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Focus/Vazarin

< [Focus](#)[Madurai](#)**Vazarin**[Naramon](#)[Unairu](#)[Zenurik](#)

They trained to Counter the Enemy, and move with an opponent's attacks in order to nullify them. They maintained constant awareness in order to defend against all aggression.

—In-Game Description

I see a cresting wave, wide in the ocean, the Vazarin Way. We were trained to Counter The Enemy, and move with an opponent's attacks in order to nullify them.

—Operator

Not to be confused with the  Vazarin [Polarity](#).



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[o](#) of Vazarin excels in the arts of ding power. Those who efits.

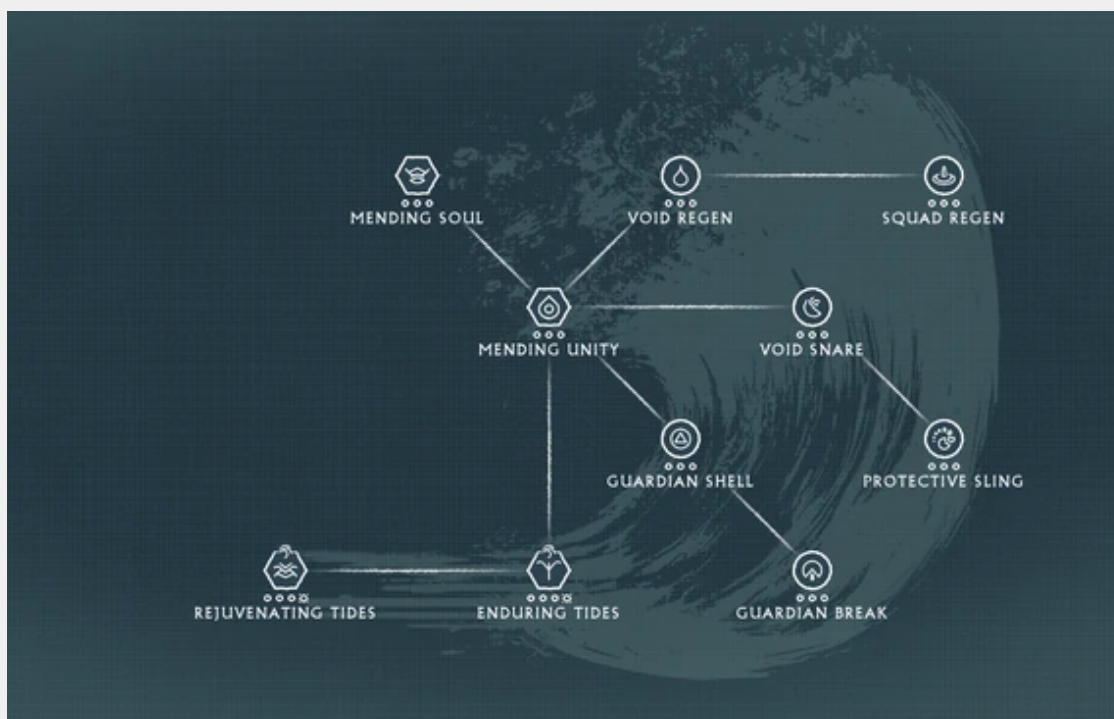


WARFRAME Wiki



This school supports their allies by increasing [affinity](#) radius to provide aid from further away, enhances [revives](#) to be performed more quickly, grant [health](#) regeneration and protective barriers, and inflict a burst of crowd control with [Void Sling](#) to provide immediate and emergency recovery. Their Way-Bound increases Operator health, armor, and health regeneration rate.

Since its predecessor [Vazarin 2.0](#), this school has much stronger Operator health and regeneration bonuses and now increases Operator [armor](#), revives after expending all instantaneous uses are significantly faster, [Void Mode](#)'s healing is stronger with improved range and duration, Guardian Shell's barrier is stronger, now affects allies, and provides better Warframe shield recovery, and can now create vortexes to pull in enemies. However, Vazarin's [Void Sling](#) no longer opens enemies to melee finishers and Void Mode no longer creates barriers.



The treeways of the Vazarin school.

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Ways

Mending Unity

Mending Unity

25,000 / 50,000 / 105,000 / 200,000

Increase Affinity

Radius by 10 / 15 / 20 / 25m

Passive

Warframe And Operator

- Abilities that scale off [Affinity Range](#), such as [Trinity's Blessing](#), [Harrow's Covenant](#) and [Penance](#), and [Citrine's Preserving Shell](#), are affected by Mending Unity's affinity range increase.

