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Chroma

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Passive

Dragon's Flight Element Cycling

 **Chroma** possesses an extra midair jump and bullet jump. Wings matching Chroma's energy colors will form during these maneuvers.

Abilities

View Maximization

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

<p>1</p> <p>10</p> <p>+3/s</p>	<p>Spectral Scream</p> <p>Exhale a deep breath of elemental destruction. Chroma's energy color determines the element.</p> <p>Introduced in Update 16.0 (2015-03-19)</p>	<p>Strength:</p> <p>200 / 250 / 300 / 400 (damage)</p> <hr/> <p>Duration:</p> <p>N/A</p> <hr/> <p>Range:</p> <p>4 / 5 / 6.5 / 10 m (cone length)</p> <hr/> <p>Misc:</p> <p>100% (status chance)</p> <p>10 m (spread range)</p> <p>?% (stagger chance)</p> <p>90° (horizontal aim angle)</p> <p>45° (vertical aim angle)</p>
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This section is *transcluded* from *Elemental Ward*. To change it, please *edit the transcluded page*.

<p>2</p> <p>50</p>	<p>Elemental Ward</p> <p>Depending on Chroma's elemental alignment, an offensive area-of-effect is</p>	<p>Heat Electricity Toxin Col</p> <hr/> <p>Strength:</p> <p>25 / 50 / 75 / 100 (Heat damage per second)</p> <p>15 / 20 / 30 / 55 % (health bonus)</p> <hr/> <p>Duration:</p> <p>10 / 15 / 20 / 2</p>
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Chroma and his nearby allies are imbued with defensive energy.

Misc: 2 / 5 / 7 / 10 % (Heat status chan
5 m (burn radius)

Introduced in [Update 16.0](#)
(2015-03-19)

Subsumable to Helminth

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

Vex Armor

Chroma fortifies squad Armor when his Shields are damaged or he kills an enemy with a melee weapon. He increases squad Weapon Damage when he loses Health or kills an enemy with a ranged weapon, double the effect on weak point kills.

3
75

Strength:

0.5 / 0.625 / 0.75 / 0.875 %/SP (Scorn armor bonus per shield point lost)
7 / ? / ? / 15% (Scorn armor bonus per melee weapon kill)
200 / 250 / 300 / 350 % (Scorn max armor bonus)
2 / 2.25 / 2.5 / 2.75 %/HP (Fury damage bonus per health point lost)
7 / ? / ? / 15% (Fury damage bonus per ranged weapon kill)
200 / 225 / 250 / 275 % (Fury max damage bonus)

Duration:

10 / 15 / 20 / 25 s

Range:

8 / 10 / 15 / 18 m

Introduced in [Update 16.0](#)
(2015-03-19)

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



Sentry Chroma

Strength:

100 / 200 / 300 / 400
 (damage/tick)
 500 / 1000 / 1500 / 2000
 (damage/second)
 1000 / 2000 / 4000 / 8000
 (health)

Duration: N/A

Range: N/A

Misc:

140 AP (sentry armor)
 20 m (attack range)
 ?% (status chance)
 5 (ticks/second)
 5 m (knockback radius)
 200 (knockback damage)
 Ragdoll on Knockback
 30 m (stun radius)
 15 / 30 / 45 / 60 % (credit chance)
 10 m (credit bonus drop zone)
 25 / 50 / 75 / 100 % (credit bonus)

Effigy

Chroma turns his pelt into a massive sentry that strengthens nearby allies and engulfs enemies in elemental attacks.

4

50

+10/s

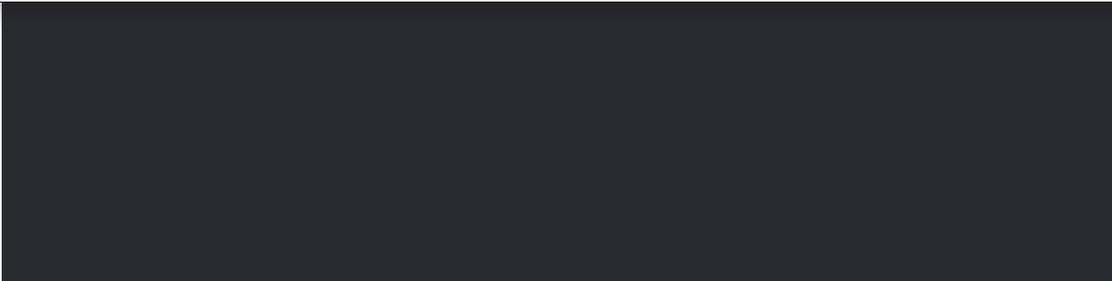
Introduced in [Update 16.0](#) (2015-03-19)

Strength Mods

Duration Mods

Range Mods





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