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Hysteria (Stance)

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Hysteria is a unique [Stance](#) exclusive to  [Valkyr Talons](#) that can only be acquired and used by activating  [Valkyr's](#) fourth ability,  [Hysteria](#). This Stance overrides the Stance on any currently equipped melee weapon for as long as Hysteria remains active.

Combos

[WARFRAME Wiki](#)

		Max Rank Description
Stance: Valkyr is imbued with energy and becomes a ball of vicious rage, capable of unleashing a torrent of deadly claw attacks on unsuspecting foes.		
General Information		^
Type	Valkyr Talons	
Polarity	Universal	
Rarity	Common	
Max Rank	3	
Base Capacity	0	
Cost		
Introduced	Update 23.0 (2018-06-15)	
Vendor Sources		^
Official Drop Tables		^
https://www.warframe.com/droptables		

Default Combos of Stance or Weapon ([Edit Stance Data](#))

Combo/Attack	Name	Attack Multipliers and Forced Procs					
Neutral (While Not Moving)	Fervor						
Forward (While Moving)	Rage						
Forward Block (While Blocking & Moving)	Madness						
Block (While Blocking)	Delirium						



Heavy (Heavy Attack)	Rise From Ashes		50
Slide (While Sliding)	Launching Spring		22
Aerial (While In Air)	One Point		62
Wall (While Wall Latching)	Through Strike		17
Finisher (On Knocked Down Enemy)	Roaring Drums		41
Slam (Looking At Ground While In Air)	Slam Attack		0.

Default "Sweep" Attack • 360°/Spin Attack • Direct and Radial Slam Attack

"Thrust" Attack

- Average Damage Multiplier per second only applies to single-target DPS calculations.
- Note that hits marked as "Radial Slam Attack" will not apply at the epicenter of a single attack, as they are accounted for in Avg Dmg Multi/s calculations.
- Combo animation lengths are approximate and are only accurate within a few tenths of a second.
- Each tile marking in stance preview gifs are 2m apart.
- Combos labeled with an asterisk (*) are shared between weapons within the same weapon family.

Acquisition

- Hysteria is a **unique stance** which can only be temporarily obtained through the use of **Valkyr's Hysteria**. There are no other possible methods to obtain this stance.



Notes

- During this stance mode, Valkyr has increased mobility mid-air, performing continuous aerial somersaults.
- The final four attacks of **Fervor** have Valkyr swipe around a full 360 degrees, allowing her to attack enemies around without needing to change directions. Due to Hysteria's high power nature, this can clear tightly-knit crowds quickly.
- Unlike other weapons that use this slide attack, **Launching Spring** makes Valkyr spin quickly 3 to 4 times before delivering an uppercut, which can deal up to a 5-hit combo against a single target, or 4 hits against multiple enemies.
- Unlike **One Point** utilized by other fist-using stances ([Fists](#), [Claws](#) and [Sparring](#)), **Frenzy** accelerates Valkyr downwards instead of letting her float in the air as she waits to strike the ground.*
- **Roaring Drums** does **25%** bonus [Impact](#) damage.
- This stance can not be ranked up manually and instead ranks up with the ability rank of [Hysteria](#). There is also no benefit to ranking up the stance.

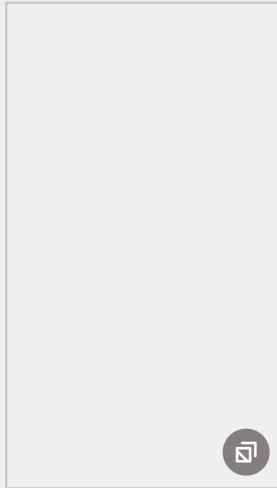
* - *Requires further testing/May be an unintended bug*

Trivia

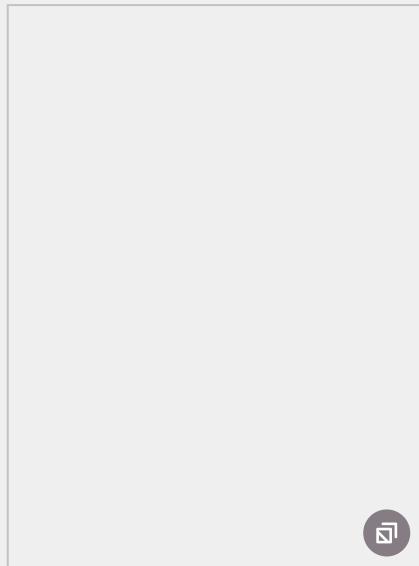
- The stance was previously categorized under "[Furax](#)" instead of "Valkyr Talons".
- Hysteria is one of five identified stance mods that are exclusive to a Warframe instead of a weapon type, the other four being [Excalibur's](#) [Exalted Blade,](#) [Wukong's](#) [Primal Fury,](#) [Baruuk's](#) [Serene Storm,](#) and [Sevagoth's](#) [Exalted Shadow.](#)
- Oddly enough, before [Hotfix 14.0.6](#) (2014-07-22), the mod card appeared to be a background-less version of [Voltaic Strike](#). This was changed as of [Hotfix 14.0.6](#) (2014-07-22), where the image was replaced with a grey-grid.
- Although having lost characteristics where Valkyr would float mid-air when attacking during Hysteria pre-Update 14, if a player attacks off a downward slope, Hysteria will momentarily let Valkyr attack regularly while in mid-air, followed shortly with **Frenzy**.

