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Madurai



Vazarin



Naramon



Unairu



Zenurik

*They pushed themselves to
Outlast the Enemy, to withstand
all aggression without retreat.
They believed that if the enemy
could not match their
endurance, then a battle could
be won without having even
commenced.*

—In-Game Description

*I see a mountain, breaking the sky. The Way of Unairu. We pushed ourselves to
Outlast The Enemy, to withstand all aggression without bending.*

—Operator

Not to be confused with the  Unairu [Polarity](#).

The **Unairu** way trains to become an indomitable soldier. The [Tenno](#) of Unairu provide the frontlines with unmatched tenacity, along with direct buffs to allies' offenses and



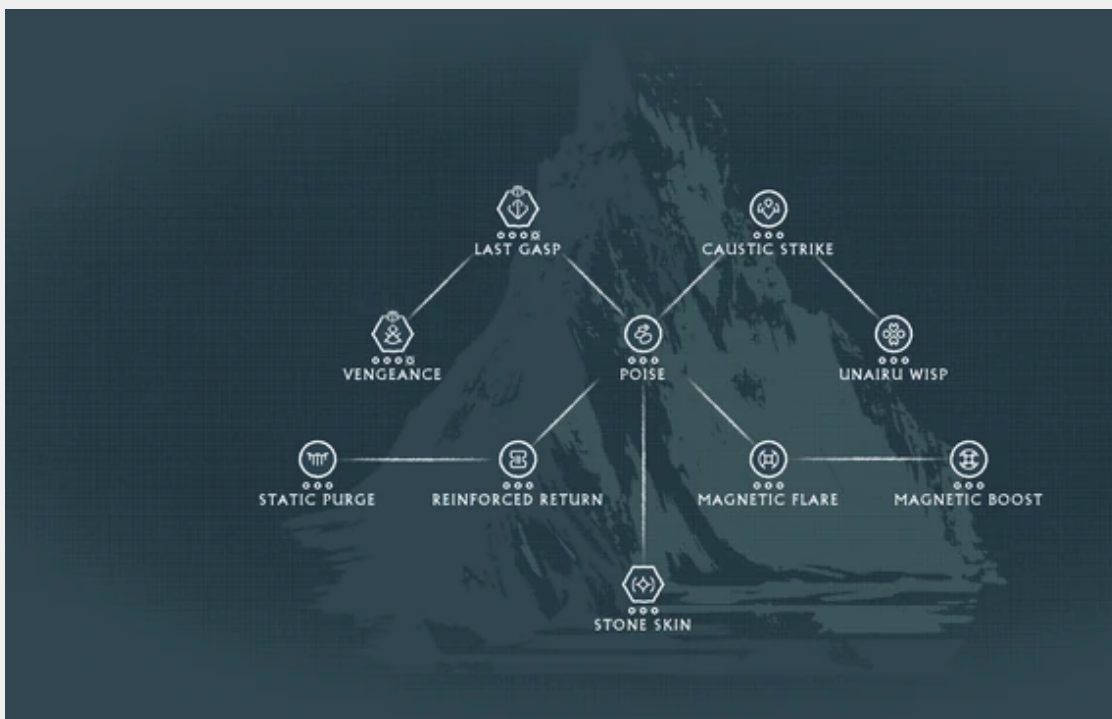
WARFRAME Wiki



defenses. Those who mastered the Unairu school are granted enhanced damage resistance and damage reflection.

This school improves [Operator](#) and Warframe survivability, granting immunity to [Slow](#), [Stagger](#), and [Knockdown](#), increases [armor](#), and clear [Transference Static](#). They are also able to debuff enemies by stripping their armor and [shields](#). Their Way-Bound allows the Operator to fight and self-revive their Warframe during [Bleedout](#).

Since its predecessor [Unairu 2.0](#), this school gained immunity to certain status effects, the ability to remove Transference Static, the ability to self-revive, now removes all armor, can now remove enemy shields, and summoned Unairu Wisps now seek out allies. However, Unairu is no longer capable of damage reflection and reducing enemy damage, [Void Mode](#) no longer turns allies invisible or grants damage reduction, and no longer has an on-demand [bullet attractor](#) effect.



