in: Articles with unsourced statements, Mechanics, Damage 2.0, Closed Beta
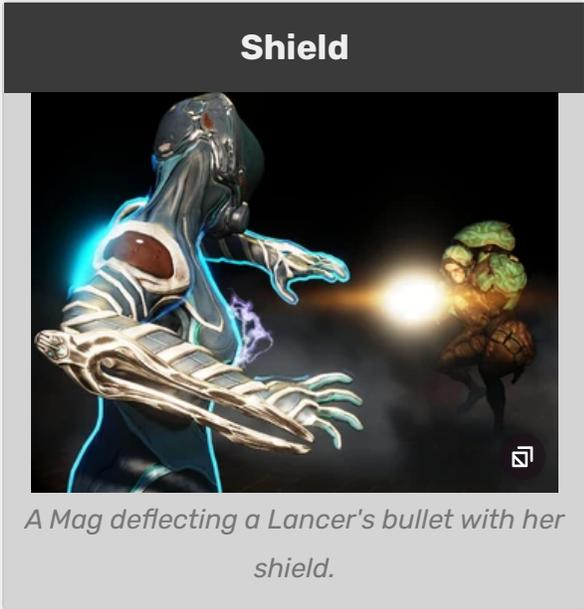
REGISTER

Shield

58   EDIT

Shields absorb every Damage but 🧟 Toxin.

Shields regenerate automatically. They can also be replenished with Abilities and items like Health Orbs. Stack Shields to create Overshields, which offer additional protection.

> When Shields break, become invulnerable for |AMOUNT| seconds. Increase Max Shields to increase the invulnerability

Shield

A Mag deflecting a Lancer's bullet with her shield.

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> *Shield Recharge: |**AMOUNT**|% per*

Shields are invisible barriers that absorb incoming damage and protects the player from taking [Health](#) damage against enemy attacks. Unlike health, shields regenerate after a few seconds of not taking damage, making them a naturally replenishing defense.

All [Warframes](#), except [Inaros](#), [Kullervo](#), and [Nidus](#), possess shields, whose values can be seen in the upper right of the player's UI as a blue number, with each Warframe possessing different amounts of maximum shields. [Corpus](#) units also make extensive use of shielding, along with certain [bosses](#). When a player's shields are depleted, the player's [HUD](#) will briefly flash with blue and red lines, and the player will be surrounded by a red aura. A pulsing blue outline will envelop the player once shields begin to recharge.

Effects

Shields recharge after a couple seconds when not being damaged. In addition, when shields are fully depleted, the user experiences a brief period of invulnerability known as shield gating.

While player's [Tenno Shield](#) enjoy a 50% [Damage Reduction](#), shields receive no damage mitigation from [armor](#) and are overall less

Contents

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Magnetic Status Effect increases damage
dealt towards shields, as well as preventing
shield regeneration for its duration. 👾 Toxin
damage completely ignores normal shields,
dealing damage directly to the health points underneath.

Increasing Maximum Shields

A Warframe's maximum shield value increases after every few ranks until rank 30 is
reached (see Warframes#Leveling Up for more details). Beyond this, shields can only be
enhanced by installing mods like 🛡 Redirection or 🛡 Vigor, or both if larger shield
amounts are desired. A similar mod exists for Sentinels to increase their maximum
shields: 🛡 Calculated Redirection. Kubrows can instead be equipped with 🛡
 Link Redirection, which increases their shields by a value based on the Warframe's
maximum shields.

