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# Elemental Ward


103

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### Elemental Ward

Depending on Chroma's elemental alignment, an offensive area-of-effect is created.

 Chroma and his nearby allies are imbued with defensive energy.


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

Heat

Electricity


Toxin

Col

**Strength:** 25 / 50 / 75 / 100 (  Heat damage per second)  
15 / 20 / 30 / 55 % (health bonus)

**Duration:** 10 / 15 / 20 / 2


**Range:** 6 / 8 / 10 / 12 m (aura range)

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

Immune to Helminth

Bugs


elemental energy, empowering














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seconds, providing both offensive and defensive buffs.

- Energy cost is affected by [Ability Efficiency](#).
- Duration is affected by [Ability Duration](#).
- Aura radius is affected by [Ability Range](#).
- Elemental Ward exhibits different effects depending on Chroma's current elemental alignment, determined by Chroma's primary emission color or the selected element of  [Spectral Scream](#).

Heat **Electricity** Toxin Cold

- Infuses Chroma and affected allies with an electric current that increases base [Shields](#) by  **10% / 15% / 20% / 30%** and converts incoming damage into arc discharges. An arc discharge inflicts  **250% / 300% / 500% / 1,000%** incoming damage as  [Electricity](#) damage to a single target within  **5 / 6 / 8 / 10** meters with a  **10% / 15% / 20% / 25%** [status chance](#). Arc discharges will inflict a minimum of  **50 / 60 / 100 / 200**  [Electricity](#) damage.
  - The shield bonus stacks *additively* with base shield modifiers.
    - A rank-3 Elemental Ward with  [Intensify](#) and a maxed  [Redirection](#) will increase Chroma's shield capacity to  $[370 \times (1 + 1 + 0.3 \times 1.3)] = 884$ .
- Arc damage bypasses obstacles in the environment.
- The final damage of an arc discharge is determined by the amount of shields and/or health lost by incoming damage. For example with a maxed  [Intensify](#), losing 100 shields from a single instance of damage will produce an arc that inflicts  $100 \times 10 \times 1.3 = 1,300$   [Electricity](#) damage at rank 3 to a single target as long as it's within range.
- Damage from environmental hazards can also be converted into arc discharges.
- Arcs can strike the same target multiple times, and arcs can be produced in quick succession should Chroma and allies receive multiple instances of damage that exceed the minimum threshold.




- Elemental Auras of **any** type from two or more Chromas do **not** stack and only the



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er is within buff range. For  
age nor health values, and  
 [Cold](#) aura.  
errupts movement and other



- Elemental Ward does not work on Nekros' Shadows.
- Subsuming Chroma to the [Helminth](#) will offer Elemental Ward and its augments to be used by other Warframes. The Ward's effects are determined by the Warframe's primary emission color.



## See Also

- [Chroma](#)

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## Languages



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## 103 comments



[Thraslock](#) • 7/22/2024

Is anyone else having this bugged to default to Heat, no matter what colour you have on? I Subsumed over 1 and my UI says my Emissive should give Electric, but it doesn't.



[Binket](#) • 8/16/2024



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but most noticeable past it),  
n build that involves Electric...  
SLIGHTLY useful (you could



It doubly sucks because there's little use for the Health buff now and the Heat effects are borderline irrelevant in every possible scenario.



[A Fandom user](#) • 8/16/2024

Same, I mostly used Electric and Cold for my builds, sometimes Toxin. Chroma is one of my favourites and defaulting to heat is bleh... I read somewhere it's only when you subsume over his 1.



[A Fandom user](#) • 22h

Same issue :c I wanted to use my dragon



Write a reply



[A Fandom user](#) • 7/16/2024

I wonder if its more worth using Ice elemental on broberon with %300 or more power strenght + his renewal flat armor buff to make squishy frames health tank instead of using heat for the health increase

So far if i remember i was able to get over 640 flat armor from renewal and 449% from cold ward

I can't math but i will make someone correct for me because i will be definitely be wrong

449% armor from cold ward is basically 5 times and a half of max rank Steel fiber

So even squishy warframes of the low and low 105 armor can get over 525 armor + the flat bonus from renewal to Health tank

Can't imagine how jacked up a Qorvex would be lol



[A Fandom user](#) • 8/26/2024



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mitigation is still as useless as  
r it starts somewhat matter  
ood (around 80%).





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A Fandom user • 4/21/2024

There's an error in the math for the given example for heat elemental ward "**270 × (1 + 2 + 1 + 0.55 × 1.3) = 1,273.05.**" There's an extra '1' resulting in the math being skewed to show an extra 269 health. The actual calculation should be "**270 × (2+1+0.55 × 1.3) = 1003.05**" which gets rounded up to **1004** HP in game.



ArbitraryMary • 4/21/2024

Fixed, thanks.



