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Ruvox

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 TENNO  WEAPONS

CODEX

Albrecht's Void experiments revealed the true destructive potential of this fist weapon. In Incarnon form, perform Heavy Slams to impale nearby enemies with spikes.

Ruvox are  [Entrati](#) fists made into an [Incarnon](#) weapon by [Albrecht Entrati](#). Heavy Slams in Incarnon Form causes spikes to rise from the ground to impale enemies.

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Ruvox



Untradeable

 [Update Infobox Data](#)

General Information

 Type	Fist
 Mastery Rank Requirement	14



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Characteristics

- This weapon deals pure  Impact damage.
- Stance slot has  polarity, matching  [Seismic Palm](#) and  [Gaia's Tragedy](#) stances.
- Incarnon weapons can be upgraded via evolution tiers and change perks.
- Activate Incarnon form by executing a Heavy Attack with a [Melee Combo](#) of 6x or higher.
 - When the transformation is ready, the combo counter will shimmer with Void energy.
- Incarnon form lasts for **90** seconds and behaves as follows:
 - Heavy Slam attacks impale enemies on spikes.
 - Range increases by **3** meters.
 - Attack speed *reduced* by **35%**.
 - 100%** of  Impact damage is converted to 

 Slot	Melee
Trigger Type	N/A
Utility ^	
Attack Speed	1.00x animation speed
Block Angle	50°
Combo Duration	5.0 s
Disposition	●○○○○ (0.65x)
Follow Through	0.9x
Range	1.25 m
Noise Level	Silent
Sweep Radius	0.25 m
Normal Attack ^	
 170 ( 100%)	
Total Damage	170 (100.00%  <u>Impact</u>)
Attack Speed	1.00x animation speed
Crit Chance	26.00%
Crit Multiplier	2.20x
Fire Rate	1.00 attacks/sec
Noise Level	Silent
Status Chance	20.00%
Incarnon Form ^	
 170 ( 100%)	
Total Damage	170 (100.00%  <u>Impact</u>)
Crit Chance	26.00%
Crit Multiplier	2.20x
Fire Rate	0.65 attacks/sec
Noise Level	Silent
Status Chance	20.00%
Heavy Attack ^	



Advantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Above average crit chance (26.00%)
 - Above average crit multiplier (2.20x)
- Incarnon Form (wiki attack index 2)
 - High crit chance (26.00%)
 - Very high attack range (4.25 m)

Disadvantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Low total damage (170)
 - Very low attack range (1.25 m)
 - Below average status chance (20.00%)
 - Very low disposition (●○○○○ (0.65x))
- Incarnon Form (wiki attack index 2)
 - Below average total damage (170)
 - Very low attack speed (0.65x animation speed)
 - Below average status chance (20.00%)
 - Very low disposition (●○○○○ (0.65x))

See [WARFRAME Wiki:Stat](#)

Crit Chance	26.00%
Crit Multiplier	2.20x
Status Chance	20.00%
Wind-up	0.6 s
Heavy Slam Attack ^	
Slam Damage	510
Crit Chance	26.00%
Crit Multiplier	2.20x
Slam Element	Blast
Forced Procs	Lifted
Slam Radius	9.0 m
Status Chance	20.00%
Slam Attack ^	
Slam Damage	340
Crit Chance	26.00%
Crit Multiplier	2.20x
Slam Radius	8.0 m
Slam Element	Impact
Forced Procs	Impact
Status Chance	20.00%
Slide Attack ^	
Slide Damage	510
Crit Chance	26.00%
Crit Multiplier	2.20x
Slide Element	Same damage type distribution as Normal Attack
Status Chance	20.00%



Acquisition

Ruvox's blueprint and components can be obtained from [Disruption Armatus](#) on [Deimos](#), whose access requires completion of [The Deadlock Protocol](#) and [Whispers in the Walls](#); all parts come from [Rotation](#) B.

Alternatively they can be purchased from [Loid](#) in [Sanctum Anatomica](#) with [Vessel Capillaries](#) dropped by Disruption Armatus [Demolishers](#) in quantities of 2-3 (5-7 on [The Steel Path](#)); each component requires 45, while the blueprint requires 180, totaling to 360 Vessel Capillaries.

