

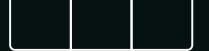
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# Trinity

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WARFRAME Wiki



## Passive

Talented in rapid restoration and emergency triage, **Trinity** commences [revival](#) of fallen allies in bleedout **25%** faster and from **50%** further away.

## Abilities

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*This section is [transcluded](#) from [Well of Life](#). To change it, please [edit the transcluded page](#).*

		<b>Strength:</b>
<b>Well of Life</b>		25 / 50 / 75 / 100 (health per second) 0.25 / 0.5 / 0.75 / 1% (lifesteal on hit)
Create a well of life on an enemy. Allies near the target gradually regenerate health and are immune to Status Effects. Status Effect damage intended for nearby allies will be absorbed by the enemy.		<b>Duration:</b> 7 / 9 / 10 / 12 s
<b>1</b>		<b>Range:</b>
<b>25</b>		100 m (cast range) 10 / 12 / ? / 15 m (healing radius)
<b>Allies gain additional health when they attack the enemy.</b>		<b>Misc:</b> $\infty$ (lifesteal range) 1 (max target limit) 10% (status negation damage) 5% (boss status negation damage)
Introduced in <a href="#">Update 4</a> (2012-11-02)		<b>Subsumable to</b> <a href="#">Helmint</a>

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



<p><b>2</b></p> <p><b>50</b></p> <p>Introduced in <a href="#">Update 4</a> (2012-11-02)</p>	<p><b>Strength:</b> 15 / 17 / 20 / 25 (energy restored per pulse) 6.25% (damage percentage) ≥25% (damage health threshold)</p> <hr/> <p><b>Duration:</b> 5 / 6 / 7 / 9 s</p> <hr/> <p><b>Range:</b> 100 m (cast range) 15 / 17 / 20 / 25 m (pulse radius)</p> <hr/> <p><b>Misc:</b> 4 (number of pulses) 5 (min <b>True</b> damage) 1 (max target limit)</p>
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This section is [transcluded](#) from [Link](#). To change it, please [edit the transcluded page](#).

<p><b>3</b></p> <p><b>75</b></p> <p>Introduced in <a href="#">Update 4</a> (2012-11-02)</p>	<p><b>Strength:</b> N/A</p> <hr/> <p><b>Duration:</b> 6 / 8 / 10 / 12 s</p> <hr/> <p><b>Range:</b> 12 / 14 / 17 / 20 m</p> <hr/> <p><b>Misc:</b> 1 / 2 / 2 / 3 (affected enemies) 50% / 60% / 70% / 75% (damage redirection) 100% (damage and status transfer)</p>
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This section is [transcluded](#) from [Blessing](#). To change it, please [edit the transcluded page](#).

<p><b>4</b></p> <p><b>100</b></p> <p>Trinity's Affinity aura while giving them some damage</p>	<p><b>Blessing</b></p> <p>Restore the health and shields of allies within</p> <hr/> <p><b>Strength:</b> 40% / 50% / 75% / 80% (shield/health restoration) 25% / 30% / 40% / 50% (damage reduction)</p> <hr/> <p><b>Duration:</b></p>
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Introduced in Update 4

(2012-11-02)

**Range:**

N/A

**Misc:**

50 m (affinity range)

75% (damage reduction cap)

**Strength Mods****Duration Mods****Range Mods**

Warframes								Edit
Ash	Atlas	Banshee	Baruuk	Caliban	Chroma	Citrine		
Dagath	Dante	Ember	Equinox	Excalibur	( Umbra)	Frost		
Gara	Garuda	Gauss	Grendel	Gyre	Harrow	Hildryn		
Hydroid	Inaros	Ivara	Jade	Khora	Kullervo	Lavos		
Limbo	Loki	Mag	Mesa	Mirage	Nekros	Nezha	Nidus	
Nova	Nyx	Oberon	Octavia	Protea	Qorvex	Revenant		
Rhino	Saryn	Sevagoth	Styanax	Titania	Trinity			
Valkyr	Vauban	Volt	Voruna	Wisp	Wukong	Xaku		
			Yareli	Zephyr				

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