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Shield

58

EDIT

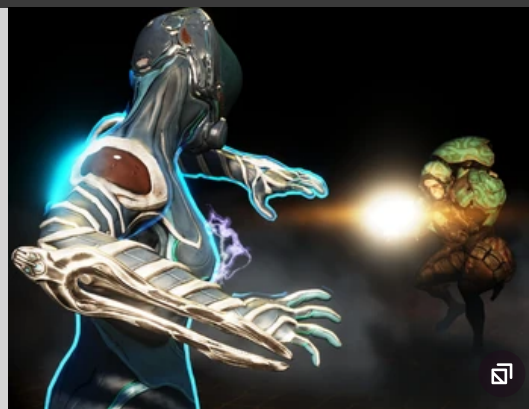
Shields absorb every Damage but  Toxin.

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 duration.*

*> Shield Recharge Delay: **|AMOUNT|** seconds*

Shield



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



> 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 effective at absorbing damage as a result, especially for well-armored Warframes. On the other hand, their regeneration makes them more useful for frames with high potential maximum shields but below-average potential

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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.

11. References

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.

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

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

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

Missions may randomly have the [cryogenic leakage](#) hazard present, which reduces the maximum shield capacity of all Warframes by half. [Warm Coat](#) can be equipped in anticipation of this random possibility in order to reduce the loss of shields, but it is not recommended due to its niche use.



 [Redirection](#) [Primed Redirection](#) [Vigor](#)[Primed Vigor](#)[Augur Accord](#)[Shield Charger](#)

[Calculated Redirection](#)
(Companion only)

[Link Redirection](#) (Companion
only)

[Rising Skill](#) (Conclave only)

[Tempered Bound](#) (Conclave
only)



[Boreal's Hatred](#)

Abilities

- [Chroma](#)
- Equinox
- Hildryn



Elemental Ward	Heat	Electricity	Toxin	Cold
Depending on Chroma's elemental alignment, an offensive area-of-effect is created.	Strength: 25 / 50 / 75 / 100 (Heat damage per second) 15 / 20 / 30 / 55 % (health bonus)			
	Duration:	10 / 15 / 20 / 25		
	Range:	6 / 8 / 10 / 12 m (aura range)		
Chroma and his nearby allies are imbued with defensive energy.	Misc: 2 / 5 / 7 / 10 % (Heat status chance) 5 m (burn radius)			
2	50			
Introduced in Update 16.0 (2015-03-19)	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 Passive](#), [Jade's Symphony of Mercy](#), allied Guardian [Eximus](#), the [Vazarin](#) ability [Guardian Break](#), and the [Quick Charge](#) mod. Recharge Delay reduction is capped at **80%**, and when shieldgate kicks in the delay reduction **can not** be lower than the shieldgate duration. The delay is only increased by [Vital Systems Bypass](#). Both [Quick Charge](#) and [Vital Systems Bypass](#) can only be used in [Conclave](#) matches.



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

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](#)

[Vigilante Vigor](#)

[Shield Charger](#)



[Accelerated Deflection](#)
(Companion only)

[Hastened Deflection](#)
(Companion only)

[Mecha Recharge](#) (Companion
only)

[Quick Charge](#) (Conclave only)

[Vital Systems Bypass](#)
(Conclave only)

Abilities

- Gauss
- Hildryn
- Jade

Gauss's Passive

Edit

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



Abilities

- Innate

Augmented
- Caliban

Equinox

Harrow

Hildryn

Mag

Protea

Revenant

Stya

				Strength:
				Caliban's Rank x Str
				(Conculyst rank)
				+ 10 / 15 / 20 / 25 SP/s
				(shields per second)
				1 / 1.5 / 2 / 2.5 x (damage multiplier)
				1 / 1.33 / 1.66 / 2 x (health multiplier)
				Duration:
				10 / 15 / 20 / 25 s
				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

[Brief Respite](#)

[Augur Accord](#)

[Augur Message](#)

[Augur Pact](#)



[Augur Reach](#)

[Augur Secrets](#)

[Augur Seeker](#)

Companions

[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 **35%** of base shields.
 - Additional Ospreys will give an additional **+35%** bonus, but not the **+100** bonus.
- The [Sequence](#) Syndicate Effect from [The Perrin Sequence](#) restores **25%** of the



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
- [Taxon's Molecular Conversion](#) effect
- [Smeeta Kavat's Charm](#)
- The [Augur Mod Set](#)
- [Brief Respite](#)



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:

$$t(\text{shield}) = \begin{cases} \frac{\text{Shield}}{180} + \frac{1}{3}, & \text{Shield} < 53 \\ \left(\frac{\text{Shield}}{350}\right)^{0.65} + \frac{1}{3}, & 53 \leq \text{Shield} \leq 1150 \\ 2.5, & \text{Shield} > 1150 \end{cases}$$

Graph of maximum shield vs the shield gating invulnerability in seconds

Invulnerability duration will scale based on the maximum shields replenished since the last shield gate occurred. Re-triggering shield gate during the invulnerability period



- 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.