Item	Source	Chance
Blueprint	Deimos	5%
	Entrati	
	Disruption / B	
Glove Blueprint	Deimos	5%
	Entrati	
	Disruption / B	
Blade Blueprint	Deimos	5%
	Entrati	
	Disruption / B	

All drop rates data is obtained from [DE's official drop tables \(https://warframe.com/droptables\)](#). See [Mission Rewards#Standard Missions](#) for definitions on reward table rotations.

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

Compatibility Tags	FIST_STANCE
Riven Family	Ruvox
Exilus Polarity	
Introduced	Update 35.5 (2024-03-27)
Polarities	
Sell Price	5,000
Stance Polarity	
Variants	Ruvox *****
Vendor Sources	
Article Categories	
Weapons Incarnon Weapons Impact Damage Weapons Fist Ruvox Melee Weapons N/A Weapons Weapons With No Trigger Type Base Silent Weapons Untradeable Weapons	



Manufacturing Requirements					
 Edit blueprint requirements					
20,000	2	2			Time:
					12
					Hour(s)
					Rush:
					35
Market Price:		175	Blueprints Price:N/A		
Blade					
20,000	Entrati Obols 4,500	Bellow Voca 10	Entrati Lanthorn 2	Gallium 8	Time:
					12
					Hour(s)
					Rush:
					25
Glove					
20,000	Ferrite 1,400	Necracoil 500	Entrati Lanthorn 2	Echo Voca 4	Time:
					12
					Hour(s)
					Rush:
					25

Notes

Evolutions

- When newly acquired from the [Foundry](#), players must acquire **100** kills with the Ruvox in order to gain access to its Incarnon transformation. 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

- *Unlock Challenge:* Kill **100** enemies with this weapon
- Reach **6x** Combo and then [Heavy Attack](#) to activate Incarnon Form.
 - Heavy Slam attacks impale nearby enemies on Void spikes

- **-35%** Max Melee Attack Speed
- **+100%** of [Impact](#) Damage converted to [Puncture](#) Damage
- Incarnon Form lasts for **90** seconds and persists until [death](#).

Evolution II

- *Unlock Challenge:* Kill **8** [Eximus](#) with this weapon's Incarnon Transmutation
- Perk 1: **Orokin Reach:**
 - **+1** Range
- Perk 2: **Lethal Impetus:**
 - On Kill: **+15%** [Attack Speed](#) for **15s**. Stacks up to **3x**.
- Perk 3: **Gathering Momentum:**
 - Gain **+5%** [Movement Speed](#) per Melee Combo Multiplier

Evolution III

- *Unlock Challenge:* Inflict **3** Heavy Attacks on [Scathing](#) and [Mocking Whispers](#) in [Albrecht's Laboratories](#)
- Perk 1: **Shockwave Synergy:**
 - For each enemy hit by Slam radius, gain **4** Combo Count.
- Perk 2: **Seismic Slam:**
 - **+60%** Slam Radius
- Perk 3: **Adept Reflexes:**
 - **+15** Initial Combo

Evolution IV

- *Unlock Challenge:* Open **20** Conduits in [Disruption](#) on [Armatus](#), [Deimos](#).
- Perk 1: **Swift Transmute:**
 - Reach **3x** Combo and Heavy Attack to activate Incarnon Form
- Perk 2: **Ternary Vault:**
 - Gain **+1** mid-air jumps
- Perk 3: **Inspiring Execution:**
 - **+30%** Combo Count Chance on [Finishers](#) for **20s**

Evolution V



- *Unlock Challenge:* Complete a Solo mission with an Incarnon Weapon equipped in every slot
- Perk 1: **Brutal Efficiency:**
 - Gain **+40%** Heavy Attack Efficiency for **20s** when impaling **5** or more enemies
- Perk 2: **Vulnerability Serum:**
 - Impaled enemies are **+35%** more vulnerable to [Status Chance](#)
- Perk 3: **Permanent Perforation:**
 - Enemies suffer **5** [Puncture](#) Status while impaled

