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# Shield



*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.*

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*> 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**

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		<b>Strength:</b>
		150 / 250 / 300 / 500 (ally shield capacity bonus)
		100 / 125 / 150 / 200 ( <a href="#">Radiation</a> damage per second)
		<b>Duration:</b>
		50% / 60% / 70% / 80% (shield recharge rate)
		<b>Range:</b>
		8 / 10 / 12 / 15 m (link radius)
		<b>Misc:</b>
		100% (extra damage per second with Overshield)
		3.5 seconds of shield gating for allies

3

250

+5/s/ally

+25/s/enemy

**Haven**

Create a shield aura around allies.

Enemies that

approach shielded

allies will take

damage.

Introduced in [Update](#)

24.4 (2019-03-08)

## 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.

Shields recharge at **15** units per second, plus **5%** of the Warframe's maximum shields:

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



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

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		<b>Strength:</b>
		150 / 250 / 300 / 500 (ally shield capacity bonus)
		100 / 125 / 150 / 200 ( <b>Radiation</b> damage per second)
		<hr/>
		<b>Duration:</b>
		50% / 60% / 70% / 80% (shield recharge rate)
		<hr/>
		<b>Range:</b>
		8 / 10 / 12 / 15 m (link radius)
		<hr/>
		<b>Misc:</b>
		100% (extra damage per second with Overshield)
		3.5 seconds of shield gating for allies

**Haven**

Create a shield aura around allies.

Enemies that

approach shielded

allies will take

damage.

**3**

**250**

+**5/s/ally**

+**25/s/enemy**

Introduced in [Update](#)

[24.4](#) (2019-03-08)

## 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)

## Abilities

Innate   Augmented

Caliban   Equinox   Harrow   Hildryn   Mag   Protea   Revenant   Styra >

### Pillage

**2**  
**150**

Pillage a percentage of Shields and Armor of nearby enemies to replenish Hildryn's own Shields and Overshields.

Introduced in [Update 24.4](#)  
(2019-03-08)

### Strength:

10% / 15% / 20% / 25%  
(shield/armor drain per enemy)

### Duration:

2 s (expansion duration)

### Range:

5 m / 6 m / 7 m / 8 m (pulse initial radius)

### Misc:

? / ? / 6 / 20 m/s (expansion distance per sec)  
100% (status cleanse on cast)



**Subsumable to  
Helminth**

### 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.

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](#)



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



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](#)

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

<div style="display: flex; align-items: center; gap: 5px;"> <div style="background-color: #333; color: white; border-radius: 50%; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center;">4</div> <div style="font-size: 24px; font-weight: bold; color: #0070C0;">100</div> </div>	<p><b><a href="#">Fusion Strike</a></b></p> <p>Converge three streams of raw energy upon a single point, causing a massive reactive blast. The fallout from the blast will strip the armor and shields from all enemies that touch it.</p>	<p><b><a href="#">Strength:</a></b></p> <p>2,500 / 3,000 / 4,000 / 5,000 ( <a href="#">Blast</a> damage per stream)</p> <p>2,500 / 3,000 / 4,000 / 5,000 (explosion <a href="#">Blast</a> damage)</p> <p>20 / 25 / 35 / 50 % (armor and shield strip)</p>
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Introduced in [Update 31.0](#)  
(2021-12-15)