Shields work broadly similar to additive damage mods for weapons (e.g. 🛡 Serration)
where effects like 🧙 Chroma's 🍵 Elemental Ward (electricity) simply add their %-value
to the combined multiplier bonus that already exists:

$$\text{Total Shields} = \text{Base Shields} * (1 + \text{Relative Mod Bonus} + \text{Relative Ability Bonus})$$

Where the **Relative Mod Bonus** and **Relative Ability Bonus** is the sum of all the
applicable bonuses from mods and Warframe abilities respectively.

$$\text{Relative Mod Bonus or Relative Ability Bonus} = \text{Bonus}_1 + \text{Bonus}_2 + \text{Bonus}_3 + \cdots$$

Using   Hildryn as an example who's equipped with   Redirection,   Primed Vigor,
and has an unmodded, max rank   Electricity   Elemental Ward active:

$$\text{Total Shields} = \text{Base Shields} * (1 + \text{Redirection Bonus} + \text{Primed Vigor Bonus} +$$
$$= 1780 * (1 + 1 + 0.75 + 0.3)$$
$$= 5429$$

...ard present, which reduces the
...arm Coat can be equipped in
...e the loss of shields, but it is not

Redirection   Primed Redirection

Vigor   Primed Vigor

Augur Accord   Shield Charger

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Calculated Redirection   Link Redirection (Companion
(Companion only)   only)

Rising Skill (Conclave only)   Tempered Bound (Conclave
                                            only)

Boreal's Hatred

ilities

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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.

2

50

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

Subsumable to Helminth

Regaining Shields

Passive Restoration

Shields naturally recharge, but there is a **recharge delay** imposed whenever struck. Partial Tenno shields regenerate after **1 second** of not taking damage, while fully depleted Tenno shields require **4 seconds** of not taking damage before regenerating, and enemy shields take **3 seconds** regardless of depleted amount. Restoring some shields after fully depleting them or during the 4-second shield recharge delay (e.g. with [Augur Mods](#) set bonus) **will not** lower the recharge delay. In addition, damage from [Status Effects](#) like [Slash](#) or [Heat](#) do not reset the delay timer.

The delay timer is only reduced by [Fast Deflection](#), [Vigilante Vigor](#), [Gauss](#)'s [ssive](#), [Jade](#)'s [Symphony of Mercy](#), allied Guardian [Eximus](#), the [Vazarin](#) d. Recharge Delay reduction is reduction **can not** be lower than [Vital Systems Bypass](#). Both y be used in [Conclave](#) matches.

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$$\text{Shield Recharge Rate} = (15 + 0.05(\text{Maximum Shields})) * (1 + \text{Shield Recharge Bor}$$

To calculate the time needed for depleted shields to regenerate to max shields:

$$\text{Shield Recharge Time (s)} = \frac{\text{Maximum Shields}}{\text{Shield Recharge Rate}}$$

This delayed full-recharge penalty is also less noticeable with higher shielding. Despite taking longer to fully recharge shields at higher values, the relative increase in recharge time begins to taper off after around 900 maximum shield capacity, where it takes 15 seconds to fully recharge. After this point, additional shield capacity will cause a less noticeable increase in the time it takes to fully recharge shields compared to lower values. Even with over 10,000 maximum shields, it will never take more than 20 seconds to fully restore shields.

Mods

Fast Deflection   Fortitude

Shield Charger

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Accelerated Deflection
(Companion only)

Hastened Deflection
(Companion only)

Mecha Recharge (Companion
only)

Quick Charge (Conclave only)

Vital Systems Bypass
(Conclave only)

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Passively gains bonus shield recharge rate and shield recharge delay reduction for every point of battery stored in his gauge, up to a maximum of **120%** for recharge rate and **80%** for recharge delay when the battery is full.

Active Restoration

Main article: *Category:Shield Restoration*

In the event of persistent enemy fire, a Warframe's shields may be hit too frequently for the natural regeneration to activate. In such cases, shields can be restored via several alternative methods as listed below:

Items

Squad Shield Restore   Squad Shield Restore (Medium)

Squad Shield Restore (Large)   Shield Restore (retired item)

ilities

Protea   Revenant   Sty

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		Strength:	
		Caliban's Rank x Str (Conculyst rank)	
	Lethal Progeny	+ 10 / 15 / 20 / 25 SP/s (shields per second)	
	Call on Caliban's Sentient aspect to produce up three Conculyst comrades to fight by his side, and repair his shields.	1 / 1.5 / 2 / 2.5 x (damage multiplier)	
3		1 / 1.33 / 1.66 / 2 x (health multiplier)	
50		**Duration:**	
			10 / 15 / 20 / 25 s
	Introduced in Update 31.0 (2021-12-15)	**Range:**	N/A

