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Eclipse

101

EDIT

Eclipse

(TAP) Temporarily reduce the damage Mirage takes from enemies.

3

25

(HOLD) Temporarily increase Mirage's weapon damage.

Introduced in [Update 14.0](#)
(2014-07-18)

Strength:

25 / 40 / 60 / 75 % (damage reduction)
115 / 125 / 150 / 200 % (damage bonus)

Duration:

10 / 15 / 20 / 25 s

Range:

N/A

Misc:

90 % (damage reduction cap)

Subsumable to

Helminth

Info

Augment

Maximization

Main article: [Total Eclipse](#)

>

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t Mod for Eclipse that allows it to

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- Mirage

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Sci-fi	Warframe
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A Fandom user • 3d

A



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A Fandom user • 5d

Terrible. Another case of a nerf supported by people who do not understand end game needs and by devs that do not play their own game. Roar: applies twice like faction damage for status effects, affects anyone in a fairly large radius (companions are broken rn), and applies to ALL DAMAGE. You have got to be a special kind of stupid to think 75% DR ON A TOGGLE is even close to comparable for end game. It's not even a consideration!



Write a reply



A Fandom user • 12/17/2024

I have Nullstar over Mirage's 4, which her prism ability gets doubled effects from eclipse; but eclipse seems to be buffing Nullstar the exact same way as it would Prism; I think Eclipse just simply doubled down on the 4th ability slot, not just prism



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that and damage from Eclipse at the same time. As far as ability damage, it's just too bad that while Prism can actually kill things, Null Star... not really. Even with Eclipse it's essentially useless for damage in Steel Path. Fine for normal star chart content, I guess.

[A Fandom user](#) • 12/19/2024

Hmm... adding on to my previous message, it does seem I underestimated the Neutron Star augment now that I actually gave it a try. That together with Eclipse does provide some pretty decent AoE damage (on Mirage, that is).



Write a reply

[A Fandom user](#) • 8/28/2024

This skill is a joke now for helminth (from 150% damage boost to 30%). On top of the math with ability strength, basically 95% damage nerf. Wtf r u doin DE

[A Fandom user](#) • 9/29/2024

You're math is off that's is a 85% reduction from the pure skill, and a 80% reduction from the helminth ability, don't blame DE the community sometimes needs to learn when to shut up, listen I think it's bad too but after player for over 5+ years I've learn something certain mechanics I rather discuss privately remain untouched and unmatched and was even buffed because people kept there mouths shut but people kept complain about it being "inconsistent" and didn't like how you got partial effects based on lighting and pablo said "ok we'll make it a toggle" they always intended to nerf it don't you see that? So going forward pretend like everything amazing is mid alongside everything that is actually mid because most of DE unlike Pablo doesn't actually play their game because if they did baruuk would've been nerfed but they don't so going forward let's not make any complaints about well certain frames,

[XXtriXusbgXxBG](#) • 10/28/2024

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Brother needs a fucking slap



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A Fandom user • 7/8/2024

Was the best skill on helmith by light years. Now is the best skill on helminth by some meters haha, fk u DE.



A Fandom user • 8/19/2024

One of the bigger nerfs in the complete history of the game.



A Fandom user • 9/4/2024

Nah it only was good for certain situations since the dmg buff only was active in well lit areas, so it was very inconsistend. And was specifically the best for doing Tridolons since the bmg buff weirdly worked at night in Eidolon, and since with a high strength build that gave around +800% dmg boost, you were able to cheese Tridolons even with a mk1 braton.

But everything has changed with the addition of dmg attenuation anyway so lets be honest: if you come to mission these days with good minmaxed build, you'll kill mobs in 0,1 nanoseconds anyway already. And if you face a boss who has dmg reduction anyway, that dmg reduction will fuck you up anyway.



