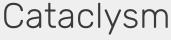


in: Articles with unsourced statements, Warframe Abilities, Limbo, and 3 more (2) REGISTED









A violent blast of void energy tears open a pocket of rift plane which can sustain itself for a short period before collapsing in another lethal blast.

Introduced in Update 15.0 (2014-10-24)



200 / 300 / 400 / 500 ( 💥

Blast damage)

## Duration:

15 / 20 / 25 / 30 s

# **්**) Range:

10 / 12 / 14 / 16 m (initial radius)

2/3/4/5 m (final radius)

## Misc:

∞ (cast range)

2 e/s (Rift energy regen per second)

100 % (formation and collapse stagger chance)

300 (Rift transitional 🔊

Impact damage)

5 % (collapse damage bonus)

25-100 % (damage bonus radius scaling)

Info

Augment

**Tips & Tricks** 

Maximization

• Limbo expends #100 energy to bring forth a dimensional nexus into existence



**WARFRAME** Wiki



with an initial radius of (b) 10 / 12 / 14 / 16 meters centered around the location on the aiming reticle over <u>unrestricted</u> range. The sphere continuously shrinks over a duration of (a) 15 / 20 / 25 / 30 seconds to a final radius of (b) 2 / 3 / 4 / 5 meters before collapsing on itself.

- Radius reduction per second uses the following formula:
   Reduction = 2 × Base Radius × (1 + Range Mods) ÷ (3 × Base Duration × (1 + Duration Mods))
- Cast animation of 2 seconds, affected by Casting Speed.
- The sphere will be created wherever the reticle is aiming when the casting animation finishes, allowing time before then to fine-tune the sphere's placement.
- Cataclysm will collapse when deactivated manually by pressing the ability key
  again (default 4), its duration expires, it is dispelled, or by coming in contact with
  a nullifying field (Nullifier Crewman, Isolator Bursa).
- Cataclysm exhibits various effects on allies, enemies, and objects within its influence.

### Ally Enemy Object

- Allies can freely move between the material and Rift planes by entering and exiting the sphere.
- Warframes regenerate <u>2</u> energy per second. This energy recharge is constant and cannot be interrupted, except by some abilities or by exiting the Rift.
- Weapon attacks only apply when allies and their targets are both present in the Rift. Otherwise, weapon damage, Critical Hits, and Status Effects have no effect on both parties.
- Warframe abilities can affect targets across the different dimensional planes.
- Players can still revive teammates, but cannot interact with consoles or activate
   Life Support capsules.
- Players are visually coated in a layer of white energy while in the Rift plane.
- For more information on Rift-related attributes, see the Rift Plane mechanic.

#### Ability Synergy:

- W. Banish enemies inside Cataclysm to briefly blink them out and back into the Rift, dealing damage and knockdown.
- All enemies within Cataclysm are frozen in place by \$\lefts\$ Stasis.
- Collapse the Cataclysm to force enemies affected by Rift Surge back into the material plane, discharging their surge to result in a radial banish.



