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Warframe wiki weeping wounds

Click here Waterframes Conclave (PvP) Edit tab Update 22.18 (2018-04-20) Aracnid, Huntress & Companion, Metal Manipulation Â TOXIN Â EnsNare / Lotus / Powersuits / Khora / Khora Tenno and Beast, Red in whip and claw. Khora and his kavat companion, Venari, embody lethal latesia. Two bodies, one. This is Khora, and his mortal beast Venari. With precision at blades, you're a trap master. Don't get caught on the wrong side of a Khora steel whip. It could be the last thing you hear. Release date: April 20, 2018 fiercely in the cross with feral instincts, the hunter Khora and his family Venari are wandering in the middle of prey-shaped combat. Mistress of the Livewire, overlooked the enemies to enforce the mortal discipline from whip shot, claws and serrated steel. Khora and Venari brought shadows in update 22.18 (2018-04-20). The acquisition The main projects and components of Khora Acquisition are acquired by the standard assault sanctuary (not the variant of the elite). Each two phases is a rotation, following the standard model A-A-B-C. Possibility of expected origin Frame flag almost guaranteed 8,33% 12 â € "Â 13 Rotations 79 Â Â Â Â 26 Â 26 Blueprint rotations 9.09% 11 â€" â€Â 12 B rotations 72 Â Â Â 24 B The rotations of the 14 ° C 64 Â Â "Rotation systems of the 19 ° CLUSTING Blueprint 11.28% All the data of the drop rates are obtained from the official droptables of De's. Previously it refers to the total number of attempts a player may expect to need to receive at least one of each fall associated with their respective values. Guaranteed duration It refers to the total number of attempts that a player must obtain a 99%, 99.9%, and 99.99% chance of receiving at least one of each fall associated with their respective values. For further definitions and detailed information on how these numbers were obtained, visit here. Production requirements 25,000 1 1 1 1 1 3 times: 72 hours Rush: 50Â Platinum Market Price: 325â. Platinum Blueprint Price: N/A Neuroptici 15.000 2 35 1,500 16.000 Time: 12 hours RUSH: 25 Platinum Chassis 15.000 5 65 12,250 4,300 Time: 12 hours RUSH: 25 PLATINUM Systems 15.000 2 1.000 2600 11,500 Time: 12 hours RUSH: 25 PLATINUM LORE ARTICLE PRINCIPAL: Fragments / Ghoul did not report my experience with the VK-7 sample. I couldn't admit, because, then, but now I can tell you. I heard he was gonna violate a trust. Here it is: a specialist of morphology, sworn to the empire of the corpus and still ... for entirely illogical reasons ... I placed the fidelity to q wild animal over my life oath... and every doctrine that enhances the personal interest above ... . 'beneficence'. But keep the trust I did. I think that's why VK-7 brought my hand. Sigor Savah was a specialistCorpus Morflology which worked under the terraforming expedition of Venusian Nef Anyo. Tasked with decoding the record of the Orokin gene and relaunching the selection samples for the study, he came across an unusually large kavat with atypical behavioral characteristics, he would call the sample VK-7. Mr. Savah believed VK-7 would make a fortune, but when he For a surgical examination, the creature wanted to come back to life. The scientist would have learned that VK-7 could adapt to its Corpus visitors, learning their programs to formulate an escape plan. After the escape of VK-7, it would proceed to raid Corpus hive sites and no one who had attacked the beast survived. When Mr. Savah confronted the creature, the beast revealed a wound to him as an act of trust. Loyalty above profit, Mr Savah found himself tending to the wounds of VK-7. The creature then handed the scientist a severe hand of Orokin construction: Khora. The Corpus, naming VK-7 as a horror of the Hives, considered the creature a threat unworthy of study. Mr. Savah would then dedicate his life to the search for the remains of Khora. Believing he was on the Eidolon Plains, he left his diary in the care of Konzu. Cephalon Simaris later received Khora's designs from The Quills and synthesized a Kavat from it. The Kavat disappeared into his Onslaught Shrine, waiting for a worthy Tenno to claim Khora. Trivia Khora was announced in the Devstream 100. The flow featured its concept artist, Michael Skyers, who is one of the artists of the 3D model of Digital Extremes. Khora was also mentioned in the Fragments of Ghoul. Although the Lore suggests that a fossilized piece of Khora remains was found on Venus and she was somehow connected to the Plains of Eidolon, all of her designs can only be purchased from Sanctuary Onslaught. Speculatively, since