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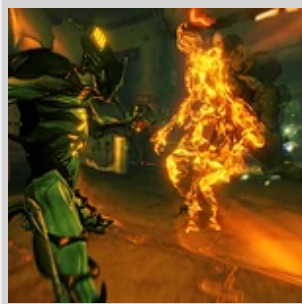
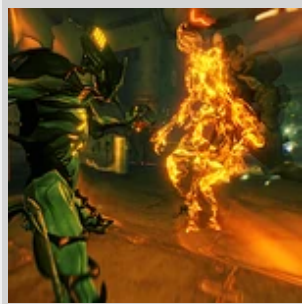
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Soul Punch

23

EDIT



Soul Punch

A blow so powerful, it turns the enemy's very soul into a deadly projectile, damaging all in its path.

1

25

Introduced in [Update 10.0](#) (2013-09-13)

Strength:
100 / 200 / 350 / 500 (initial
Impact damage)

Duration: N/A

Range:
20 / 30 / 40 / 50 m (cast range)

Misc:
Knockback on hit
25 % (instant kill threshold)
50 (projectile Impact damage)
100 (area Impact damage)
? m (explosion radius)
3 s (marked for harvest duration)

Info Augment Tips & Tricks Maximization



• Nekros expends **25 energy** to lunge at a single enemy target within **20 / 30**



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100 / 200 / 350 / 500 Impact damage at or below **25%** health, it is



WARFRAME Wiki



- The target's soul is violently ejected from its body, becoming a high-velocity  Ragdoll projectile. Enemies that make contact with the projectile are dealt **50**  Impact damage. When the projectile makes contact with a hard surface, **100**  Impact damage is inflicted in an area of effect.
 - Affected enemies are knocked back, and both damage sources can be increased with headshots.
- **Ability Synergy:** A target killed by Soul Punch summons a friendly  Shadows of the Dead Shadow copy of the enemy target. If the target survives, they become Marked for Harvest for **3** seconds, creating their Shadow copy if killed while marked.
 - If the max Shadows count is reached, all active Shadows are healed to full health instead.
- Despite having a noticeable visual and audio effect, the skill is perfectly silent and can be used as a means of disposing enemies without alerting nearby units during stealth playthrough.
 - However, if an enemy is not killed by the ability, the enemies will be alerted.
- Can be used while performing many actions without interrupting them, including reloading, charging, and shooting.



See Also

-  Nekros

Categories



Languages



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23 comments



Nxecute • 4/17/2022

25% slay doesn't work vs demolysts



Write a reply



Terazone74 • 8/9/2021

I just realized magnetic sisters' soul punch ability creates a spectalyst of the hit-player.

Gloom zarr valkyr wipe out the entire team lol



Darthmufin • 1/20/2022

Unfortunately they do not have this ability when converted though, they will use the ability still but no enemy specter is created, which is a real shame.



Write a reply



BOAar • 5/14/2021

So I noticed that if you have Soul Punch but not Shadows of the Dead, there's no health drain per second for the shadows.

(Edited by BOAar)



A Fandom user • 10/13/2021



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It almost as if the unintended interaction between Helminth and ability is fixed. Because it is unintended.

Doesn't stop some pathetic neckbeard from going "AkSuaLly FaISe" though



Write a reply



A Fandom user • 1/28/2021

Not bad since the changes, even unsubsumed (is that a word) it. However "If the max Shadows count is reached, all active Shadows are healed to full health instead." doesn't seem to work, at least it didn't for the 4 attempts I made.



A Fandom user • 4/17/2021

It works perfectly fine. You probably just didn't hit them at the health threshold.



Write a reply



A Fandom user • 10/5/2020

soul survivor used to be so useful but then they nerfed it making it drain all your energy on use. :(
wasn't even overpowered cause they would revive without immunity



A Fandom user • 11/22/2020

"Would revive without immunity" For someone like that is fun, for who is revived and gets that, not and for who legit wants to help neither. Although, provided there's enough death going around, energy isn't that much of an issue for good ol' Nekros



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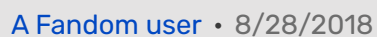
A Fandom user • 11/29/2018

Arraka Arkana • 11/26/2020

A Fandom user • 12/16/2022

Arraka Arkana • 12/16/2022

Write a reply



Write a reply



✕

Try ragdolling an enemy, then soul punching them while they're still ragdolled. Waypointed an enemy and tried it in Planes of Eidolon, in under a second the waypoint flew outside of range and I could see the heavy gunner in low-orbit.



Write a reply



A Fandom user • 9/3/2015

This can't even kill a lvl 16 Lancer lol, needs rework badly



A Fandom user • 8/30/2016

i one shot a level 50 synthesis target rip



Write a reply



RealPandemonium • 2/2/2015

The information about ragdolling causing fall damage to enemies in the Tips section seems apocryphal. Has anyone been able to reproduce this?