The treeways of the Unairu school.

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Ways

Poise

Poise

 Warframe And  Operator  25,000 / 50,000 / 105,000 / 200,000



Gain immunity to slow, stagger, and knockdown effects for **10 / 20 / 30 / 40s** after transferring between Operator or Warframe.

Stone Skin

Stone Skin

60,000 / 105,000 / 215,000 / 400,000

Passive

Warframe And Operator

Increases Armor for Warframe and Operator by **50 / 100 / 150 / 200**.

Last Gasp

Last Gasp

Passive, Way-Bound Operator 60,000 / 105,000 / 215,000 / 400,000/ 750,000 + [Brilliant Eidolon Shard](#)

Revive your Warframe by transferring to Operator and killing **3 / 3 / 3 / 3** enemies before **9 / 11 / 13 / 15s** elapse and the revive meter begins to drain

- Allows Transference to be activated during [Bleedout](#), summoning the Operator who produces a radial shockwave that inflicts [Knockdown](#). Kills during Last Gasp will fill a gauge to revive their Warframe.
 - [Eximus](#), [Thrax Centurion](#), or [Thrax Legatus](#) kills will instantly fill the gauge.
 - The gauge starts at 0%. After a few seconds it will start to drain, which gradually ramps up over time.
 - Any active Warframe abilities inflicting damage-over-time during Last Gasp (such as [Saryn's Spores](#) or [Garuda's Seeking Talons](#)) will also help fill the self-revive gauge.
- Additionally, there is a 5 second of invulnerability upon using this ability.
- Holding Transference button during Last Gasp will teleport the Operator to their Warframe.
- Cannot be used on Warframes with self-revive passives, such as [Inaros](#) and [Sevagoth](#).

Vengeance

Vengeance

95,000 / 160,000 / 325,000 / 600,000/
750,000 + [Brilliant Eidolon Shard](#)

During Passive, Way-Bound
Last Operator
Gasp, Operator Damage is
increased by **25 / 50 / 75 /**
100% plus an additional **10**
/ 15 / 20 / 25% per
second.

- Damage bonus is additive to other Operator and Amp damage bonuses, such as [Unairu Wisp](#), [Void Strike](#), [Phoenix Talons](#), [Amp Spike](#), [Lethal Levitation](#), [Eternal Eradicate](#), and [Virtuos Fury](#).
- Damage bonus caps **+1000%** damage.

Magnetic Flare

Magnetic Flare

Operator60,000 / 105,000 / 215,000 / 400,000

Use your first Ability to create a 5
/ 6 / 7 / 8m radius field that lasts

disables the shields of any enemy that enters it.
- Costs 50 energy to cast. - Does not affect boss units [E.g. Acolytes] - Affects Treasurers.

Magnetic Boost

Magnetic Boost	95,000 / 160,000 / 325,000 / 600,000
Void Sling out Operator of a Magnetic Flare to refresh its duration and increase its radius by 25 / 50 / 75 / 100% .	

Caustic Strike

Caustic Strike	Operator	60,000 / 105,000 / 215,000 / 400,000
Second Ability launches an energy bomb that explodes with a 5 / 6 / 7 / 8m radius, stripping 40 / 60 / 80 / 100% of enemy armor. Tap 2 again to detonate in-flight.		
Costs 50 energy to cast.		

Unairu Wisp

Unairu Wisp	Operator	95,000 / 160,000 / 325,000 / 600,000
25 / 50 / 75 / 100% chance to summon an Unairu Wisp per enemy hit with Caustic Strike. The Wisp will seek out the nearest ally within Affinity Range, increasing Operator damage by 20 / 40 / 60 / 100% for 5 / 10 / 15 / 20 seconds.		

Reinforced Return

Reinforced Return

60,000 / 105,000 / 215,000 / 400,000

Warframe is **Warframe** invulnerable for **1 / 2 / 3 / 4s** after Operator is downed. Tap  as Operator falls to bring the Warframe to the Operator's location.

Static Purge

Static Purge

95,000 / 160,000 / 325,000 / 600,000

25 / 50 / 75 / **Warframe**
100% chance to clear Transference Static on kill while Reinforced Return is active.