Write a reply



A Fandom user • 4/5/2024

If Elemental Ward is placed on another frame via Helminth, whatever emissive coloring you have doesn't reflect which element it shows on the ability itself when you look at the ability description in game. At least not for me anyway. It just shows "Heat" all the time on my Saryn, which I replaced Molt for. But as far as I could tell, it does seem to still actually give you whichever element is reflected in the primary emissive color, despite not saying so in the ability screen in game.



A Fandom user • 4/6/2024

Yeah, seems like a recent patch broke the description. used to be a huge wall of text showing the stats of all elements.



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Does the electric variant work with Archon Stretch? That would actually make it somewhat usable as an energy source once Nourish gets nerfed and it's also a built in primer.



A Fandom user • 4/23/2024

It works, but I'm not sure if it's worth the effort by itself,  $2 \times 5 = 10$ , 10 of energy every 5 seconds could seem fine, and it also stun, albeit a single target, when it procs, but "if" it procs, it happens forcefully after you are hit, it cannot sustain high intensity activities and in espionage like missions you don't want to be hit or even seen, I tried it for a while, but there are better options out there, for energy, Nourish, nerfed or not, is still the superior choice.



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A Fandom user • 3/14/2024

I'm curious what the heat and cold auras will look like on Inaros post rework, heat will be great for his new health scaling abilities and cold should give him a ridiculous amount of mg reduction.



Male Parent • 4/1/2024

I was just thinking about this. Seems like this ability is pretty overlooked as a helminth option, at least for certain builds.



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A Fandom user • 1/14/2024

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A Fandom user • 11/26/2023

Does the electricity's shield increase buff affect the shield-gating mechanic?



DimkaTsv • 1/11/2024

It should, because it increases max shield value.  
But better test this.



Write a reply



Thetoy323 • 10/27/2023

It's kinda bad that it's doesn't work with companion, even with Everlasting Ward it's still doesn't work.



A Fandom user • 10/27/2023

True



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IceBen • 10/18/2023

Welp, wasn't nerfed like the mods, so now (especially) the health boost got a huge buff.



A Fandom user • 10/18/2023



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A Fandom user • 10/19/2023

Now this ability is useless damm



A Fandom user • 10/22/2023

Shit was funny tho



Write a reply



Owenlars22 • 9/27/2023

Also mentioned this on Vex Armor, but the cold-based Elemental ward armor bonus does wild things with the decrees in duviri circuit that are based on armor. Fortified Will and Fragile Vanity can get bonkers numbers very quickly. Especially if you use both vex and ward. I'm still doing some testing, but i think this could be an interesting option for helminth, if anyone is making circuit psecific builds.



A Fandom user • 10/16/2023

I also noticed that my chroma was so tanky at lvl 1000+, things were doing 11 dmg, i wanna test cold elemental ward on nidus + link to see how much he can handle



Naroon • 10/16/2023

I literally came to this page researching this ability precisely because my Mega DPS build was awful in the Circuit and needed a drastic overhaul lol.



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source enemy regardless of





None of this is true. I've subsumed elemental ward particularly for the **cold** armor buff on my Excalibur Umbra, and once activated, despite him already having over 1,000 armor from mods, he still dies and I see no damage actually being reflected back onto to any enemy. He still takes damage normally as if not even having the armor buff.

And this article mentioned nothing about the base "**3x damage multiplier**" distinctly set on the **cold** element option. What does this damage multiplier apply to? Weapons, Abilities, or both because once I activate Elemental Ward, I so no damage increase whatsoever if it applies to anything.

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A Fandom user • 9/22/2023

After more testing, I've noticed the damage reflections, but are so insignificant to care about it. However, as enemies level scale upwards, so does the damage reflections, and I've noticed that too.

Still unclear on how the Armor Bonus is being applied. I currently have a **333% armor bonus on this helminth ability**, and an accumulated **1,884 armor stat** on my Umbra, with 1,160hp. Therefore, I'm assuming that once I proc Elemental Ward, (Cold Element) my armor should increase to **6,273 armor** precisely since  $333\% \times 1,884 = 6,273$  armor. Not to mention, I'm also using an **R5 [Arcane Reaper]** which further adds another **660 armor bonus per kill per 10s** upon which my armor should then increase from **6,273 + 660 to 6933 armor**.

You'd think I'd be literally damn near unkillable, or just tanky asf, BUT NO! Despite these huge armor applications and bonuses, my umbra shows just a mid-level tanky-ness almost to the point to where it isn't noticeable, **still dies normally** and **takes damage normally** as if none of the armor even mattered, so this makes me wonder if the helminth ability is bugged, or if I'm just not calculating the armor bonus correctly/accurately.



A Fandom user • 9/22/2023

You're calculating it wrong. Elemental Ward's bonus (and most other similar bonuses) work like mods. Mods apply to base stats. Excalibur Umbra has 300



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will give you  $300 \times 3.33 =$   
then you'll have 2883 with Cold



If you want to maximise your health tanking, you're best off stacking entirely different kinds of bonuses. Health, armor, healing, and damage reduction. You get the best results on warframes that have built-in damage reduction abilities, like Trinity, Mesa, Nova, etc. as those abilities can't be replicated in any other way, whereas any frame can get health, armor, or healing.

