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Ocucor

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CODEX

A weapon that reaches for its next victim even as it kills. With each takedown, this pistol spawns an energy tendril that reaches for a nearby target.

The **Ocucor** is a  [Corpus](#) beam pistol incorporating  [Sentient](#) technology, releasing energy tendrils on kills that assault the closest target.

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Ocucor



Untradeable

 [Update Infobox Data](#)

General Information	
 Type	Pistol
 Mastery Rank Requirement	8

8. See Also

Characteristics

- This weapon deals primarily  Radiation damage.
- Damage ramps up from 20% to 100% over 0.6 seconds when firing. After firing stops for 0.8 seconds, the damage decays back to 20% over 2 seconds.
- Kills with this weapon releases an energy tendril that can home-in on enemies close to the targeting reticle, up to a maximum of **4** tendrils.
 - Tendrils lock on to enemies within **40** degrees of the reticle. Tendrils will stay locked on until enemies are **60** or more degrees away from the reticle.
 - Tendrils disappear upon reloading or emptying the magazine.
- Can equip the Ocucor-exclusive  Sentient Surge mod.

Advantages over other Secondary weapons (excluding modular weapons):

- Pinpoint accuracy.
 -  Magnum Force's accuracy penalty is minimal on this weapon.
- Normal Attack (wiki attack index 1)

Slot	Secondary
Trigger Type	Held
Utility	
Accuracy	Very High
Ammo Max	300
Ammo Pickup	40
Ammo Type	Secondary
Disposition	●●●○ (1.20x)
Fire Rate	12.00 attacks/sec
Noise Level	Alarming
Magazine Size	60
Reload Time	1.60 s
Projectile Type	Hit-Scan
Spread	0.00° (0.00° min, 0.00° max)
Normal Attack	
 1 ( 9.09%)	 10 ( 90.91%)
Total Damage	11 (90.91%  <u>Radiation</u>)
Ammo Cost	0.5
Crit Chance	16.00%
Crit Multiplier	1.80x
Fire Rate	12.00 attacks/sec
Multishot	1 (11.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	20.0 m
Spread	0.00° (0.00° min, 0.00° max)
Status Chance	24.00%
Projectile Type	Hit-Scan
Miscellaneous	
Compatibility Tags	PROJECTILE, BEAM



- High ammo max (300)
- High fire rate (12.00 attacks/sec)
- Above average status chance (24.00%)

Disadvantages over other Secondary weapons (excluding modular weapons):

- Very inefficient ammo economy.
- Limited range of 20 meters for both the main beam and the tendrils.
- Normal Attack (wiki attack index 1)
 - Very low total damage (11)
 - Below average crit multiplier (1.80x)

Exilus Polarity

IntroducedUpdate 24.0 (2018-11-08)

PolaritiesNone

Sell Price5,000

VariantsOcucor

Vendor Sources

Article Categories

- Weapons
- Corpus Weapons
- Radiation Damage Weapons
- Pistol
- Ocucor
- Secondary Weapons
- Held Weapons
- Continuous Weapons
- Base
- Pinpoint Weapons
- Alarming Weapons
- Hit-Scan Weapons
- Untradeable Weapons

See [WARFRAME Wiki:Stat Comparison/Percentiles](#) for more details.

Acquisition

The Ocucor's blueprint can be researched from the Energy Lab in the dojo.

Manufacturing Requirements					T D R
 Edit blueprint requirements					
25,000	Fieldron 10	Thermal Sludge 40	Venerdo Alloy 55	Charamote Sagan Module 20	
Market Price: 175			Blueprints Price: 15,000		
Energy Lab Research 5,000					

	25	5	10		D
					P
					K
	x1	x3	x10	x30	x100

Notes

- Tendrils are generated by killing an enemy with direct damage of the primary beam, or through status effects dealing damage (e.g. [Heat's](#) burning effect). Status kills will generate a tendril regardless of if they originated from the primary beam or a tendril. Direct kills with tendrils will **not** generate an additional tendril.
- Tendril *base* damage is the same as the primary beam. Tendrils can score critical hits and status effects independent of the primary beam.
- Tendrils homing in on the main beam's target are only cosmetic, and don't deal any additional damage or status effects.
- Tendril range is affected by [Ruinous Extension](#).
- Tendrils reset if the reloading process is started or the magazine reaches zero. Even if reloading is cancelled or the weapon is holstered, the tendrils will still vanish.

Tips

- Magazine refill effects such as reloading upon [holster](#) (from the [Synth Mod Set](#) or [Eject Magazine](#)), [Blood Forge](#), or kills with [Sentient Surge](#) or the [Ack & Brunt Incarnon Genesis's](#) Rogue Readiness perk will prevent the tendrils from disappearing.
- Tendrils aim for the torso, and as such cannot trigger [Arcane Pistoleer](#). However, it can still be triggered from the main beam, massively increasing the Ocucor's ammo efficiency and time between reloads.

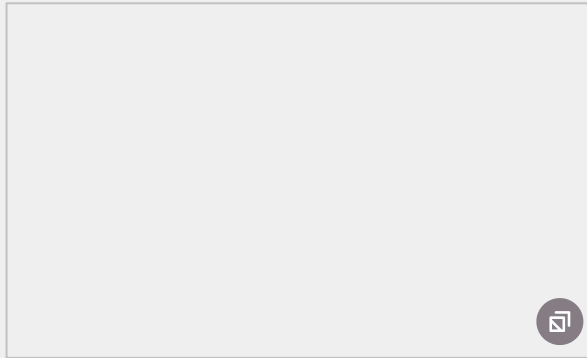
Trivia

- The Sentient component of this weapon appears to be a modified [Shwaak Prism](#), particularly with the "arm" that connects the Prism to a given [Amp](#) removed. The energy tendrils themselves however are more similar to the [Klebrik Scaffold](#).
- Though Ocucor is a secondary firearm, there is a ring that looks similar to [Jai Link](#) attached to it. This aesthetic is shared with [Battacor](#) and [Kreska](#).
 - According to [Lucas Hug's concept art](#) however, the rings are merely [carabiners](#) meant for easy transport.

