

ADVERTISEMENT

in: [Pages with script errors](#), [Cyte-09](#)

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Cyte-09/Abilities

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Passive

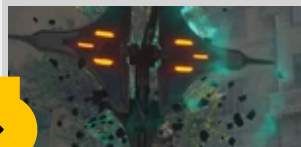
 [Cyte-09](#) gains **Practiced Aim** when he kills an enemy by damaging their [Weak Points](#), increasing his [Critical Chance](#) against weak points by **1%** up to a maximum of **300%**, lasting for the entirety of a mission.

- Additional critical chance from Cyte-09's passive can raise the [Critical Tier](#) of his equipped weapon.

Abilities

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



Seek
Plant an antenna that projects a forward wave

1

**Strength:**

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

**Duration:**

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

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Weapons gain Punch through.

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

Range:

45 / 50 / 55 / 60 m (seek range)

10 m (weapon [punch through](#))

Misc:

75° (angle)

3 (max antennae)

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



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.

2

50

Hold the ability to select the Elemental Damage type.

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

Strength:

10% / 15% / 20% / 25% (weapon damage bonus)

20% / 30% / 40% / 50% (sniper damage bonus)

Duration:

N/A

Range:

N/A

Misc:

2 (ammo packs)

6 (maximum ammo packs)

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



Evade

Jump backwards and

Strength:

25 / 50 / 75 / 100 ([health restore](#))

Duration:



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duration and heals Cyte-09.

30 s (duration cap)

Range: N/A

Introduced in Update 38.0 (2024-12-13)

Misc: 60 s (cooldown)

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



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 lobs a 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







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