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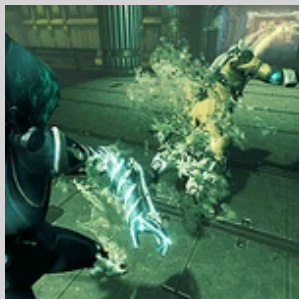
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# Pull

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**Pull**

Mag stuns enemies as she manifests a magnetic vortex. The vortex pulls in Polarize Shards and stunned enemies to place them directly in front of her.

25

Introduced in [Vanilla](#) (2012-10-25)

**Strength:**

100 / 125 / 150 / 300 ( [Magnetic](#) damage)  
? m/s (pull velocity)

**Duration:** N/A

**Range:**

15 / 20 / 22 / 25 m (target range)

**Misc:**

6 m (radial pull)  
90° (angle)

**Subsumable to**

[Helminth](#)

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



- Mag expends 25 energy to generate a strong magnetic vortex in front of her lasting for **2** seconds, pulling every enemy within a **6** meter radius around herself,



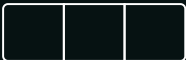
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ters and a **90°** angle of the  
and pulled into the vortex at a  
**100 / 125 / 150 / 300**



WARFRAME Wiki



- Cast animation of ~**0.5** seconds, affected by [Casting Speed](#).
- Still inflicts damage to enemies immune to crowd control.
- Will **not** stop certain enemy abilities mid-animation, such as Heavy [Grineer's](#) Radial Blast and the [Volatile Runner's](#) detonation.
- **Ability Synergy:**
  - Pull can pull  [Polarize](#) Shards toward Mag.
- Pull's visual effects, including a tint on enemies affected by it, are affected by Mag's chosen energy color.
- Casting Pull is a [One-Handed Action](#) that can be done while performing many actions without interrupting them, including [reloading](#), charging, shooting, and moving (either [sprinting](#) or [sliding](#)).
  - Can be used in mid-air, but **not** while on a [zipline](#).
- Pull grounds fliers, rather than pulling them toward the player.
- Subsuming Mag to the [Helminth](#) will offer Pull and its augments to be used by other Warframes.
  - However, Subsumed Pull's pull range is reduced to  **7.5 / 10 / 11 / 12.5** meters.



## Patch History

[Update 32.0](#) (2022-09-07)

- (Undocumented) 25% chance of dropping Energy orb on Pull kill removed.

## See Also

-  [Mag](#)

## Categories



## Languages



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otherwise noted.



[Sci-fi](#) | [Warframe](#)

Add a comment about Pull

### 37 comments

[Eedu777](#) • 4/29/2024

I am a bit confused about this part of the article:

"However, Subsumed Pull's cone range is reduced to **7.5 / 10 / 11 / 12.5** meters."

So does the aiming reticle cone get reduced as well? surely you meant:

"However, Subsumed Pull's base range is reduced to 7.5 / 10 / 11 / 12.5 meters.

Cone is unaffected."

Or am i wrong?

[A Fandom user](#) • 6/4/2024

You are just misinterpreting the writing. It's saying the range of the cone is reduced, not the angle.

[A Fandom user](#) • 9/10/2024

Ability range and cone angle is two separate thing, So yes, you are wrong.



Write a reply

[A Fandom user](#) • 1/11/2024

What does "**90°** angle of the aiming reticle" mean exactly?? Only enemies to the sides of the direction you are looking are pulled in??

[Cephalon Scientia](#) • 1/11/2024

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near to Block Angle for melees.



I believe their concept error was thinking that it only affects enemies who are 90 degrees away from your aim reticle.

The 90 degrees means it is a 90 degree cone with its axis of symmetry centered on the reticle, i.e. it will hit anyone within 45 degrees of the reticle in any direction.



Cephalon Scientia • 4/5/2024

Ah you are correct anon. Think I misinterpreted what they were trying to ask.



Write a reply



A Fandom user • 11/18/2023

Something i noticed it's that the "vortex" at the end of the pull is affected by Duration



Write a reply



A Fandom user • 12/30/2022

> Damage and pull velocity are affected by [Ability Strength](#).

Does pull velocity really still affect this? Seems the same to me no matter what my strength is.



A Fandom user • 5/5/2023

It probably doesn't, enemies used to clip through walls and stuff when you used pull back in the day because of the velocity you would pull them at, it looks more smooth now.



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then? It still says it.





Write a reply



A Fandom user • 11/3/2022

What happen to the energy orb drop chance on killed enemy from Pull?



