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in: [Warframe Abilities](#), [Kullervo](#)

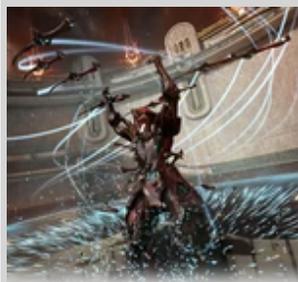
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Storm of Ukko



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Storm of Ukko

The Void answers Kullervo's invocation with a storm of daggers that rain down upon his enemies.

Introduced in [Update 33.5](#) (2023-06-21)

Strength:

1,000 / 1,500 / 2,000 / 2,500

Slash damage per second

Duration:

10 / 12 / 13 / 15 s

Range:

7 / 8 / 9 / 10 m radius

Misc:

- 1 storm limit
- 2 damage ticks per second
- Slash status on hit
- ?% chance for large
- Stagger per hit
- +1 melee combo per hit

[Info](#) [Augment](#) [Bugs](#)

- Kullervo expends **100 Energy** to unsheathe his daggers and sends them skyward to invoke a Void storm at the casting location, spanning a radius of **7 / 8 / 9 / 10 m** for **10 / 12 / 13 / 15** seconds. Kullervo can only cast the previous active storm. Upon casting, Kullervo will stab all enemies within your, stabbing all enemies within



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second, divided between **2** damage ticks with each tick dealt every half-second; each damage tick also inflicts guaranteed  [Slash](#) status and a **7%** chance to large  [Stagger](#) the enemy causing them to stumble with a longer recovery animation.

- Each knife hit increases Kullervo's [Melee Combo Counter](#) by **1** hit.
 - Combo gain is increased by [Combo Count Chance](#) effects such as  [Quickening](#),  [True Punishment](#),  [Exodia Triumph](#), and Naramon's  [Opening Slam](#).
- Storm of Ukko is a spherical area-of-effect despite its ring-like aura visual effect, which enables the ability to strike enemies above and below the ring.
- The falling knives require direct line of sight between Storm of Ukko's center and enemies inside the storm to strike.
- Can be recast while active, but doing so will dispel the previous instance and replace it with the new one.
- Casting Storm of Ukko is a full-body animation that interrupts grounded movement and other actions.
- **Ability Synergy:**
 - Builds Melee Combo to amplify  [Wrathful Advance](#)'s melee [Heavy Attack](#).
 - Storm of Ukko's direct damage and  [Slash](#) status damage spread to other cursed enemies when striking an enemy under  [Collective Curse](#).
- Storm of Ukko is dispelled by Kullervo falling out of bounds, but **not** when he enters an ability nullification zone. The storm is dispelled when its center touches a null zone.



See Also

-  [Kullervo](#)

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9 comments

 [A Fandom user](#) • 6/2/2024

Really good with its augment. You can get away with low duration because of the duration refresh his augment gives and because Storm of Ukko can keep the combo counter maxed reliably you can forgo combo counter chance/duration mods on your melee of choice.

 Write a reply

 [A Fandom user](#) • 4/24/2024

Rather meh for a 4th even with the augment, and has one of the silliest line of sight restrictions in the game, too.

 [A Fandom user](#) • 4/25/2024

It's me again. Turns out this (with the augment) will comfortably keep the combo counter maxed at all times by itself, so I guess it's alright?

 Write a reply

 [Tiltskillet](#) • 7/19/2023

Some more notes about combo generation...

- Strength doesn't impact combo chance. It can have an inverse effect on combo generation by killing targets. i.e., Targets that survive longer, generate more combo

...ion, given targets that survive
...ike Strength, it can be a



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combo.

- Enduring Strike's additional combo generation chance on Lifted doesn't seem to apply. Eventually I'll try this with Exodia Valor for a more sure result, but I don't have it yet.
- Grouping doesn't matter as long as range is sufficient to cover targets. Tested against both ragdoll grouping and standing.

 [A Fandom user](#) • 7/30/2023

Relentless Combination?

 [Tiltskilllet](#) • 7/30/2023

Unless it changed this week, Relentless Combo doesn't work.

 Write a reply

 [SigmaGuardianSoul](#) • 7/1/2023

There seems to be something odd occurring if you are using a pistol/glaive combo. when focused on the pistol, this ability won't gain combo count but will start working again if you quick melee.

 [Tiltskilllet](#) • 7/19/2023

That's a general problem with glaives, not specific to Storm.

 Write a reply

 [Tiltskilllet](#) • 6/27/2023



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Count Chance on
non Opening Slam, and



Thanks to KnightmareFrame for clueing me in on this.

 Write a reply

 [A Fandom user](#) • 6/23/2023

Suomi!!! Torille 🍷🍷🍷🍷

 Write a reply

 [Skoomaseller](#) • 6/23/2023

You MUST use it with his 3 in SP, if your objective is to kill with this. Otherwise, it stacks melee combo very fast.

 Write a reply

 [Dwenzy](#) • 6/22/2023

You're supposed to use this in combination with his 3. It will melt stuff and build your melee combo count real fast. Build him for Strength and Range.

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 [Philotenus](#) • 6/21/2023

 Unless there's a gimmick or synergy that I'm missing earlier when levelling (excluding, you cast an armor strip debuff and then this), unfortunately this is the



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Ahh alright so this builds Melee Combo Counter real fast to synergize with either its 1st skill or if you're a melee/incarnon main. I see

 [SigmaGuardianSoul](#) • 6/22/2023

Also really works well with his 3 for bouncing around damage since at higher power strength more damage gets sent.

 [A Fandom user](#) • 6/22/2023

You're wrong, the combo does nothing with efficiency.

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Koumei

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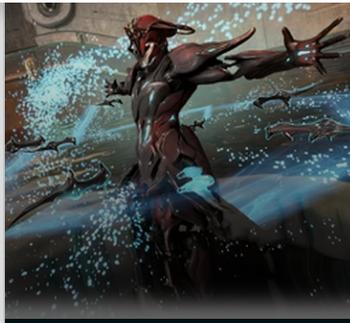


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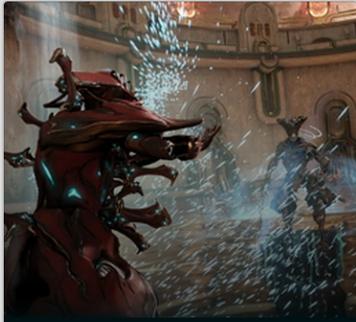
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