

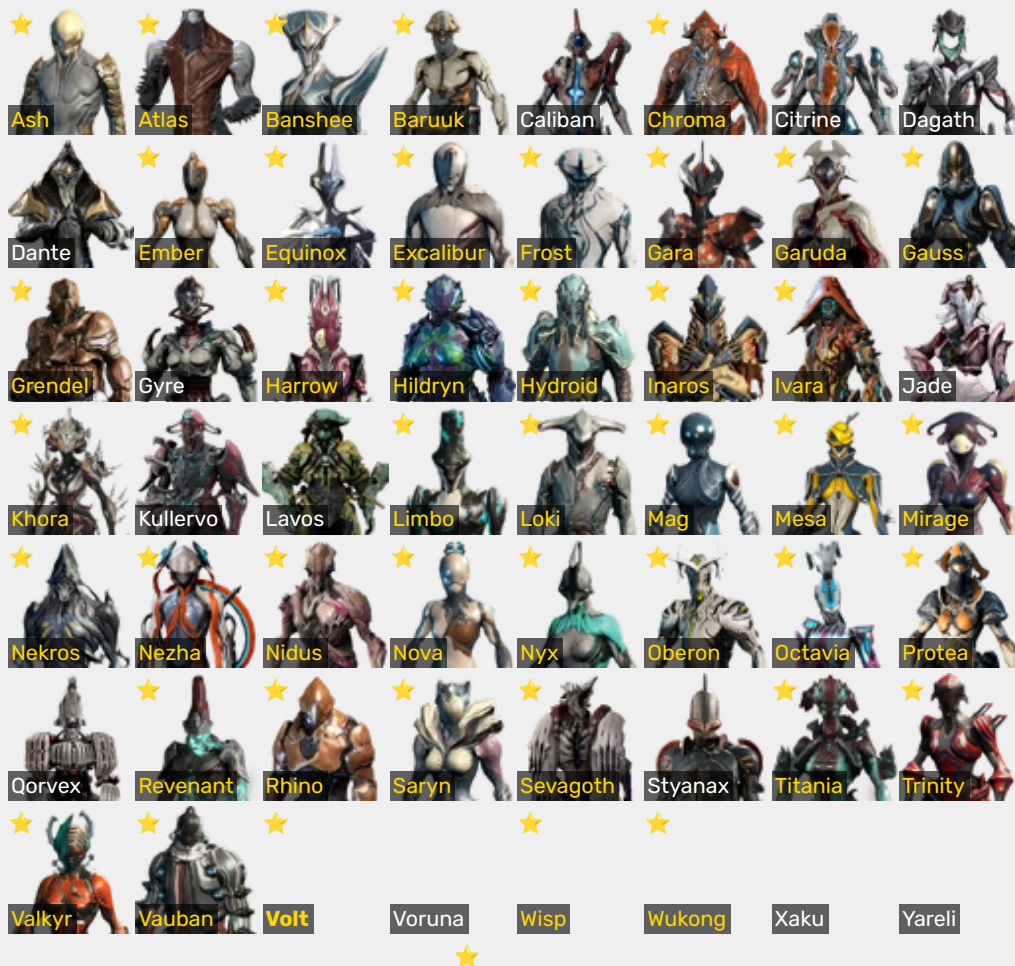
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Volt

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Passive

Traveling along the ground between **Volt's** attacks (by walking, running, or sliding) will build up static energy, adding bonus **Electricity** damage toward Volt's next weapon attack or ability cast. For every **1** meter traveled, **10** points of **Electricity** damage are added, accumulating to a maximum of **1000** bonus damage.

- Does **not** combine with single elements or elemental mods on weapons, the bonus **Electricity** damage type remains separate.
- Is **not** affected by damage mods (e.g. **Serration**) or elemental mods (e.g. **Stormbringer**).
- Is affected by **Critical Hits** and the combo counter of **Sniper Rifles**.
- Even with **Multishot**, only a single hit will gain the damage bonus.
- Does not affect **Helminth** injected abilities or **Shocking Speed** sparks.

Abilities

View Maximization

This section is *transcluded* from *Shock* . To change it, please *edit the transcluded page*.

1

15

Shock

Launches a shocking projectile. It stuns and deals high damage to a single target and chains damage to nearby enemies.

Introduced in **Update 5.3**
(2013-01-10)

Strength:

75 / 100 / 125 / 200 (**Electricity** damage)

Duration:

N/A

Range:

15 m (chain link range)

Misc:

∞ (cast range)
2 / 3 / 4 / 5 (chain links)
100 % (**Electricity** status chance)

Subsumable to

Helminth

This section is *transcluded* from *Speed* . To change it, please *edit the*



2

25

Speed

Volt energizes his body and nearby Warframes, giving them increased speed and dexterity for a short time.

Strength:

75% (speed buff)
10% / 15% / 20% / 25%
(reload speed buff)

Duration:

9 / 10 / 11 / 12 s

Range:

25 m

Introduced in [Update 5.3](#)
(2013-01-10)

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

3 50	Electric Shield Volt deploys an obstacle of energy, providing cover in any situation.	Strength: N/A
		Duration: 10 / 15 / 20 / 25 s
		Range: N/A
		Misc: +50% (damage bonus) +100% (critical damage bonus) 6 m x 4.25 m (static shield) 2 m x 3 m (current shield) 6 (shields limit)
	Introduced in Update 5.3 (2013-01-10)	

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

4 100	Discharge Paralyze nearby hostiles with a damaging electric charge, this also shocks approaching enemies.	Strength: 500 / 750 / 1000 / 1200 (Electricity damage/second)
		Duration: 3 / 4 / 5 / 6 s (stun duration)
		Range: 20 m (electric pulse range) 8 m (electric arc radius)
		Misc: 3 / 3 / 4 / 4 s (electric pulse duration)
Introduced in Update 18.13 (2016-05-27)		

Strength Mods

Duration Mods

Range Mods

1. "Volt's blueprints added to Mission Reward tables. We would like to clarify here that the original U11 notes suggested that his former Boss, J3Golem, would be dropping them in systemic invasions. This is no longer the case, and his parts can be found by playing various missions." - [Update 11.1](#) (2013-11-27) notes

Languages



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