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Halikar Wraith

 GRINEER

 WEAPON

CODEX

A different take on the throwing mace, the Halikar Wraith features unique styling.

The **Halikar Wraith** is the [Wraith](#) version of the  [Halikar](#), acting as a direct upgrade.

Contents

1. Characteristics

2. Acquisition

3. Notes

4. Tips

5. Trivia

6. Bugs

7. Media

Halikar Wraith



 **Tradable**

(unranked w/ no Forma or Catalyst)

 [Update Infobox Data](#)

General Information

Type

Glaive

 **WARFRAME**
Wiki



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Characteristics

- This weapon deals primarily  Puncture damage.
- [Slam Attacks](#) deal only  [Magnetic](#) damage.
- Can be wielded in-tandem with a single-handed secondary weapon.
- Holding the melee button throws the glaive, which can bounce up to three times or travels up to 30 meters before returning to the user, damaging anyone in its path. Meleeeing while the glaive is in mid-flight commands it to return.
 - Primary and secondary weapons can be fired and reloaded normally with a thrown glaive, and retrieving the glaive does not interrupt these actions. Additional throws can also be "buffered" while the glaive is in mid-flight.
 - Thrown glaive has a guaranteed  [Impact](#) proc.
 - Thrown glaive has a chance to [disarm](#).
 - Innate 1 meter [punch through](#).
 - Thrown glaive is [silent](#).
 - [Heavy Attacks](#) while the glaive is in mid-flight produces a **5.1** meter

Max Rank	30	
 Slot	Melee	
Trigger Type	N/A	
Utility		
Attack Speed	1.17x animation speed	
Block Angle	55°	
Combo Duration	5.0 s	
Disposition	●●●●○ (1.20x)	
Follow Through	0.7x	
Range	1.15 m	
Noise Level	Silent	
Sweep Radius	0.25 m	
Normal Attack		
 22.5 ( 10%)	 180 ( 80%)	 22.5 ( 10%)
Total Damage	225 (80.00%  Puncture)	
Attack Speed	1.17x animation speed	
Crit Chance	19.00%	
Crit Multiplier	2.30x	
Fire Rate	1.17 attacks/sec	
Noise Level	Silent	
Status Chance	35.00%	
Throw		
 87.7 ( 33.33%)	 87.7 ( 33.33%)	 87.7 ( 33.33%)
Total Damage	263.1 (33.33%  Impact)	
Crit Chance	21.00%	
Crit Multiplier	2.30x	
Fire Rate	1.17 attacks/sec	
Forward		

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Explosion inflicts a guaranteed Impact proc.

Explosion does not need direct line of sight to deal damage and will penetrate walls.

No Damage Falloff.

Explosion inflicts self-stagger.

Explosion has a headshot multiplier of 1x and cannot trigger headshot conditions.

Cannot use melee attacks or block while the glaive is in mid-flight.

Can use the Glaive-exclusive mods Combo Fury, Power Throw, Quick Return (Volatile), Rebound (Volatile), and Whirlwind.

Stance slot has polarity, matching Gleaming Talon, Astral Twilight and Celestial Nightfall (Conclave only) stance.

Two innate and one polarities.

Advantages over other Melee weapons (excluding modular weapons):

Normal Attack (wiki attack index 1)

Above average total

Status Chance

39.00%

Projectile Speed

30.0 m/s

Projectile Type

Thrown

Throw Bounce Explosion

329

(

100%

)

Total Damage

329 (100.00% Blast)

Crit Chance

21.00%

Crit Multiplier

2.30x

Damage Falloff

No Damage Falloff: below 0.0 m (100%, 329 damage)
Linear Falloff: between 0.0 m and 5.1 m (100% - 60%)
Max Damage Falloff: over 5.1 m (60%, 197 damage)

Fire Rate

1.17 attacks/sec

Noise Level

Silent

Range

5.1 m

Status Chance

39.00%

Projectile Type

AoE

Throw Recall Explosion

658

(

100%

)

Total Damage

658 (100.00% Blast)

Crit Chance

21.00%

Crit Multiplier

2.30x

Damage Falloff

No Damage Falloff: below 0.0 m (100%, 658 damage)
Linear Falloff: between 0.0 m and 5.1 m (100% - 100%)
Max Damage Falloff: over 5.1 m (100%, 658 damage)

Fire Rate

1.17 attacks/sec

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• High status chance (35.00%)

• Above average crit multiplier (2.30x)

• Throw (wiki attack index 2)

• Above average attack speed (1.17x animation speed)

• Very high status chance (39.00%)

• Above average disposition (●●●●○ (1.20x))

• Above average crit multiplier (2.30x)

• Throw Bounce Explosion (wiki attack index 3)

