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EDIT

GRINEER

WEAPONS

CONCLAVE (PvP)

CODEX

A different take on the Grineer assault rifle, the Karak Wraith features unique styling.

The **Karak Wraith** is the [Wraith](#) variant of the  [Karak](#) assault rifle, with higher damage, critical stats, [status chance](#), and magazine size.

Contents

1. Characteristics

2. Acquisition

Karak Wraith



Tradable

Parts and/or blueprint only)

Hidden from Codex

Update Infobox Data

General Information

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https://warframe.fandom.com/wiki/Karak_Wraith

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Characteristics

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- This weapon deals primarily Impact damage.

Advantages over other Primary weapons (excluding modular weapons):

- Low recoil.
- Normal Attack (wiki attack index 1)
 - Above average magazine (60)
 - Above average ammo max (540)
 - High fire rate (11.67 attacks/sec)
 - Above average disposition (●●●●○ (1.28x))

Disadvantages over other Primary weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Low crit chance (13.00%)
 - Low total damage (31)

See [WARFRAME Wiki:Stat](#)

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

comparisons:



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 Mastery Rank Requirement	7
Max Rank	30
 Slot	Primary
Trigger Type	Auto
Utility 	
Accuracy	High
Ammo Max	540
Ammo Pickup	80
Ammo Type	Primary
Disposition	●●●●○ (1.28x)
Fire Rate	11.67 attacks/sec
Noise Level	Alarming
Magazine Size	60
Reload Time	2.00 s
Projectile Type	Hit-Scan
Spread	3.50° (2.00° min, 5.00° max)
Normal Attack 	
 13.95 ( 45%)	 9.3 ( 30%)  7.75 ( 25%)
Total Damage	31 (45.00%  Impact)
Ammo Cost	1
Crit Chance	13.00%
Crit Multiplier	2.00x
Fire Rate	11.67 attacks/sec
Multishot	1 (31.00 damage per projectile)
Noise Level	Alarming

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minute

×

0.0 m

300.0 m

3.50° (2.00° min, 5.00° max)

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13.05)

Higher Puncture damage (9.3 vs. 8.7)

Higher Slash damage (7.75 vs. 7.25)

Higher total damage (31 vs. 29)

Higher base [critical chance](#) (13.00% vs. 9.00%)

Higher base [critical multiplier](#) (2.00x vs. 1.50x)

Higher base [status chance](#) (25.00% vs. 15.00%)

Higher [average damage per tap](#) (35.03 vs. 30.30)

Higher [burst DPS](#) (408.80 vs. 353.65)

Higher [sustained DPS](#) (294.31 vs. 198.90)

Larger [magazine](#) (60 vs. 30)

Higher [Mastery Rank](#) required (7 vs. 1)

Lower [disposition](#) (●●●●○ (1.28x) vs. ●●●●● (1.35x))

• **Karak Wraith** (Normal Attack), compared to [Kuva Karak](#) (Normal Attack):

Higher base damage per projectile (31.00 vs. 23.00) (excluding any [Progenitor](#) bonus)

Higher Impact damage (13.95 vs. 7.1)

Higher Puncture damage (9.3 vs. 6.2)

Higher Slash damage (7.75 vs. 9.7)

Higher [average damage per tap](#) (35.03 vs. 30.30) (excluding any [Progenitor](#) bonus if applicable) (31 vs. 23)

Compatibility Tags

ASSAULT_AMMO

Riven Family

Karak

Exilus Polarity

Introduced

[Update 16.5](#) (2015-05-12)

Polarities

Sell Price

7,500

Users

- [Nightwatch Lancer](#)

Variants

- [Karak](#)
- [Karak Wraith](#)
- [Kuva Karak](#)

Vendor Sources

Article Categories

- [Weapons](#)
- [Update 16](#)
- [Wraith Weapons](#)
- [Invasion Reward Weapons](#)
- [Grineer Weapons](#)
- [Impact Damage Weapons](#)
- [Rifle](#)
- [Karak](#)
- [Primary Weapons](#)
- [Auto Weapons](#)
- [Automatic](#)
- [Nightwatch Lancer](#)
- [Wraith](#)
- [Alarming Weapons](#)
- [Hit-Scan Weapons](#)
- [Codex Secret](#)
- [Tradeable Weapons](#)
- [Available In Conclave](#)

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Higher Puncture damage (9.3 vs. 6.2)

Higher Slash damage (7.75 vs. 9.7)

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- Curiously, the Karak Wraith's UI icon appears to be missing its magazine and the remainder of the hanging strap.
- The Karak Wraith is the sixth [Wraith](#) weapon to be released.
- When the Karak Wraith has a quarter of its total magazine left, it will sound slightly higher approaching the end of the magazine.
- This weapon is wielded by the [Nightwatch Lancers](#) during the Project Undermine [Tactical Alert](#), perhaps due to the similarity in appearance between Wraith and Nightwatch skins, and the fact that there is no Nightwatch skin for the Karak, [Hind](#), or [Grakata](#).
 - This the second time an enemy is seen using an Event Reward weapon (following the [Stalker](#)'s use of the [Braton Vandal](#) prior to the introduction of the [Dread](#)).

Karak Wraith Skins

Edit

[Conclave](#)[Desert-Camo](#)

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Karak Wraith in Codex.

Karak Wraith when selected in the Arensal



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Patch History

Hotfix 37.0.4 (2024-10-10)

- Fixed a white square appearing in the Karak Wraith's stats in the Riven cycling screen.

Update 27.4 (2020-05-01)

- Fixed the cloth ribbon on the Karak Wraith when equipped with the Desert-Camo and Conclave skin appearing distorted and behaving strangely.
- Fixed reload animation issues on the Karak Wraith when equipped with the Desert-Camo and Conclave skin.

See also

- [Karak](#), the normal variant.
- [Kuva Karak](#), the [Kuva Lich](#) variant.
- [Dera Vandal](#), the [Corpus](#) Vandal counterpart awarded if [Nef Anyo](#) won



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- **Cosmetics**

[Collapse]

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Burst / Charge	Higasa
Burst / Semi	Hind
Burst / Semi / Auto	Kuva Hind • Tiberon Prime
Charge	Miter • Opticor • Opticor Vandal
Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
Semi-Auto	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

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