Cephalon Scientia • 11/4/2022

Removed by @Zeeman0306, no comment why (<https://warframe.fandom.com/wiki/Pull?diff=2296226&oldid=2294744>). Has this mechanic been removed?



Tiltskillet • 11/8/2022

I think it's gone.

25 tests, killing 20 level 1 Runners with 333% strength Pull, and got 72 energy orbs.

Another 25 with 100 strength: 76 orbs.

Then 25 just with melee: 75 orbs.

Of course the alternate answer is: Doesn't matter if it exists or not. The kill condition made it insignificant.



Write a reply



A Fandom user • 9/25/2022

I discovered an issue with this ability. Unlike other pull abilities, this one does not affect arena enemies unlike Larvae and Strangledome. Its sad because the synergy with greedy could save a lot of time in the Arenas farming endo.



A Fandom user • 11/2/2022



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X ve known.



WARFRAME Wiki





Write a reply



A Fandom user • 9/9/2022

Yeeting enemies off of cliffs in free roam areas was a ton of fun.  
Ripping enemies off of defense objects or interception towers was useful and fun.  
Yanking enemies into the void out of maps to kill them was exploitative and fun.  
Ripping \*\$&@!#ing Dargyn Pilots out of the air into Gara Lake was creative and fun.

Instantly ragdolling concentrated enemies and spraying them across the room may not have always been the most practical thing to do. but it was certainly fun,

Mag was my starter frame. And pull was the reason I chose her.  
Sad to see such a fun ability reduced to a smaller version of Magnetize.

[VIEW MORE REPLIES](#)

A Fandom user • 9/11/2022

While the yeet(and maybe lazy gpull range) is gone, it now possess one extremely valuable property: Clump them all together in a very controllable fashion. Combining that with high penetration weapon or just straight aoe will make everyone and everything in that clump take full damage. It enabled me to use MK1-Braton in Grineer Steel Path survival and get to 10 mins without using a single pod now.



Mariano3113 • 9/27/2022

I have switched from Frigor Prime to Innodem on my Mag account: with the new Pull changes I can pull enemies together in a clump at my feet; then melee them to get quickly to 3x Combo for Heavy Attack into Incarnon Form.

The Innodem Projectiles seem to have infinite body punch through inside the magnetize bubble. (Pairs well with Vigours Swap to jump and aerial melee between weapon fire.)



A Fandom user • 12/18/2022



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yeet enemies, the ragdoll  
for all practical purposes, and



WARFRAME Wiki



as someone who picked her as my starter back in Update 8, I'm happy to have it *back* to a state where it's *actually* useful.

Pull version 2: Massive cone attack that knocked down and attempted to slide enemies to your feet. Worked extremely well with certain heavy attacks, since you could sweep the ground with Scythes, as well as for grouping enemies up for effects like Shield Polarize (which could makes enemies explode for a percentage of their shielding) or Bullet Attractor. Its *only* failings were that "knockdown and slide" meant enemies would sometimes be dragged into obstacles like railings instead of *to you*, and that if your cluster pulled a Toxic Ancient straight to you, it was usually instant death.

Pull version 3: The previous version. Created purely due to Mag's use in the trailer "The Profit" promoting the Gas City tileset and Alad V fight, it put enemies in a ragdoll state "so they could be pulled over railings" (though it usually caused them to flip into the sky if they actually hit one) but separated the target's travel *velocity* (affected by Power Strength) from the travel *distance* (affected by Power Range); this meant with low Strength, faraway enemies would just be knocked down in place failing to be "pulled" much at all, while at high Strength nearby enemies would whiz right over Mag, making it useless for grouping. Prior to Damage 2.0 this was tolerated since it usually killed enemies outright anyway with its armor-ignoring Physics Impact damage.

So you can imagine when Damage 2.0 hit how it felt like the ability had been nerfed from version 2, purely for a visual gag we never asked for. "It's Tuesday, better nerf Mag" was a big thing for years as a result of it.

Doubly so after the big push for Magnetize and the nerf to Shield Polarize meant grouping enemies was *actually important* to Mag.

Pull version 4: Combines all the strengths of version 2 with the ability to actually pull enemies over obstacles to a location. If version 2 was "acceptable", version 4 is *actually really good*, especially in the current era where there are a half-dozen alternatives to Pull available to other frames, especially thanks to Helminth, and a toolkit that synergizes highly with high Range grouping skills.



