	<a href="#">Kuva Karak</a> •	<a href="#">MK1-Braton</a> •
	<a href="#">Mutalist Quanta</a> •	<a href="#">Panthera</a> •	<a href="#">Panthera Prime</a> •	<a href="#">Prisma Grakata</a> •	
	<a href="#">Prisma Tetra</a> •	<a href="#">Telos Boltor</a> •	<a href="#">Tenet Flux Rifle</a> •	<a href="#">Tetra</a>	
<b>Auto / Active</b>	<a href="#">Alternox</a>				
<b>Auto / Charge</b>	<a href="#">Aeolak</a> •	<a href="#">Ambassador</a> •	<a href="#">Quellor</a> •	<a href="#">Stahlta</a>	
<b>Auto / Semi</b>	<a href="#">Argonak</a> •	<a href="#">Fulmin</a> •	<a href="#">Fulmin Prime</a> •	<a href="#">Phenmor</a> •	<a href="#">Stradavar</a> •
	<a href="#">Stradavar Prime</a> •	<a href="#">Tenet Tetra</a> •	<a href="#">Trumna</a> •	<a href="#">Zenith</a>	
<b>Auto Burst</b>	<a href="#">Battacor</a>				
<b>Auto-Spool</b>	<a href="#">Gorgon</a> •	<a href="#">Gorgon Wraith</a> •	<a href="#">Prisma Gorgon</a> •	<a href="#">Soma</a> •	
	<a href="#">Soma Prime</a> •	<a href="#">Supra</a> •	<a href="#">Supra Vandal</a> •	<a href="#">Tenora</a> •	<a href="#">Tenora Prime</a> •
<b>Burst</b>	<a href="#">Burston</a> •	<a href="#">Burston Prime</a> •	<a href="#">Dex Sybaris</a> •	<a href="#">Harpak</a> •	<a href="#">Hema</a> •
	<a href="#">Kuva Quartakk</a> •	<a href="#">Paracyst</a> •	<a href="#">Quartakk</a> •	<a href="#">Sybaris</a> •	<a href="#">Sybaris Prime</a> •
	<a href="#">Tiberon</a>				
<b>Burst / Charge</b>	<a href="#">Higasa</a>				
<b>Burst / Semi</b>	<a href="#">Hind</a>				
<b>Burst / Semi / Auto</b>	<a href="#">Kuva Hind</a> •	<a href="#">Tiberon Prime</a>			
<b>Charge</b>	<a href="#">Miter</a> •	<a href="#">Opticor</a> •	<a href="#">Opticor Vandal</a>		
<b>Held</b>	<a href="#">Amprex</a> •	<a href="#">Flux Rifle</a> •	<a href="#">Glaxion</a> •	<a href="#">Glaxion Vandal</a> •	<a href="#">Ignis</a> •
	<a href="#">Ignis Wraith</a> •	<a href="#">Quanta</a> •	<a href="#">Quanta Vandal</a> •	<a href="#">Synapse</a> •	<a href="#">Tenet Glaxion</a>

<b>Semi-Auto</b>	<a href="#">Grinlok</a> • <a href="#">Kuva Chakkhurr</a> • <a href="#">Latron</a> • <a href="#">Latron Prime</a> • <a href="#">Latron Wraith</a> • <a href="#">Prisma Grinlok</a> • <a href="#">Veldt</a>
<b>Shotgun</b>	
<b>Auto</b>	<a href="#">Astilla</a> • <a href="#">Astilla Prime</a> • <a href="#">Boar</a> • <a href="#">Boar Prime</a> • <a href="#">Kuva Sobek</a> • <a href="#">Sobek</a>
<b>Auto / Semi</b>	<a href="#">Cedo</a> • <a href="#">Felarx</a>
<b>Auto-Spool</b>	<a href="#">Kohm</a> • <a href="#">Kuva Kohm</a>
<b>Charge</b>	<a href="#">Drakgoon</a> • <a href="#">Kuva Drakgoon</a>
<b>Duplex</b>	<a href="#">Sancti Tigris</a> • <a href="#">Tigris</a> • <a href="#">Tigris Prime</a>
<b>Held</b>	<a href="#">Convectrix</a> • <a href="#">Phage</a> • <a href="#">Phantasma</a> • <a href="#">Phantasma Prime</a>
<b>Semi-Auto</b>	<a href="#">Arca Plasmor</a> • <a href="#">Corinth</a> • <a href="#">Corinth Prime</a> • <a href="#">Exergis</a> • <a href="#">Hek</a> • <a href="#">Kuva Hek</a> • <a href="#">MK1-Strun</a> • <a href="#">Rauta</a> • <a href="#">Steflos</a> • <a href="#">Strun</a> • <a href="#">Strun Prime</a> • <a href="#">Strun Wraith</a> • <a href="#">Tenet Arca Plasmor</a> • <a href="#">Vaykor Hek</a>
<b>Sniper Rifle</b>	
<b>Burst</b>	<a href="#">Perigale</a>
<b>Charge</b>	<a href="#">Lanka</a>
<b>Semi-Auto</b>	<a href="#">Komorex</a> • <a href="#">Rubico</a> • <a href="#">Rubico Prime</a> • <a href="#">Snipetron</a> • <a href="#">Snipetron Vandal</a> • <a href="#">Sporothrix</a> • <a href="#">Vectis</a> • <a href="#">Vectis Prime</a> • <a href="#">Vulkan</a> • <a href="#">Vulkan Wraith</a>
<b>Speargun</b>	
<b>Auto</b>	<a href="#">Scourge</a> • <a href="#">Scourge Prime</a>
<b>Auto Charge</b>	<a href="#">Javlok</a>
<b>Charge</b>	<a href="#">Ferrox</a>
<b>Charged Auto</b>	<a href="#">Tenet Ferrox</a>
<b>Semi</b>	<a href="#">Afentis</a>

## Categories



## Languages



Community content is available under [CC-BY-SA](#) unless otherwise noted.

## More Fandoms

[Sci-fi](#) | [Warframe](#)



**WARFRAME Wiki**



