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Cataclysm

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Cataclysm


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)




Strength:
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)

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- Limbo expends  **100 energy** to bring forth a dimensional nexus into existence

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




- Radius reduction per second uses the following formula:

$$\text{Reduction} = 2 \times \text{Base Radius} \times (1 + \text{Range Mods}) \div (3 \times \text{Base Duration} \times (1 + \text{Duration Mods}))$$
- 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 **2** 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:**

- , [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  [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.





See Also

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