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Whipclaw

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Whipclaw

Send enemies reeling with a deafening whipcrack.

Introduced in [Update 22.18](#)
(2018-04-20)

Strength:

200 / 225 / 250 / 300

Duration:

N/A

Range:

5 / 7 / 8 / 10 m (cast range)
3 / 4 / 4 / 5 m (explosion radius)

Misc:

200 % (explosion radius range cap)
2.0 x (Ensnare damage multiplier)
50 % (Strangledome damage distribution)

Info

Augment

Tips & Tricks

Maximization

- Khora expends 25 energy to crack her whip toward the aiming reticle, creating an explosion up to 5 / 7 / 8 / 10 meters away in a 3 / 4 / 4 / 5 meters radius

WARFRAME Wiki

https://warframe.fandom.com/wiki/Whipclaw?so=search

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Whipclaw gains **20%** additional damage for each combo multiplier, up to a 3.75x damage multiplier at 12x combo, or 4.0x with  [Venka Prime](#) equipped at 13x combo.

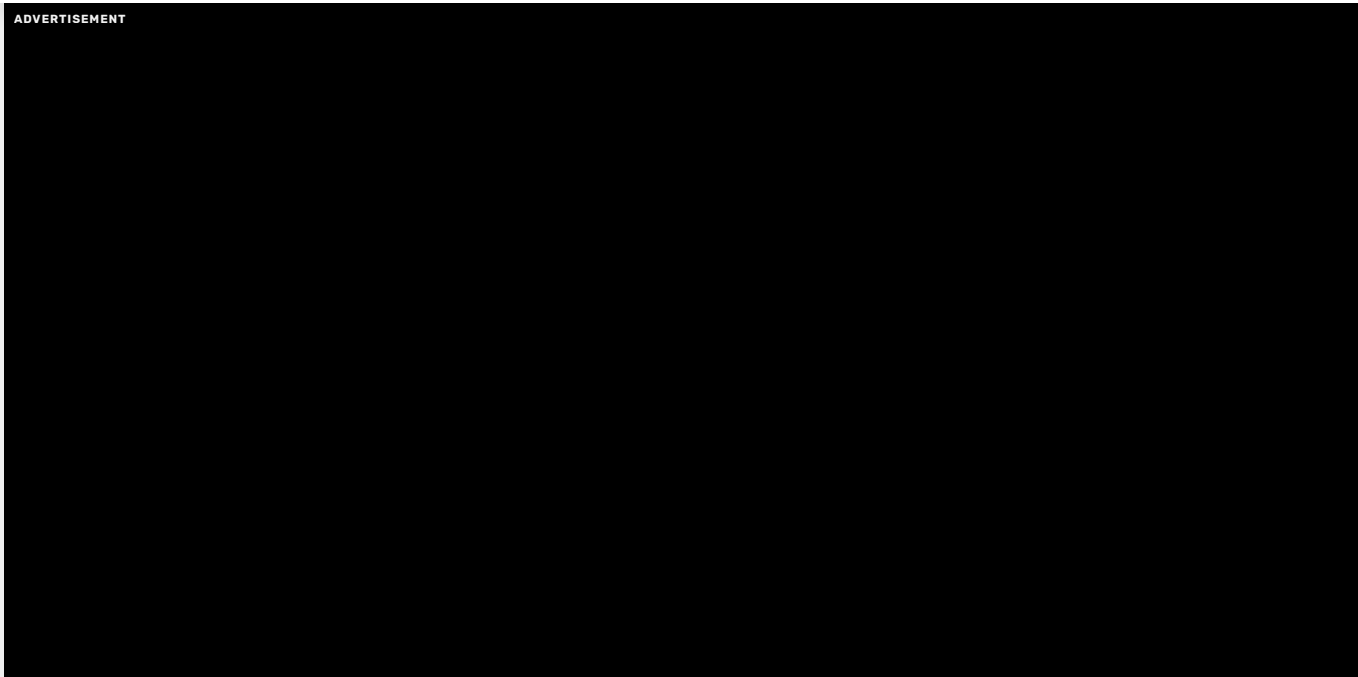
- The mod stats that affect Whipclaw include:
 - Base damage buffs, such as  [Pressure Point](#),  [Steel Charge](#),  [Arcane Fury](#), and  [Melee Retaliation](#).
 - [Riven Mods](#) and melee [Augment Mods](#) with base damage buffs will apply their bonuses.
 - Physical damage mods such as  [Jagged Edge](#).
 - Elemental damage buffs such as  [Molten Impact](#) and  [Melee Exposure](#).
 - Critical Chance buffs, such as  [True Steel](#),  [Blood Rush](#), and  [Arcane Avenger](#).
 - Critical Damage buffs, such as  [Organ Shatter](#) and  [Magus Aggress](#).
 - Status Chance mods, such as  [Melee Prowess](#) and  [Weeping Wounds](#).
 - Combo Count Chance buffs such as  [Quickening](#),  [True Punishment](#), and  [Exodia Triumph](#).
- Weapon specific traits that affect Whipclaw include:
 - Melee [Incarnon](#) Evolutions:
 - Flat base damage bonuses offered by melee incarnon evolution is added **after** combo and strength, but is increased by base



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- Unique mod effects, such as  [Shattering Impact](#),  [Healing Return](#),  [Energy Channel](#),  [Vulcan Blitz](#), and  [Power Throw](#).
-  [Condition Overload](#)
- ( [Primed](#))  [Reach](#) does **not** affect Whipclaw.
-  [Amalgam Ripkas True Steel](#) does **not** cause gore.
- Casting Whipclaw while wielding  [Xoris](#) or a weapon that pauses melee combo counter while holstered, such as  [Tenet Livia](#) or  [Tenet Grigori](#) will reset the combo counter.
- Elemental bonuses do not improve status proc damage.  [Toxin](#),  [Heat](#) and  [Electricity](#) procs will always deal 50% of Whipclaw's damage (before +elemental and +impact bonuses) per tick.
- **Ability Synergy:**
 - Whipclaw inflicts **200%** damage against enemies affected by  [Ensnare](#).
 - Refreshes the propagation effect on ensnared enemies hit by Whipclaw.
 - If at least one enemy captured by  [Strangledome](#) is hit by Whipclaw, all other enemies in the same dome will each receive **50%** of the total damage. This also works on a Strangledome cast by an ally Khora. Additionally, Whipclaw's [Critical Chance](#) and [Status Chance](#) will reroll on each enemy separately.
- Whipclaw will strike toward the aiming reticle at the end of the animation, landing the attack when the whip is fully extended.
 - The explosion radius is centered on the closest physical object or surface in the player's crosshair, or the farthest area Whipclaw is able to reach.





- [Khora](#)

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