A Fandom user • 9/29/2024

Says who, who the actually fuck mis using a MK 1 one braton incarnonless? the MK1 braton shouldn't make it past phobos



A Fandom user • 10/25/2024



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ne's saying they're missing the MK1

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MartyMarty01 • 5/25/2024

Blind rage + transistent fortitude + umbral intensify + amar's hatred + augur secrets + power drift + 5 red crimson archon shards + molt augmented + molt vigor + sling strength (madurai) and here you have a tiny bit of 567% strength, which translates to 1134% damage boost on mirage and we're not gonna include 2 (non-melee) doppelgangers doing 113.40% of your damage (definitely use eclipse augment for that), why people wants to use her helminth instead of her? Mirage mains eating good this year

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A Fandom user • 6/2/2024

Shield gating is stressful man, 1 unnoticed sec can cause your death and ruin the whole run. why dont just take revenant or ash then go bruh bruh with eclipse without afraid of dying



A Fandom user • 6/24/2024

Because I'd rather jump into a running Chainsaw than to consistently be bored while playing



A Fandom user • 8/17/2024

Are you jumping towards the chainsaw horizontally, or jumping down onto the chainsaw vertically? Diving down headfirst into a chainsaw sounds pretty thrilling if I do say so.



A Fandom user • 8/20/2024

Something like Precision Intensify for example enables you to have a full strip Pillage on Mirage without being too strict on the stats.. or capped Gloom for example. You do NOT need to have shield gating to have decent defenses on



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s. Then you would need extra layers
Precision on tandem with Corrosive

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A Fandom user • 5/25/2024

I think they try to make every thing distinct **Roar** for acts like faction dmg + buff team mates and **Eclipse** for dmg reduction and little bit of dmg, it is ze "balance" of all time but Errr idk i think they really went far with this one rip next **Xata's Whisper** oh well going for **Roar** i guess



Write a reply



A Fandom user • 5/24/2024

I think Eclipse might give some sort of crit chance increase. At 358% strength (298% base + 60% Molt Augmented if I did maths correctly) with an active void fissure buff and the strength buff from the void daxes in Conjunction Survival, I got somewhere around a 1,600% Eclipse buff and my 105% crit chance was getting rather consistent red crits. Granted, I did have a Vigilante mod on my companion's weapon, but the red crits only stopped after my Eclipse buff expired so I don't think it could've been that. Has anyone else noticed this behavior?



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A Fandom user • 5/22/2024

It's ok, an alternate stronger version of those default boosts that retains your chosen status spread/damage...but helminth wasn't updated it's still 30%.....



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A Fandom user • 4/24/2024

You guys are literally crying over an additive damage increase with some of the jankiest and most annoying mechanic no man ever faced, c'mon. Look behind the numbers and words, use your brain... Eclipse used to be an additive damage type increase which only increased base damage of the weapon, which didn't contributed to damage result a lot even with 500%+ more damage increase - it's now multiplicative damage increase, meaning it multiplies the damage result just like faction damage mods, i ran a 330 strenght hellminth build with near 100% damage increase and it was pretty much doubling my damage output. Even if your old 500% additive damage increase was better than my 100% multiplicative damage increase for whatever reason, what about the horrid consistency where you'd have to stay on bright places which also was incredibly inconsistent? now you'll just hold the button and here's your straightforward buff with no bullsht requirements, please do your research (or don't since i provided) before starting to jump around... peace.

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A Fandom user • 5/11/2024

Eclipse has always been a multiplicative increase though.



A Fandom user • 5/16/2024

Ngl with respect the OP is a troll 50%, show's how talking pretty only gets you so far XD



A Fandom user • 5/18/2024

Eclipse has always been multiplicative dummy, this is just a pure nerf



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Benedictus1887 • 4/23/2024

DE try not to nerf something straight down to the core of the earth CHALLENGE
[IMPOSSIBLE DIFFICULTY]
[STEEL PATH II]



Write a reply



A Fandom user • 4/20/2024

If it was DE's goal to make people completely stop using it with Helminth, then it worked.
RIP eclipse. There's so many ways in the game now to create damage reduction with armor arcanes that eclipse does not matter for DR. The damage increase was so downwardly nerfed, it is pointless. Oh well.



