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Summulyst

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 EDIT

-  FACTIONS
-  SENTIENT

CODEX

A high-order Sentient that bifurcates its body, creating a portal it uses to summon reinforcements and projectiles. Armed with twin cannons.

Summulysts are durable Sentient drones able to switch between two forms: a mobile combat form and a stationary gateway. While mobile, they can only fire their weaker twin energy arm cannons; but as a gate they can additionally summon up to three [Choralysts](#), as well as eject homing projectiles.

Sentient Adaptation

This section is [transcluded](#) from

Summulyst



 Update Infobox Data

A high-order Sentient that bifurcates its body, creating a portal it uses to summon reinforcements and projectiles. Armed with twin cannons.

General Information

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As a Sentient, Summulysts have the ability to adapt up to **4** [damage](#) types from attacks: a Sentient's health is gated such that upon its hit points falling below a fixed percentage, it will grant resistance to the damage type it has received the most. The Sentient will adapt to damage once per health gate, at the percentages listed below:

- First gate: **25%** Health lost.
- Second gate: **45%** Health lost.
- Third gate: **65%** Health lost.
- Fourth gate: **80%** Health lost.

Subsequent adaptation will be done in descending order of damage proportion for each health gate. A single Sentient can adapt against a maximum of **4** damage types even if another Sentient transfers their adaptation, and Sentients will still receive full damage from any damage that exceeds their health gate before adapting.

On adapting to a damage type, the color of the glowing core on their chest changes to the corresponding damage type they recently adapted to, along with displaying the icon of said damage type below their health gauge.

The adaptation decreases in effectiveness the more damage types it resists.

- For the first damage type

	Veil Proxima Venus Proxima
Mission Type(s)	Orphix (Mission)
Tile Set(s)	Grineer Galleon Corpus Ship Corpus Gas City
Statistics	
Affinity	-2
Shield	5,000
Health	3,000
Armor	200
Dmg. Reduction	24.49%
	  
Body Multipliers	Head: 1.0x
Base Level	10
Level Scaling	
	10 500
Selected Level	10 Reset
EHP	8,972.98
Steel Path EHP	--
Miscellaneous	
Codex Scans	3
Introduced	Update 29.6 (2020-12-18)
Drops	
Mod Drops	 Spry Sights 2.29%  Reflex Draw 2.29%  Agile Aim 2.29%  Twitch 2.29%  Snap Shot 2.29%  Soft Hands 2.29%  Spring-Loaded Broadhead 0.42%  Double-Barrel Drift 0.42%  Vengeful Revenant 0.42%
Resource Drops	Region Resource 48.71%  Orokin Cell 1.29%
Blueprint/Item Drops	War Blade 0.50% War Hilt 0.50%

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- For the second damage type adaptation, the Summulysts will resist that damage type by **80%**.
- For the third damage type adaptation, the Summulysts will resist that damage type by **75%**.
- For the fourth damage type adaptation, the Summulysts will resist that damage type by **70%**.

<https://www.warframe.com/droptables>

Using the [Operator's Void Beam](#), [Excalibur Umbra's](#) [Radial Howl](#), a rank 40 [Paracesis](#), [Shedu's](#) pulse on expending all ammo, or [Xaku's](#) [Xata's Whisper](#) will remove and reset all their acquired damage resistances. Sentients can still regain their resistances, however, the aforementioned abilities and weapons will always be able to remove them.

Additionally, the Summulysts also receive a **40%** resistance to the adapted damage type at each adaptation, which stacks multiplicatively with the previously listed ones. These resistances cannot be removed by any of the methods listed above.

The damage gating also prevents Summulysts from being killed in one shot, as the maximum percentage of health removable in one instance is:

- **25%** at full health
- **20%** between **75%** & **55%** max HP
- **20%** between **55%** & **35%** of max HP
- **15%** between **35%** & **20%**, after which there is no limit and the Summulysts will take damage normally at every instance

Additionally, Summulysts posses an innate **30%** damage resistance, separate from armor and its Sentient adaptation.

Gallery

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Patch History

Update 30.7 (2021-09-08)

- (Undocumented) No longer immune against status effects.

Update 29.6 (2020-12-18)

- Introduced in [Operation: Orphix Venom](#)

Sentient Edit [Collapse]	
Drone	Aerolyst • Anu Mantalyst • Anu Pyrolyst • Battalyst • Brachiolyst • Conculyst • Eradicyst • Membroid • Mimic • Oculyst • Ortholyst • Summulyst • Symbilyst
Spectral	Anu Interference Drone • Choralyst • Spectralyst • Vomvalyst
Ships	Condrix • Gyrix • Ionyx • Murex • Orphix • Splintrix
Bosses	
Teralyst • Gantulyst • Hydrolyst • Ropalolyst • Condrix • Suda-Hunhow • Wolf of Saturn	

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