

ADVERTISEMENT

in: [Updateme](#), [Mechanics](#)

SIGN IN

REGISTER

Attributes

42 EDIT

Each [Warframe](#) has a different style of play and a different set of stats and abilities, or **Attributes**, that make them unique from other Warframes.

Health

Main article: [Health](#)

Total amount of Damage a Warframe can take before going into Bleedout.

—In-game Description

Health represents how much damage a Warframe can sustain before becoming incapacitated or killed. Health is indicated as a red numeric value at the top right of the screen. While a Warframe loses Health, the screen's edges will begin to pulse red. Once the Warframe reaches 25% health or below, a loud, heartbeat-like sound will



The top right of the screen shows your health and shield, as well as that of your companions and your



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



Death

Main article: [Death](#)

Upon reaching zero health, Warframes will go into **bleedout**, which is a twenty-second period of dramatically-reduced combat capability, collapsing onto the ground and only being able to use secondary weapons. If the Warframe is not revived during this time, it dies a proper **death** and must either spend 10% of their [Affinity](#) acquired during the mission to continue playing the mission, wait for an ally to finish the mission, or forfeit the mission entirely. Players are only allowed to revive 4 times per mission, barring special circumstances.

Contents

- Health
 - Death
- Shields
 - Overshields
- Armor
- Energy
- Sprint Speed
- See also

Shields

Main article: [Shield](#)

Shields absorb Damage, except  **Toxin**.

Depleted Shields grant a moment of invulnerability.

Damage interrupts Recharge.

—In-game Description

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

Overshields

Main article: [Shield#Overshield](#)

Overshields are extra shield points on top of the normal maximum shielding, which are acquired through the use of restorative shield restoration items or abilities that would restore



A Warframe's shield counter in purple, showing boosted values



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!



y. The
le



Main article: [Armor](#)

Reduces damage to Health by [Damage Reduction Value]%. Shields are not affected by Armor.

—In-game Description

Armor mitigates a percent of incoming damage. Armor only reduces damage applied to a Warframe's Health and does not affect damage absorbed by its Shields.

Energy

Main article: [Energy Capacity](#)

Used to cast Warframe Abilities and can be replenished during missions.

—In-game Description

Energy of a Warframe is used mainly to power [Abilities](#). All Warframes have 4 Abilities that at base, cost up to 100 Energy to cast. Every Warframe has their own Energy pool with varying capacities depending on the types and costs of their various Abilities.

Sprint Speed

Main article: [Sprint Speed](#)

Modifies how fast a Warframe moves.

—In-game Description

Sprint Speed affects how fast a Warframe can run and [sprint](#). Consequently, it also affects the speed and distance they will [Slide](#) and [Bullet Jump](#), as well as the speed of certain Warframe abilities.

See also

• [Warframes](#)



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!



Game System Mechanics			Edit	[Collapse]
Currencies		<a>Credits • <a>Orokin Ducats • <a>Endo • <a>Platinum • <a>Aya • <a>Regal Aya • <a>Standing		
General	Basics	<a>Arsenal • <a>Codex • <a>Daily Tribute • <a>Empyrean • <a>Foundry • <a>Market • <a>Mastery Rank • <a>Nightwave • <a>Orbiter • <a>Player Profile • <a>Reset • <a>Star Chart		
	Lore	<a>Alignment • <a>Fragments • <a>Leverian • <a>Quest		
	Factions	<a>Corpus • <a>Grineer • <a>Infested • <a>Orokin • <a>Sentient • <a>Syndicates • <a>Tenno		
	Social	<a>Chat • <a>Clan • <a>Clan Dojo • <a>Leaderboards • <a>Trading		
	Squad	<a>Host Migration • <a>Inactivity Penalty • <a>Matchmaking		
	Player Housing	<a>Clan Dojo • <a>Dormizone • <a>Drifter's Camp • <a>Orbiter		
Gameplay	Basics	<a>Affinity • <a>Buff & Debuff • <a>Death • <a>Hacking • <a>Invisible • <a>Maneuvers • <a>One-Handed Action • <a>Open World • <a>Pickups • <a>Radar • <a>Stealth • <a>Tile Sets • <a>Void Relic • <a>Waypoint		
	Damage Mechanics	<a>Critical Hit • <a>Damage • <a>Damage Redirection • <a>Damage Reduction • <a>Damage Reflection • <a>Damage Type Modifier • <a>Damage Vulnerability • <a>Health • <a>Status Effect		
	Enemies	<a>Bosses • <a>Death Mark • <a>Enemy Behavior • <a>Eximus (Overguard) • <a>Lich System		
	Mission	<a>Arbitrations • <a>Archon Hunt • <a>Break Narmer • <a>Empyrean • <a>Invasion • <a>Sortie • <a>Tactical Alert • <a>The Circuit • <a>The Steel Path • <a>Void Fissure		
	Activities	<a>Captura • <a>Conservation • <a>Fishing • <a>K-Drive Race • <a>Ludoplex • <a>Mining		
	PvP	<a>Duel • <a>Conclave (Lunaro) • <a>Frame Fighter		
	Other	<a>Gravity • <a>Threat Level		
		<a>Archon Shard • <a>Fusion • <a>Polarization • <a>Transmutation • <a>Energy • <a>Health • <a>Shield • <a>Sprint		



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!

X

		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 • 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

Categories

▼

>

languages

▼



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!

X

otherwise noted.

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](#)

