



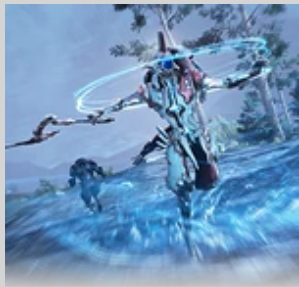
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Razor Gyre

10 [EDIT](#)



Razor Gyre

Dash forward in a spinning vortex of death. Struck enemies are inflicted with {{D|Tau}} Status Effect, making them more vulnerable to all other status effects. For each enemy hit, recover a portion of the energy cost, as well as health and shields. Enemies lifted by Sentient Wrath take increased damage.

Strength:
200 / 300 / 400 / 500 (**Tau** damage)
400 / 600 / 800 / 1000 (**Tau** damage to Lifted enemies)
? / ? / ? / 30 (health/shield restore per enemy)

Duration: N/A

Range:
8 / 10 / 11 / 12 m

Misc:
? m (dash distance)
25% **Tau** Status Chance
6 (energy refund per enemy)

Introduced in [Update 31.0](#)
(2021-12-15)



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as while dashing forward ?



WARFRAME Wiki



/ **11 / 12** meters around himself while inflicting  **200 / 300 / 400 / 500**  **Tau** damage with **25%** **Status Chance**; on  Lifted enemies the ability instead inflicts  **400 / 600 / 800 / 1000**  **Tau** damage. Each enemy hit will restore Caliban's **Health** by  **? / ? / ? / 30**, which can flow into **Shields** and Overshields when at full health, and refunding  **6** energy.

- Energy refund scales **inversely** with  **Ability Efficiency**, meaning less Efficiency increases the amount of energy refunded.
- Energy refund value is equal to 1/4th of the ability's energy cost, meaning hitting at least 4 enemies minimum will restore the energy used to cast Razor Gyre.
- **Ability Synergy:**
 - Razor Gyre does additional damage to enemies raised by  **Sentient Wrath**, in addition to the **Damage Vulnerability** it inflicts.
 - Razor Gyre's shield regeneration allows  **Lethal Progeny**'s shield recharge to immediately resume if shields are fully depleted.
- Activation and deactivation is **not** affected by **Casting Speed**.
- Activating and deactivating Razor Gyre are full-body animations that stop Caliban's movement and other actions.



See Also

-  **Caliban**

Categories



Languages



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A Fandom user • 10/3/2024

Can I gain energy with this ability by hitting 5 enemies?



A Fandom user • 10/3/2024

After testing: yes



Write a reply



Bronzebreak • 10/2/2024

Despite rework, traversal/use as a mobility option does not seem to be affected by Casting Speed, Ability Range or Duration, or Movement/Sprint/Parkour speeds.



A Fandom user • 10/3/2024

Immunity to ragdolls, can prob get more energy back, can force tau status, can skip entire corridors full of enemies by spamming.
I see it as a very good traversal tool.



Write a reply



A Fandom user • 12/18/2023

Just kinda... doesn't do damage sometimes. Like the range reduces to right on top of you instead of your modded range. Recasting fixes it for a bit.



Write a reply



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A Fandom user • 4d

Skill issue , different in skill



Write a reply



A Fandom user • 10/12/2023

The "Hitting enemies inflicted with Sentient Wrath creates a destructive blast" isn't listed on the page anywhere



Write a reply



A Fandom user • 12/11/2022

MFW part of one of your abilities' name becomes a warframe ten times better than you hope to be



Write a reply



A Fandom user • 11/11/2022

I have discovered a consistent way to glitch Razor Gyre into allowing full use of weapons, except swapping. if you find it out, please don't share it as i would really not like it patched.

It's pretty fun dashing towards enemies by shooting my arca-plasmor at them, applying viral procs to boost the bleed damage from Razor Gyre.

As long as this is the case this ability is really fun.



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 Write a reply

 Write a reply



✕

down but better in every
nient vibe better



Write a reply



Denninja • 12/17/2021

Gonna need to see several Calibans beyblading each other in Conclave, please.



Write a reply

Fan Feed

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1 Incarnon

2 The Circuit

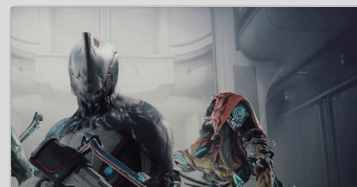
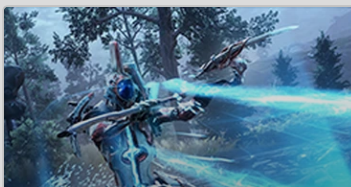
3 Warframes



Lethal Progeny
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Koumei
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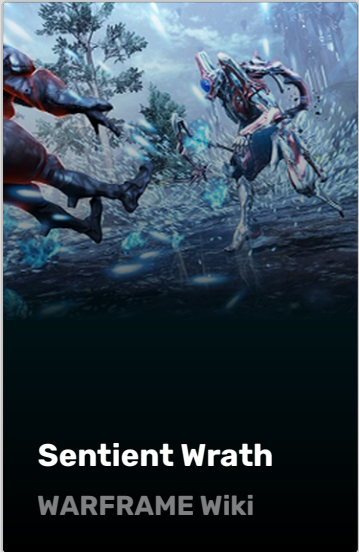


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Caliban

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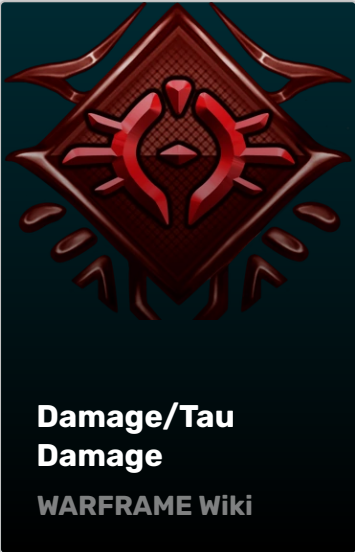


Sentient Wrath

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Fusion Strike

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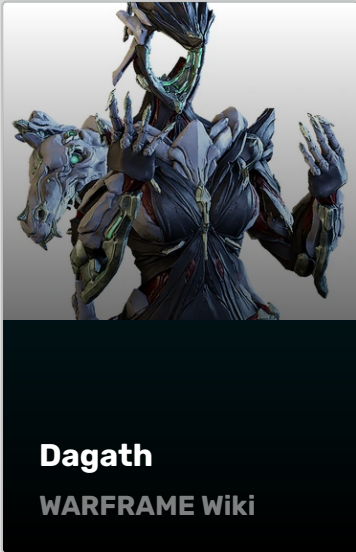


Damage/Tau Damage

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