Gallery

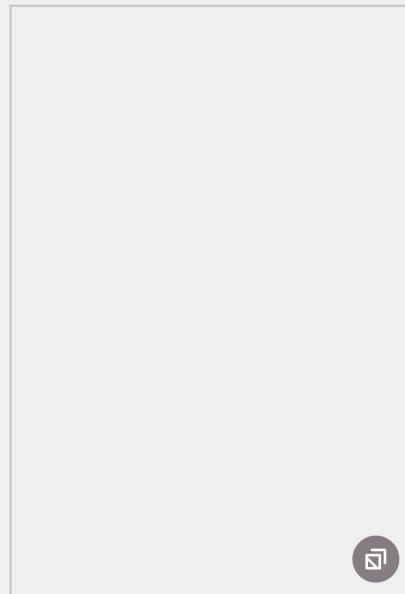
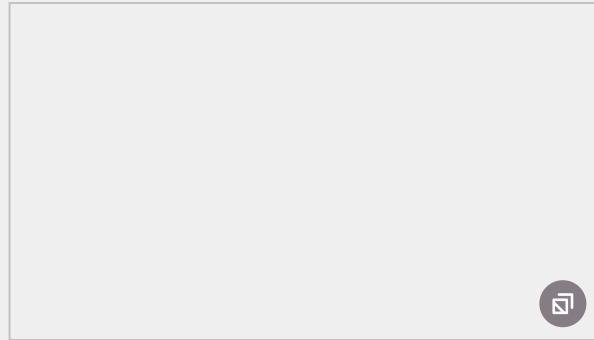




Hysteria mod card as seen through combo menu.

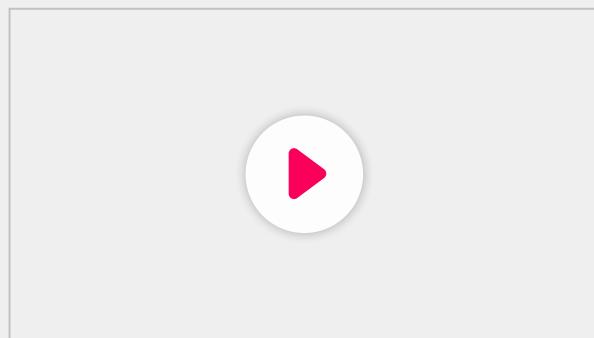


Stance mod card - Pre-U14.06.



Old stance mod card still categorized under the name "Furax".

Media



Warframe - All Melee 3.0 Combos (Part 3 of 3)



See Also

- [Hysteria](#)
- [Valkyr Talons](#), the exalted weapon that uses this stance.
- [Valkyr](#)

Stances				Edit	[Collapse]
PVE	PVP				
Swords					
Blade-Whip	Defiled Snapdragon				
Dual Nikanas	Mountain's Edge				
Dual Swords	Crossing Snakes •	Swirling Tiger •	Carving Mantis		
Machete	Cyclone Kraken •	Sundering Weave			
Nikana	Blind Justice •	Decisive Judgement •	Tranquil Cleave		
Rapier	Vulpine Mask				
Single Sword	Iron Phoenix •	Crimson Dervish •	Vengeful Revenant •		
Sword-Shield	Swooping Falcon				
Two-Handed Nikana	Eleventh Storm •	Final Harbinger			
Warfan	Wise Razor				
	Slicing Feathers •	Votive Onslaught			
Daggers					
Single Dagger	Homing Fang •	Pointed Wind •	Stinging Thorn		
Dual Daggers	Gnashing Payara •	Sinking Talon •	Spinning Needle		
Brawler					
Claws	Four Riders •	Malicious Raptor •	Vermillion Storm		
Fist	Seismic Palm •	Fracturing Wind •	Gaia's Tragedy		
Sparring	Grim Fury •	Brutal Tide			
Pole					
Polearm	Shimmering Blight •	Bleeding Willow •	Twirling Spire		
Scythe	Reaping Spiral •	Stalking Fan			



Assault Saw	Butcher's Revelry		
Hammer	Shattering Storm	•	Crushing Ruin
Heavy Blade	Cleaving Whirlwind	•	Rending Crane
Heavy Scythe			Tempo Royale
Galeforce Dawn			
Miscellaneous			
Glaive	Astral Twilight	•	Gleaming Talon
Gunblade	Bullet Dance	•	High Noon
Nunchaku	Atlantis Vulcan		
Tonfa	Gemini Cross	•	Sovereign Outcast
Whip	Burning Wasp	•	Coiling Viper
Other			
Exalted	Exalted Blade	•	Hysteria
Stance	Primal Fury	•	Ravenous Wraith
	Razorwing	•	Serene Storm



Categories



Languages



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