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Buff & Debuff

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Bufs and Debufs are effects that can positively or negatively affect a target during a mission. Some buffs and debuffs may present an icon right next to the player's health and shields. In-game, blue icons denote buffs and red icons denote debuffs.

Active buffs and debuffs can be viewed in the pause menu.

[Bufs](#) [Debufs](#) [Icons](#)

Bufs

- [Offense](#)
- [Defense](#)
- [Healing & Restoration](#)
- [Utility & Loot](#)
- [Mobility](#)
- [Misc](#)

Offensive Bufs

Bufs that boost offensive capabilities by increasing damage, damage per second, Ability Strength, or a weapon's stats.

Name	Target	Description
Ability Duration	User	User get a bonus in Ability Duration .
Additive:		

-  [Vengeful Rush](#)
-  [Molt Efficiency](#)

User and/or ally get a bonus in [Ability Strength](#).

Additive:

Ability
Strength
Bonus

User/Ally

-  [Ember's](#) passive
-  [Equinox](#) day form's  [Pacify & Provoke](#) and its augment  [Peaceful Provocation](#)
-  [Protea's](#) passive
-  [Khora's](#)  [Accumulating Whipclaw](#) (to her 1st ability only)
-  [Growing Power](#)
-  [Power Donation](#) when used by a teammate
-  [Molt Vigor](#)
-  [Pax Bolt](#)
- Madurai's [Sling Strength](#)
- Zenurik's [Hardened Wellspring](#)
- [Arbitrations](#) when the suggested Warframe is picked

Multiplicative:

- [Nidus'](#) [Parasitic Link](#)
- Warframe [Corruption](#)

Attack Speed increase caused by:

Attack
Speed
Bonus

User/Ally

- [Gauss'](#) [Redline](#)
- [Harrow's](#) [Penance](#)
- [Octavia's](#) [Metronome](#)
- [Titania's](#) [Razorwing Blitz](#) augment
- [Valkyr's](#) [Warcry](#)
- [Volt's](#) [Speed](#)
- [Wisp's](#) [Reservoirs](#) (Haste mote)

Critical
Chance
Bonus

Player

Weapon [critical chance](#) is increased by the following sources:

All weapons

- [Harrow's](#) [Covenant](#)



- [Smeeta Kavat's Charm](#) (Critical Chance Bonus buff)
- [Arcane Avenger](#)

Non-shotgun primaries only

- [Argon Scope](#)
- [Galvanized Scope](#)
- [Hata-Satya](#) (only for [Soma Prime](#))
- [Proton Jet](#)
- [Vigilante Mod Set](#) bonus (Primaries only)

Primary shotguns only

- [Laser Sight](#)
- [Motus Setup](#)

Secondaries only

- [Hydraulic Crosshairs](#)
- [Galvanized Crosshairs](#)
- [Cascadia Accuracy](#)
- [Cascadia Overcharge](#)

Melee only

- [Gladiator Mod Set](#) bonus
- [Blood Rush](#)
- [Maiming Strike](#)
- Naramon's [Killer's Rush](#)

Misc

- [Ivara's Piercing Navigator](#) (only a single projectile) and [Concentrated Arrow](#) ([Artemis Bow](#) only)
- [Nidus' Teeming Virulence](#) (Primaries only)
- [Wukong's Primal Rage](#) ([Iron Staff](#) only)
- [Wisp's Critical Surge](#) (Snipers only)
- [Zephyr's Passive](#) (In-air only)
- [Critical Focus](#) (Arch-guns only)



- [Hunter Synergy](#) (Beast companions only)
- [Hydraulic Crosshairs](#) (Secondary weapons only)
- [Arca Scisco's](#) passive (flat bonus)
- ([Prime](#)) [Silva & Aegis's](#) passive
- [Virtuos Shadow](#) (Operator amps only)

Weapon [critical damage multiplier](#) is increased by the following sources:

Critical
Damage
Multiplier
Bonus

Player

- [Ivara's](#) [Empowered Quiver](#)
- [Volt's](#) [Electric Shield](#) (Non-melee only)
- [Bladed Rounds](#) (Non-shotgun primaries only)
- [Critical Focus](#) (Arch-guns only)
- [Shrapnel Shot](#) (Shotgun primaries only)
- [Sharpened Bullets](#) (Secondaries only)
- [Strain Infection](#) (Melee only)
- [Tek Collateral](#)
- [Knell's](#) passive
- [Virtuos Strike](#) (Operator amp only)
- [Virtuos Shadow](#) (Operator amp only)
- Madurai's [Power Transfer](#) (Operator amp only)

Total
Damage
Bonus

User/Ally

Additive damage increase is added before other calculations. Bonus acts like and stacks additively with damage mods such as [Serration](#).

