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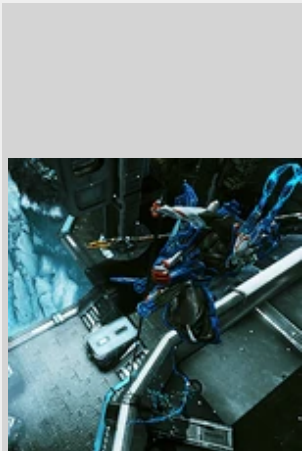
in: [Warframe Abilities](#), [Wukong](#), [Stealth Abilities](#), [Update 17](#)

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Cloud Walker

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Cloud Walker
Evaporate into a cloud of mist and float through the battlefield, dazing any enemy encountered, while healing Wukong and his twin.

2

25

Introduced in [Update 17.12](#) (2015-11-25)

Strength:
0.5% / 0.6% / 0.8% / 1%
(health / meter)

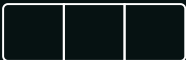
Duration:
2 s (cloud duration)



Range:
5 / 6 / 7 / 8 m (stun radius)







Misc:
+300% (movement speed bonus)
100% (status cleanse on cast)
2 s (stun duration)

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

- Wukong expends 25 energy to disappear into a cloud, turning [Invisible](#) for 2 seconds. In this form, Wukong gains [+300% Movement Speed](#), along with vertical and horizontal flight capabilities using the movement ([W](#) [A](#) [S](#) [D](#)), crouch ([Ctrl](#)), and jump ([Spacebar](#)) hotkeys, similar to [Archwing Maneuvers](#). While traveling in the cloud, Wukong is [Invulnerable](#) to damage, cleanses all [Status Effects](#), and restores 0.5% / 0.6% / 0.8% / 1% health per meter travelled. Enemies that come within the cloud's radius of 5 / 6 / 7 / 8 meters are



). Cloud Walker can be manually cancelled by pressing the ability key again (default ) or by attacking.

- Movement Speed buff is additive to other sources of movement speed such as  [Dispatch Overdrive](#) or from infusing  Saryn's  [Molt](#) onto Wukong.
 - Buff is **not** affected by [Sprint Speed](#), such as from  [Rush](#) or parkour speed buffs such as  [Lightning Dash](#).
- Unalerted enemies staggered by Cloud Walker remain unalerted during the stagger animation, and thus can engage [Stealth Kill Affinity Bonuses](#) when killed.
- Cloud Walker does not trigger [Sensor Bars](#), [Laser Barriers](#), and [Security Cameras](#), and can pass through [Spy](#) defenses without triggering alarms.
- **Ability Synergy:** When activating Cloud Walker with an active  [Celestial Twin](#), the twin becomes invulnerable to damage and receives its health restore per meter travelled bonus. After Cloud Walker ends, Wukong's twin is teleported to his side instantly.
- Wukong cannot cast other abilities, perform parkour [Maneuvers](#) or general interactions while channeling this ability.



See Also

-  [Wukong](#)

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Add a comment about Cloud Walker

38 comments





A Fandom user • 8/6/2024

This is why you keep seeing heavy slam wukongs in your exterminates
Completely cancels the recovery time from heavy slams (so does rolling but cloud walker gives much less downtime and obviously gives you that 300% speed to move onto the next room)

Thats about it, he doesn't really give anything to the numbers of slam weapons, they don't need it, it's just pure QoL



A Fandom user • 8/22/2024

This is funny, something I've been doing since getting wu-kong (spamming slams even before that). never seen anyone else do it to be honest. came here this day looking for ways to increase cloud walker movement speed and seen this comment. I guess other people do do it lol.



Write a reply



A Fandom user • 12/1/2023

DE can literally remove wukong's 1,3,4 if they wish. As long as his 2 exists, I'll keep using him



Write a reply



A Fandom user • 6/2/2023

Nerf it to the fucking ground.
Fucking do it.
Do it already.



Skoomaseller • 9/22/2023

why lmao





[A Fandom user](#) • 8/22/2024

He mad his frame isn't better



[A Fandom user](#) • 9/1/2024

Nerf yo ass to the fucking ground



Write a reply



[A Fandom user](#) • 11/22/2022

Does Amber Archon Shard's parkour velocity affect Cloud Walker's speed?



[A Fandom user](#) • 2/19/2023

No. Only Movement Speed bonuses will speed Cloud Walker up.



[Zaphyria](#) • 3/4/2023

"Buff is **not** affected by [Sprint Speed](#), such as from [Rush](#) or parkour speed buffs such as [Lightning Dash](#)."



Write a reply



[A Fandom user](#) • 7/18/2022

Wukong cannot start reloading during cloud walker but if you trigger the reload just before, it will continue during the cast



Write a reply



Molt seems to effect Cloud Walker much less than it should. Anyone have any experience with this interaction?



