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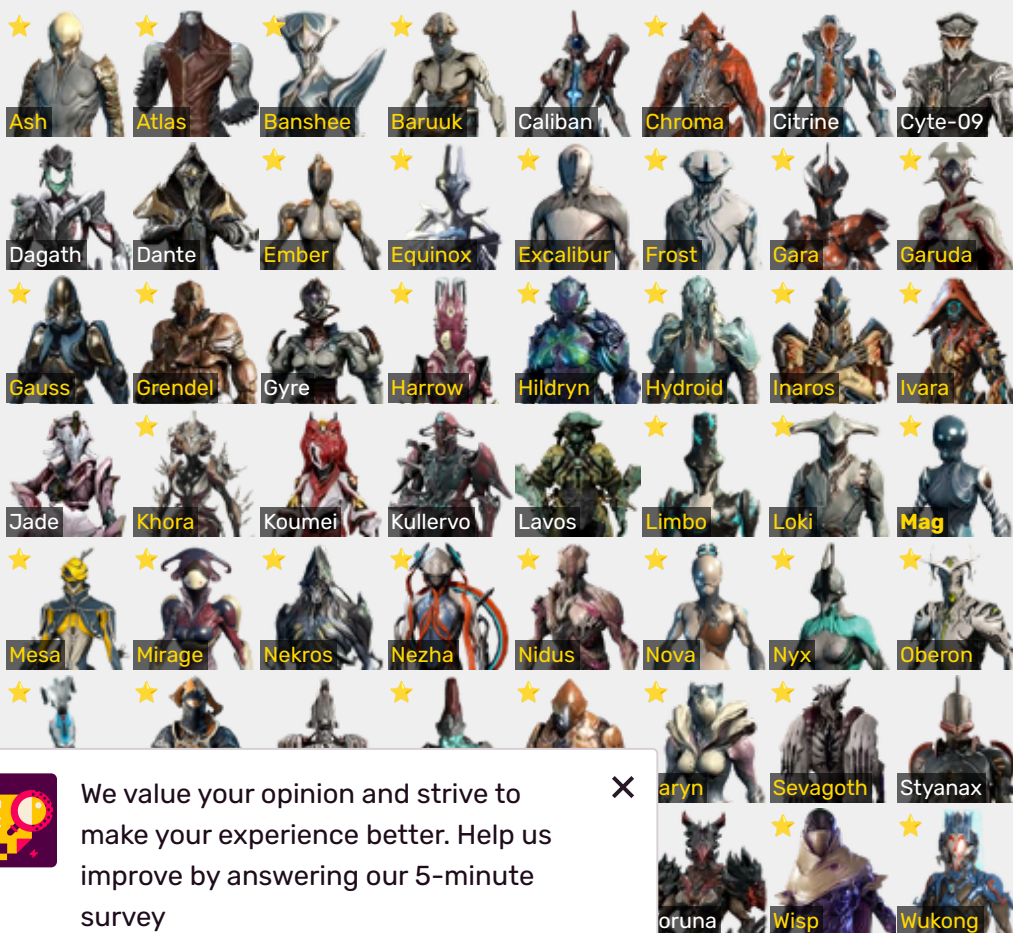
in: [Mag](#), [Warframes](#), [Females](#), and [5 more](#)

Mag

332



VIEW SOURCE



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Passive

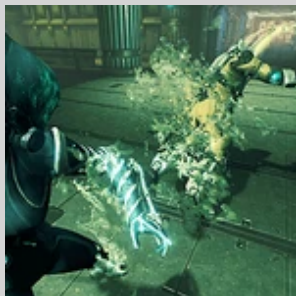
 Mag automatically **Vacuums Pickups** that are within 8 meters towards her.

- The passive does not stack with mods like  [Vacuum](#) or  [Fetch](#), making it useless if these mods are used, since they override her passive due to providing more range.

Abilities

View Maximization

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



Pull

Mag stuns enemies as she manifests a magnetic vortex. The vortex pulls in Polarize Shards and stunned enemies to place them directly in front of her.

Strength:
100 / 125 / 150 / 300 (C)
Magnetic damage)
? m/s (pull velocity)

Duration: N/A

Range:
15 / 20 / 22 / 25 m (target range)

Misc: 6 m (radial pull)
..... 90° (angle)

Introduced in **Vanilla** (2012-10-25)

Subsumable to Helminth

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



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Targeted **Protective**

Strength:
50 / 150 / 200 / 300 ( **Blast**
explosion base damage)

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Crush

Magnetize the bones of nearby enemies, causing them to collapse upon themselves.

4

100

Introduced in [Vanilla](#) (2012-10-25)

Strength:

800 / 1000 / 1250 / 1500

Magnetic (base damage)

800 / 1000 / 1250 / 1500

Magnetic (extra damage to
targeted Magnetize)
10 / 15 / 20 / 25 (shields per
hit)

Duration:

N/A

Range:

18 m

Misc:

30 / 45 / 60 / 75 (shields per hit cap)

Strength Mods

Duration Mods

Range Mods



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1. "Shards within 3m of Mag now orbit her, inflicting the Slash or Puncture Status Effect to nearby enemies." - [Update 32.0 \(https://forums.warframe.com/topic/1321162-veilbreaker-update-32?ct=1691878011\)](https://forums.warframe.com/topic/1321162-veilbreaker-update-32?ct=1691878011)

Categories



Languages



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