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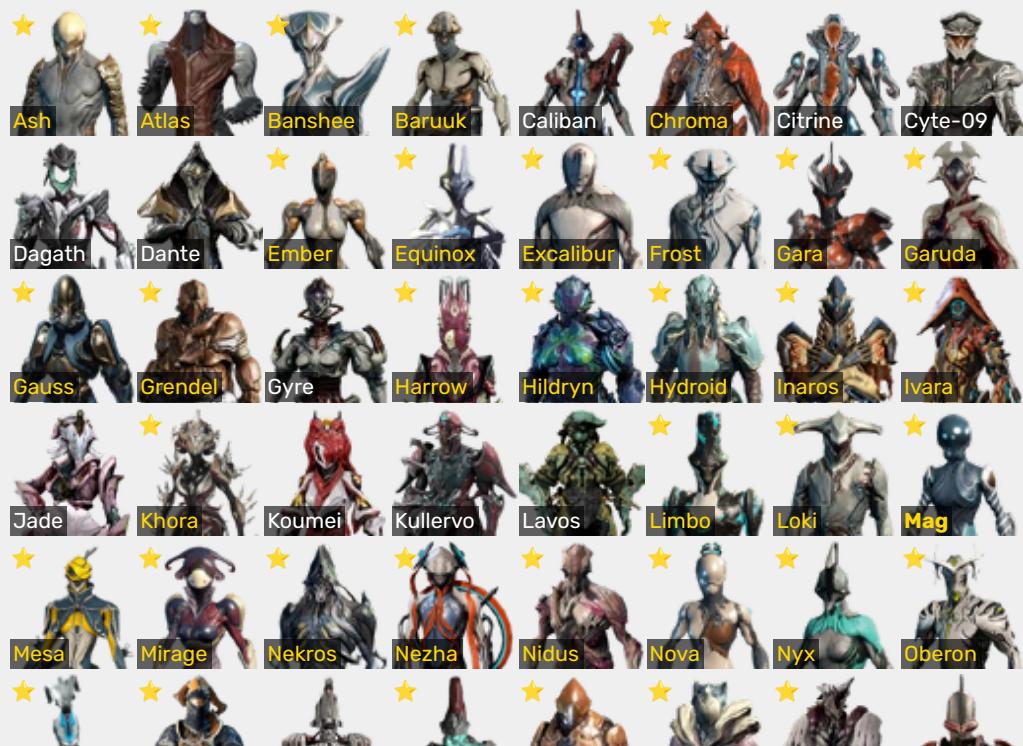
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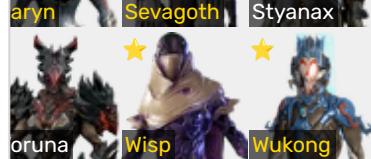
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Main Prime Abilities Alternate Equipment Patch History Media

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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.

1 **25**

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

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

Duration: N/A

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

Misc: 6 m (radial pull)
90° (angle)

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 ()
explosion base damageWARFRAME
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Shards that orbited Mag and shrapnel into the deadly mix. (HOLD) Mag surrounds herself in a magnetic field that absorbs ranged attacks and reflects damage back in a destructive cone.

2x / 2.5x / 3.5x / 4x (magnetic pull)

Duration: 10 / 12 / 13 / 15 s

Range: 15 m (explosion radius)
4 m (field radius)

Misc:

10% / 15% / 20% / 25% (damage absorption)
 ∞ (cast range)

Introduced in [Update 18.13](#) (2016-05-27)



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



Polarize

Emit an energy pulse that depletes enemy shields and armor as it restores ally shields. Debris left over from the pulse becomes Polarize Shards. Nearby Polarize Shards orbit Mag and cut enemies, inflicting bleed status.



3
75

Strength:

250 / 300 / 350 / 400 (

True damage and shield restoration)

1x / 1.5x / 2x / 2.5x (explosion damage multiplier as Magnetic damage)

50 (Shard Puncture and Slash damage)

Duration:

5 s (pulse travel time)

Range:

8 m (initial pulse radius)

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

Misc:

5.9 m/s (pulse travel speed)

3 m (Shard pickup radius)

1 m (Shard damage radius)



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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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