Tips

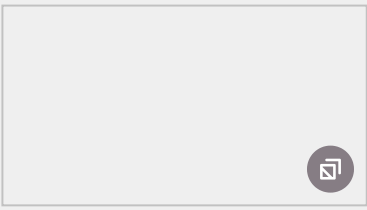
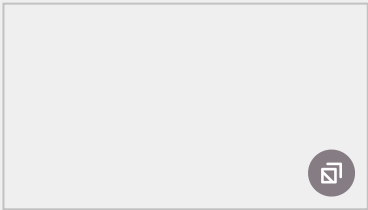
- Combining [Corrupt Charge](#) and **Adept Reflexes** grants a passive minimum 3x [Melee Combo](#), allowing **Swift Transmute** to immediately transform Ruvox at will.
- [Condition Overload](#) does not work on heavy slam.

Trivia

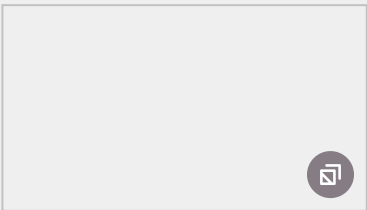
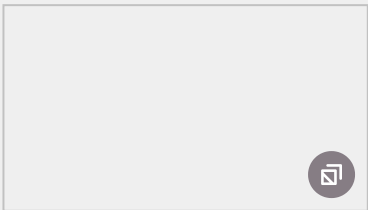
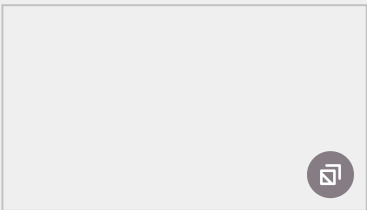
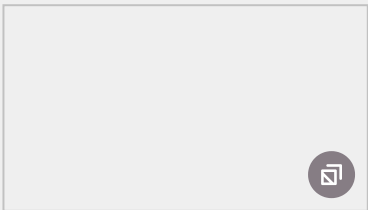
- In [Devstream 176](#), Ruvox is mentioned to be [Dante's Signature Weapon](#). However, this is not referenced in [Update 35.5](#) (2024-03-27) or the [Codex](#).
- Ruvox is the most resource-intensive weapon with respect to [Necracoils](#), as you'd need 1000 Necracoils total to complete the blueprint (the gloves need 500 Necracoils each).

Gallery

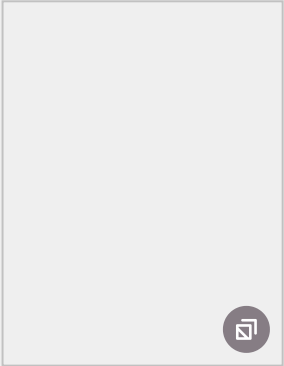
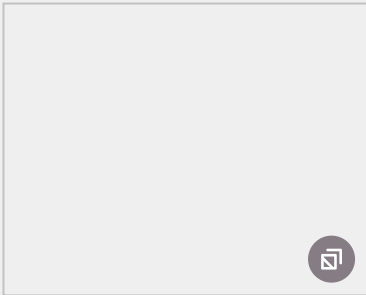




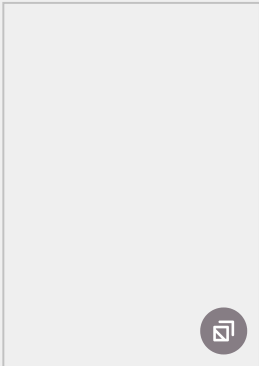
Dante with the Ruvox



Incarnon mode



Concept art



Patch History

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

- Fixed Ruvox Incarnon's Damage stat not updating from Impact to Puncture when transformed to Incarnon Mode in the Arsenal stats.
- Fixed Ruvox Finisher animation being unintentionally slow when Transforming.

[Hotfix 35.5.8](#) (2024-04-24)

- Fixed Eximus kills not counting towards Ruvox's Evolution II challenge (kill 8 Eximus with this weapon's Incarnon Transmutation) for Clients.

See Also

- [Incarnon](#)

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[\[Collapse\]](#)

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
Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma •
	Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime
	Burston • Burston Prime • Dex Sybaris • Harpak • Hema •



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	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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