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Shade

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 SENTINELS

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CODEX

With 'Revenge' and 'Ghost' as default Precepts, Shade is well suited for stealth gameplay. Shade also comes with a burst laser pistol.

Shade is a [stealth Sentinel](#) pre-equipped with the  [Burst Laser](#) as its default weapon and has the ability to cloak the player with its  [Ghost](#)

 **Shade**

Acquisition

Shade may be purchased complete from the [Market](#) for **75** with a free companion slot and pre-installed [Orokin Reactor](#). Alternatively, **Shade's** blueprint may be purchased from the market for **100,000**.



Untradeable

[Update Infobox Data](#)

Description

With 'Revenge' and 'Ghost' as default Precepts, Shade is well suited for stealth gameplay. Shade also comes with a burst laser pistol.

Note: This item requires two open slots.

General Information

Type	Sentinel
Max Rank	30
Health	600
Shields	130
Armor	80
Polarities	

Miscellaneous

Introduced	Update 7.0 (2013-03-18)
Compatibility Tags	SENTINEL_MOD
Sell Price	5,000

Vendor Sources

Manufacturing Requirements					
					Time: 24 hrs
15,000	500	400	200	1	Rush:



 **Market** Price:  75

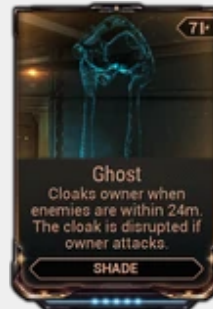
 **Blueprints** Price:
 100,000

Shade-Exclusive Precept mods



Revenge

Sentinel will attack first visible enemy in range, but only if they have attacked the owner, and will not attack while cloaked regardless. Increasing level increases range.



Ghost

Sentinel cloaks itself and owner when enemies are within close proximity and in line of sight. The cloak is disrupted if the owner attacks.



Ambush

Increases owner damage after breaking Ghost invisibility.

Notes

- The Shade-exclusive precept mod  **Revenge** is one of the few sentinel AI mods not removed and replaced with the non-exclusive  **Assault Mode** precept mod in [Update 24.0](#) (2018-11-08).



- Having  [Assault Mode](#) equipped will increase Shade's attack range, but not change its inherent behaviour to only attack after its owner has been attacked.
- As of [Update 7.10](#) (2013-05-03), Shade will no longer keep you cloaked when a stealth kill is taking place, even if there are enemies nearby.
- The cloaking cooldown used to be much quicker (around 5 seconds) but was nerfed to take almost 10 seconds to re-cloak again^{[\[citation needed\]](#)}. De-cloaking can have serious penalties in stealth due to this longer cooldown.

Tips

-  [Ghost](#) only activates if an enemy is in the activation radius sphere for the cloak, and Shade's view of the enemy is not obstructed by nearby objects.
- The cloaking can last indefinitely as long as an enemy is inside the activation radius.
- Activation is not dependent on the direction that Shade is facing. Warframe abilities will not bring you out of stealth and you will remain hidden, as long as another enemy is close by.
- Note that infested [Volatile Runners](#) will still explode when you are next to them.
 - Enemies such as [Leapers](#), [Rollers](#), or [Ancients](#) that have activated their attacks – e.g. a [Leaper](#) getting ready to charge – will still hit you after you cloak if you do not move out of the way.
 - On infested levels, take care around Runners as the explosion could knock you out of cloaking range.
- Consider Shade when choosing to be a support for your team, as running up to downed players without firing weapons can allow you to revive them while cloaked.

Trivia

- The name Shade could be derived from the literal meaning of shade or from the mythological creature the Shade which is a spirit of the dead.
- The [Sprite skin](#) for the Shade was first seen in [Update 12.0](#) (2014-02-05), with the addition of the Training section in the Codex, under "Sentinels", as an unknown Sentinel design. Said Sentinel was finally revealed as a Shade cosmetic skin made available for purchase in [Update 13.1](#) (2014-04-23).
- Shade has the highest health of all the sentinels, although it suffers from having half the shields of other sentinels.



- On the website of the official Warframe merch store, in the Collectibles section under posters in the [Prime Poster 3-Pack](http://store.warframe.com/collections/collectibles/products/prime-poster-3-pack) (<http://store.warframe.com/collections/collectibles/products/prime-poster-3-pack>), a recolored Shade equipped with [Summus Prime](#) accessories can be seen hovering next to Mag Prime on the Mag Prime Poster.
- Shade appeared in the Open Beta Trailer about 1:42 into the [video](https://youtu.be/Gx5RDaGVkZE?t=1m42s) (<https://youtu.be/Gx5RDaGVkZE?t=1m42s>).
- The Shade is the only Sentinel with a unique capacity of health and shields; 350 and 50 respectively.

Companion	
Robotic	
Sentinel	Carrier (Prime) • Dethcube (Prime) • Diriga • Djinn • Helios (Prime)
	Nautilus (Prime) • Oxylus • Shade (Prime , Prisma) • Taxon • Wurm (Prime)
MOA	Lamdeo Moa • Oloro Moa • Para Moa • Nychus Moa
Hound	Bhaira Hound • Dorma Hound • Hec Hound
Beast	
Kubrow	Chesa Kubrow • Helminth Charger • Huras Kubrow
	Raksa Kubrow • Sahasa Kubrow • Sunika Kubrow
Predasite	Vizier Predasite • Pharaoh Predasite • Medjay Predasite
Kavat	Adarza Kavat • Smeeta Kavat • Vasca Kavat • Venari (Prime)
Vulpaphyla	Sly Vulpaphyla • Crescent Vulpaphyla • Panzer Vulpaphyla

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