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in: Frost, Warframes, Males, and 8 more

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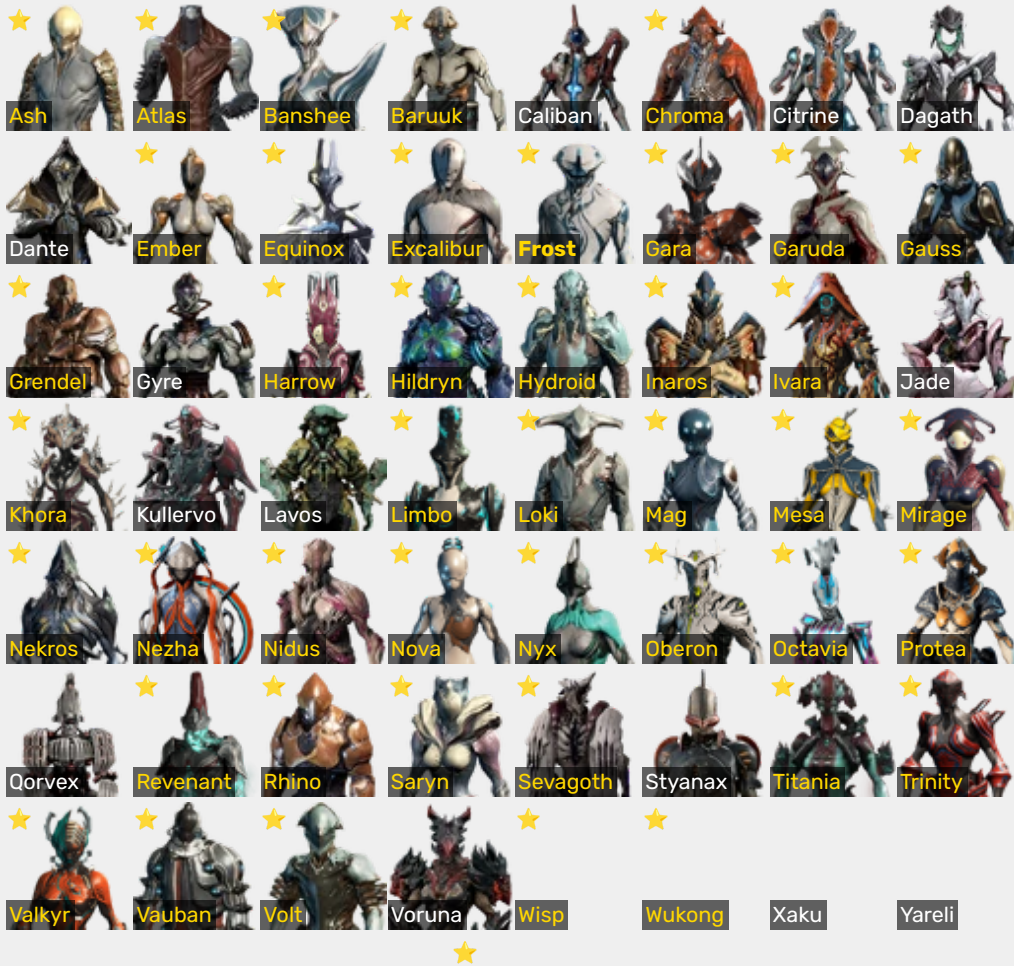
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Frost

272



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Passive

Frost's abilities have their **Cold** status effect duration increased by **100%**. Frost gains **Fortifying Freeze** whenever enemies within **15** meters of him are afflicted by a **Cold** status effect, increasing his **Armor** by **50** per enemy.

Augment

Main article: [Biting Frost](#)

Biting Frost is a [Warframe Augment Mod](#) for **Frost's** [passive](#), gaining increased [Critical Chance](#) and [Critical Damage](#) on enemies frozen by 10 [Cold](#) status effects.

Rank	Crit Chance	Crit Damage	Cost
0	+130%	+130%	6
1	+150%	+150%	7
2	+175%	+175%	8
3	+200%	+200%	9

Abilities

View Maximization

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

Freeze

A frigid energy blast that freezes targets in their tracks.

1

25

Strength:

150 / 225 / 275 / 350 (

[Cold](#) main damage)

50 / 100 / 125 / 150 (

[Cold](#) area damage)

Duration:



Introduced in [Update 6.0](#)
(2013-01-29)

5 / 7 / 12 / 15 s (freeze duration)

Range:

5 (impact radius)

Misc:

10 ([Cold](#) status procs on direct hit)

600% ([Cold](#) status procs on impact radius)

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

Ice Wave

Sends a wave of razor sharp, crystallized ice toward an enemy, dealing heavy damage.

2

50

Introduced in [Update 6.0](#)
(2013-01-29)

Strength:

300 / 445 / 565 / 700 ([Cold](#) damage)

Duration:

? / ? / ? / 10 s (freeze duration)

Range:

30 / 35 / 40 / 45° (angle)
1.5 / 2 / 2.5 / 3 m (initial width)

10 / 12 / 17 / 20 m (length)

Misc:

6 ([Cold](#) status procs)
60° (angle cap)

Subsumable to
Helminth

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

Snow Globe

Frost deep freezes any vapor and moisture in the area, creating a protective sphere with brief invulnerability to boost its strength.

3

50

Strength:

5x (armor multiplier)
1500 / 2500 / 3000 / 3500 (base health)
? / ? / ? / 150 (break damage)

Duration:

? / ? / ? / 10 s (freeze



Introduced in [Update 6.0](#)
(2013-01-29)

Range: 5m (radius)

Misc:
1 / 2 / 3 / 4 s (invulnerability duration)
10 ([Cold](#) status procs on cast)
0.33 ([Cold](#) status proc per second)
3 ([Cold](#) status procs on break)
4 (globe limit)
1,000,000 (health cap)

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

[Avalanche](#)

Summons a treacherous landslide of ice that instantly freezes and shatters all enemies in its radius.

4
100

Introduced in [Update 6.0](#)
(2013-01-29)

Strength:

800 / 1000 / 1200 / 1500 ([Cold](#) initial damage)
100 / 200 / 300 / 400 ([Cold](#) shatter damage)
60% (armor reduction)

Duration:

5 / 6 / 7 / 8 s (freeze duration)

Range:

8 / 10 / 12 / 15 m (ability radius)
3 / 3.5 / 4 / 4.5 m (shatter radius)

Misc:

6 ([Cold](#) status procs on cast)
10 ([Cold](#) status procs on pulse)

Strength Mods

Duration Mods

Range Mods





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