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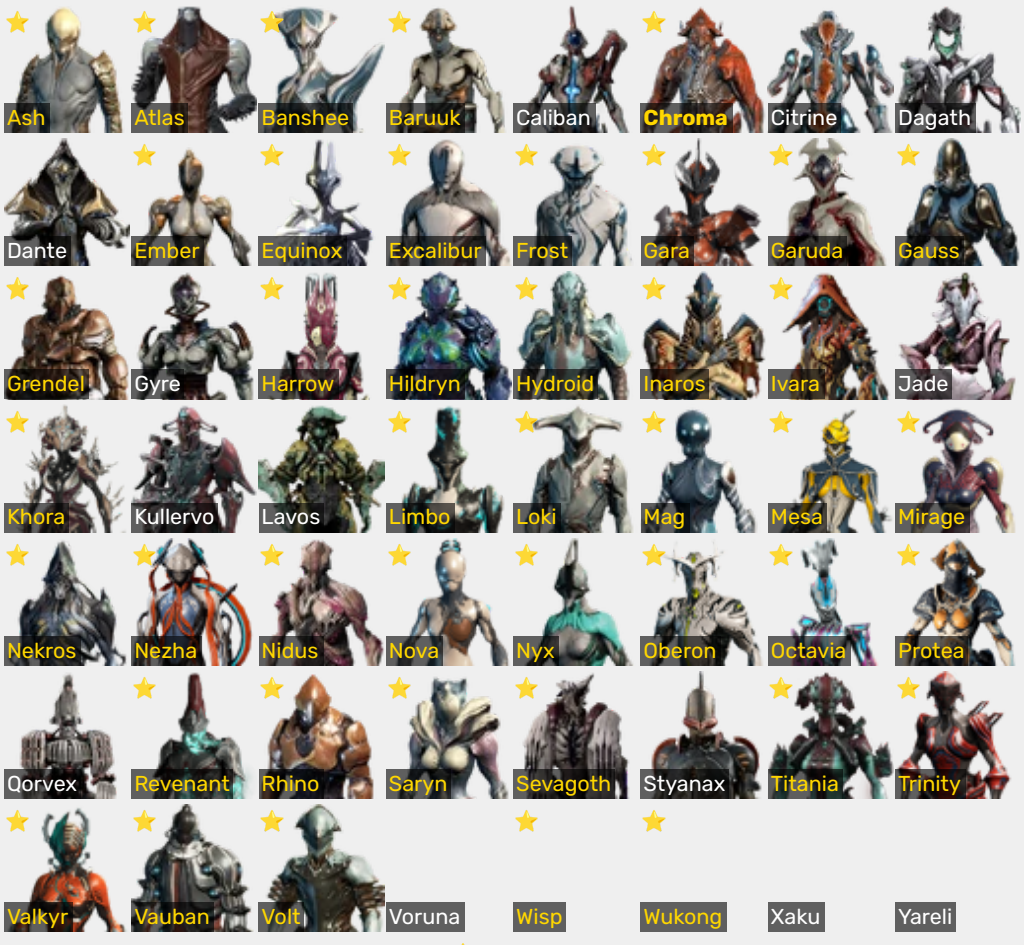
Chroma

596 VIEW SOURCE



WARFRAME Wiki

Main Prime Abilities Alternate Equipment Patch History Media

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CODEX

Unleash the draconic. Chroma employs Heat, Electricity, Toxin, and Cold to deal high damage while maintaining survivability. Soar with winged fury.

This is Chroma, an ancient legend, master of the elements.

When all the land is in ruins, Tenno, only Chroma will remain.

—Lotus

Release Date: March 19th, 2015

Overwhelming his foes with fiery rage, shocking touch, venomous breath, or a cold embrace, the draconic hunter **Chroma** wields elemental caprice to reign supreme. **Chroma** awoke in Update 16.0 (2015-03-19).