Misc:

- 5 m (deploy range)
- 25 m (shield repair range)
- 10 m (teleport radius)
- 40 m (teleport range)
- 3 (max progeny active)

Mods

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Brief Respite

Augur Accord

Augur Message

Augur Pact

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[Augur Reach](#)   [Augur Secrets](#)

[Augur Seeker](#)

Companions

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Charm   Guardian

Molecular Conversion   Protect

Arcanes

Arcane Aegis   Arcane Barrier

Other

- Rakta Dark Dagger's effect.
- Allied Shield Ospreys will increase players maximum shield capacity by **100**, plus

5% bonus, but not the **+100**

quence restores **25%** of the

WARFRAME Wiki

seconds.

Overshield

Overshields are extra shield points on top of the normal maximum shielding, which are acquired through the use of active shield restoration items or abilities that would restore shields beyond the maximum shield capacity. Allied NPCs, such as Rescue targets or Defense Objects, are incapable of gaining overshields.

The shield counter changes from blue to purple while possessing overshields.

Unlike normal shields, overshields do not regenerate and instead stack on top of normal shielding. Overshields have a maximum value of **1,200** for Warframes and **600** for Companions. This value cannot be increased except for the following:

- Harrow's Passive increases maximum by **1,200**
- Blast Shield for MOAs increases maximum by **3,000**
- Djinn's   Reawaken increases maximum by **900**

Overshields can be obtained from:

- Squad Shield Restores Small, Medium and Large
- Caliban's   Lethal Progeny
- Equinox's   Mend & Maim
- Harrow's   Condemn
- Mag's   Crush
- Trinity's   Vampire Leech
- Volt's   Capacitance
- Revenant's   Danse Macabre overshield pickups
- Hildryn's   Pillage and   Haven
- Protea's   Grenade Fan
- Styanax's   Rally Point
- Jade's   Symphony of Mercy
- Rakta Dark Dagger's effect
- Shield Charger effect

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Some Incarnon weapon evolutions can grant Overshields, or provide conditional weapon buffs when Overshields are present:

- Fortifying Bloodshed: On Slash Status kill: Gain 100 Overshields.
  - Evolution II for Soma Incarnon Genesis.

- Guardian's Promise: +80% Heavy Attack Efficiency with Overshields.
  - Evolution II for Anku Incarnon Genesis and Skana Incarnon Genesis.

- Haven Foray: Increased weapon damage with Overshields.
  - Evolution II for Angstrum Incarnon Genesis, Furis Incarnon Genesis and Lato Incarnon Genesis.

- Guardian's Might: Increased weapon damage with Overshields.
  - Evolution II for Skana Incarnon Genesis.

Shield Gating

Shield Gating is an effect that occurs when shields are fully depleted, which prevents any excess damage leaking into the health pool.

Warframes, Companions, Archwings, Necramechs, and Railjacks gain Invulnerability when their shields are fully depleted. Invulnerability duration can be approximated with the following:

Graph of maximum shield vs the shield gating invulnerability in seconds

$$t(shield) = \begin{cases} \frac{\text{Shield}}{180} + \frac{1}{3}, & \text{Shield} < 53 \\ \left(\frac{\text{Shield}}{350}\right)^{0.65} + \frac{1}{3}, & 53 \leq \text{Shield} \leq 1150 \end{cases}$$

...m shields replenished since the ...ng the invulnerability period

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- Invulnerability period scales from **0.33** seconds minimum to a maximum of **2.5** seconds at 1,150 shields.

    - Overshields do **not** affect the invulnerability period.

- The invulnerability duration of   Hildryn and allies protected by her   Haven instead last for **3.5** seconds.

- Protea's   Grenade Fan **doubles** minimum shield gating duration, lasting anywhere between **0.66** - **5** seconds.