• Above average active falloff slope (12.7m/%)

• Above average crit chance (21.00%)

• Above average attack speed (1.17x animation speed)

• High status chance (39.00%)

• Above average crit multiplier (2.30x)

• Throw Recall Explosion (wiki attack index 4)

• Above average crit chance (21.00%)

• Above average maximum falloff distance (5.1 m)

• Above average attack speed (1.17x animation

Range	5.1 m	
Status Chance	39.00%	
Projectile Type	AoE	
Charged Throw ^		
52.7 (10.6%)	421.6 (84.83%)	22.7 (4.57%)
Total Damage	497 (84.83%	Puncture)
Charge Time	1.2 s	
Crit Chance	21.00%	
Crit Multiplier	2.50x	
Fire Rate	0.83 attacks/sec	
Forced Procs	Impact	
Noise Level	Silent	
Punch Through	1.0 m	
Range	30.0 m	
Status Chance	41.00%	
Projectile Speed	40.0 m/s	
Projectile Type	Thrown	
Charged Throw Bounce Explosion ^		
	657 (100%)	
Total Damage	657 (100.00%	Blast)
Charge Time	1.2 s	
Crit Chance	21.00%	
Crit Multiplier	2.50x	
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 657 damage) Linear Falloff: between 0.0 m and 5.1 m (100% - 60%) Max Damage Falloff: over 5.1 m (60%,	

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• Charged Throw (wiki attack index 5)

Above average total damage (497)

High status chance (41.00%)

• Charged Throw Bounce Explosion (wiki attack index 6)

Above average total damage (657)

High status chance (41.00%)

• Charged Throw Recall Explosion (wiki attack index 7)

Above average total damage (1,314)

High status chance (41.00%)

Disadvantages over other Melee weapons (excluding modular weapons):

• Normal Attack (wiki attack index 1)

Below average crit chance (19.00%)

Very low attack range (1.15 m)

Below average disposition (●●●●○ (1.20x))

• Throw (wiki attack index 2)

Very low attack range (1.15 m)

• Throw Bounce Explosion (wiki

Range

5.1 m

Status Chance

41.00%

Projectile Type

AoE

Charged Throw Recall Explosion

1,314 (100%)

Total Damage

1,314 (100.00%

Blast

)

Charge Time

1.2 s

Crit Chance

21.00%

Crit Multiplier

2.50x

Damage Falloff

No Damage Falloff: below 0.0 m (100%, 1314 damage)
Linear Falloff: between 0.0 m and 5.1 m (100% - 100%)
Max Damage Falloff: over 5.1 m (100%, 1314 damage)

Fire Rate

0.83 attacks/sec

Forced Procs

Impact

Noise Level

Silent

Range

5.1 m

Status Chance

41.00%

Projectile Type

AoE

Heavy Attack

0

Crit Chance

19.00%

Crit Multiplier

2.30x

Status Chance

35.00%

Wind-up

1.2 s

Heavy Slam Attack

675

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- **Throw Recall Explosion** (wiki attack index 4)
 - Low attack range (1.15 m)
 - Below average disposition (●●●●○ (1.20x))
- **Charged Throw** (wiki attack index 5)
 - Below average attack range (1.15 m)
 - Below average disposition (●●●●○ (1.20x))
- **Charged Throw Bounce Explosion** (wiki attack index 6)
 - Below average attack range (1.15 m)
 - Low disposition (●●●●○ (1.20x))
- **Charged Throw Recall Explosion** (wiki attack index 7)
 - Below average attack range (1.15 m)
 - Low disposition (●●●●○ (1.20x))

See [WARFRAME Wiki:Stat](#)

[Comparison/Percentiles](#) for more details.

Comparisons:

- **Halikar Wraith** (Charged Throw Recall Explosion), compared to **Halikar** (Charged Throw Recall Explosion):

Slam Element	Magnetic
Forced Procs	Lifted
Slam Radius	6.0 m
Status Chance	35.00%
Slam Attack	
Slam Damage	450
Crit Chance	19.00%
Crit Multiplier	2.30x
Slam Radius	5.0 m
Slam Element	Magnetic
Forced Procs	Impact
Status Chance	35.00%
Slide Attack	
Slide Damage	450
Crit Chance	19.00%
Crit Multiplier	2.30x
Slide Element	Same damage type distribution as Normal Attack
Status Chance	35.00%
Miscellaneous	
Compatibility Tags	GLAIVES_STANCE
Riven Family	Halikar
Introduced	Hotfix 29.10.10 (2021-04-05)
Polarities	
Sell Price	5,000
Stance Polarity	
Variants	Halikar Halikar Wraith



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• Higher **Blast** damage (

1,314 vs. 894

)

• Higher total damage (1,314 vs. 894)

• Higher base **critical multiplier** (2.50x vs. 2.30x)

• Higher base **status chance** (41.00% vs. 33.00%)

• Shorter melee **range** (1.15 m vs. 1.20 m)

• More **polarities** (vs.)