L115A3 • 4/24/2024

As much as it was nerfed yes , damage reduction from eclipse is multiplicative so saying to just use armour DR doesnt dismiss it since it would stack as i said multiplicatively with any armour dr



A Fandom user • 5/4/2024

L11, Sorta yes but mostly no. DR has diminishing returns as the armor values go up. So IF you are already using armor arcanes then that armor from the arcane is all you need for high DR. You can add more DR on that value but it wont actually matter more then a few percent of DR. Helminth Eclipse is not worth it if you are already using an armor generating arcane.



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A Fandom user • 5/6/2024

Eclipse stacks multiplicative with armor. So for a simple calculation if you got 500 health and 300 armor for a 50% damage reduction and eclipse with 75% damage reduction you have effective EHP of 4000. With just armor it would be EHP of 1000.



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A Fandom user • 4/19/2024

Why did you kill eclipse? now you lose players.



A Fandom user • 8/19/2024

"Are you dumb? Eclipse damage reduction stacks multiplicatively." **As I said really clearly, if you already have a high armor with an arcane, the additional DR from Eclipse is pointless.** oy.



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A Fandom user • 4/2/2024

Nice joke. 30% is an obvious blanket nerf aimed to prevent edge case afk-farming and max strength synergies or whatever DE considers the biggest problem, but are too scared to fix.

So instead, they punish the whole community, simply hoping people are dumb enough to believe there's no agenda behind the 30% other than balance.



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**Benedictus1887** • 4/23/2024

they do have some problematic balancing ideals, no grass is required to realize that.

**A Fandom user** • 4/28/2024

Ya. there problematic balancing ideas is

"let the over powered stuff stay overpowered for years so when we nerf it the playerbase DDos' the server again" (looking at the memeing strike. which could have been nutered by making that 90% a flat AFTER mods not on base) Or the alternative

"that super inconsistent thing that could be good if we touched it a littlebit or bug fixed it...lets ignore it because 90% of the playerbase isnt using it anyways" (**flails wildly at bugged weapons like miter and panthera or jank stuff that only kinda works half the time**)

**A Fandom user** • 5/4/2024

From the dev chats they told us why they nerfed eclipse. Nearly everyone was using it on Helminth, versus any other ability. And also the damage increase it provided was OP. So they nerfed it to the ground. FWIW I dont use it anymore on any frame because the nerf made it almost pointless.



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**A Fandom user** • 3/31/2024

Idk if I'm the only one seeing this but i think the eclipse helminth is bugged , cause how will it say i have 380% damage increase and 90% DR in my orbiter's arsenal UI (i understand if its meant to be capped to 75% but my UI shows it as 90% DR) , but when i go in-game or even in the simulacrum what it shows is extremely low values. In this case the solar eclipse (damage increase buff) shows like around 87% or 85% (i cant really remember the exact value right now) and the same thing for lunar eclipse as well which also shows way lower values than with is shown when in the orbiter's arsenal UI. idk but if someone understands something I'm



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ug let DE know

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A Fandom user • 4/1/2024

May I ask is it still okay to use the 'a nerf' eclipse's damage increases or should I just stick with 'an okay' Nourish?



A Fandom user • 4/8/2024

Nourish is still incredible. it's a completely overloaded ability and that didn't change. if you want best damage from helminth go roar though



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A Fandom user • 3/29/2024

It's the opposite, by default you have to TAP to have the Lunar buff, and HOLD to get the Solar buff.



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A Fandom user • 3/28/2024

Honestly, I care about the damage reduction for mirage. With the new change, mirage is no longer constantly dying on me.



Write a reply



A Fandom user • 3/28/2024



Love new eclipse on mirage. Don't ever see myself subsuming it over roar



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Eclipse has an option to gain dmg resist (this is the main reason I see to infuse eclipse, but I would probably use quiver instead)

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CALLING ALL HORROR FANS