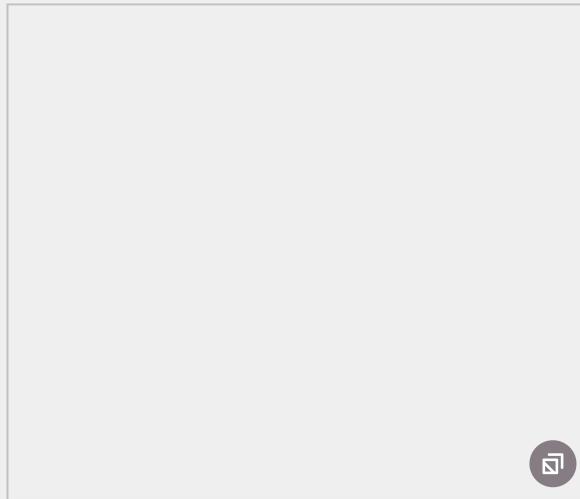


- The Ocucor's name, like the Battacor, seems to be a portmanteau, incorporating [Oculyst](#) (a Sentient enemy) and the suffix *-cor*, seen in some other Corpus weapons.

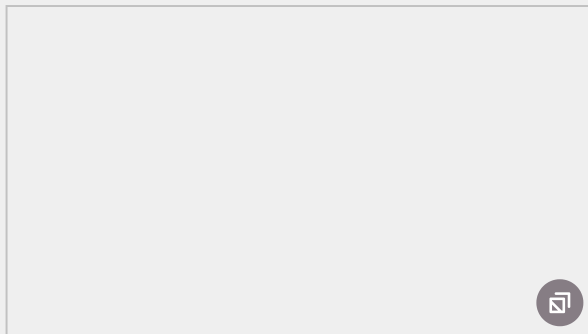
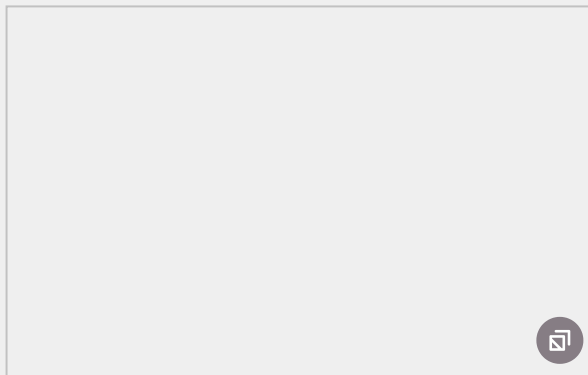
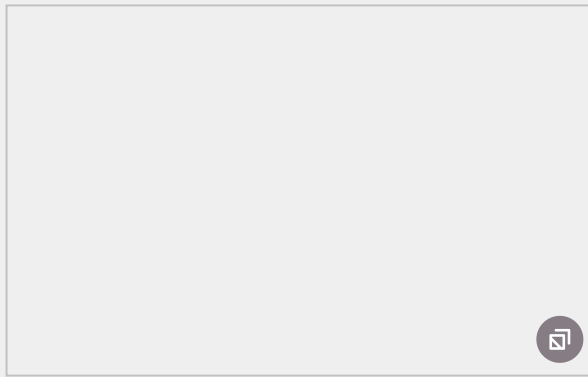
Media



Official image from the Fortuna website

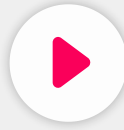


Ocucor Model Concept

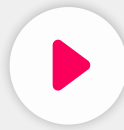


Concept art

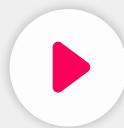




Warframe Ocucor - 4 Forma Build

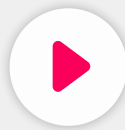


Warframe - OCUCOR Build - CORPUS NIGHTMARE 5 forma

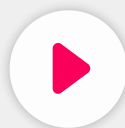


Warframe - All Corpus Secondaries - Weapon Animations & Sounds (2013 - 2019)





Warframe - All Corpus Weapon Reloads in 1 minute (2012 - 2019)



Sentient Surge Ocucor - New Beam Weapon Powerhouse? (Warframe)

Patch History

[Update 27.4](#) (2020-05-01)

- Fixed the Ocucor Arsenal stat displaying a Multishot value of 2 with no Mods equipped.
- Fixed the Ocucors energy tendril that can home-in on enemies not being affected by Multishot.

[Hotfix 25.3.2](#) (2019-07-12)

- Fixed extra beam Range (Ruinous Extension) negatively affecting the secondary beam lock Range of the Ocucor.

Last updated: [Hotfix 24.0.5](#) (2018-11-12)



- [Battacor](#), the primary counterpart to this weapon.
- [Kreska](#), the melee counterpart to this weapon.

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[Collapse]

Energy

Bio

Chem

Tenno

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Cyanex • Cycron • Dera • Dual Cestra • Falcor • Ferrox •

Flux Rifle • Glaxion • Komorex • Kreska • Lanka • Lenz •

Ocucor • Opticor • Prova • Quanta • Serro • Spectra •

Staticor • Supra

Sentinel

Helios

Other

Antiserum Injector • Fieldron • Squad Energy Restore (Medium) • Squad Shield Restore (Medium)

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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					
Railjack						



WARFRAME Wiki

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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