

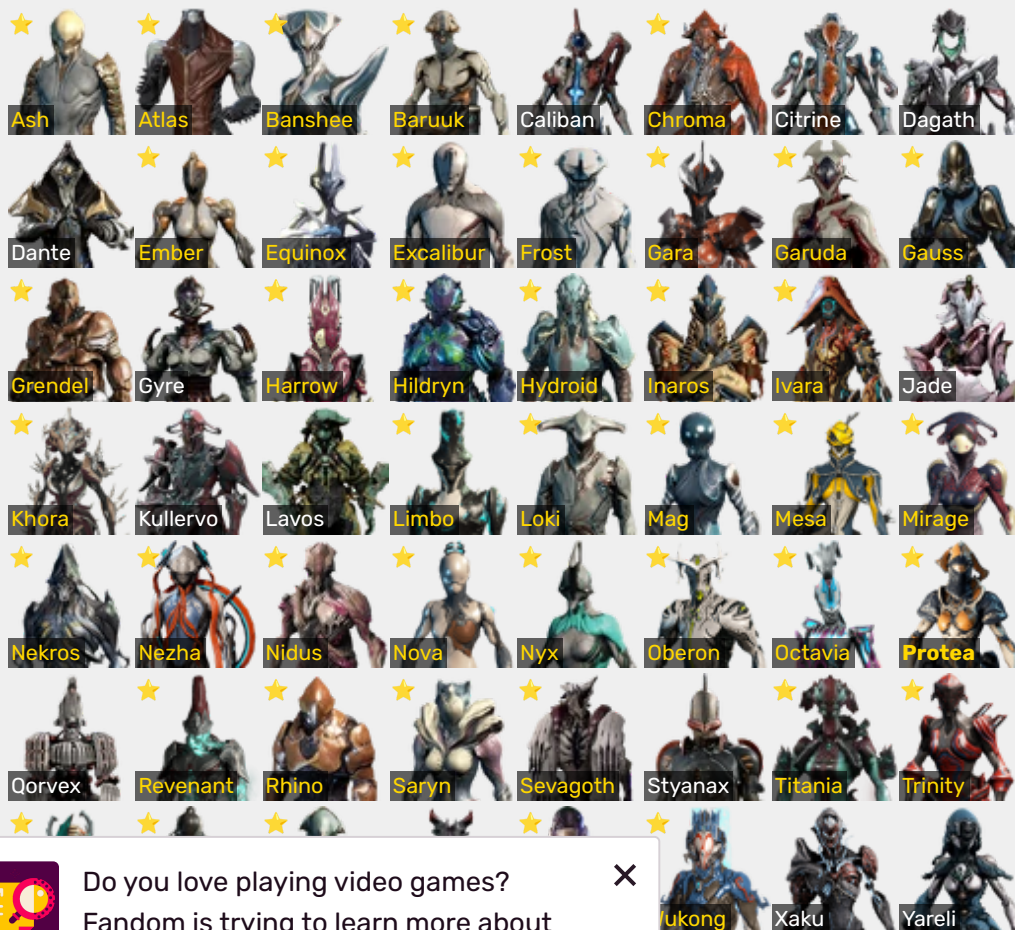
ADVERTISEMENT

in: [Protea](#), [Warframes](#), [Females](#), and [4 more](#)

SIGN IN

 REGISTER

Protea

 452  EDIT

Do you love playing video games?
Fandom is trying to learn more about
how you play and the tools that you use.
Please help us by answering our survey!



WARFRAME Wiki



[Main](#)[Prime](#)[Abilities](#)[Alternate Equipment](#)[Patch History](#)[Media](#)[Edit Tab](#)

Passive

Every **4th** ability casted by  **Protea** gains an additive **100%**  [Ability Strength](#) bonus. The power recorder displayed on the HUD above her ability icons is charged by **1** power bar per ability cast. Once fully charged with **3** power bars, the leftmost slot glows intensely and the bonus ready message is shown above.

- After the bonus is applied, the power recorder empties to reset the cycle.
- Abilities can be cast in any combination to empower a desired ability with the passive bonus.
- Passive bonus grants improvements to the following aspects of each ability:
 -  [Grenade Fan](#)'s Shrapnel Vortex damage per second, or Shield Satellite shield restore on attach and shield points per second.
 -  [Blaze Artillery](#) damage per shot.
 -  [Dispensary](#) extra pickup drop chance.
 -  [Temporal Anchor](#) recorded damage conversion.
- Stored power bars are **not** affected by ability nullifying effects.
- The power recorder is affected by Protea's Appearance colors.