Acquisition

Chroma's main blueprint is rewarded upon completion of the quest The New Strange. Component blueprints are awarded by completing Junctions: The Neuroptics from the Uranus Junction, the Chassis from the Neptune Junction, and the Systems from the Pluto Junction. Additional blueprints can be bought from Cephalon Simaris; **25,000** for component blueprints and **50,000** for main blueprint.

Alternatively, upon completion of The

Chroma

Portrait In-Game Menus

Update Infobox Data

Description

Unleash the draconic. Chroma employs Heat, Electricity, Toxin, and Cold to deal high damage while maintaining survivability. Soar with winged fury.

Passive

Wings sprout for an additional jump and bullet jump.

Abilities

1st Ability	Spectral Scream
2nd Ability	Elemental Ward
3rd Ability	Vex Armor

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component blueprints can be earned from The Circuit. By selecting him on the rotating week he is available, players can earn his blueprints after reaching Tier 2 (Neuroptics), 5 (Chassis), 8 (Systems), and 10 (Main) rewards.

Crafting

Sex	Male
Mastery Rank	0
Max Rank	30
Health	270 (370 at Rank 30)
Shields	270 (370 at Rank 30)
Armor	370
Energy	175 (225 at Rank 30)
Starting Energy	75
Sprint Speed	1
Aura Polarity	
Exilus Polarity	None
Polarities	
Introduced	Update 16.0 (2015-03-19)
Themes	Dragon, Elemental Power, Hunter
Progenitor Element	Heat
Subsumed Ability	Elemental Ward
Tactical Ability	Elemental Ward
Sell Price	10,000

Official Drop Tables

https://www.warframe.com/droptables

Manufacturing Requirements Edit blueprint requirements					
25,000	1	1	1	Volt Neuroptics	Time: 3 Day(s) Rush: 50
Market Price: 375			Blueprints Price: N/A		
Chroma Neuroptics Blueprint					
15,000	Plastids	Neural Sensors	Polymer Bundle	Ember	Time: 12

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					Rush: 50
Chroma Chassis Blueprint					
15,000	Neurodes 2	Salvage 900	Plastids 50	Frost Chassis	Time: 12 Hour(s)
					Rush: 50
Chroma Systems Blueprint					
15,000	Oxium 400	Argon Crystal 2	Neurodes 1	Saryn Systems	Time: 12 Hour(s)
					Rush: 25

Notes

- Considering the resources required to craft the necessary non-Chroma Warframe parts, the total cost of crafting Chroma is **4** Neural Sensors, **3** Neurodes, **2** Argon Crystals, **2** Morphics, **1** Control Module, **1300** Rubedo, **1000** Ferrite, **900** Nano Spores, **650** Polymer Bundles, **600** Plastids, **550** Salvage, **400** Oxium, **300** Alloy Plates, and **135,000**.
- While players will have access to most of the component blueprints by the time they reach Pluto, players will still have to gain access to Sedna to get Saryn systems from Kela De Thaym to craft Chroma.
- When editing the appearance of Chroma, there is a special option to view him without his Effigy on.
- Completing the steel path junctions will not reward you with components for a second time

Trivia

- Chroma was first revealed during Tennolive 2015 and hinted at during Devstreams 45 and 46.
- Chroma shares a similar name with an enemy from Digital Extremes' 2008 game darkSector.
- The word **Chroma** means "Color" in Greek. His name likely refers to his unique gameplay mechanic that his selected emissive color determines the elemental damage type dealt by his abilities.