- Catalyzing Shields sets the maximum invulnerability window to **1.33** seconds upon fully recovering shields, at the cost of reducing maximum shields by 80%.

- Equipping the Decaying Dragon Key caps the invulnerability window to **0.33** seconds regardless of maximum shield value.

Enemies have a shield gate that lasts **0.1** seconds, during which only **5%** of the damage dealt will damage their health. However, targeting weakspots will completely bypass their shield gate.

Shield Reduction

Equipping a Decaying Dragon Key reduces shields by **75%**. During missions, this is indicated by a symbol to the left of the shield/health bar (shown on the right).

In addition, the Cryogenic Leakage environment hazard reduces shields by **50%**.

Enemy Shield Scaling

This section is transcluded from Enemy Level Scaling § Shields. To change it, please edit the transcluded page.

For shields, the ranges of level differences at which scaling transitions is between 70 & 80.

orpus

e formula by which Corpus shields scale is as follows:

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When Current Level - Base Level > 80

Corrupted

The formula by which Corrupted shields scale is as follows:

$$f_1(x) = 1 + 0.02(x - \text{Base Level})^{1.75}$$

When Current Level - Base Level < 70

$$f_2(x) = 1 + 2(x - \text{Base Level})^{0.75}$$

When Current Level - Base Level > 80

Grineer

The formula by which Grineer shields scale is as follows:

$$f_1(x) = 1 + 0.02(x - \text{Base Level})^{1.75}$$

When Current Level - Base Level < 70

$$f_2(x) = 1 + 1.6(x - \text{Base Level})^{0.75}$$

When Current Level - Base Level > 80

Eximus

Eximus shield scaling is the same across all factions

The formula by which eximus shield scales is as follows:

$$f_1(x) = 1 + 0.02(x - \text{Base Level})^{1.75}$$

When Current Level - Base Level < 70

$$f_2(x) = 1 + 2(x - \text{Base Level})^{0.75}$$

When Current Level - Base Level > 80

In addition, the base shield is also increased between certain breakpoints:

sive, base shields stays the

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how you play and the tools that you use.   usive, base shields is linearly
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lusive, base shields is linearly

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shields).

- Between level differences 35 exclusive and 50 inclusive, base shields is linearly increased from +150% to +350% (e.g. for each level, enemy gains 13.33% base shields).
- Between level differences 50 exclusive and 100 inclusive, base shields is linearly increased from +350% to +500% (e.g. for each level, enemy gains 3% base shields).
- Above level difference of 100, base shields will stay +500% (6x) of its Codex value.

$$\text{Shield Multiplier} = \begin{cases} f_1(x), \\ (1 + 0.025 * (x - 15)) * f_1(x), \\ (1.25 + 0.125 * (x - 25)) * f_1(x), \\ (2.5 + 2/15 * (x - 35)) * f_1(x), \\ (4.5 + 0.03 * (x - 50)) * [f_1(x) \times (1 - S_1(x)) + f_2(x)] \\ 6 * f_2(x), \end{cases}$$

Where the Shield Multiplier is the value that multiplies an enemy's base shields to its current shields.

Current shield scaling at Base Level = 1.

Removing Enemy Shields

...rent maximum value, as such it ...e same enemies. For example, ...vill bring shields down from ...wn to 25%.

Enemy shields can still regenerate with natural shield regeneration (such as [Armis Ulta](#), [Kuva Lich](#), or [Sisters of Parvos](#)) or while affected by regeneration buffs (such as [Shield Ospreys](#)).

Magnetic Status Procs

Main article: [Magnetic Damage](#)

[Magnetic](#) status effects amplifies damage dealt to shields by 100% for 6 seconds. This stacks up to 10 times, with each subsequent proc increasing damage by 25% for a total of 325%.

Mods

Shield Disruption

Main article: [Shield Disruption](#)

[Shield Disruption](#) is an Aura mod that decreases shields by **18%**, up to **72%** when paired with a full squad. Hard caps at **80%** with [Coaction Drift](#).

