

in: [Warframe Abilities](#), [Kullervo](#)

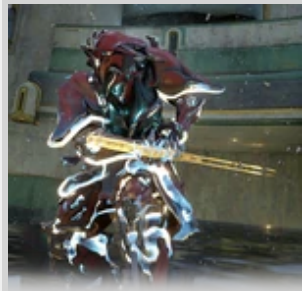
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Wrathful Advance


33

EDIT



Wrathful Advance

(TAP) Kullervo charges a Heavy Attack, then teleports to his target and strikes. His rage-filled focus temporarily increases his Melee Critical Chance.



1

25

(HOLD) Teleport to any marked location.

Introduced in [Update 33.5](#) (2023-06-21)

Strength:

+ 50 / 100 / 150 / 200 %
melee final critical chance

Duration:

7 / 8 / 9 / 10 s melee crit buff duration

Range:

20 / 22 / 23 / 25 m teleport distance


Misc:

1 s Cooldown
Invulnerable during wind up
Refresh Maneuvers on teleport

Subsumable to Helminth

Info



Bugs







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X

ful wrath onto an enemy target / **25** meters. Once cast, he weapon and charges a [Heavy](#) time, then teleports to the

melee attacks gain a  **+50% / +100% / +150% / +200%** final [Critical Chance](#) bonus lasting for  **7 / 8 / 9 / 10** seconds. After teleporting, Kullervo also refreshes his [Maneuvers](#) limited usage if previously performed already, such as Aim Glide, Double Jump, and Bullet Jump.

- Has a **1** second cooldown after use.
- Melee critical chance bonus begins countdown immediately on cast, before the heavy attack wind up.
- The final critical chance applied to melee weapons is a flat value applied after mods (e.g. a melee weapon with 25% critical chance becomes 225% when a rank 3 Wrathful Advance is active).
- If Kullervo does not have a melee weapon equipped, he will simply teleport to the target.
- If the target dies before Kullervo finishes his heavy attack wind up, the teleport is aborted and he remains at his current position.
- Invulnerability does **not** cleanse [Status Effects](#).
- Hold down the ability button (default ) to center a teleport marker toward the location on the aiming reticle, then release the button to cast Wrathful Advance and teleport Kullervo for the modded distance. After hold-cast, melee critical chance buff becomes active for the modded duration and refreshes his maneuvers.
 - Hold down and release the button while the teleport marker is on an enemy to lock onto the target and perform a heavy attack teleport.
 - The teleport marker snaps to the nearest enemy on the reticle and plays a distinct sound to indicate its lock-on.
 - Teleport marker reaches up to the ability's modded distance and can be placed in any direction including toward the skybox to teleport Kullervo upward.
 - Kullervo does **not** become briefly invulnerable if teleporting by hold-cast.
- **Ability Synergy:**

- Kullervo's [Passive](#) increases [Heavy Attack Efficiency](#) by **75%** and Heavy Attack Wind Up speed by **100%** to amplify Wrathful Advance's heavy attack.
-  [Recompense](#),  [Collective Curse](#), and  [Storm of Ukko](#) increase the

Advance's heavy attack.

reads through enemies under et.

Advance will reposition an

while also adding extra duration



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- Can be recast to refresh active melee critical chance buff duration to full.
- Wrathful Advance's melee critical bonus is dispelled by Kullervo entering an ability nullification zone or by falling out of bounds.
 - Kullervo can only teleport up to the border of a [Nullifier Crewman](#)'s bubble. Hold-cast teleport marker is also obstructed by the bubble.
- While active, whenever Kullervo performs a melee heavy attack on most melee weapon types, an aggressive growl can be heard on each swing.
- Subsuming Kullervo to the [Helminth](#) will offer Wrathful Advance and its augments to be used by other Warframes.
 - However, Subsumed Wrathful Advance's range is reduced to **10 / 11 / 11.5 / 12.5** meters and melee critical chance bonus reduced to **25% / 50% / 75% / 100%**
 - (only the targeting, the hold to teleport range is unchanged)
 - The bonus critical chance also applies to [Exalted Weapons](#) and pseudo-exalted abilities such as [Landslide](#), [Slash Dash](#), [Shattered Lash](#) and [Whipclaw](#).



See Also

- [Kullervo](#)

Categories



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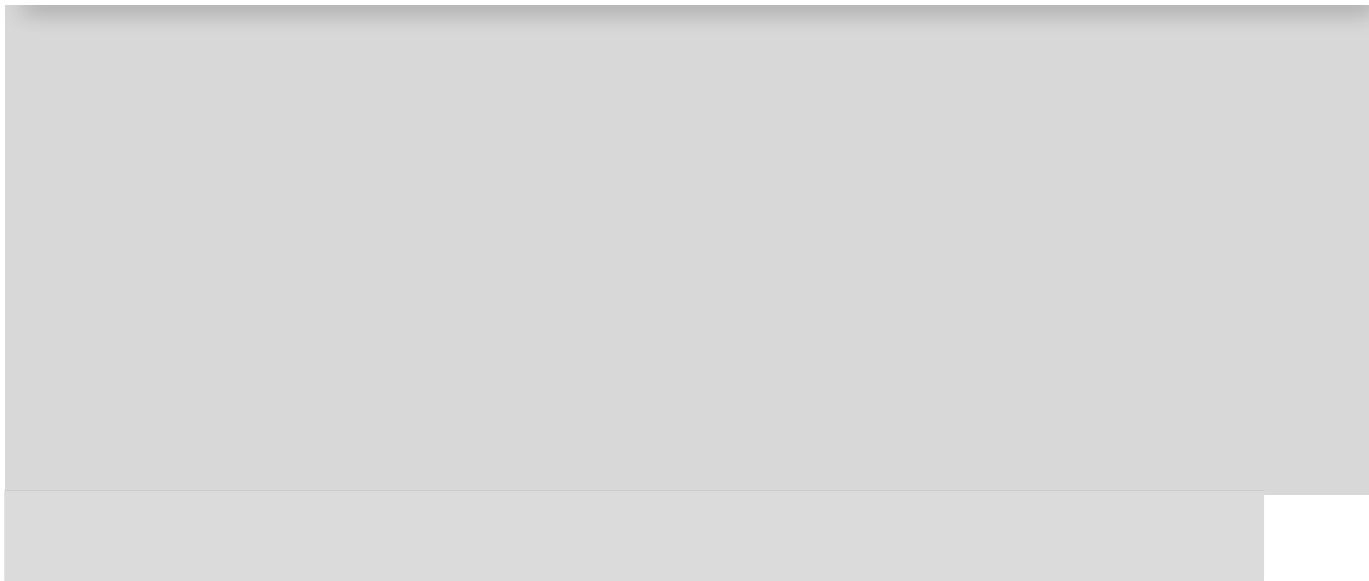
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