ADVERTISEMENT

in: Updateme, Mechanics

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.
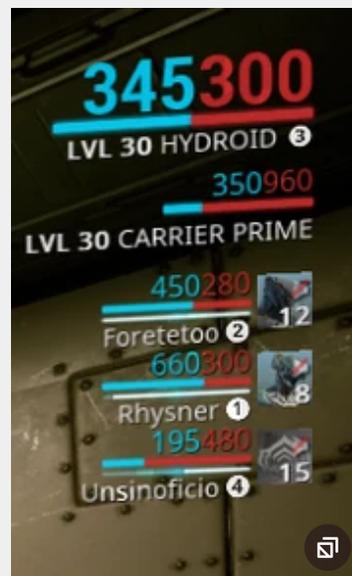
Health

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 % 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 squad

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.

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 ~~active shield restoration items or abilities that would restore~~ ... y. The ... le

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

WARFRAME Wiki

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

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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
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
	PvP	Duel • Conclave (Lunaro) • Frame Fighter
	Other	Gravity • Threat Level

... • Archon Shard • Fusion • ...Polarization • Transmutation • ...rgy, Health, Shield, Sprint

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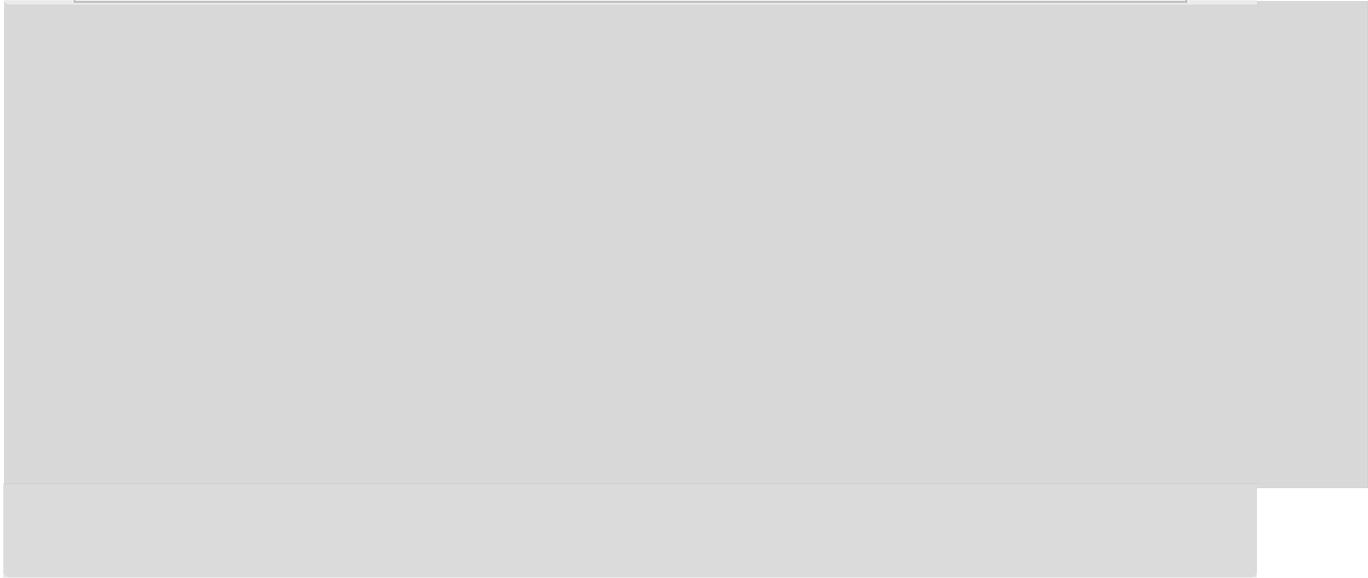|		
		System, Passives, Duration, Efficiency, Range, Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch 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 • User Research

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