

Incarnon Anku (Patch 35.0)

PATCH VERSION	35.0
MASTERY REQUIRED	3
FORMA REQUIRED	8
ENDO REQUIRED	113,780

INCARNON OPTION 2	Edge of Justice	<ul style="list-style-type: none">• Increase Damage by +50.• With Melee Weapon Equipped: +40% Attack Speed.<ul style="list-style-type: none">◦ Does not apply to quickswap melee. Requires manually equipping the melee, either by holding the weapon swap key (default F) or going into a mission with only the melee weapon equipped.
INCARNON OPTION 3	Swordsman's Celerity	<ul style="list-style-type: none">• With Melee Weapon Equipped: +20% Movement Speed
INCARNON OPTION 4	Absolute Valor	<ul style="list-style-type: none">• Increase Critical Chance by +12%.

[image.png](#)

[image.png](#)

[012] INCARNON Anku | 12x Light Attack, 12x Heavy Attack

(Slash/Raw Viral), 2x Heavy Spam

Nulla. Introduction:

Introduced: 30/07/2023.

Q: Is it better than [\[Hate\]](#) Incarnon?

A: Nope.

Since its hotfix, [\[Anku\]](#) is now one of the best slash melees available with the caveat of having to slide every 6s to upkeep this buff, but I digress: increased range (+3m), guaranteed Bleed Procs on hit (no matter the source, except slam AoEs), x2 slash (bleed) proc damage... what more can you ask for? Blend and tear is all I have to say.

• **I will update this guide accordingly to new findings/future changes.**

I. Unlisted Recommendations:

• **Primary/Secondary AoE Primer:**

A primer is the term used to describe another weapon (external source) that is allotted to the role of applying multiple status effects before using your primary weapon of DPS. Most melee builds will heavily benefit from not only the viral status effect but also from additional unique statuses since they will be running the mod Conditional Overload resulting in a significant increase of DPS.

II. Flex Slots:

- Gladiator Vice: Berserker Fury, Primed Fury, Quickening, Fury.
 - Primed Reach: [\[Spring-Loaded Blade\]](#), [\[Reach\]](#).
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III. Different Setups Rundown:

• 1. 12x Light Attack (Slash) (AoE/Single Target):

“ Evolutions:

Evo II: Edge of Justice: +40% attack speed when forced-holstered.

Evo III: Standoff: Combo timer paused when holstered.

Evo IV: Absolute Valor: +12% Critical Chance.

- Refer to the default config above.

• 2. 12x Heavy Attack/Hybrid (Slash) (AoE/Single Target):

“ Evolutions:

Evo II: Edge of Justice: +40% attack speed when forced-holstered.

Evo III: Standoff: Combo timer paused when holstered.

Evo IV: Absolute Valor: +12% Critical Chance.

Remove: [\[Organ Shatter\]](#), [\[Gladiator Vice\]](#).

Substitute: [\[Amalgam Organ Shatter\]](#), [\[Reflex Coil\]](#).

- Alternatively, you can swap Reflex Coil for Quickening if you decide to run *Evo II: Guardian's Promise* instead of *Edge of Justice*.

• 3. 12x Heavy Attack/Hybrid (Raw VIRAL) (Single Target) (Armor Strip):

“ Evolutions:

Evo II: Edge of Justice: +40% attack speed when forced-holstered.

Evo III: Standoff: Combo timer paused when holstered.

Evo IV: Absolute Valor: +12% Critical Chance.

Remove: [\[Organ Shatter\]](#), [\[Gladiator Vice\]](#), [\[Primed Reach\]](#), [\[Gladiator Might\]](#).

Substitute: [\[Amalgam Organ Shatter\]](#), [\[Reflex Coil\]](#), [\[Vicious Frost\]](#), [\[Primed Fever Strike\]](#).

- Alternatively, you can swap [\[Reflex Coil\]](#) for [\[Quickening\]](#) if you decide to run *Evo II: Guardian's Promise* instead of *Edge of Justice*.

• 4. 2x Heavy Attack Spam (Slash) (AoE/Single Target):

“ Evolutions:

Evo II: Edge of Justice: +40% attack speed when forced-holstered.

Evo III: Swift Break: +60% Heavy Wind Up Speed.

Evo IV: Absolute Valor: +12% Critical Chance.

Remove: ([\[Condition Overload\]](#) if not priming), [\[Blood Rush\]](#), [\[Organ Shatter\]](#) (optional), Primed Reach.

Substitute: (Primed Pressure Point if not priming), Killing Blow, Amalgam Organ Shatter (optional), Corrupt Charge (r2-r3).

IV. Other Factions:

• Corpus:

“ 12x Light Attack:

Remove: [\[Primed Smite Corrupted\]](#), [\[Sacrificial Steel\]](#), [\[Primed Reach\]](#).

Substitute: [\[Primed Smite Corpus\]](#), [\[Weeping Wounds\]](#), [\[Primed Fever Strike\]](#).