(Edited by RealPandemonium)



Oh, why hello there? • 10/1/2016

yes i have
it's quite fun in some maps that have lots of holes.



A Fandom user • 3/17/2019

I feel like it's a placebo effect because I haven't been able to deal physics damage to enemies for a while now, not just with Nekros but with the Sonicor too.



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A Fandom user • 9/23/2014

uhh, I used soul punch several times and it doesnt go forward, is it suppost to go up?



Write a reply



DarkX2 • 7/20/2014

Sniper Punch.



Write a reply



A Fandom user • 7/4/2014

Obvious joke incoming.....

FALCO PUNCH!



A Fandom user • 8/3/2014

you didnt even spell it right you inbred retard



A Fandom user • 9/20/2014

holy fucking shit "inbred retard" fucking killed me man. god, you're stupid.



StabbingMyFriendsForCake • 11/1/2016

he obviously meant Falco from star-fox



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A Fandom user • 3/15/2014

FUSSSSSS.....RO DA!!!!!!!!!!!!!!!!!!!!



A Fandom user • 5/29/2014

Sky above, Voice within.



Write a reply



Archwizard Drake • 1/17/2014

Damage to the initial target is Impact. Damage to additional targets is Magnetic.



Write a reply



A Fandom user • 10/19/2013

It'd be nice if enemies killed by Soul Punch buffed the target's use in Desecrate or Shadows of the Dead. At least I'd have more incentive to use it, but the crowd control is in ideal circumstances.



Write a reply



A Fandom user • 9/20/2013

Fun fact. Standing a bit higher than your enemy the Souls Punching them caused them to be propelled almost up to the clouds in height. I wonder how they survive 120ft of falling?



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[Somegame](#) • 9/20/2013

I notice that when affected enemies glitch out and ricochet multiple times in a row they receive an instance of damage each time they hit a surface, which is particularly noticeable when using Soul Punch on Ancients in a tight corridor. Can anyone confirm if this is the supposed 'fall damage' or the skill's base damage being applied multiple times?



Write a reply



[Starfreak911](#) • 9/16/2013

One of my friends is recording hits in excess of 2k damage. Can anyone tell me how this might be possible.



[A Fandom user](#) • 9/16/2013

Under right circumstances it's possible to exploit physics system to launch ragdolls up with great speed, which will result with dealing additional fall damage to alive enemies. maybe this could explain the damage dealt by your friend.



[A Fandom user](#) • 6/6/2014

I don't think enemies can take fall damage, at least not anymore.



Write a reply



[A Fandom user](#) • 9/15/2013

This ability is fun as heck to use! The rest of his skills seem a but underpowered though >_<. Putting down the iron maidens w/ this is hella satisfying, especially when they don't get back up.



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iron maidens? what



A Fandom user • 9/25/2013

the heavy gunners



A Fandom user • 9/28/2013

i wouldnt say shadows of the dead is underpowered since its still buggy but when its fixed its gonna make great distractions for defense and potential damage.



Write a reply

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Desecrate

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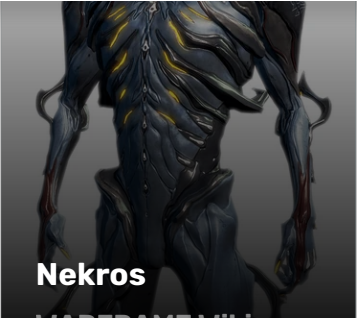
Koumei

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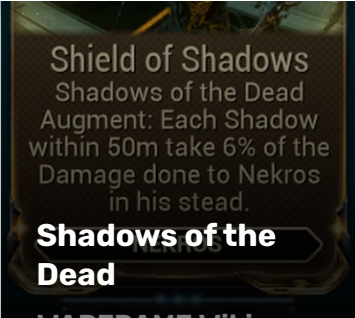


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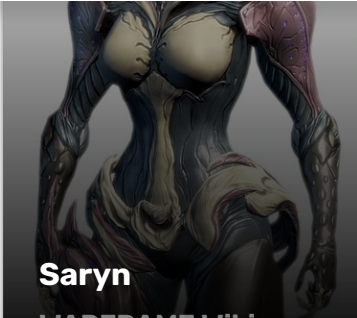




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Shield of Shadows
Shadows of the Dead
Augment: Each Shadow within 50m take 6% of the Damage done to Nekros in his stead.
Shadows of the Dead
WARFRAME Wiki



Saryn
WARFRAME Wiki



Creeping Terrify
Terrify Augment: Affected enemies have 60% reduced Movement Speed.
NEKROS
Terrify
WARFRAME Wiki



Lephantis
WARFRAME Wiki



Ivara
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