Notes

- The Unairu school tree requires **9,000,000** Unairu focus points to fully unlock all nodes at max rank, as well as **1,500,000** and 2 [Brilliant Eidolon Shards](#) to unbind both Way-bound nodes, for a grand total of **10,500,000** focus.
- A fully levelled Unairu Operator is capable of:
 - Way-Bound:** On Warframe [Bleedout](#), activating Transference summons Operator, who has **15** seconds to kill enemies to fill a gauge to revive the Warframe; each kill fills the gauge by **30%** but gradually drains over time. In this state, Operator gains **100% Amp** damage plus an additional **25%** per second.
 - Passive:** Transference grants immunity to [slow](#), [Stagger](#), and [Knockdown](#) for **40** seconds. Increases Warframe and Operator [armor](#) by **200**.
 - Warframe Passive:** When Operator is downed, pressing the interact button (default ) summons the Warframe to their location, becoming invulnerable for **4** seconds. Killing an enemy while invulnerable has a **100%** chance to remove [Transference Static](#).
 - First Ability:** Creates an **8** meter field that lasts **30** seconds, removing all enemy [shields](#) while they are inside it. [Void Slinging](#) out of the field refreshes



- **Second Ability:** Launches a bomb that explodes on impact or reactivation while mid-flight, creating an **8** meter explosion that permanently removes **100%** of enemy **armor**. Each enemy hit has a **100%** chance to summon an Unairu Wisp that seeks out the nearest ally in **affinity** range to boost Operator **Amp** damage by **100%** for **20** seconds.

Patch History

Update 36.0 (2024-06-18)

- Synced Last Gasp’s controller haptics with the heart beat sound.
- Fixed being unable to use Last Gasp if the "Ability Menu" controller binding has been replaced with "Activate Selected Power".

Hotfix 35.5.8 (2024-04-24)

- Fixed Excalibur Umbra with the Warrior's Rest Augment Mod (which makes it so that he no longer fights independently but increases Ability Strength) regaining sentience during Transference after successfully reviving with Last

Operator					
Focus	<u>Madurai</u> •	<u>Vazarin</u> •	<u>Naramon</u> •	<u>Unairu</u> •	<u>Zenurik</u>
Ability					
Default	Void Beam • Void Sling • Void Mode				
Madurai	<u>Void Strike</u> (<u>Void Fuel</u>) • <u>Contamination Wave</u> (<u>Distilled Contamination</u>)				
Vazarin	<u>Guardian Shell</u> (<u>Guardian Break</u>) • <u>Void Snare</u>				
Naramon	<u>Void Levitation</u> (<u>Lethal Levitation</u>) • <u>Sling Stun</u> (<u>Killer's Rush</u>)				
Unairu	<u>Magnetic Flare</u> (<u>Magnetic Boost</u>) • <u>Caustic Strike</u> (<u>Unairu Wisp</u>)				
Zenurik	<u>Wellspring</u> (<u>Hardened Wellspring</u>) • <u>Temporal Drag</u> (<u>Temporal Shot</u>)				
Void Sling					
Madurai	<u>Chained Sling</u> (<u>Sling Strength</u>)				
Vazarin	<u>Protective Sling</u>				
Naramon	<u>Far Sling</u> • <u>Sling Stun</u> (<u>Killer's Rush</u>)				



Zenurik	Disarming Sling (No Quarter)
Void Mode	
Madurai	No Upgrades
Vazarin	Void Regen (Squad Regen)
Naramon	No Upgrades
Unairu	No Upgrades
Zenurik	No Upgrades
Passive	
Madurai	Phoenix Talons • Power Transfer
Vazarin	Mending Unity • Mending Soul
Naramon	Power Spike • Affinity Spike
Unairu	Poise • Stone Skin
Zenurik	Energy Pulse • Inner Might
Way-Bounds	
Madurai	Inner Gaze • Eternal Gaze
Vazarin	Enduring Tides • Rejuvenating Tides
Naramon	Mind Step • Far Sling
Unairu	Last Gasp • Vengeance
Zenurik	Void Siphon • Void Flow
Amp • Arcane Enhancement • Operator Cosmetics • The Quills • Vox Solaris	

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