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Jade

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Passive

Where sacred light shines the song of life begins, as the shadow of time marches evermore toward deathly silence. As The Anointed, Jade possesses two passives:

1. Access to **2** [Aura](#) mod slots in her [Arsenal](#) loadouts to assist herself and her squadmates.
 - This also includes increased mod capacity from both Auras (+28 from two maxed Auras, or +32 / +36 with [Steel Charge](#) and/or [Power Donation](#)), allowing Jade more modding space with less need for [Polarization](#), as well as granting her more potential [Starting Energy](#).
2. Enemies that enter [Light's Judgment](#) well and [Glory on High](#)'s primary fire at a **10%** chance afflict enemies with the **Judgements** debuff as an overhead icon visual, applying **50%** [Damage Vulnerability](#) lasting for **10** seconds.
 - Enemies killed while debuffed by Judgments extends [Symphony of Mercy](#)'s duration by **2** seconds.
 - Glory on High's [Alternate Fire](#) can detonate Judgments, with increased damage and range.
 - Detonated Judgments have an increased **1.5x** explosion radius while inside Light's Judgment.

Abilities

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This section is [transcluded](#) from [Light's Judgment](#). To change it, please [edit the transcluded page](#).



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Light's Judgment

Create a well of light that heals allies and hurts enemies. Those who enter the well will be highlighted by Judgments.

Introduced in [Update 36.0](#) (2024-06-18)

Strength:

200 / 300 / 400 / 500 **Heat** damage per second
5 / 6 / 7 / 8 % health restore per second

Duration:

4 / 6 / 8 / 10 s well and buff timer

Range:

6 m

Misc:

∞ buff time inside well
5 wells limit

This section is *transcluded* from *Symphony of Mercy* . To change it, please *edit the transcluded page*.

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Symphony of Mercy

Cycle through three songs that strengthen allies. Power of The Seven increases Ability Strength. Deathbringer increases Weapon Damage. Spirit of Resilience increases Shield Effectiveness. Extend the duration of each song by killing enemies surrounded by Judgments.

Introduced in [Update 36.0](#) (2024-06-18)

Strength:

10 / 15 / 20 / 25 % Power of The Seven
Ability Strength bonus
40 / 60 / 80 / 100 %
Deathbringer weapon damage bonus
1 / 6 / 8 / 10 % Spirit of Resilience **Shields** recharge per second
-10% Spirit of Resilience shield recharge delay reduction

Duration:

15 / 20 / 25 / 30 s

Range:

N/A

Misc:

10m (pushback range)
5m (**Stagger** range)
1 s invulnerable during cast
50 m Affinity Range auras
150% Power of The Seven
Ability Strength cap
-80% Spirit of Resilience recharge delay cap
2 s Judgments extra aura duration on kill

 **WARFRAME Wiki**

https://warframe.fandom.com/wiki/Jade#Abilities

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

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Ophanim Eyes

Jade summons an accusatory gaze that slows nearby enemies and dissolves their Shields and Armor. When the gaze falls upon allies, they can be revived from a distance.

Introduced in [Update 36.0](#) (2024-06-18)

Strength:

20 / 30 / 40 / 50

Heat

damage per second

4 / 6 / 8 / 10 % armor and shield strip per second

Duration:

15 / 20 / 25 / 30 s

Range:

20 m

Misc:

70° cone angle

6 / 9 / 12 / 15 % slow per second

90% slow cap

Heat

 status after defense strip

Ally bleedout revival at range

Subsumable to

Helminth

This section is *transcluded* from *Glory on High* . To change it, please *edit the transcluded page*.

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Glory on High

Soar with destructive power. Use alternate-fire to detonate Judgments, causing an explosion of Jade Light. Enemies inside the Light's Judgment radius empower the explosion.

Introduced in [Update 36.0](#) (2024-06-18)

Strength:

75 / 100 / 125 / 150

Heat

damage

750 / 1000 / 1,250 / 1,500

Alternate Fire

Heat

damage

20 / 25 / 30 / 35 % damage reduction

Duration:

N/A

Range:

2 m primary fire explosion

4 m alternate fire explosion

Misc:

50% damage reduction cap

10% Judgment chance on Glory primary fire

1.5x Light's Judgment

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