- [Chroma's](#) [Vex Armor](#)
- [Equinox's](#) [Metamorphosis](#) (Night form)
- [Gauss'](#) [Kinetic Plating](#) while [Redline](#) is active (Melee only)
- [Limbo's](#) [Rift Torrent](#)
- [Mesa's](#) [Shooting Gallery](#)
- [Nyx's](#) [Absorb](#)
- [Octavia's](#) [Metronome](#) (Forte buff, Melee only) and [Amp](#)
- [Titania's](#) [Tribute](#) (Full Moon buff, Companions only)
- [Ambush](#)
- [Condition Overload](#) (Melee only)
- [Dead Eye](#) (Sniper rifles only)



- [Galvanized Aptitude](#) (Primary rifles only, direct hit damage only)
- [Galvanized Savvy](#) (Primary shotguns only, direct hit damage only)
- [Galvanized Shot](#) (Secondaries only, direct hit damage only)
- [Hunter's Bonesaw](#) ([Ripkas](#) only)
- [Pistol Amp](#) (Secondaries only)
- [Provoked](#) (Secondaries only while in [Bleedout](#))
- [Rifle Amp](#) (Non-shotgun and non-sniper primaries only)
- [Seismic Wave](#) (Melee only)
- [Shotgun Amp](#) (Primary shotguns only)
- [Strain Fever](#) ([Helminth Charger](#) only)
- [Vigorous Swap](#) (Primaries and secondaries only)
- [Arcane Arachne](#)
- [Arcane Awakening](#) (Secondaries only)
- [Arcane Blade Charger](#) (Melee only)
- [Arcane Fury](#) (Melee only)
- [Arcane Precision](#) (Secondaries only)
- [Arcane Primary Charger](#) (Primary only)
- [Arcane Rage](#) (Primary only)
- [Eternal Eradicate](#) (Operator amp only)
- [Primary Deadhead](#) (Primaries only)
- [Primary Dexterity](#) (Primaries only)
- [Primary Merciless](#) (Primaries only)
- [Secondary Deadhead](#) (Secondaries only)
- [Secondary Dexterity](#) (Secondaries only)
- [Secondary Merciless](#) (Secondaries only)
- [Virtuos Fury](#) (Operator amp only)
- Madurai's [Phoenix Talons](#) (Physical damage only for Warframes but any source of damage for Operator)
- Madurai's [Void Strike](#)
- Naramon's [Amp Spike](#) (Operator amp only)
- Naramon's [Lethal Levitation](#)
- Unairu's [Unairu Wisp](#) (Operator only)
- Unairu's [Vengeance](#) (Operator only)

Multiplicative damage increase is multiplied after certain



- [Banshee's](#) [Savage Silence](#) (Finisher damage only)
- [Excalibur's](#) [Radiant Finish](#) (Finisher damage only) and [Furious Javelin](#)
- [Ivara's](#) [Prowl](#) (headshots only)
- [Mirage's](#) [Eclipse](#) and [Hall of Malevolence](#) augment
- [Rhino's](#) [Roar](#)
- [Vauban's](#) [Minelayer](#) (Overdriver)
- [Sahasa Kubrow's](#) [Ferocity](#) (Finisher damage only)
- [Sunika Kubrow's](#) [Savagery](#) (Finisher damage only)
- [Charged Chamber](#) (Sniper rifles only)
- [Mecha Empowered](#)
- [Meticulous Aim](#) ([Vulkar](#) and headshots only)
- [Primed Chamber](#) (Sniper rifles only)
- [Synth Charge](#)
- [Arca Titron's](#) passive
- Naramon's [Sling Stun](#) (Finisher damage only)

Flat damage increase adds a set amount of damage to your weapon under certain conditions.

- [Mesa's](#) [Ballistic Battery](#)
- [Energy Channel](#) (Melee only)

Damage taken will be reflected or redirected towards enemies.

Damage
Reflection

Player

- [Chroma's](#) [Elemental Ward](#) when the element is [Electricity](#) or [Cold](#)
- [Mesa's](#) [Shatter Shield](#)
- [Nidus'](#) [Parasitic Link](#)
- [Revenant's](#) [Mesmer Skin](#)
- [Titania's](#) [Tribute](#) (Thorns buff)
- [Trinity's](#) [Link](#)
- [Adarza Kavat's](#) [Reflect](#)
- [Reflection](#)



Elemental Damage Bonus **Self/Ally** Increases the damage of weapons and certain abilities. This bonus is multiplicative after damage mods such as [Serration](#), but before elemental mods such as [Hellfire](#) (i.e. stacks additively with elemental mods). The element bonus can combine with elements already present on the weapon (e.g. using [Fireball Frenzy](#) on a [Cold](#) weapon makes it deal [Blast](#)) or increase the elemental component of a secondary element if that is not innate (e.g. using [Shock Trooper](#) on a weapon modded with [Radiation](#) increases the [Electricity](#) component on the weapon, if [Radiation](#) is innate, [Electricity](#) is added following the above rules).