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    - His name may also refer to Chromatic Dragons from the popular role-playing game "Dungeons & Dragons", whose elemental affinities are, similarly, indicated by the color of their scales. This connection was hinted by Community Manager Rebecca Ford in livestreams prior to Chroma's unveiling.
- Chroma was originally developed simply under the name Dragon and is still referred to as such internally in the game files.
- Chroma is the second tallest Warframe due to his stature and the pelt he wears. Limbo is the tallest, due to his "top hat."
- Chroma's Drac Helmet shows Chroma's actual helmet, the only one to do so while Effigy is inactive. The 'head' of the pelt rests on top of Chroma's base helmet in a fashion similar to that of cloaks capes or hats of skinned animals where the upper part of the head and snout is used as a hat.
    - The helmet also resembles a seahorse. The Leafy Sea Dragon and Weedy Sea Dragon are both closely related to seahorses.
    - Its appearance seems inspired by the Greek depiction of dragons, most notably the snout, which appears thinner in contrast to the typical European dragon. This is further backed by the fact that Chroma's name has a Greek origin.

- Chroma is the second Warframe to have a separable part, the first being Limbo.
    - In Chroma's case, his outer pelt separates from his body during his 4th ability, Effigy, to create the sentry. Because the sentry's helmet design is determined by the cosmetic helmet selected for the Chroma warframe, this also reveals Chroma's "true" helmet which is not affected by the helmet selected.
    - Following the above notes, Chroma presumably wears his dragon-skin outer pelt like a hunter might do for animal skin.

- The line in Lotus' summary, "When all the land is in ruins, Tenno, only Chroma will remain" is a reference to the song about the character *Trogdor (http://hrwiki.org/wiki/Trogdor)*, a fictional dragon-like being from the web cartoon *Homestar Runner (http://www.hrwiki.org/wiki/Main_Page)*.
- Chroma is another in the line of heavily fan-requested warframes (such as Zephyr, Nova, and Mesa), with inspiration being drawn from a long-surviving thread (https://forums.warframe.com/index.php?/topic/37089-a-warframe-concept-the-dragon-20-%E2%80%94-final-update-2092015/) on the Fan Concepts forum.

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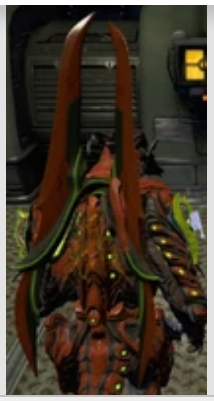
Kronen), Chroma stores them on his back with the weapon's blades running nearly parallel each other, rather than diverging outward as with other Warframes. Chroma is currently the only Warframe to store Tonfas in this manner, and the second Warframe to have a unique holster style for a melee weapon, with the first being Nekros when stowing Dual Daggers.



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- Chroma is the first and only Warframe whose component blueprints are acquired from Junctions.
- Chroma is the first and only Warframe to require components from other Warframes to construct.
    - It is also the first Warframe whose blueprint uses a fourth Warframe component in the place of a resource like Orokin Cells or Argon Crystals.
        - Each one of the Warframes from which the components are derived – Saryn, Volt, Ember, and Frost – correspond to a single elemental type, and thus Chroma, which can use all 4 elements, can be said to have properties of each Warframe.

- The increased credit drop chance from enemies killed by Chroma's 4th ability, Effigy, may be a reference to common legends of dragons hoarding gold.
- On release, a bug allowed Chroma to double end of mission credit rewards for all allies on missions with no extraction, chiefly Defense and Interception. His release coinciding with a double credit weekend, with a credit booster more than 1.3 million credits was obtainable from The Law of Retribution. Removed in Hotfix 16.1.4.1 (2015-03-29).
- Chroma's default helmet (along with the default helmets of Loki and Excalibur) are available as unlockable antenna toppers (https://www.facebook.com/RocketLeague/posts/1672959132925543) in Rocket League (http://store.steampowered.com/app/252950/).
- Chroma appears to have six fingers, but the digit coming out from his hand is actually a part of his effigy.
- Chroma is the first known Warframe to be controlled by a faction other than the Tenno, in this case the Infested, and being hostile toward the players.
    - When or how Chroma comes into this circumstance is unknown.

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- Chroma is the third quest-driven Warframe that has a Prime variant, after Mirage and Limbo.

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