

in: [Warframe Abilities](#), [Chroma](#), [One-Handed Abilities](#), [Update 16](#)

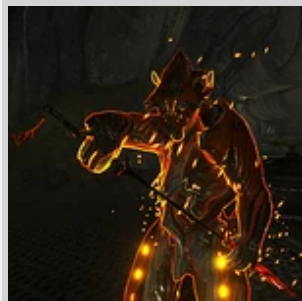
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Vex Armor


53

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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


Info

Augment

Tips & Tricks

Maximization

Main article: [Guardian Armor](#)

 **WARFRAME Wiki**

https://warframe.fandom.com/wiki/Vex_Armor#Augment

1/14



Guardian Armor is a [Warframe Augment Mod](#) for [Chroma](#)'s **Vex Armor** that causes squad kills within [affinity](#) range to increase the duration of Vex Armor by 1 second and trigger [health](#) regeneration. In exchange Chroma will take 50% of the damage that squadmates take to health. [Guardian Armor](#)



Main article: [Vexing Retaliation](#)

Vexing Retaliation is a [PvE Warframe Augment](#) for [Chroma](#) that makes **Vex Armor** detonate an area-of-effect attack upon receiving 150 incoming damage, dealing [procs](#) on enemies.

[Vexing Retaliation](#)



See Also

- [Chroma](#)

Categories



Languages



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[Sci-fi](#) | [Warframe](#)

Add a comment about Vex Armor

53 comments

[Annunakitty](#) • 7/22/2024

Coming back after the tweaks earlier this year, the update to this ability is so nice I no longer have to risk accidentally killing myself by running Combat Discipline lol



Write a reply

[Owenlars22](#) • 9/27/2023

Vex armor applies to circuit decrees. Forified Will (Every **50 Armor** grants **5%/10%/15% Ability Strength** and Power Strike damage.) and Fragile Vanity (Sacrifice **-50% Armor** to increase the base damage of your shots by **1** for every **20** Armor remaining.) can pretty easily get bonkers numbers. I got Fragile Vanity on the first round of an SP circuit and was 1-shotting nearly everything with my kuva brakk, which was decently modded, but which i hadn't touched since before galvanized mods came out. non-crit numbers in the hundreds of thousands. I am going to play with this more, but the armor bonuses also apply to Cold- based Elemental Ward. I've had reflected damage hit the millions.

[Omegaduc](#) • 10/6/2023

Fragile vanity works like effigy(multiply total armor by 0.5) right? Or is it negated by additive like mods and abilities?



Write a reply

[Neo-era](#) • 1/17/2023



[Omegaduc](#) • 1/26/2023

No.



Write a reply



[Omegaduc](#) • 12/10/2022

No more quick buff with hema, it's fixed now. Combat discipline still works.



[A Fandom user](#) • 12/10/2022

Why can't DE allow chroma to be good or at least feel good to use?



Write a reply



[A Fandom user](#) • 11/28/2022

What if R5 arcane guardian is active? What would be the equation? TIA



[Omegaduc](#) • 12/5/2022

Arcane value will be added after everything.



Write a reply



[Binket](#) • 10/30/2022

"Vex Armor can be recast while active, retaining the existing buffs."

Just to be EXTRA clear, this **DOES NOT** increase the buff should I get an even



I.E. Molt Augmented, Growing Power, Power Drain, etc, etc.

If I recast, it will simply consume the needed energy and refresh timer, nothing else. This is true?

I ask because I have to be VERY specific with this info if I'm going to use it properly.

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[Binket](#) • 11/1/2022

So, just to clean up a bit of that jargon.

If I cast it INITIALLY at 150% Strength, get another 50% Ability... it will INCREASE the capped damage accordingly. Yes?

From what I'm also getting there, it's reliant on me NOT hitting the 150% cast's innate cap- correct?

When I cast the 200% one, it will increase it's potential amount TO the 200% cap.



[Omegaduc](#) • 11/2/2022

Yes. The same could be said about the reverse, if you have 150% str and another 50% str buff then you cast the ability, if you recast without 50% str buff when you have scorn/fury value between 150% str and 200% str then the value will be stuck on it until expire

(Edited by Omegaduc)



[A Fandom user](#) • 11/6/2022

^To clarify this, getting max buff while at your boosted ability strength then recasting without it will keep the boosted value until you stop recasting and the buff runs out.

If the buff is not maxed but higher than your new maximum after you recast, the next time you take damage the respective buff will be reduced to the current max, and any recasting past that will not allow that buff to change.

Basically, when you recast changes to ability strength only affect the buffs that haven't reached their cap yet.



