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Catalyzing Shields

Catalyzing Shields is a mod for Warframes that sets the maximum **Shield** Gating duration upon fully recovering Shields, but reduces maximum **Shield** capacity. Sourced from the official drop table repository. See Module:DropTables/data to

<https://warframe.fandom.c...>

Damage/Radiation Damage

DAMAGE EFFICACY x1.5
damage to Sentient x1.5

Related Community

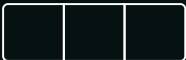


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EFFECT Created by combining Heat and Electricity damage. Radiation causes enemies to attack everything nearby, including

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Dragon Key

Dragon Keys are craftable Keys that enable access to Orokin Vaults located in the Orokin Derelict tileset on Deimos. A random key is required for each vault. Stated as being very powerful, they also have

<https://warframe.fandom.c...>

Specter

Specter (Tenno) Specter (Enemy) I am calling it the Specter Particle. As my Archimedeians explain, mimicry is in its nature. An echo. Exposed to precept circuits, we are able to imprint behaviors! Like an infant

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Stalker (Playable)

Ash Atlas

<https://warframe.fandom.c...>

Intrepid Stand

Intrepid Stand is a Warframe Augment Mod for Styanax that grants Overguard for himself and allies in Affinity Range upon striking enemies with Final Stand.

Update 34.0 (2023-10-18)

20K Pages	100K Images	400 Videos
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Marked For Death

the same as the distribution of the modded weapon. Damage cannot exceed the target's remaining health/**shield**. For example, a target with 5 health receives 100 damage, but will only spread 5 damage to

<https://warframe.fandom.c...>

Grenade Fan

ability key (default 1) was tapped or held. Tap to throw Shrapnel Vortex grenades. Hold to throw **Shield** Satellite grenades. Tap/Hold control behavior can be inverted in the Options menu. Shrapnel Vortex **Shield** Satellite

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Blessing

Info Augment Tips& Tricks Maximization Bugs Trinity expends 100 energy to invokes potent restorative and defensive power from within for herself and all allies within Affinity Range, restoring 40%/ 50%/ 75%/ 80% of her and

<https://warframe.fandom.c...>

Haven

rate, and 3.5 seconds of invulnerability on their **shield gate**; when the link is broken, excess **shield** points from the maximum **shield**



Overshields lasting until used. When the **shield gate** invulnerability

<https://warframe.fandom.c...>

Protea/Abilities

ability key (default 1) was tapped or held. Tap to throw Shrapnel Vortex grenades. Hold to throw **Shield** Satellite grenades. Tap/Hold control behavior can be inverted in the Options menu. Shrapnel Vortex **Shield** Satellite

<https://warframe.fandom.c...>

Sevagoth/Patch History

Lua error in Module:Version at line 112:
p.__.getVersion(name):
Version name or alias "36.1.4" not found (add to Module:Version/data if needed). Fixed a rare crash caused by using Sevagoth

<https://warframe.fandom.c...>

Stalker (Playable)/Abilities

exceed the target's remaining health/**shield**. For example, a target with 5 health receives 100 damage, but will only spread 5 damage to all other enemies. Due to the health/**shield gate**, Marked Fo

<https://warframe.fandom.c...>

Lethal Progeny



total **shield** recharge per second is shown under a Lethal Progeny buff icon displayed beside Caliban's **shield** and health indicators. **Shield** recharge from Progeny is disabled when **Shield Gate** is triggered and will resume

<https://warframe.fandom.c...>

Marked

receives 100 damage, but will only spread 5 damage to all other enemies. Due to the health/**shield gate**, Marked For Death works more effectively when used against heavy units such as Bombard, Corpus Tech

<https://warframe.fandom.c...>

Damage 2.0/Radiation Damage

Created by combining Heat and Electricity damage. Highly effective against Grineer Alloy Armor and Infested Sinew. Moderately effective against Infested. Radiation Status Effect causes enemies to attack everything nearby, including allies, for a short duration

<https://warframe.fandom.c...>

Protea/Patch History

detaching from her back when cast on TennoGen skins with Prime Toggle enabled. Fixed Protea Prime's **Shield** Satellites having two additional blue



issues. Also fixed **Shield**

Satellites

<https://warframe.fandom.c...>

Devstream 31

Devstream 31 started on
June 20, 2014, @ 2pm EST.

Plat Winners: Sinorras

Frostosti SistersGrim

StarLightSky

<https://warframe.fandom.c...>

Shield

protection. When Shields
break, become invulnerable
for|AMOUNT| seconds.

Increase Max Shields to
increase the invulnerability
duration. **Shield** Recharge
Delay:|AMOUNT| seconds

Shield

Recharge:|AMOUNT|% per
second —In-game

Description Shields are
invisible barriers that

<https://warframe.fandom.c...>

Operation: Gate Crash

Please do not use this article
for critical in-game
information! This article is
archived.The content was
relevant to an obsolete
version of Warframe, and
has since been removed,
retrieved, and/or revamped.

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Razorback

Bosses Corpus Quotes

<https://warframe.fandom.c...>



"You're not supposed to be in here! You're going to ruin the surprise!" The following article/section contains spoilers.

<https://warframe.fandom.c...>

Helminth

"You're not supposed to be in here! You're going to ruin the surprise!" The following article/section contains spoilers.

<https://warframe.fandom.c...>

Sevagoth

Ash Atlas

<https://warframe.fandom.c...>

Arbitrations

Arbitrations are a special Alert variant hosted by the Arbiters of Hexis, featuring "elite" versions of endless missions with additional modifiers for greater difficulty. They were introduced in Update 23.10 (2018-10-12). In

<https://warframe.fandom.c...>



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