

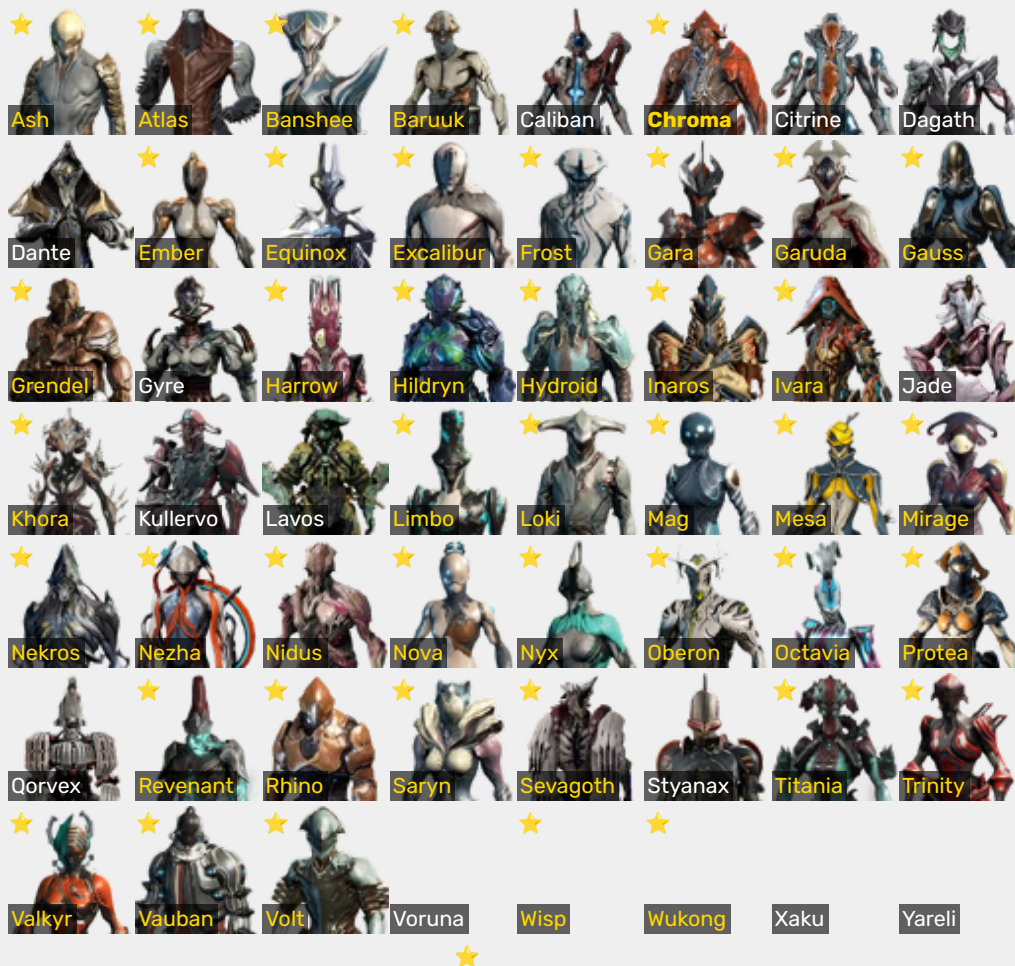
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Chroma

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Passive

Dragon's Flight Element Cycling

Chroma possesses an extra midair jump and bullet jump. Wings matching Chroma's energy colors will form during these maneuvers.

Abilities

View Maximization

This section is *transcluded* from *Spectral Scream* . To change it, please *edit the transcluded page*.

1

10

+3/s

Spectral Scream

Exhale a deep breath of elemental destruction.

Chroma's energy color determines the element.

Introduced in [Update 16.0](#) (2015-03-19)

Strength:

200 / 250 / 300 / 400 (damage)

Duration:

N/A

Range:

4 / 5 / 6.5 / 10 m (cone length)

Misc:

100% ([status chance](#))

10 m (spread range)

?% (stagger chance)

90° (horizontal aim angle)

45° (vertical aim angle)

This section is *transcluded* from *Elemental Ward* . To change it, please *edit the transcluded page*.

2

50

Elemental Ward

Depending on

Chroma's elemental alignment, an offensive area-of-effect is

Heat

Strength:

25 / 50 / 75 / 100 ([Heat](#) damage per second)

15 / 20 / 30 / 55 % (health bonus)

Duration:

10 / 15 / 20 / 2

Chroma and his nearby allies are imbued with defensive energy.

Misc:

2 / 5 / 7 / 10 % (Heat status chance)

5 m (burn radius)

Introduced in Update 16.0 (2015-03-19)

Subsumable to Helminth

This section is *transcluded* from *Vex Armor* . To change it, please *edit the transcluded page*.

3

75

Vex Armor

Chroma fortifies squad Armor when his Shields are damaged or he kills an enemy with a melee weapon. He increases squad Weapon Damage when he loses Health or kills an enemy with a ranged weapon, double the effect on weak point kills.

Introduced in Update 16.0 (2015-03-19)

Strength:

0.5 / 0.625 / 0.75 / 0.875 %/SP (Scorn armor bonus per shield point lost) 7 / ? / ? / 15% (Scorn armor bonus per melee weapon kill) 200 / 250 / 300 / 350 % (Scorn max armor bonus) 2 / 2.25 / 2.5 / 2.75 %/HP (Fury damage bonus per health point lost) 7 / ? / ? / 15% (Fury damage bonus per ranged weapon kill) 200 / 225 / 250 / 275 % (Fury max damage bonus)

Duration:

10 / 15 / 20 / 25 s

Range:

8 / 10 / 15 / 18 m

This section is *transcluded* from *Effigy* . To change it, please *edit the transcluded page*.

 WARFRAME Wiki

https://warframe.fandom.com/wiki/Chroma?so=search#Abilities

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Sentry **Chroma**

Strength:

100 / 200 / 300 / 400

(damage/tick)

500 / 1000 / 1500 / 2000

(damage/second)

1000 / 2000 / 4000 / 8000

(health)

Duration:

N/A

Range:

N/A

Misc:

140 AP (sentry armor)

20 m (attack range)

?% (status chance)

5 (ticks/second)

5 m (knockback radius)

200 (knockback damage)

Ragdoll on Knockback

30 m (stun radius)

15 / 30 / 45 / 60 % (credit chance)

10 m (credit bonus drop zone)

25 / 50 / 75 / 100 % (credit bonus)

Effigy

Chroma turns his pelt into a massive sentry that strengthens nearby allies and engulfs enemies in elemental attacks.

4

50

 $+10/s$

Introduced in [Update 16.0](#)
(2015-03-19)

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Duration Mods

Range Mods

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