A Fandom user • 9/11/2023

It still sends them flying around all over the place if you have high enough range. The vortex expires before they reach it, so they go flying past Mag instead.



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A Fandom user • 8/6/2022

First off, despite the lack of indication in game, the pull strength does scale with ability strength. minus strength can render it a laughable trip, and at 100% it doesn't always do much.

Also, for those wondering if its worth a subsume, it can be. It's largely outclassed by nidus and khora's subsumes, but it can be acquired with far less of a grind and can function well with minus duration or base range. Despite pulling all enemies at the same force, it can group them up if you angle it down from the air, since they're all pulled towards the same point from a wide cone of targeting. The best use case I can think of is pulling them into persistent AOE's like frosts bubble, chroma's ward, or sevagoth's gloom.



Write a reply



A Fandom user • 9/25/2021

I just tested Pull with 462% Strength

100% Base Strength + 99% Blind Rage + 55% Transient Fortitude + 44% Umbral Intensify + 24% Augur Secrets + 15% Power Drift + 25% Growing Power + 50% Energy Conversion + 50% Power Drain

The targets were twenty Lv 1 Arid Lancers, spawned in the Simulacrum, of which every one of them died in a single cast of Pull. Theoretically, this should've provided twenty energy orbs, if not more since my Pull apparently had a 115.5% drop chance for energy orbs upon kill(as both the warframe wiki and Mag's in-game tips section hint at). In actuality, I consistently got only 1 - 3 energy orbs from each group of twenty Arid Lancers I killed.

My reaction was thinking that maybe the x% Drop Chance on Pull meant more along the lines of "additional x% chance based off of the enemies' innate chance to drop energy orbs", and not "enemies have x% chance to drop energy orbs" as one would initially think. So I then tested killing the same group of twenty with just my gun; the result: I consistently got only 1 - 3 energy orbs, again.



My next reaction was thinking that the "Drop Chance" could mean anything,



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I had that theory. With my next  
group of twenty Arid Lancers:





Summary: Pull's "energy energy orb drop chance" seemingly doesn't increase the chance for enemies to drop energy orbs, doesn't increase enemies' innate chance to drop energy orbs, and doesn't increase the chance for enemies to drop any pickup in general.



A Fandom user • 9/29/2021

Thank you so much for doing the test...was tempted to test a max str pull helminth'd on some other frames that are already high str, but this is rather disappointing...



A Fandom user • 11/3/2021

Oh yes traps in the game for lower efficiency, I bet there is a lot of those undiscovered seen as "bugs".

Why do they do they write all that if they can't see such thing as obvious as 1+1 (it is only that) in the game? For too f\*kin long?



A Fandom user • 11/3/2021

Efficiency\*



Write a reply



A Fandom user • 7/14/2021

At 100 Strength about 50% of the time to pull enemies completely behind me even when I am standing still. I should pull to my feet one would think. 25 energy cost makes it a cheap helmith ability and extra energy is always nice. Ensnare is clearly better but that's 50 energy cost.



Darthmufin • 4/15/2022

In the past pull literally pulled enemies to her feet into a pile, exactly as the

mies through walls which  
pull does not work through  
sically pull to you anyways.



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If you ask me, they should re-add enemies being pulled directly to where you are since it can't work through walls anyways.



A Fandom user • 6/7/2022

The animation in the Arsenal shows the old behavior. The new behavior is pretty useless, they should definitely return it to the way it was. Enemies just get knocked over and stick to the ground, they don't get pulled to you. An enemy 30m away will get pulled maybe 2m closer. They stick to the ground. If you jump to pull them up a bit, they overshoot. It's not a good ability.



Write a reply



A Fandom user • 2/22/2021

Had to go here because the "drop chance" isn't explained in game



Write a reply



A Fandom user • 11/6/2020

"bringing them into melee range."

It merely trips the enemy, god this ability is BAD and misleading. I understand there are already other vortex like abilities on other frames but couldn't it at least bring enemies in to a sizeable range? So my melee with primed reach is able to kill them like the ability description says it supposed to do?

I was hoping to at least build range on Mag to make it have an easier time to level before subsuming so I can use greedy pull on my Box breaker limbo. But it doesn't even help when Mag is super squishy and will die by anything that doesn't get hit by a tripping ability.



A Fandom user • 11/6/2020



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Yeah, the description is a bit misleading for sure, but it does pull enemies into melee range if they are close enough. this thing is not going to aggregate an entire room full of enemies.