his remains were shipped from Venus and disappeared, they may have somehow fallen into the possession of Cephalon Simaris. According to Simaris, the Quills donated Khora's designs to the Sanctuary. Both Khora and Venari award mastery points, 12,000 in total. Khora's abilities have undergone a revision during the development due to player feedback on Damage 2.5 Initially designed to switch between types of physical damage (impact, puncture, & slash), its finalized kit has been On DevSeam 109 with dependence on the types of damage removed and a new function of selecting the behavior method for Venari is introduced. Khora is the first waterframe to ever request Kavat's genetic codes, due to the Venari is a Kavat, and the first Warframe to request the spinal claw of Kuaka, probably due to its connection with Eidolon plains, which is it is mentioned in the fragments of Ghoul. The inspiration for the name of Khora could come from the Greek goddess Kore (also known as a persephone), the queen of the underworld and his wife to Ades, God of the deaths and the king of the underworld. Kore is also the modern name for a kind of independent ancient Greek sculpture that portrays a symbol of girl emotion of the ideal, transcendent over the difficulties of the world. Another inspiration could be centered around the end of Plato KhÃŗra, which means nor to be nor even, but an interval between which the "shapes" were originally detained; "Space" and has maternal nuances (a lap, matrix). This seems to be the theme of the fragments of Ghoul Journal Venari. Khora's visual design was inspired by a arachnid, from here the similar abdomen skirt, the design similar to spider web on his chest. The four peaks on the back of Khora are a special auxiliary attachment, similar to nekros they bind. Khora is the second Warframe after Inaros to have a polarity integrated in the Mod Exhus slot. An EXILUS adapter is still necessary to unlock the slot, but a form is not necessary unless it has changed to another polarity. Khora is the 35- Warframe to be released (excluding triggered variants and Umbra). The name of Venari comes from the Latin word, which means "hunting". Khora is the second warframe whose main blueprint is abandoned as a possible reward of the booty, before being Â ¢ ivara. Edit card For more information on Khor's Kavat, refer to the cards below and visit the article of the Venari ability. The fierce Kavat of Khora, Venari, fights them alongside with the constant zeal. Although the Lore suggests that a fossilized piece of Khora remains was found on Venus and she was somehow connected to the Plains of Eidolon, all of her designs was inspired by a arachnid, from here the similar abdomen skirt, the design killed. While Venari is alive, Khora passively earns an increase in movement speed of 15%. If you are killed, he will repay next to Khora after 45 seconds, or immediately if he convened through the third capacity of an energy cost. Both passive features are linked to Khora's Venari's capacity that allow it to be modified. Furthermore, Venari is an independent indetee controlled by Khora who owns unique interactions: Venari becomes automatically available for personalization in Arsenal by default, when Khora is equipped as Player warame. Venari behaves similarly to other kavats. He will follow Khora and seek nearby enemies to attack them with his bite and claws, occasionally performing wall attacks. In addition, it can perform special effects based on its current posture of the battle. Venari does not perform the maneuvers of Parkour ParkourOther kavats and kubrows. Venari will teleport to Khora or his marked target if it's too far away. Venari's position on the mini-map is monitored by a Blue Venari icon. When killed, Venari will disappear and wait for respawn instead of entering the bleeding. The Venari UI is displayed above the Khora skill icons on the HUD. Its UI is composed of its ability icon, its name, the battle posture cycle selector wheel, the currently selected posture and its shield and health bars. As the battle posture passes, the name of the selected posture appears briefly next to the Venari icon on its UI. While Venari is dead, his shields and sanitary bars are hidden from view, as his respired timer is displayed on Venari's ability icon. In addition to Khora, Venari itself also guarantees 6,000 mastery points, similar to other teammates. However, Venari is not listed on a player's profile. Venari is not affected by Oberon's liabilities. Replacing Khora's third ability via Helminth will only remove the ability to mark targets for Venari, change her posture and re-emerge to