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

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**Range:**

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

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

---

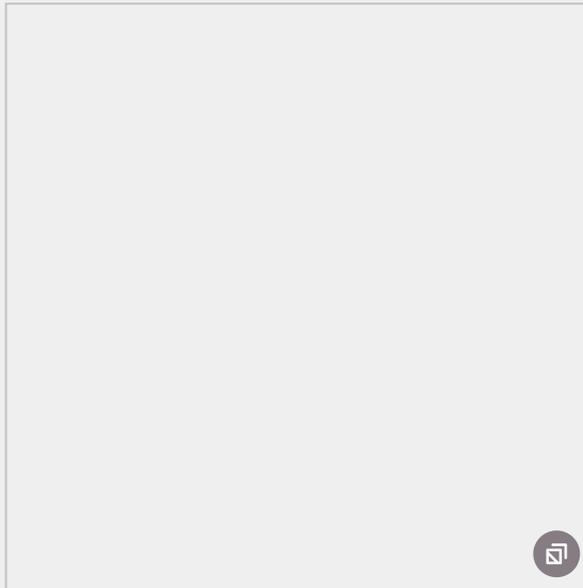
**Misc:** 3 (number of streams)  
100 % (strip cap)

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.

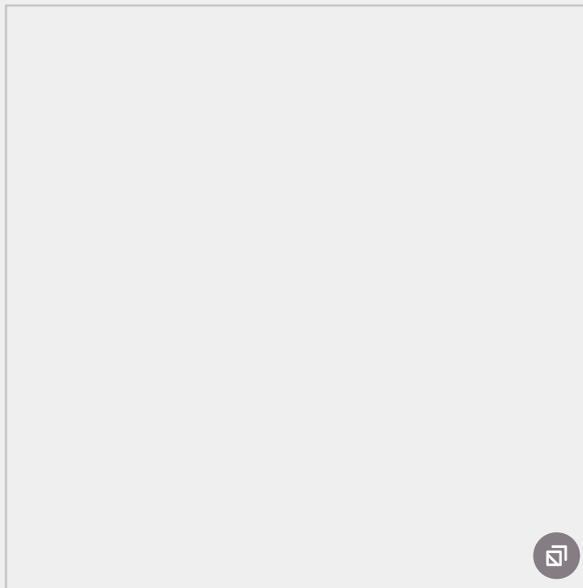
## Media

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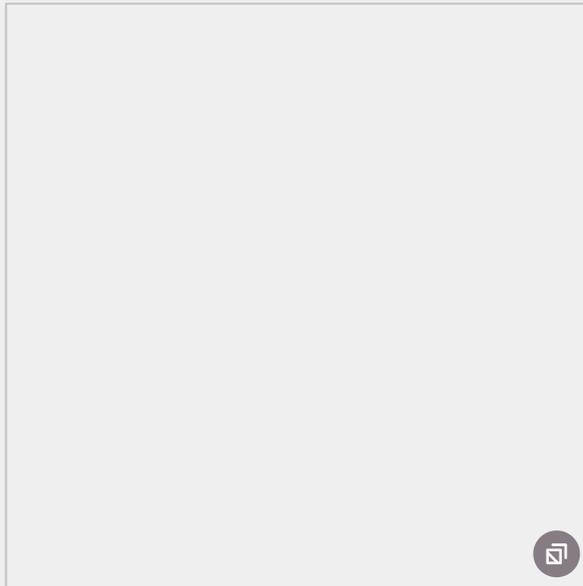




An Excalibur Utilizing The Shield Osprey Specter To Boost Shields



An Excalibur Utilizing A Squad Shield Restore To Restore Shields



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>)



<b>Damage Mechanics</b>		<b>Edit</b>	<b>[Collapse]</b>
<b>Offense</b>	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		
<b>Defense</b>	Armor • Damage Attenuation • Damage Reduction • Health (Healing) • Invulnerability • Negative Damage Type Modifier • Overguard • <b>Shield</b>		
<b>Damage Types</b>			
<b>Physical (IPS)</b>	Impact • Puncture • Slash		
<b>Elemental</b>	<b>Primary (HCET)</b>	Heat • Cold • Electricity • Toxin	
	<b>Secondary</b>	Blast • Corrosive • Gas • Magnetic • Radiation • Viral	
<b>Special</b>	Tau • True • Void		
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<b>Physical</b>	Knockback • Weakened • Bleed		
<b>Elemental</b>	<b>Primary</b>	Ignite • Freeze • Tesla Chain • Poison	
	<b>Secondary</b>	Inaccuracy • Corrosion • Gas Cloud • Disrupt • Confusion • Virus	
<b>Special</b>	Bullet Attractor		
<b>Effect Only</b>	Big Stagger • Disarmed • Impair (PvP only) • Knockdown • Lifted • Microwave • Parried • Ragdoll • Silence • Sleep • Slow • Stagger • Stun		
<b>Shield, Armor, and Health Classes</b>			
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<b>Grineer</b>	Grineer • Kuva Grineer		
<b>Corpus</b>	Corpus • Corpus Amalgam		
<b>Infested</b>	Infested • Infested Deimos		
<b>Corrupted</b>	Orokin		
<b>Sentient</b>	Sentient		
<b>Narmer</b>	Narmer		
<b>Zariman</b>	Zariman		