Abilities

▼ View Maximization ▼

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



[Grenade Fan](#)

Throw out 3 grenades in an arc.

1

 25

(TAP) SHRAPNEL VORTEX

Creates a slashing,



[Strength:](#)

200 / 250 / 350 / 500 ( slash damage per second)

200 / 300 / 400 / 500
(shield restore on attach)
25 / 30 / 40 / 50 (shield points per second)



[Duration:](#)

13 s



[Range:](#)

2 / 3 / 4 / 5 m (vortex and



Do you love playing video games?
Fandom is trying to learn more about
how you play and the tools that you use.
Please help us by answering our survey!



WARFRAME Wiki



work as overcharging shield generators, protecting her, her allies and companions. When Shields break a Satellite is destroyed to extend the period of invulnerability.	1 m (initial jump height) 3 (shrapnel grenades per throw) -45° / 0° / +45° (shrapnel grenade spread) 33 % ( Slash status chance) 100 % (stagger chance)
Introduced in Update 28.0 (2020-06-11)	4 (shield grenades per throw) -45° / -25° / +25° / +45° (shield grenade spread) 1 (limit of allies per satellite) 2x s (minimum shield gate extension)



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





2

50

Blaze Artillery

Deploys an artillery unit to blast plasma charges at enemies it faces. Each enemy hit increases the power of subsequent plasma attacks.

Introduced in [Update 28.0](#) (2020-06-11)

 **Strength:**

100 / 150 / 200 / 500 ( Heat damage per shot)

 **Duration:**

3 s

 **Range:**

30 m (targeting range)

Misc:

3/s (shots per second)
130° (firing arc)
3 (limit of active turrets)
100% ( Heat status chance)
2 m (area of effect)
+100% (damage bonus per hit)





Do you love playing video games?
Fandom is trying to learn more about how you play and the tools that you use.
Please help us by answering our survey!

[nge it, please edit the](#)

3

75

Dispensary

Deploys a device that generates 3 pickups after a short delay: empowered health orb, universal ammo pack and energy orb.

Introduced in [Update 28.0](#) (2020-06-11)

Strength:

10 / 15 / 20 / 25 % (extra pickup drop chance)

Duration:

10 / 15 / 20 / 25 s

Range:

N/A

Misc:

2 s (pickup spawn interval)
100 HP (empowered health orb restore)
1x (universal ammo pack restore)
1 (limit of active caches)

Subsumable to

Helminth

This section is *transcluded* from *Temporal Anchor*. To change it, please *edit the transcluded page*.

4

100

Temporal Anchor

Drops a Temporal Anchor which, after a short duration, Protea rewinds to triggering a temporal implosion. Implosion damage increases based on damage dealt between anchor drop and rewind. Everything lost or expended in that time is returned. Dying while Anchor is active rewinds Protea to the anchor, saving her. Protea is knocked down and the

28.0

Strength:

10 / 15 / 20 / 25 % (recorded damage conversion)

Duration:

5 / 6 / 7 / 8 s (anchor duration)

Range:

8 / 10 / 12 / 15 m (implosion range)

Misc:

3 s (initial invulnerability phase)
100 % (enemy knockdown chance on implosion)
100 % (status cleanse on rewind)
1.5 s (rewind countdown)
100 % (self knockdown chance on lethal hit)
5 % (health restore on lethal hit)



Do you love playing video games?
Fandom is trying to learn more about how you play and the tools that you use. Please help us by answering our survey!



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				

Upcoming



Do you love playing video games?
Fandom is trying to learn more about
how you play and the tools that you use.
Please help us by answering our survey!



[are All](#) • [Cosmetics](#)



Languages



Community content is available under [CC-BY-SA](#) unless otherwise noted.

More Fandoms

[Sci-fi](#) | [Warframe](#)



Do you love playing video games?
Fandom is trying to learn more about
how you play and the tools that you use.
Please help us by answering our survey!



[CLICK HERE TO TAKE THE SURVEY](#)