her. Venari will still be present and will increase the speed of Khora's movement while I live, because of the part of his liabilities. VenariÂ¢'s bodyguard will not yet be able to equip even though it is passive effects. The call of the master does not affect Venari.In Arsenal, the player can modify Venari via the Update tab using Mods and Form. If Khora has been built or purchased, Venari always comes with a pre-installed Orokin reactor for doubled modulated capacity. Venari and Khora accumulate both affinity and rank separately. Khora can equip a companion and Venari simultaneously, because Venari occupy their status slot rather than the companion slot. You can equip eligible Kavat and Companion mods, but you cannot use previous unique mods from other variants of Kavat. It is able to equip the mods with a hunter, but they do not activate the bonus set nor display the bonus set on the descriptions of the mods. Venari requires individual shapes for the polarization of its slot mods. Venari is uniquely affected by the following mods: Although Venari doesn't have any innate shield points, he is able to get a shield bar by equipping the connection equipment. (Â Animal-animal instinct) AnimalÂ¢ Instinct radars stack with other radar mods, as well as the animal instinct equipped on the normal companion of Khora. Is Fetch equipped on Venari will not have its effect stacked with a vacuum cleaner equipped on a robotic companion, or another retrieval equipped on a companion of animals. If Khora is equipped with all three threshold mods and the umbral fiber and the umbral vitality are Maximum, Venari will receive more benefit from Linkâ armor and from the health of the metal fiber connection and advanced vitality. Venari regains health passively when it is rejuvenating and the kit Medi-PetÂ¢ are equipped. Reducing the bleadout from the layalÂ¢ kit and the Medi-Pet kit has no effect on Venari as she disappears and waits for respawn when she was killed. Venari gains health when Khora uses her melee weapon, if she is equipped equipped It is Strike Life and Healing Return. Health is acquired when an enemy is hit and the mod requirements are met. Venari cannot benefit from the Energyâ conversion due to the strength bonus of the capacity that is consumed by the respawn when she was killed. Venari gains health when Khora uses her melee weapon, if she is equipped equipped It is Strike Life and Healing Return. Health is acquired when an enemy is hit and the mod requirements are met. Venari cannot benefit from the Energyâ conversion due to the strength bonus of the capacity that is consumed by the equip a companion and Venari simultaneously, because Venari occupy their status slot rather than the companion slot. You can equip eligible Kavat and Companion mods, but you cannot use previous unique mods from other variants of Kavat. It is able to equip the mods with a hunter, but they do not activate the bonus set nor display the bonus set on metallic lining throughout the body and a single tail with an interchangeable tip, which transforms according to its current battle posture. AbilitiesÂ¢ Input Table not loaded. The results table not loaded not loaded not loaded not loaded. JavaScript has not loaded power: 25Key1 – WhipClawsend Enemies reelphing with a deafening whip. Force: 200/225/250/300 Duration: N/A Range: 5/7.8.10 m (melting range) 3/4/4 / 5 m (explosion radius) MISC: 200.% (explosion radius Cap) 2.0 x (Ensnora damage multiplier) 50% (changled damage distribution) Khora cracks its whip towards the crosshairs, creating an explosion up to 5/7.8.10 meters away in an area of radius of 3/4/5 meters around the first object or entity affected. All enemies within the line of sight of the blast receive 200/225/250/300 damage, while enemies in the center are also briefly disoriented, causing them to shoot down and ragdoll. The cast radius and the blast radius are affected by a range of abilities. The blast radius cannot exceed 200% of the skill range. The damage is evenly distributed between impact, drill and bar. Damage also affects objects, bypasses obstacles in the environment and does not decrease with distance. WhipClaw has an innate critical multiplier of 200%, 25% critical probability and 20% state probability. Damage is affected by capacity resistance, combined scrum counter, and some âmelee modme. For example, with maximum pressures of the maximum, touch-to-touch and intensified, the normal attacks of a Swallow-3 WhipClaw will deal with: Basic damage Â£- (1 + mod mod) Â£- (1 + MOD of resistance) A- (1 + 0.9) Â- (1 + 0.3) = Â Â Â' 1.630.2 Damage. Mods that affect WhipClaw include: BANE MOD like the SmitÂ¢ grinder have no effect on WhipClaw. The mod status duration have no effect on WhipClaw. The removal effect of the crushing impact armor is not triggered by the damage from WhipClaw. Â Totoxin or Â heat or Â Electricity damage mods do not reduce the damage of Â toxin or Â heat or electrical procs caused by WhipClaw. Each check mark inflicts damage equal to damage from 0.5 â- moddded. The combo counter will do itWhen it is equipped with is xoris. The critical case of WhipClaw is influenced by cat's eye and charm bonuses. Every shot from Whipclaw adds to the combined counter shuffles. The Combined Scrum Multiplier increases the damage of the whipclaw, but only a quarter of the bonus is added. WhipClaw is not affected by stats and innate effects of the equipped apple, innate effects, weapon-specific mods (e.g., Vulcanian Blitz), apple range mods (e.g. Reach) and attack speed mods (E.G., Fury). Ability Synergy: WhipClaw Deals 200% damage against enemies affected by EnsNare. Update the propagation effect on inserted enemies affected by WhipClaw. If at least one enemy captured by strangotome is hit by WhipClaw, all other enemies in the same dome will each receive 50% of total damage. In addition, the critical probability of the whipClaw and the probability of status will reverberate to each enemy separately. WhipClaw strikes towards the target grid at the end of the animation, landing the attack when the whip is fully extended. The blast radius is centered on the nearest physical object or surface in the player's viewfinder, or the furthest area WhipClaw is able to reach. It can be launched while moving and in the air. The WhipClaw casting is an animation of the upper body that allows the maneuvers of movement and parkour. The whip of Khora visually consists of a handle reminiscent of the model of Â istrix, next to live of metal spikes that lining the thong, the spine and the fall. Four claw extensions include the lash of the whip, ending in the metal ornaments on the body of Khora corresponding to Venari's selected battle position. The whip is influenced by the colours of the chosen appearance of Khora. The radial explosion of WhipClaw, the energetic lights of the whip, and the travel path, are influenced by the chosen energy color of Khora. WhipClaw is not affected by speed mods (E.G. is Natural Talent) Known Weapons Synergies: The damage bonus of Manticore applies to the ability. The elemental bonus buff of Lesion applies to the ability, but will not be triggered by it. The increased probability of Sibear's temporary state after a heavy attack will apply to the ability of Furax Wraith's, synoid Heliocor's Initial Prime Combo Count affects the ability Main article: Accumulator Accumulator Accumulating WhipClaw is an increase in warframe Mod for Khora Whipclaw which grants a stacked damage Bonus to subsequent mellifight by hitting at least 3 enemies in a single cast, which will decay after 10 seconds. Ranking Damage Bonus Decay of Decay Cost 0 + 10% 10S 6 1 + 15% 10S 7 2 + 20% 10S 8 3 + 35% 10S 9 WhipClaw radial explosion forms when Khora's Whip is fully extended. You can adjust your target to Your goal or elsewhere during this animation. If your goal is moving off too quickly during animation, try landing the explosion on a close surface to capture your goal in the effect area. The area of effect of the explosion to bypass the ground and obstacles to hit the enemies through the walls, which mate well with mod radar as the meaning of the enemy and Â ¢ sinctÂ ¢ instinct to detect nearby enemies. Cast Whipclaw. Whipclaw. on an enemy to knock him back when he is hit by the radial gust. Change your weapon from miskey equipped with eligible mods to which it can benefit. WhipClaw and your mixed weapon benefit and contribute to the combined counter. Use both frequently to amplify their damage while hitting multiple enemies. Cast WhipClaw on enemies entangled by Ensnare for double damage. The inserted enemies that survive WhipClaw propagates again to pull new enemies. Cast whipclaw on enemies captured by strangle. The initial target takes full damage from the whip, while all other enemies in the dome require half damage. Damage, critical possibilities, critical multiplier and state probability on all targets will benefit from your measured mod modal. Critical probability and probability of Prococano status on each enemy separately, dealing with potentially different damages and state effects. The radial explosion of whipClaw can bypass the Arctic EXIMUS bubbles to form directly inside. Equipment with a Helios with DeCostructor and Equips 3 Gladiator Set