Mending Soul

Mending Soul

60,000 / 105,000 / 215,000 / 400,000

The first

1 / 2 / 3 / 4

revives are instantaneous. Additional revives are 25 / 50 / 75 / 100% faster.

Passive

Warframe And Operator

- Number of charges are given to both Warframe and Operator, granting up to 8 instant revives at max rank.
- Charges cannot be refreshed within the same mission.
- Interacting with a downed player in [Bleedout](#) will use up a charge. Other players interacting with a downed [Mendicant](#) will also use up a charge.

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in player both of whom still have downed player loses their charge.

https://warframe.fandom.com/wiki/Focus/Vazarin#Mending_Unity

3/9

Enduring Tides

Enduring Tides

Increases Passive, Way-Bound Operator Health and Armor by **50 / 100 / 150 / 200%**.

60,000 / 105,000 / 215,000 / 400,000/
750,000 + [Brilliant Eidolon Shard](#)

- Enduring Tides is additive to bonuses provided by [Magus Vigor](#) and [Magus Husk](#).

Rejuvenating Tides

Rejuvenating Tides

Passive, Way-Bound Operator Operator Health Regeneration is increased by **1.5 / 3 / 4.5 / 6/s**, and is doubled while controlling the Warframe.

95,000 / 160,000 / 325,000 / 600,000/
750,000 + [Brilliant Eidolon Shard](#)

Guardian Shell

Guardian Shell

Use Warframe And Operator your first Ability to manifest a barrier on the Operator and allies within Affinity Range. It is invulnerable for 4s when first created and damage inflicted while its invulnerable will be added to its base health of **200 / 300 / 400 / 500**.

60,000 / 105,000 / 215,000 / 400,000

- Costs **50** energy to cast.
- Barrier is a frontal shield that reorients itself to face the player's camera

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frame when switching.

Guardian Break

Guardian Break

95,000 / 160,000 / 325,000 / 600,000

When the **Warframe** Guardian Shell breaks, Warframe Shield Regeneration rate is increased by **90 / 110 / 130 / 150%** and Regeneration Delay is reduced by **20 / 40 / 60 / 80%**, for **6 / 8 / 10 / 12s**.

- Does not work on Operator shields.

Void Snare

Void Snare

60,000 / 105,000 / 215,000 / 400,000

Warframe And **Operator**

Second Ability launches a projectile that spins up a vortex trap on impact, or tap **2** again to detonate in-flight. Trap lasts **5 / 6 / 7 / 8s**. Void Sling through trapped enemies to grant allies within Affinity Range **40 / 60 / 80 / 100** health.

- Costs **25** energy to cast.
- Pulls enemies with a radius of 8 meters. Affected enemies become vulnerable to ground finishers.
- Heals Warframes (including the user's), [Companions](#), [Eidolon Lures](#), summoned allied units such as [Specters](#), allied [Invasion](#) units, [Hostages](#), [Kavor Defectors](#), [Sortie](#) and [Arbitrations](#) Defense Operatives, and [Defense Objects](#).



Protective Sling



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00 / 160,000 / 325,000 / 600,000



Allies touched by Void
Sling are granted immunity
from damage for **2 / 3 / 4 /**
5s and healed **30 / 40 / 50**
/ 60% over 5s for 10 energy
cost.

- Affects all Warframes (including the user's), [Necramechs](#), [Companions](#), [Eidolon Lures](#), summoned allied units such as [Specters](#), allied [Invasion](#) units, [Hostages](#), [Kavor Defectors](#), [Sortie](#) and [Arbitrations](#) Defense Operatives, and [Defense Objects](#).
 - On [Defense Objects](#) and [Necramechs](#) they will gain **no invulnerability** but will recover **500** health over **5** seconds. This does **not** stack with other object health restoration effects.

Void Regen

Void Regen

Operator

60,000 / 105,000 / 215,000 / 400,000

Void Mode starts healing at **+4 /**
+6 / +8 / +10 Health per second,
increasing by **4 / 6 / 8 / 10** per
second up to a maximum of **20 /**
30 / 40 / 50.

Squad Regen

Squad Regen

95,000 / 160,000 / 325,000 / 600,000

When Void Operator
Regen reaches its
maximum, it is applied to
squad members within
Affinity Range for **30 / 40 /**
50 / 60s.