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<b>Calculating Bonuses</b>	

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	<b>Damage Mechanics</b>	<a href="#">Critical Hit</a> • <a href="#">Damage</a> • <a href="#">Damage Redirection</a> • <a href="#">Damage Reduction</a> • <a href="#">Damage Reflection</a> • <a href="#">Damage Type Modifier</a> • <a href="#">Damage Vulnerability</a> • <a href="#">Health</a> • <a href="#">Status Effect</a>	
	<b>Enemies</b>	<a href="#">Bosses</a> • <a href="#">Death Mark</a> • <a href="#">Enemy Behavior</a> • <a href="#">Eximus (Overguard)</a> • <a href="#">Lich System</a>	
	<b>Mission</b>	<a href="#">Arbitrations</a> • <a href="#">Archon Hunt</a> • <a href="#">Break Narmer</a> • <a href="#">Empyrean</a> • <a href="#">Invasion</a> • <a href="#">Sortie</a> • <a href="#">Tactical Alert</a> • <a href="#">The Circuit</a> • <a href="#">The Steel Path</a> • <a href="#">Void Fissure</a>	
	<b>Activities</b>	<a href="#">Captura</a> • <a href="#">Conservation</a> • <a href="#">Fishing</a> • <a href="#">K-Drive Race</a> • <a href="#">Ludoplex</a> • <a href="#">Mining</a>	
	<b>PvP</b>	<a href="#">Duel</a> • <a href="#">Conclave (Lunaro)</a> • <a href="#">Frame Fighter</a>	
<b>Other</b>	<a href="#">Gravity</a> • <a href="#">Threat Level</a>		

<b>Equipment</b>	<b>Modding and Arcanes</b>	<a href="#">Arcane Enhancements</a> • <a href="#">Archon Shard</a> • <a href="#">Fusion</a> • <a href="#">Mods (Flawed, Riven)</a> • <a href="#">Polarization</a> • <a href="#">Transmutation</a> • <a href="#">Valence Fusion</a>
	<b>Warframe</b>	<a href="#">Attributes (Armor, Energy, Health, <b>Shield</b>, Sprint Speed)</a> • <a href="#">Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)</a>
	<b>Weapons</b>	<a href="#">Accuracy</a> • <a href="#">Alternate Fire</a> • <a href="#">Ammo</a> • <a href="#">Area of Effect</a> • <a href="#">Attack Speed</a> • <a href="#">Bounce</a> • <a href="#">Critical Hit</a> • <a href="#">Damage Falloff</a> • <a href="#">Exalted Weapon</a> • <a href="#">Fire Rate</a> • <a href="#">Hitscan</a> • <a href="#">Holster</a> • <a href="#">Incarnon</a> • <a href="#">Melee</a> • <a href="#">Multishot</a> • <a href="#">Noise</a> • <a href="#">Projectile</a> • <a href="#">Projectile Speed</a> • <a href="#">Punch Through</a> • <a href="#">Recoil</a> • <a href="#">Reload</a> • <a href="#">Ricochet</a> • <a href="#">Trigger Type</a> • <a href="#">Zoom</a>
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