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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)

[Info](#) [Augment](#) [Tips & Tricks](#) [Maximization](#)

- 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:
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**

- Cataclysm will pull [Cryopods](#) and [Excavators](#) into the Rift plane. These objects will remain in the Rift as long as the bottom center part of their in-game model is within the Cataclysm sphere.
- Cataclysm's forming explosion can break [Reinforced Glass](#), while the collapsing explosion can break the former as well as [Storage Containers](#).
- Portable items like [datamasses](#), [power cores](#) and [void keys](#) within the Cataclysm can be picked up and carried, and will not be dropped by transitioning between planes.
- [Pickups](#) within Cataclysm can be collected by players.
- 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.
- Cataclysm's sphere void energy is affected by Limbo's chosen energy color.



-  [Limbo](#)

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[A Fandom user](#) • 8/10/2022

I tried doing thermia fractures solo with this, but then after 5 seconds it just cancels itself. what is happening?



[A Fandom user](#) • 8/11/2022

Did you drop 3 or 4 canisters at once? 3+ canister fracture generates large nullifier area from time to time



Write a reply



[IceBen](#) • 10/20/2021

The range scaling is definitely not 25-100% of 5%, it goes from ~1% to 20% damage on a single target (regardless of str).

No idea what the actual formula is, but it doesn't seem linear.





Write a reply



[A Fandom user](#) • 2/20/2021

Embers subsumed warframe ability does not affect enemies outside the rift plane similar to how all other warframe abilities do while standing inside rift.



Write a reply



[A Fandom user](#) • 7/27/2020

How to find if some limbo player in hydron is a brainlet: politely ask to turn off their 4 and explain why when they questions. if they try to evade the point like "BuT yOu CaN kILL eNeMiEs WiTh YoUr AbIlItY iN tHe CaTaCIYsM" or just ignores you and keep spamming this, congratulations, you found a brainlet. now add them to your block list.



[A Fandom user](#) • 3/20/2024

Bring a Saryn, and Ember AoE build. Problem solved.



Write a reply



[A Fandom user](#) • 1/15/2020

Hi Limbos, hope youre enjoying yourselves. Might I ask that you collapse your rift planes when enemies get chained together via arbitration drones? or at least kill them instead of just sitting there? thanks



Write a reply



Why sometimes in infested arbitration enemies still able to damage excavator that in rift? That's odd.



[A Fandom user](#) • 7/29/2022

Excavators dont go into the rift, it just makes surrounding enemies go into the rift



Write a reply



[A Fandom user](#) • 11/27/2018

rolling guard or natural talent is mandatory in endgame for limbo or you will die while recasting this. 2 seconds is too long. natural talent reduces it to 1 sec which helps A LOT



[Zolfan](#) • 6/7/2020

I'd say Rolling Guard is much more worthwhile due to it's general versatility in situations.



[A Fandom user](#) • 4/20/2021

Or you cant just cast it while inside the rift....



[A Fandom user](#) • 3/20/2024

Here's a thought. Double tap sprint to dodge, and enter the rift plane... then cast it. Now you can free up your mod slots! :)



Write a reply



[A Fandom user](#) • 6/23/2018

One thing I do not understand is why enemies can damage the player while in



shooting me in Cataclysm and laying status effects all the time.



[Cebian i](#) • 6/23/2018

Because they were in cataclysm as well



[A Fandom user](#) • 6/15/2020

Well they are in same dimension as you are



[A Fandom user](#) • 7/27/2020

dude did you forget to turn on the stasis?



Write a reply



[Jmbarber](#) • 6/20/2018

Based on my testing here <https://youtu.be/UZINAsSiu0Q> (skip to 0:43 for this) I found that Cataclysm will deal 15% of an ancient healers current HP when an un-modded Cataclysm expires naturally. The +50% blast damage on ancient healer hp would mean it actually deals 10% of the current hp in cataclysm.

Assuming the 100% bonus damage is not affected by modded range or duration, then the HP multiplier factor would be 5% but being doubled after a full duration to 10%. It seems like the actual formula would be more complicated as it would involve a time factor added, so I simply stated the formula using an un-modded cataclysm expiring after a full duration.

If someone else wishes to do more testing feel free. But I can guarantee the damage is based off of current hp and not max hp.



Write a reply



[A Fandom user](#) • 5/4/2018

Anyone know if the bonus damage from enemies' health is affected by the viral proc? Or if it is affected by roar or m.prime?





Write a reply



A Fandom user • 9/10/2017

someone should update that on console objects arent banished with cataclysm



Write a reply



A Fandom user • 6/13/2017

"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"

Does that mean if both players are outside the Rift, neither can be hurt?



Write a reply



A Fandom user • 4/30/2017

According to this (https://www.reddit.com/r/Warframe/comments/66ea5m/limbos_cataclysm_now_does_10_of_average_enemy/) reddit thread, Cataclysm now deals only 10% of average enemy health on collapse. Can someone confirm this?



Write a reply



A Fandom user • 4/14/2017

Cancer skill on spy sortie. Limbo players likes to spam this when you are on the console.





[A Fandom user](#) • 4/14/2017

entirely your fault for playing spy in public lobby.



[A Fandom user](#) • 7/27/2020

Wait, people still plays spy in public?



Write a reply



[VentiGlondi](#) • 4/8/2017

Is there any real reason why the collapse damage is unaffected by power strength?

Making a scale-able AoE damage ability ignore the downside from Overextended makes no sense.



[A Fandom user](#) • 4/11/2017

Imagine 25% of health and shields per enemy for cataclysm



Write a reply



[A Fandom user](#) • 4/5/2017

Needs to be nerfed; it's effective but it sucks all the fun out of team play and I feel guilty using it.

Maybe make the damage dependent on the health and shields of only those affected by Rift Surge. That way it takes a little bit of setting up, at least.



[A Fandom user](#) • 4/6/2017

Only thing that needs a nerf is player mentality.

I use the cataclysm nuke when shit hits the fan in defenses or if we start



Other than that, I am way too much in love with my dex sybaris. I am also aware that hammering button 4 is simple cancer for my squad. I like to help and not be cancer.

Wish others would handle it in a similar way instead of drooling at their kill counter. -_-



[A Fandom user](#) • 4/7/2017

Seriously. It must be fun for the Limbo but for everyone else it just makes things boring.



[A Fandom user](#) • 4/18/2017

you are the reason good things are nerfed, and you are also the one who complains when said nerf happens



[A Fandom user](#) • 9/15/2017

i suppose you're the type of player who extracts after 15 or 20 min too



Write a reply



[Zhugetrane](#) • 4/2/2017

The new "press 4 to win."



Write a reply



[A Fandom user](#) • 8/15/2016

does this do continual damage to enemies inside?



[A Fandom user](#) • 4/2/2017



time they transition. It's rare, but it has happened to me a few times.



Write a reply



[LunarEdge7](#) • 7/16/2016

I wish the 'lethal blast' was actually lethal, like 4x its given power strength dmg..



Write a reply



[Watcheronwikia00](#) • 6/24/2016

Is it just me or a glitch or something but using this on Excavators, which of course, protects it from enemy fire (tested on both Grineer and Corpus) and can damage does who enter (All melee types and Infested)

But for some reason the infested's Power Carriers (Mutalist Osprey [Power Carrier]) darts or spore shooters can damage excavators inside the rift bubble.

Is it just me or the darts are counted as melee-type? or something like those that can enter the rift type of game models?



[A Fandom user](#) • 1/11/2022

5 years later and its still the same, safe to say its intended by this point...



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