Abilities

Caliban   Dagath   Hildryn   Jade   Mag   Nyx   Styanax   Xaku

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

Fusion Strike	**Strength:**
4 Converge three streams of raw energy upon a single **100** point, causing a massive ▓out p the n all	2,500 / 3,000 / 4,000 / 5,000 (Blast damage per stream) 2,500 / 3,000 / 4,000 / 5,000 (explosion Blast damage) 20 / 25 / 35 / 50 % (armor and shield strip)

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Introduced in Update 31.0 (2021-12-15)

6 / 9 / 12 / 15 s (fallout duration)

Range:

15 / 20 / 25 / 30 m (stream range)

5 / 6 / 8 / 10 m (explosion and fallout radius)

Misc: 3 (number of streams)

100 % (strip cap)

This ability converges three beams that implodes, leaving a field that permanently strips the target's current shields by **50%**. At **200%** Ability Strength, Fusion Strike can remove all shields.
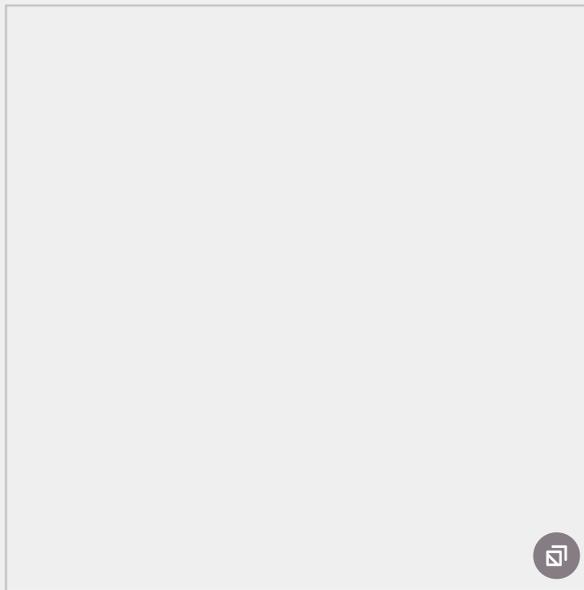
Media

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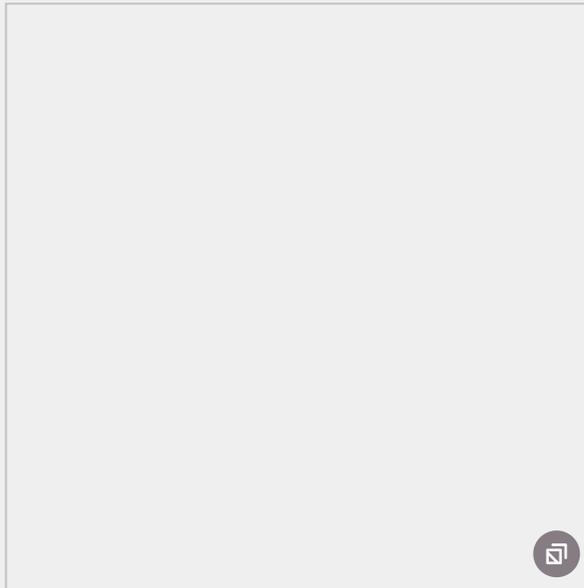
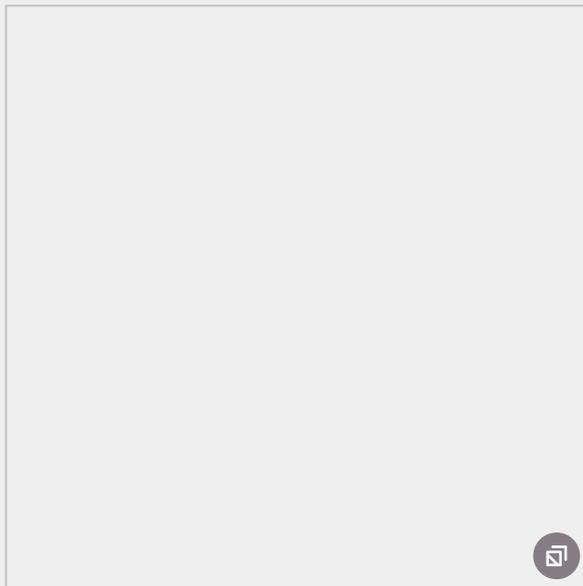An Excalibur Utilizing The Shield Osprey Specter To Boost Shields