• Higher **Mastery Rank** required (13 vs. 7)

• Lower **disposition** (●●●●○ (1.20x) vs. ●●●●● (1.44x))

• Higher explosion radius (5.1m vs 4.9m)

Acquisition

The Halikar Wraith can be potentially sold by [Baro Ki'Teer](#) in the Concourse section of the [Tenno Relay](#) for **350,000** and **450**. Note that Baro Ki'Teer's stock changes with each appearance, and this weapon may not be available on a succeeding appearance.

The weapon can be [traded](#), but only for unranked copies without [Forma](#) and [Orokin Catalyst](#) installed. The trading recipient must also have a [Mastery Rank](#) of at least 13.

Notes

• When equipping the Halikar Wraith, the player can throw it and then press the melee button to detonate the Halikar Wraith, dealing high AoE damage and returning to the player immediately. This is true for all thrown melee weapons.

Baro Ki'Teer

450 + 350,000

PC Only Dates	Console Only Dates	All Platforms
2021-04-09		2022-09-23
2021-09-10	2021-05-21	2023-02-10
2022-01-28	2021-10-22	2023-07-14
	2022-03-11	2024-01-12
		2024-07-12
		2025-01-10

Article Categories

• [Weapons](#)

• [Update 29](#)

• [Grineer Weapons](#)

• [Wraith Weapons](#)

• [Baro Weapons](#)

• [Puncture Damage Weapons](#)

• [Glaive](#)

• [Halikar](#)

• [Melee Weapons](#)

• [N/A Weapons](#)

• [Weapons With No Trigger Type](#)

• [Wraith](#)

• [Silent Weapons](#)

• [Weapons with Area of Effect](#)

• [Tradeable Weapons](#)

• [Available In Conclave](#)

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- It should be however noted that [finisher attacks](#) can still be executed while the weapon is in the air.
- The Halikar Wraith is a unique weapon as it is the second equipable weapon (after [Halikar](#)) capable of [disarming](#) an enemy. This capability was initially reserved for Warframe abilities, including [Radial Disarm](#).
 - This capability is removed whilst under the effect of a [Radiation Proc](#).
 - Disarm chance is determined by the weapon's [status chance](#).^[*citation needed*]
- Unlike the [Glaive](#) and the [Kestrel](#), the Halikar Wraith has a limited degree of homing capability in-flight by gently curving its flight path via thrusters. However, this ability only benefits targeting at longer range and is lost after the first bounce.
- Certain enemies cannot be disarmed, e.g. [Ospreys](#) or [Capture Targets](#).
- The Halikar has a base range similar to the Kestrel, or 3/4 that of the Glaive. Like with other thrown weapons, using [Whirlwind](#) on the Halikar will increase flight speed as well as distance traveled, because the flight time is constant. A fully levelled [Whirlwind](#) will increase the maximum distance to ~63m.
- When used within [Clan Duels](#), the enemy will have their weapon removed permanently and the wielder will have their weapon slot replaced with the stolen weapon.
 - Both the original weapon and the stolen weapon will be returned upon leaving the [Clan Dojo](#).

Tips

- While hard to achieve, it is possible to disarm several enemies with one throw.
 - To get this to work in a way other than hoping for lucky rebounds, one can either use [Power Throw](#) for direct hits or a fully levelled [Quick Return](#) to hit them on the way back, as it will have a predictable return path and [punch through](#) everything on the way back.
 - The latter works even better in combination with [Whirlwind](#) when aiming past a lined-up group of enemies at a nearby wall and following up with a quick sidestep.
- Using [Whirlwind](#) is highly recommended as it can lead to easier headshots.

