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Cyte-09

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WARFRAME Wiki



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Passive

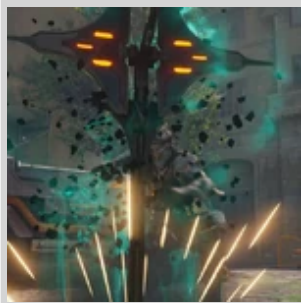
 **Cyte-09** gains **Practiced Aim** when he kills an enemy by damaging their **Weak Points**, increasing his **Critical Chance** against weak points by **1%** up to a maximum of **300%**, lasting for the entirety of a mission.

- Additional critical chance from Cyte-09's passive can raise the **Critical Tier** of his equipped weapon.

Abilities

▼View Maximization▼

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Seek

Plant an antenna that projects a forward wave scan. Detected enemies take increased Weak Point Damage, and become visible through walls. Weapons gain Punch through.

1

25

Introduced in [Update 38.0](#)
(2024-12-13)

**Strength:**

30% / 45% / 60% / 75%
([weak point](#) damage)

**Duration:**

20 / 25 / 30 / 35 s
(antennae duration)
5 s (scan duration)

**Range:**

45 / 50 / 55 / 60 m (seek range)
10 m (weapon [punch](#) through)

Misc:

75° (angle)
3 (max antennae)



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https://warframe.fandom.com/wiki/Cyte-09?so=search#Abilities

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2

50

Resupply

Throw two Elemental Ammo Packs that instantly refill the active weapon's magazine, while granting the weapon an additional instance of the selected Elemental Damage and Status Effect. Reload clears the effect. Sniper Rifles gain extra damage.

Hold the ability to select the Elemental Damage type.

Introduced in [Update 38.0](#)
(2024-12-13)

Misc:

2 (ammo packs)
6 (maximum ammo packs)

Strength:

10% / 15% / 20% / 25%
(weapon damage bonus)
20% / 30% / 40% / 50%
(sniper damage bonus)

Duration:

N/A

Range:

N/A

This section is [transcluded](#) from [Evade](#) . To change it, please [edit the transcluded page](#).



3

75

Evade

Jump backwards and become invisible for a short duration. Killing enemies on their Weak Points extends the duration and heals Cyte-09.

Introduced in [Update 38.0](#)
(2024-12-13)

Strength:

25 / 50 / 75 / 100 (health restore)

Duration:

10 s (invisible duration)
2 s (duration extend)
30 s (duration cap)

Range:

N/A

Misc:

60 s (cooldown)

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3/5

4

5

+10/shot

+20/alt

fire

Neutralize

Summon the Neutralizer, Cyte-09's exalted Sniper Rifle. Bullets ricochet off Weak Points to seek out other nearby Weak Points. Alt fire lobbs a **What did you want in**

Module:DamageTypes/data?

Cold grenade that completely freezes enemies.

Introduced in [Update 38.0](#) (2024-12-13)

Strength:

1x / 1.08x / 1.16x / 1.25x (damage multiplier)

Duration:

N/A

Range:

10m (ricochet range)

Misc:

4 (number of ricochets)
20% (damage loss per ricochet)

Strength Mods

Duration Mods

Range Mods

File:Seek.png

File:Seek.png

File:Seek.png

File:Resupply.png

File:Evade.png

File:Evade.png

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