- Applies to your own Warframe as well. Doesn't apply to Pets or Companions.
- Stacks with Void Regen on your Operator for up to 100 Health/sec.



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- The Vazarin school tree requires **9,000,000** Vazarin focus points to fully unlock all nodes at max rank, as well as **1,500,000** and 2 [Brilliant Eidolon Shards](#) to unbind both Way-bound nodes, for a grand total of **10,500,000** focus.
- A fully levelled Vazarin Operator is capable of:
 - **Way-Bound:** Increases the Operator's [health](#) by **200%**, [armor](#) by **200%**, and health regeneration by **6** points per second; health regen is doubled while in Warframe.
 - **Passive:** Increases [affinity](#) range by **25** meters. Next **4** [Bleedout](#) revives from both Warframe and Operator (total of **8**) are instantaneous; additional revives are **100%** faster.
 - **Void Sling:** Slings through allies grants immunity to damage for **5** seconds while healing **60%** over **5** seconds, costing an additional **10** energy.
 - **Void Mode:** Heals **10** health per second and increases by an additional **10** per second up to a maximum of **50** per second. Upon reaching maximum regen, allied Operators and Warframes within affinity range receive the health regeneration for **60** seconds.
 - **First Ability:** Manifests a frontal barrier on the Operator and allies in affinity range, the barrier is invulnerable for the first **4** seconds and damage taken during the invulnerability period increases its base health of **500**. Upon breaking, increases Warframe [shield](#) regeneration rate by **150%** and reduces shield regeneration delay by **80%** for **12** seconds.
 - **Second Ability:** Launches a projectile that explodes on impact or reactivates while mid-flight, creating an 8m radius vacuum that pulls enemies for **8** seconds. Void Slings through trapped enemies recovers **100** health for the Operator and all allies in affinity range.

Patch History

Hotfix 36.0.8 (2024-07-25)

- Fixed an issue where Kullervo's Wrathful Advance could collide with and get stuck on Guardian Shell.

Update 34.0 (2023-10-18)

- Shield Regeneration Delay Reduction is now capped at 80%. Now, players should have easier access to reducing the regeneration time, without risking



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reduction has been decreased



Operator					
Focus	<u>Madurai</u> • <u>Vazarin</u> • <u>Naramon</u> • <u>Unairu</u> • <u>Zenurik</u>				
Ability					
Default	Void Beam • Void Sling • Void Mode				
Madurai	<u>Void Strike</u> (<u>Void Fuel</u>) • <u>Contamination Wave</u> (<u>Distilled Contamination</u>)				
Vazarin	<u>Guardian Shell</u> (<u>Guardian Break</u>) • <u>Void Snare</u>				
Naramon	<u>Void Levitation</u> (<u>Lethal Levitation</u>) • <u>Sling Stun</u> (<u>Killer's Rush</u>)				
Unairu	<u>Magnetic Flare</u> (<u>Magnetic Boost</u>) • <u>Caustic Strike</u> (<u>Unairu Wisp</u>)				
Zenurik	<u>Wellspring</u> (<u>Hardened Wellspring</u>) • <u>Temporal Drag</u> (<u>Temporal Shot</u>)				
Void Sling					
Madurai	<u>Chained Sling</u> (<u>Sling Strength</u>)				
Vazarin	<u>Protective Sling</u>				
Naramon	<u>Far Sling</u> • <u>Sling Stun</u> (<u>Killer's Rush</u>)				
Unairu	No Upgrades				
Zenurik	<u>Disarming Sling</u> (<u>No Quarter</u>)				
Void Mode					
Madurai	No Upgrades				
Vazarin	<u>Void Regen</u> (<u>Squad Regen</u>)				
Naramon	No Upgrades				
Unairu	No Upgrades				
Zenurik	No Upgrades				
Passive					
Madurai	<u>Phoenix Talons</u> • <u>Power Transfer</u>				
Vazarin	<u>Mending Unity</u> • <u>Mending Soul</u>				
Naramon	<u>Power Spike</u> • <u>Affinity Spike</u>				
Unairu	<u>Poise</u> • <u>Stone Skin</u>				
Zenurik	<u>Energy Pulse</u> • <u>Inner Might</u>				



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[Internal Gaze](#)

[Rejuvenating Tides](#)

Unairu[Last Gasp](#) •[Vengeance](#)**Zenurik**[Void Siphon](#) •[Void Flow](#)[Amp](#) • [Arcane Enhancement](#) • [Operator Cosmetics](#) • [The Quills](#) • [Vox Solaris](#)

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