For Excalibur, you'd probably get better results subsuming Gloom for the lifesteal, to constantly refill your health with every attack, but it won't help to prevent one-shots.



A Fandom user • 5/23/2024

They seem to have sneakily removed the gloom healing from ice ward somewhat recently unfortunately...



Write a reply



A Fandom user • 9/4/2023

Is the Cold Ward's damage reflection boosted by Vex Armor's bonus?



A Fandom user • 9/16/2023

No. They both apply a bonus based on Chroma's base armour (i.e. before mods or abilities), then just add together.



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A Fandom user • 7/3/2023

I using cold elemental ward on Valkyr like a psycho



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The Elemental Ward **cold** emissive option applies no noticeable armor buff whatsoever, and it does not deflect any damage back to any enemy. In fact, you'll just take damage normally as if you've never applied the buff to begin with. Stop lying to people.



A Fandom user • 10/29/2023

Fyi, the scaling of armor in Warframe general drops off significantly around 900-1500 (check the armor warframe wiki page). And if you manage to scrape yourself to 3000 armor, you've realistically capped the amount of damage reduction you can get from armor and trying to stack more is a significant investment for no return. I'm saying for the tankiest frames in the game getting to 1500 is more than enough, and other sources of damage reduction should be sought at that point. Hovering over your armor value in the arsenal now tells you your armor's damage reduction. If you've ever played Gara or Trinity, you'll know that 90% damage reduction is NOT immortality. 90% damage reduction is Incoming Dmg times 0.1. Trinity has base 100 armor afair, which gives 25% dmg reduction a.k.a  $x0.75$  incoming dmg. From this point don't quote my values just the operations. This becomes  $0.75 \times 0.1$  when you stack it with blessing. Resulting in 0.075 incoming damage. Or 92.5% damage reduction. So if the only source of damage reduction you use is armor? You're likely slightly squishier than a Trinity with only Blessing up, that means no Link active. AND If you've ever played Trinity you know she still takes damage with Blessing and Link active. It's the constant reapplication of Blessing every so often healing you to full that really keeps her in motion--which is why another lone tenno suggested healing. If you plan on using Cold Elemental Ward you should consider avoiding Armor mods entirely so you're not wasting unnecessary build space, and remember that Cold Elemental Ward itself functions exactly like an armor mod. If you plan on health tanking there's Armor, Damage Reduction, Damage Mitigation, Healing and the often forgotten Enemy Weakening, provided by puncture procs. All these sources stack multiplicatively with each other. e.g. DR from Armor  $\times$  Damage Reduction effect 1 (e.g. Splinter Storm)  $\times$  DR effect 2 (Aviator Mod)  $\times$  Dmg Mitigation effect 1 (Adaptation Mod)  $\times$ ....etc.

Baruuk with all of his effects stacked and using a dedicated build reaches something silly like >99.9% damage reduction.



A Fandom user • 10/29/2023



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I don't rely only on using Cold  
(commented above), use  
on + Equilibrium. That'll give  
and energy. Upgrade this





[A Fandom user](#) • 10/29/2023

Trinity is one of the tankiest frames in the game. Blessing giving a full heal is just a bonus, but not really necessary.



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[Annunakitty](#) • 7/1/2023

Does anyone know how the damage reflecting portion of the Cold version of this works? Does it reflect the enemy weapon's damage roll back at them before or after your damage reduction?



Write a reply



[A Fandom user](#) • 5/27/2023

I was wondering if using an archon shard to increase armor is technically increasing base armor?



[A Fandom user](#) • 6/9/2023

No, archon shards are effectively extra mods that apply a flat modifier on top of everything else



Write a reply



[A Fandom user](#) • 4/7/2023



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ng with this thing? I guess is



Maybe this, from the Electricity effect?

"The final damage of an arc discharge is determined by the amount of shields and/or health lost by incoming damage."

[...]

"When infused into [Hildryn](#) by the [Helminth](#), the Shield drained by skills is also converted into damage, but the base multiplier is **1x** instead of **10x**. Damage multiplier is affected normally by [Power Strength](#)."



Write a reply



[A Fandom user](#) • 1/22/2023

Does ice elemental ward work with other armor additions?



Write a reply



[A Fandom user](#) • 12/26/2022

Sometimes the UI doesn't show up at all



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[A Fandom user](#) • 12/1/2022

On Volt:

Will elemental ward + discharge cause radiation?

Also will ward + discharge (capacitance) allow for survivability in steelpath?



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you had to choose, Toxin Ward allows you to deal some tick damage to nearby corpus units. Else, there are better alternatives for Volt for subsume (oberon smite if you really need radiation damage, or nourish for viral as well as insane energy regeneration with zenurik or archon stretch)



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