And the 'trip' mechanic? try using ground slam abilities and ground finishers. If enemies are on the floor, they also aren't shooting you. Using this ability to bring enemies into LOS is very useful too. try it with things like ore gaze, Specotage with specrosiphon, or as you stated, limbo with an active cataclysm.

On the subject of Lootbo, if you want to use greedy pull, combine it with a sentinel that has vaccum to get better results.

Range on Mag actually isnt as important as you think. the augment for magnetise increases base range, and her 4 locks her into a cast that is more suicidal at higher levels than just popping cyanide. Go for about 200% duration, 125% efficiency, 145% range and 180% strength. dump anything else into shields. She wont be top tier, but she IS a tanky frame that ALSO cripples her enemies.

And there's a lot to be said about that.



Arraka Arkana • 10/27/2021

Maxed-out range is actually extremely beneficial for her, given that her 2 is a spherical thing with range mods increasing the radius. With this being true, the volume that her 2 affects is equal to  $(4/3) \cdot \pi \cdot r^3$ , so with the base range being okay, and the augment increasing the final range, it hits an incredibly large number of enemies both on bubble damage and explosion. Additionally, Crush's animation, while long, is not suicidal, as it can be cast in the air. While aim gliding, enemy accuracy while targeting you is approximately halved, and you can have Polarized to gain some shields (or just be using some Augur mods), followed by a Crush cast in the air. You'll very rarely die, and will often hit full overshields, as well as giving the same to most of your squad.



A Fandom user • 3/5/2022

Power strength affects the strength of the pull. Negative Power strength makes enemies "trip"



Write a reply



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Tried subsuming this on Khora in Sedna arena and it does literally nothing?? The enemy doesn't even flinch. What's wrong?



A Fandom user • 5/31/2021

Wild guess, you have negative range.



Write a reply



A Fandom user • 10/7/2020

Just used it on Nekros in Uranus - Assur survival with friend. 250 000 focus in 30 mintes of farming for plastids (no exp bonuses). With over 160 strength has REALLY AWESOME pull. Greedy pull with despoil means you can become the laziest loot booster for lazy party. Why walk when you can just make enemies pile at your feet?



Write a reply



A Fandom user • 1/5/2020

Did they nerf pull or is there enemy besides nullifier giving immunity. did a disruption fracture and spaming this ability is my survivabilty preventing enemy to shoot me and push into magnetize, except game decided its only going to do damage and no ragdoll or even stun in some moments and in others I was able to pull whole crowd I have no idea why im not able to cone cc with this anymore.



Write a reply



A Fandom user • 8/28/2018



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people and not just trip them  
into melee range like it says it



A Fandom user • 5/25/2021

^ Tried to helminth this ability onto my Valkyr. Enemies fly 10 meters behind me every time -\_- It's supposed to make it easier to melee attack them but it just makes it harder cuz it's so random where they end up. Also the actual pull has to kill them for the energy drop chance? Come on, dont bait me with such a scam.



A Fandom user • 5/31/2021

Put ensnare on valkyr instead of pull



A Fandom user • 6/7/2022

Yeah, it's definitely more of a 'trip' than 'pull' ability



Write a reply



A Fandom user • 5/3/2018

Made a build that focused on magnetize and pulling enemies into it with pull. 66 meter range on pull. Go and test it out and what does it do? It tugs them forwards like 5 feet. IT CAN'T EVEN DO WHAT IT'S NAMED FOR. I suggest a petition to rename this ability "trip" to dissemble any confusion about what this ability can actually do.



A Fandom user • 5/31/2021

Of course it pulls them 5 feet, stupid. The pull strength is based on POWER STRENGTH not range. If you wanna yeet enemies across the map, you need high power strength.



Write a reply



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- reduces damage to **897** and energy orb drop chance to **74.75%**.

That damage and drop chance is equal to max strength W/O energy conversion. It should read:

**Maximized Ability Range** increases range to **62.5** meters.

- Reduces damage to **180** and energy orb drop chance to **15%**.

However, I'm having trouble editing it.



A Fandom user • 11/8/2017

I don't know what you did here but for ability range it should reduce the damage to 130 and stop chance to 10%, as that is what 40% ability strength will leave it with since overextended gives 90% range at the cost of 60% strength. You need to fix this.



Write a reply



A Fandom user • 5/31/2017

Pull now shows which enemies it affected with an energy aura. This seems to slow them down for longer with power duration. Can anyone confirm?



Write a reply



JC75 • 12/3/2016

Maximized Power Strength is incorrectly labeled as Range, couldn't figure out how to edit the maximization area so just saying



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