An Excalibur Utilizing A Squad Shield Restore To Restore Shields

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A Nyx Using Mind Control On A Guardian Eximus To
Increase Shield Recharge + Delay

Patch History

Hotfix 36.0.2 (2024-06-19)

- Player Necramech changes:

  - Player Necramech's Shields now have a 50% Damage Reduction.
  - Also fixed Warframe and the Railjack Shields missing their intended 50% Damage Reduction!
  - Player Necramechs have also had their weaknesses/resistances standardized to match Tenno Health.

Update 36.0 (2024-06-18)

Last updated: Update 27.1 (2020-02-04)

References

1. "Shards within 3m of Mag now orbit her, inflicting the Slash or Puncture Status Effect to nearby enemies." – Update 32.0 (https://forums.warframe.com/topic/1

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Damage Mechanics		Edit	[Collapse]
Offense	Attack Speed • Buff & Debuff • Critical Hit • Damage (Faction Damage Bonus, Positive Type Modifier, Quantization) • Damage Falloff • Damage Reflection • Enemy Body Parts • Fire Rate • Multishot • Punch Through • Status Effect		
Defense	Armor • Damage Attenuation • Damage Reduction • Health (Healing) • Invulnerability • Negative Damage Type Modifier • Overguard • **Shield**		

Damage Types			
Physical (IPS)		Impact • Puncture • Slash	
Elemental	**Primary (HCET)**	Heat • Cold • Electricity • Toxin	
	Secondary	Blast • Corrosive • Gas • Magnetic • Radiation • Viral	
Special		Tau • True • Void	
Hidden/Internal		Cinematic • Energy Drain • Shield Drain	

Status Effects			
Physical		Knockback • Weakened • Bleed	
Elemental	**Primary**	Ignite • Freeze • Tesla Chain • Poison	
	Secondary	Inaccuracy • Corrosion • Gas Cloud • Disrupt • Confusion • Virus	
Special		Bullet Attractor	
Effect Only		Big Stagger • Disarmed • Impair (PvP only) • Knockdown • Lifted • Microwave • Parried • Ragdoll • Silence • Sleep • Slow • Stagger • Stun	

Shield, Armor, and Health Classes		
Tenno	Tenno Shield • Tenno Armor • Tenno Flesh	
Grineer	Grineer • Kuva Grineer	
Corpus	Corpus • Corpus Amalgam	
Infested	Infested • Infested Deimos	

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Miscellaneous	Hit Points • Object • Overguard

Calculating Bonuses

Game System **Mechanics**			Edit [Collapse]

Currencies		Credits • Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing

General	**Basics**	Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart
	Lore	Alignment • Fragments • Leverian • Quest
	Factions	Corpus • Grineer • Infested • Orokin • Sentient • Syndicates • Tenno
	Social	Chat • Clan • Clan Dojo • Leaderboards • Trading
	Squad	Host Migration • Inactivity Penalty • Matchmaking
	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • Orbiter
Gameplay	**Basics**	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint
	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect
	Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System
	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure
		… • Fishing • K-Drive Race •
		…) • Frame Fighter

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Equipment	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, **Shield**, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
	Operator	Amp • Focus (Madurai, Vazarin, Naramon, Unairu, Zenurik) • Lens
	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsics • Kaithe
	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
Technical	General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
	Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal Twitch Extension • World State
	Audio	Mandachord • Music • Shawzin • Somachord • Sound
	Mathematical	Calculating Bonuses (Additive Stacking, Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization •

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