Trivia



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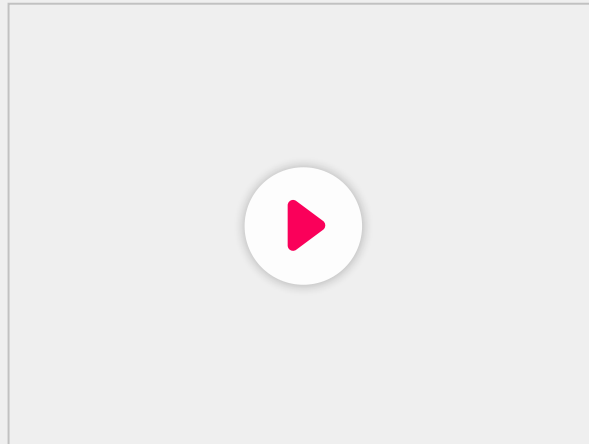
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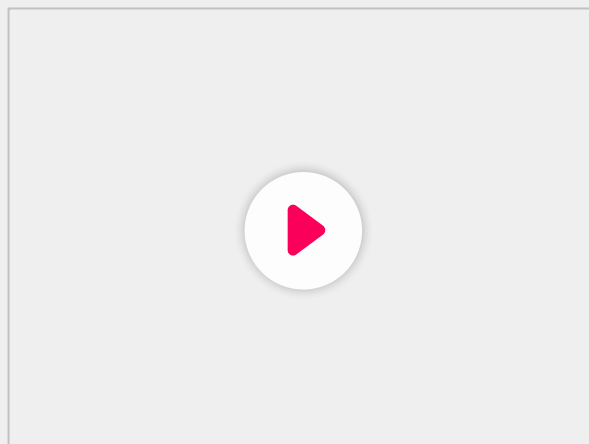
Bugs

- An unranked copy of [Jen Dro's](#) weapon can be stolen from her by using the [Halikar](#) thrown attack. It will replace the player's secondary weapon if they have one, which will hover in mid air.
- Disarmed enemies in the [Simulacrum](#) will sometimes try to attack the player even when the "Pause AI" option is toggled on.

Media



Halikar Wraith Heavy Attack Build Ft. BugFrame



Halikar Wraith Build 2021 (Guide) - The Piercing Chakram - Warframe

Halikar Wraith Skins



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Boomie

Waverider Supporter Pack Exclusive

Proto

Patch History

Update 30.9 (2021-11-11)

- Fixed Glaives not being affected by abilities that attract projectiles (i.e Mag's Magnetize).
 - This also fixes a Glaive that has been redirected in such a way infinitely bouncing.
 - This also fixes Glaive being unable to punchthrough certain Metal surfaces (Crewman Helmets)
- Fixed disarming an Acolyte with the Halikar or Halikar Wraith replacing your

Last updated: [Update 29.10](#) (2021-03-19)

See Also

- [Halikar](#), the normal counterpart.

Weapons • Damage • Incarnon • Compare All • Cosmetics

[Collapse]

Primary

Secondary

Melee

Archwing

Robotic

Modular

Railjack

Arm Cannon

Auto

[Bubonico](#) • [Shedu](#)

Bow

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Crossbow

Auto

Attica • Zhuge • Zhuge Prime

Semi / Mag Burst

Nagantaka • Nagantaka Prime

Exalted Weapon

Charge

Artemis Bow • Artemis Bow Prime

Semi-Auto

Neutralizer

Launcher

Active

Carmine Penta • Penta • Secura Penta

Auto

Tenet Envoy

Charge

Ogris

Semi-Auto

Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid • Zarr

Rifle

Active

Simulor • Synoid Simulor

Auto

AX-52 • Acceltra • Acceltra Prime • Basmu • Baza • Baza Prime • Boltor • Boltor Prime • Braton • Braton Prime • Braton Vandal • Buzlok • Dera • Dera Vandal • Gotva Prime • Grakata • Karak • Karak Wraith • Kuva Karak • MK1-Braton • Mutalist Quanta • Panthera • Panthera Prime • Prisma Grakata • Prisma Tetra • Reconifex • Telos Boltor • Tenet Flux Rifle • Tetra

Auto / Active

Alternox

Auto / Charge

Aeolak • Ambassador • Quellor • Stahlta

Auto / Semi

Argonak • Fulmin • Fulmin Prime • Phenmor • Stradavar • Stradavar Prime • Tenet Tetra • Trumna • Trumna Prime • Zenith

Auto Burst

Battacor

Auto-Spool

Gorgon • Gorgon Wraith • Prisma Gorgon • Soma • Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime

Burst

Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon

Burst / Charge

Higasa

Burst / Semi

Hind

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Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astill • Astill Prime • Boar • Boar Prime • Kuva Sobek • Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm
Charge	Drakgoon • Kuva Drakgoon
Duplex	Sancti Tigris • Tigris • Tigris Prime
Held	Convectrix • Phage • Phantasma • Phantasma Prime
Semi-Auto	Arca Plasmor • Corinth • Corinth Prime • Exergis • Hek • Kuva Hek • MK1-Strun • Rauta • Steflos • Strun • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale
Charge	Lanka
Semi-Auto	Komorex • Rubico • Rubico Prime • Snipetron • Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar • Vulkar Wraith
Speargun	
Auto	Scourge • Scourge Prime
Auto Charge	Javlok
Charge	Ferrox
Charged Auto	Tenet Ferrox
Semi	Afentis

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Languages

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