[ArbitraryMary](#) • 8/12/2022

Very late, but it's because Cloud Walker has a +300% movement speed bonus built in. So the relative gains from other movement speed buffs will be minimal since they can't reach very high.

(Edited by ArbitraryMary)



Write a reply



[A Fandom user](#) • 11/30/2021

Does sprint boost affect wukongs cloud ability cus ive seen some ppl use it



[A Fandom user](#) • 8/3/2022

Been updated.



Write a reply



[A Fandom user](#) • 7/16/2021

Does parkour velocity affect cloud walker speed? I am running a rank 3 arcane consequence on my wukong prime and his cloud walker gets noticeably faster after arcane is activated . Could be anything else, but can someone please confirm?



[Bluntly](#) • 10/9/2021

It's affected by Movement Speed buffs, but not Sprint Speed or Parkour Velocity. Tested myself with Arcane Consequence; roughly the same speed at





[TheDARKenDRAGON](#) • 5/23/2023

Thank you for information. So archon shards will not work



Write a reply



[SenorAvacado](#) • 5/7/2021

The speed and freemovement needs a little nerf



[A Fandom user](#) • 5/9/2021

It was nerfed already, you used to be able to use sprint speed mods. It was crazy and is honestly fine now.



Write a reply



[Avoca aoi](#) • 3/8/2021

If DE ever decides to nerf wukong, it'd be to cripple his free movement by gutting wind walker. Enjoy it while you can



[A Fandom user](#) • 12/17/2021

Why they should even nerf him?

Wuon doesn't have any "press button for nukin", he's purely a tanky utility frame with a free specter as his first ability.

His exalted weapon is trash compared to Exalted Blade and Valkyr's Claws.



[A Fandom user](#) • 3/10/2022

There's no suggestion here of *should*. "if" means "conditional upon", the suggestion here is that if Wukong ever gets a balance pass, this is gone.





[A Fandom user](#) • 2/9/2023

They nerfed him, sprint speed mods no longer effect cloud walker speed.



Write a reply



[HigherElevations](#) • 2/21/2021

Cloud walker is affected by Movement Speed but not from Sprint Speed, it's an important distinction to make when trying to buff the speed of this ability.



Write a reply



[A Fandom user](#) • 1/23/2021

Does anyone know why Cold Eximus units and Cold Floors affect this ability?



[A Fandom user](#) • 8/3/2022

Because it's an aura, wukong is only immune to status effects in his 2.



Write a reply



[A Fandom user](#) • 12/5/2020

So, is it just me or does moving on the up, the z axis (spacebar), REALLY slow compared to just pointing up while moving forward? My archwing controls are fine, but the speed at which I move up and down during cloud walker is just EXTREMELY slow, compared to his forward movement



Write a reply





[A Fandom user](#) • 10/7/2020

Anybody else try this with firewalker from Helminth subsume yet? I'm not sure whether or not it affects cloud walker.



[A Fandom user](#) • 10/31/2020

Yea i put fire walker on is its pretty epic



[A Fandom user](#) • 12/11/2020

Does it makes it faster?



[Bluntly](#) • 10/9/2021

Fire Walker shouldn't make it faster, since it only increases Sprint Speed, not Movement Speed, which is separate.



Write a reply



[A Fandom user](#) • 8/24/2020

for some reason using this and passing through an enemy also gives u quite a bit of energy. i dont know if this happens for everyone or if its just me



Write a reply



[A Fandom user](#) • 8/17/2020

Crouching makes it go faster?



Write a reply





[A Fandom user](#) • 8/14/2020

So annoying that the Cloud Walker is so slow now... -.- like 99% more useless than before.



[A Fandom user](#) • 10/4/2021

The above comment is 100% useless.



Write a reply



[A Fandom user](#) • 8/13/2020

They stealth nerf this skill today RIP.



[A Fandom user](#) • 8/16/2020

Stealth fix*



[Labtec202](#) • 8/30/2020

Wth, what they did actually??



[Ladyvan](#) • 8/30/2020

I think they just fixed some interaction if you were sliding during it, because I didn't notice a difference when using it the normal way in the 1 run I did with the monke



Write a reply



[A Fandom user](#) • 8/4/2020

if this thing's speed would be perfed then will the monki prime spammers stop? i





[Grisznaker](#) • 8/13/2020

Seems like todays hotfix was nerf to this ability...



Write a reply



[A Fandom user](#) • 7/15/2020

Note that sprint speed no longer affects cloud walker speed, as of January 23rd, 2020 update (a little late here I know, just gonna edit that out of the description too since that's out of date).



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Celestial Stomp

Celestial Twin Augment:
Hold to command the twin to perform a slam attack suspending enemies in the air within 20m for 25 Energy.

WUKONG

Celestial Twin

WARFRAME Wiki



Arbitrations

WARFRAME Wiki



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