Corpus

The formula by which Corpus shields scale is as follows:

$$f_1(x) = 1 + 0.02(x - \text{Base Level})^{1.76}$$

When Current Level - Base Level < 70



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:

- Between level differences 0 inclusive and 15 inclusive, base shields stays the same as listed in the [Codex](#).
- Between level differences 15 exclusive and 25 inclusive, base shields is linearly increased from +0% to +25% (e.g. for each level, enemy gains 2.5% base shields).
- Between level differences 25 exclusive and 35 inclusive, base shields is linearly



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

All shield strip effects removes a percentage of the *current* maximum value, as such it has diminishing returns on subsequent casts against the same enemies. For example, with an ability that removes 50% shields, the first cast will bring shields down from 100% to 50%, and the second cast will bring the 50% down to 25%.



Enemy shields can still regenerate with natural shield regeneration (such as [Armis Uta](#), [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](#).



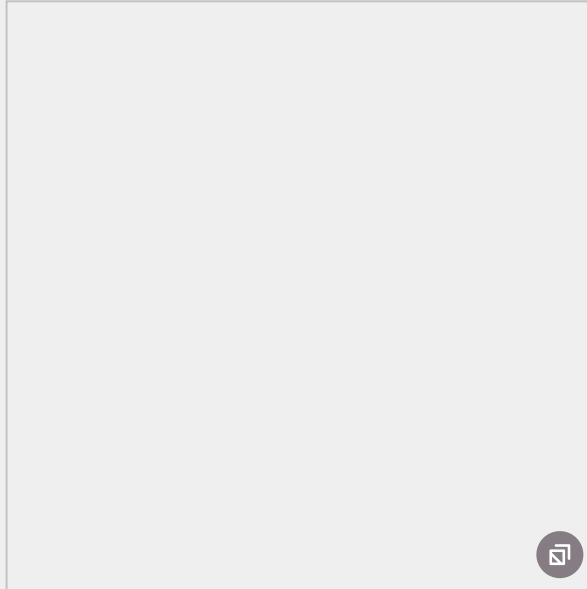
Abilities

Caliban Dagath [Hildryn](#) Jade Mag Nyx Styanax Xaku

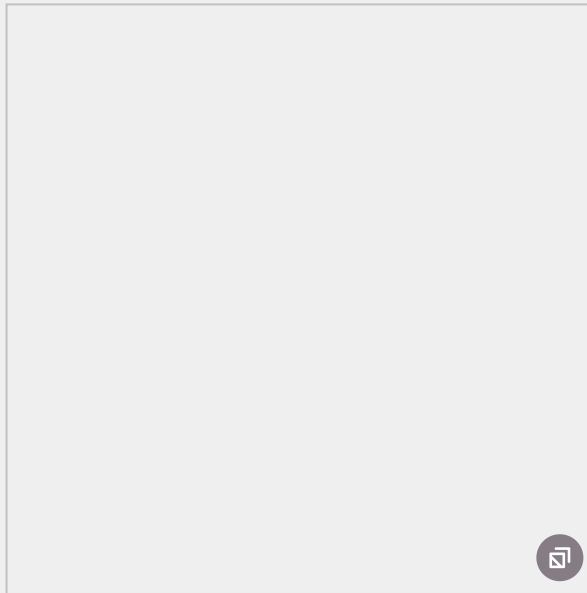
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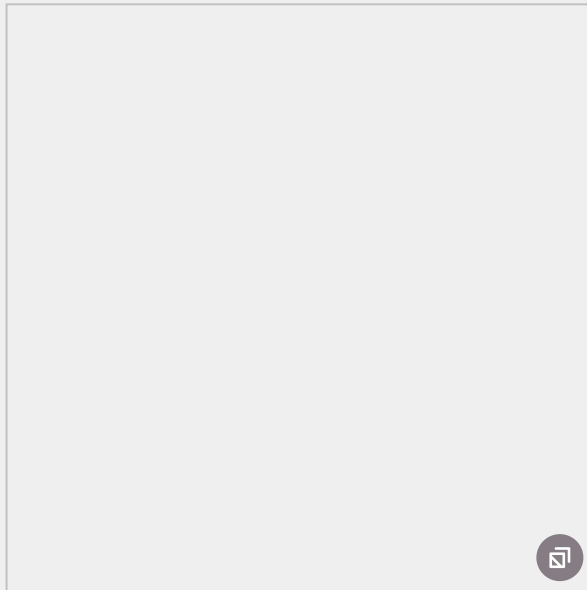


An Excalibur Utilizing The Shield Osprey Specter To Boost Shields



An Excalibur Utilizing A Squad Shield Restore To Restore Shields





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/1321162-veilbreaker-update-32?ct=1691878011>)
2. "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/1321162-veilbreaker-update-32?ct=1691878011>)



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		
Corrupted		Orokin		
Sentient		Sentient		
Narmer		Narmer		
Zariman		Zariman		

Miscellaneous	Hit Points • Object • <u>Overguard</u>
Calculating Bonuses	

Game System Mechanics		Edit	[Collapse]
Currencies		<u>Credits</u> • <u>Orokin Ducats</u> • <u>Endo</u> • <u>Platinum</u> • <u>Aya</u> • <u>Regal Aya</u> • <u>Standing</u>	
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	
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining	
	PvP	Duel • Conclave (Lunaro) • Frame Fighter	
	Other	<u>Gravity</u> • <u>Threat Level</u>	

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 Intrinsic s • 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 • User Research

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