12x Heavy Attack:

Remove: [\[Primed Smite Corrupted\]](#), [\[Organ Shatter\]](#), [\[Primed Reach\]](#), [\[Gladiator Vice\]](#), [\[Gladiator Might\]](#).

Substitute: [\[Primed Smite Corpus\]](#), [\[Amalgam Organ Shatter\]](#), [\[Weeping Wounds\]](#), [\[Primed Fever Strike\]](#), [\[Quickening\]](#).

2x Heavy Spam:

Remove: ([\[Condition Overload\]](#) if not priming), [\[Primed Smite Corrupted\]](#), [\[Blood Rush\]](#), [\[Organ Shatter\]](#) (optional), [\[Primed Reach\]](#).

Substitute: (Primed Pressure Point if not priming), Primed Smite Corpus, Primed

Fever Strike, Amalgam Organ Shatter (optional), Corrupt Charge (r2-r3).

• **Infested:**

“ **12x Light Attack:**

Remove: [\[Primed Smite Corrupted\]](#), [\[Sacrificial Steel\]](#), [\[Primed Reach\]](#).

Substitute: [\[Primed Smite Infested\]](#), [\[Shocking Touch\]](#), [\[Primed Fever Strike\]](#).

12x Heavy Attack:

Remove: [\[Primed Smite Corrupted\]](#), [\[Organ Shatter\]](#), [\[Primed Reach\]](#), [\[Gladiator Vice\]](#), [\[Gladiator Might\]](#).

Substitute: [\[Primed Smite Infested\]](#) [\[Amalgam Organ Shatter\]](#), [\[Focus Energy\]](#), [\[Primed Fever Strike\]](#), [\[Reflex Coil\]](#).

2x Heavy Spam:

Remove: ([\[Condition Overload\]](#) if not priming), [\[Primed Smite Corrupted\]](#), [\[Blood Rush\]](#), [\[Organ Shatter\]](#) (optional), [\[Gladiator Might\]](#), [\[Gladiator Vice\]](#).

Substitute: (Primed Pressure Point if not priming), Primed Smite Infested, Primed Fever Strike, Amalgam Organ Shatter (optional), Corrupt Charge (r2-r3), [\[Shocking Touch\]](#).

V. Final Notes & Calculations (%) (Non-Quantised):

• Incarnon [\[Anku\]](#) Final Evolution Comparison Table:

image.png

[\[Anku\]](#) stuff:

“ **Echoes of Duviri: Hotfix 33.6.5:** While making this change, we found that all melee attacks following a Slide Attack were able to maintain the Incarnon buff (instead of just the intended Slide attack), so long as the attack animations were

uninterrupted. We have fixed this issue and incorporated this functionality as a 6s timer.

- The 6s timer can be completely bypassed and remain for the full duration of the incarnon form (180s) on Warframes with an Exalted Melee ability. This can be done by proccing the perk, casting the exalted ability to swap to the exalted melee ([[Valkyr Talons](#)], [[Exalted Blade](#)], [[Desert Wind](#)] etc.) and then swapping back. While the UI displays that the buff has worn out, the perk is actually still active allowing the player to use the [[Anku](#)] without needing to slide every 6s to refresh the perk like it usually should. This needs to be refreshed every 180s as the per the incarnon transformation timer.
- [[Anku](#)] slide buff: increased range (+3m), guaranteed Bleed Procs on hit (no matter the source, except slam AoEs), x2 slash proc damage (despite not being listed, most probably description will get too long).

VI. Legacy Writing:

Unlisted video of it not working: <https://youtu.be/SaylP4wP7cM>

- **As of this guide's release date (30/07/2023 or U33.6), the [[Anku](#)]'s Incarnon feature doesn't work or is not impactful in the very slightest despite what the UI implies:**

“Increase Range and Slash Damage during slide attacks in Incarnon Form.”

- if the feature is: added Slash Weight % on slide attacks, it's not enough of a difference to be noticeable (assuming it does change) (no forced slash on slide attacks either).
- if the feature is: added Damage to Bleeds (slash DoTs) during slides, it's not present (tested both Light and Heavy attacks).
- if the feature is: increased Range during slides, it's not there or not noticeable (some earlier tests showed +0.5? Very unclear on that front).

- **Echoes of Duviri: Hotfix 33.6.1 (01/08/2023): "Fixed issue where [\[Anku\]](#) Incarnon didn't properly benefit from Range and Slash Damage bonus on Slide Attacks, and didn't inflict any status effects." Only Range got fixed.**

“ As stated above, range has been fixed (which has been roughly tested to be +1-2m range, hard to say when sliding forward), however the other traits remain to be actually fixed. Slash status is still not forced nor is the proc or DoT buffed by the incarnon perk, this has been tested on both light slide attacks as well as heavy slide attacks.

- **Echoes of Duviri: Hotfix 33.6.5 (22/08/2023): It works now! all of it! very nice, build update soon (and moving above updates to the bottom section once a build for it is done).**

VII. Log (dd.mm.yyyy) :

- 30/07/2023 - build made
- 23/08/2023 - build updated to hotfix 33.6.5 version.

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