Some elemental damage bonuses can be applied to [Companions](#), [Specters](#), [Mind Controlled](#) enemies, [Shadows](#), [Saryn's Molt](#), [Loki's Decoy](#), [Invasion allies](#) and clones created from [Blade Storm](#). Bonuses cannot be applied to allies suffering from a [Radiation](#) proc.

Elemental damage bonuses are granted by:

Caster and allies

- [Grendel's Nourish](#) (Nourished Strike buff), adds [Toxin](#)
- [Energy Field](#), adds [Heat](#) (bonus can be applied if allies shoot through shield)
- [Fireball Frenzy](#), adds [Heat](#)
- [Freeze Force](#), adds [Cold](#)
- [Shock Trooper](#), adds [Electricity](#)
- [Smite Infusion](#), adds [Radiation](#)
- [Venom Dose](#), adds [Corrosive](#)

Caster only

- [Wukong's](#) passive (Primal Forces buff)
- [Ack & Brunt's](#) passive, adds the type of damage blocked to boost next attack



- [Lesion](#)'s passive, adds bonus [Toxin](#) to its attacks
- [Magus Melt](#), adds [Heat](#) (Operator amp only)

		Players under this effect will have their weapons inflict an extra hit per damage instance that is based on the percentage of total weapon damage. This extra hit is counted as a separate damage instance and will not affect the initial damage distribution nor will it affect proc type chance calculations.
Extra Hit	Player	
		• Saryn's Toxic Lash, adds an extra hit of Toxin damage • Xaku's Xata's Whisper, adds an extra hit of Void damage

Faction Damage Bonus	Player	Players gain multiplicative damage bonus against a particular faction when equipped with the mods below in order of primary rifle, primary shotgun, secondary, and melee. This damage bonus stacks on top of base damage and any elemental mods added on a weapon.
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All

- [Rhino](#)'s [Roar](#)

Grineer

- ([Primed](#)) [Bane of Grineer](#)
- ([Primed](#)) [Cleanse Grineer](#)
- ([Primed](#)) [Expel Grineer](#)
- ([Primed](#)) [Smite Grineer](#)

Corpus

- ([Primed](#)) [Bane of Corpus](#)
- ([Primed](#)) [Cleanse Corpus](#)
- ([Primed](#)) [Expel Corpus](#)
- ([Primed](#)) [Smite Corpus](#)

Infested

- ([Primed](#)) [Cleanse Infested](#)
- ([Primed](#)) [Expel Infested](#)
- ([Primed](#)) [Smite Infested](#)

Orokin

- ([Primed](#)) [Bane of Orokin](#)
- ([Primed](#)) [Cleanse Orokin](#)
- ([Primed](#)) [Expel Orokin](#)
- ([Primed](#)) [Smite Orokin](#)

Sentient

- [Sacrificial Pressure](#) (Melee only)
- [Sacrificial Steel](#) (Melee only)
- Max rank [Paracesis](#)

Sources of weapon fire rate increase are:

Fire Rate Bonus	Player	• Gauss' Redline
		• Harrow's Penance
		• Mesa's passive (Dual secondaries only)
		• Wisp's Reservoirs (Haste mote)
		• Pressurized Magazine (Secondaries only)
		• Repeater Clip (Shotgun primaries only)
		• Spring-Loaded Chamber (Non-shotgun primaries only)

Status Player Weapons gain increased [status chance](#) under these effects:

Chance
Bonus

- [Catalyzer Link](#) (Non-shotgun primaries only)
- [Chromatic Blade](#) ([Exalted Blade](#) only)
- [Embedded Catalyzer](#) (Secondaries only)
- [Hunter's Bonesaw](#) ([Ripkas](#) only)
- [Marked Target](#) (Arch-guns only)
- [Mecha Overdrive](#) (Beast companions only)
- [Motus Setup](#) (Shotgun primaries only)
- [Nano-Applicator](#) (Shotgun primaries only)
- [Citrine's](#) [Prismatic Gem](#)
- [Proton Jet](#) (Non-shotgun primaries only)
- [Proton Span](#) (Melee only)



- [Weeping Wounds](#) (Melee only)
- [Arca Scisco's](#) passive (flat bonus)
- [Knell's](#) passive
- [Sibear's](#) passive
- ([Prime](#)) [Silva & Aegis's](#) passive
- [Virtuos Ghost](#) (Operator amp only)

Weapons gain increased status duration under these effects:		
Status		
Duration	User/Ally	• Citrine's Prismatic Gem
Bonus		• Lavos's passive

Patch History

[Update 34.0](#) (2023-10-18)

Bufs and Debuffs in Pause Menu

The meme of players giving their squadmates enough buff indicators to look like an MMORPG screen is real and valid. Worry not! We have not changed the buffs you get, we're simply adding the ability to see what the actual Buff and Debuff Icons mean when entering your Pause Menu:

As you can see in the screenshot above, hovering over the icon will show you the

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
Equipment	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth 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	

	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

Categories

▼

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