mods to increase the probability of crit no longer works as of the sisters of the upgrade of the parvos. Equip the arcane fury on Khora to increase damage. Energy: 50Key2 - Ensnarebind An unprotected goal in the living metal, clinging to others who move too far. WhipClaw will update the trap that allows it to capture multiple enemies. Strength: N/A Duration: 10/12/13/15 S (Duration) 0.5 S (delay die casting) Range: 15/20/25/30 m (melting range) 6/7/8/10 m (dissemination radius) Variety: 2.0x (multiple damage) 75% (reduced duration) Reliable to Helminth Khora Thrashes its live whip for an enemy objective within 15/20/25/30 meters As it is entered, the target is completely disabled, while the living metal propagates and pulls into all nearby enemies within a radius of 6/7/8/10 meters after a delay of 0.5 seconds. The range of casts and radius are affected by a range of skills. EnsNare Duration is influenced by the duration of the capacity, while the widespread delay is inversely affected (e.g. the delay reduction duration). The casting speed is influenced by natural talent and a drift of speed. Ensnora pulls enemies from behind obstacles and does not require the line of view. The propagation always occurs after the delay, regardless of any enemies actually in the range. The enemies pulled from the initial goal are disabled for 75% of total duration, extending while extending the propagation effect to enter and disable all enemies not interested around them; The enemies pulled by Branch Targets are disabled for 75% of the previously reduced duration, but do not propagate. La la la la la la la la la laof short duration is not affected by mod. Subsequently, the hired enemies cannot be affected by the same EnsNare instance once released, including the propagation effect from initial and branch targets. Synergy Ability: Hired enemies receive 200% damage from WhipClaw and Venari. Also, the hired enemies hit by WhipClaw propagates again to shoot new enemies. Whipclaw. Whipclaw. Update is considered as a new instance of ennaring, then influence the enemies freed from a previous cast. It cannot be refused on interested goals. Casting Ensna is a complete animation of the body that interrupts the founded movement and other actions. The target assumed is visually trapped inside a rotating cluster, living metal coils, while both the original target and branch targets light up weakly in Khora's chosen energy color. When Ensnora propagates, the living chains briefly briefly from the source enemy to pull new targets before disappearing. The living metal coils on the target are influenced by the colors of the appearance chosen by Khora. Khora's helminth sashing will offer to go and its increases to use from other Warframes. Take advantage of the long range of cast to trap a group of enemies before you, Venari, your other companion, or your teammates can reach them. This guarantees enslave has the time to propagate after the delay. Cast on key targets like bombing to disable them quickly, while pulling nearby enemies towards it. The enemies asserted are standing and will not move during debut, making this capacity ideal to make the consistent fault. The enemies around the initial objective will have lasting lasting on the debuff, lasting for a shortest time far away. Cast Ensnet and follow-up with â, Whipclaw to inflict double damage and apply multiple enemy status effects simultaneously, as they earn more blows towards the combinator meter counter. The hired enemies survive at the WHIPCLAW explosion have updated their propagation effects. This makes them propose to propagate after the delay to pull new enemies around them. Cast Ensnaare on the enemies near Venari or command to you to attack a target indicated for the double damage. Cast going on to enemies trapped by a strangotome to spread its effects to nearby enemies, allowing whipclaw and venari to inflict double damage to the enemies taken. When the strangness ends, the enemies hired will be drawn to the original objective if the debuff is still active. Use this opportunity to attack them with weapons, Venari and Whipclaw. Energy: 0KEY3 - Venaricommand Venari focuses on a target. Press and hold to fish between attacks, protect and heal positions. If you are killed, he uses this resuscitation capacity instantly. Command Energy Cost: 25Revive Energy Cost: Â ¢ Â ¢ â ¢ 50 Strength: 1.05x / 1.1x / 1.12x / 1.15x (speed multiplier) 350 (Address Book) 50 HP / SEC (Regent Health) Duration: N / A Range: n / a Misc: 120 s (cash duration) 45 s (rescaped time) 2.5 s (drum duration) 5 (hits for snare drum) 3 s (attack and protect the cooldowns)