[A Fandom user](#) • 3/4/2023



No. TL:DR; If you have 150% and your new is 200%, it won't buff to 200% unless it's a fresh cast.

If it's 200%, and drops to 150, and you recast while active it;'ll be 200%



Write a reply



[A Fandom user](#) • 10/21/2022

I have a question, when i receive a strength buff from relic, as long as i keep reset this skill - the buff remains forever. Is that a massive buff or just visual bug?



[Omegaduc](#) • 10/24/2022

Yes "Forever" until you either go out of bound or touch nullifier bubble



[A Fandom user](#) • 10/25/2022

So constructive and relate to that question.



[A Fandom user](#) • 6/16/2024

I mean it is, the boosted buff stops when you lose the Vex Armor, not upon recast



Write a reply



[A Fandom user](#) • 7/25/2022

Stupid thing keeps bugging out

1500%+ scorn

980% fury. stood there for a while let them whack on health didn't increase

Had to refresh buff to see proper amount

Happened multiple times recently :/



Not a bug, once you reach the "cap" with the strength when vex was activated you cannot extend the cap anymore unless you reset the buff.
The reason you're seeing the "bug" is chroma always have enough health to reach fury cap but not enough shield to reach scorn cap, so fury mostly seen getting to the cap first.



[A Fandom user](#) • 10/7/2022

But what I said was scorn maxed out and fury didn't even though they were whacking away at my health bar??? fury should be at least 1.2k ish



[Omegaduc](#) • 10/13/2022

Let say you currently have 359% str and just got a 70% str external buff which make it 429%, you activate vex armor, the current cap is 1502 scorn and 1180 fury. When you reach scorn cap but not fury cap, the external str buff expire and you notice there's only 10s left until vex armor expire. You frantically activate vex armor and notice your fury doesn't go past 987. You think this must be a bug, you go to wiki and type "Stupid thing keeps bugging out".



[A Fandom user](#) • 6/16/2024

Ye, Vex Armor buffs does not get refreshed upon recast, rather only when you freshly cast it w/o the buffs active



Write a reply



[A Fandom user](#) • 7/13/2022

Hey! I am not a chroma main so this might be known already but, the Helminth 11th metamorphosis Parasitic Armor, which turns all shields into extra armor, which works really well with chroma, clicking it after vex armor will also grant you scorn based off of it, it also, for the duration of Parasitic armor, makes you an only hp frame, constantly allowing you to build fury right off the bat, and giving you a pretty strong armor buff.



[A Fandom user](#) • 7/13/2022

Okay, tested further, you cannot passively gain shields, but you can use any





Best friend with throwing weapon, even in the past and present.



Write a reply



Torciluss • 7/31/2021

Sigh. Here I am again. Years later. My main. My favourite Warframe. How I loved the synergy so. Tankiest Warframe in the game purely because of that mega beef armour stat. Now you hardly last 16 minutes in SP Mot even with a min-maxed Mecha Null Star build. Sad.

Hopefully they change Scorn back to what it was... Keep the base damage buff as it is, that's fine. I understand 1 shotting Eidolons is undesirable. You would want a boss that important and hyped up to be tanky. All we (Chroma mains) want is either to fix the Double-Dipping bug with his Fury OR change Scorn to how it was and leave Fury alone (if fury was too hard to fix). Right now, he is a horrible tank and his damage is outperformed by other things unless you use a very specific Heavy Attack build. Please for the love of god buff this Warframe back to how tanky it was. It's just unfair how everything else is so great at tanking nowadays but Chroma has still been left with that ridiculous nerf from 2018. Please revert him and fix his buggy double-dipping mechanic or just revert his scorn.

(Edited by Torciluss)

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WhiteBirch • 10/16/2021

Null Star augment lets you recast it.

https://warframe.fandom.com/wiki/Neutron_Star



Neutron Star

WARFRAME WIKI



WhiteBirch • 10/16/2021





Combat Discipline

WARFRAME WIKI

[A Fandom user](#) • 5/12/2022

Hold on, u are complaining that u are dying... then u start to explain how your build makes super tank, and even then u are complaining u are still dying easily... like less than 16 min in mot SP, even though u talked about how it will tank Level Cap dmg? Wait, what? Ok buddy, sure. Good luck!

[Omegaduc](#) • 5/14/2022

To the tenno above, wow i didn't read about the 16 mins in mot SP, my build kept me sweatless til 2h mark and i extracted because of boredom. But with the eximus rework, it's gonna be bit more hectic if i try it again.



Write a reply

[A Fandom user](#) • 2/28/2021

Equipping Guardian on your sentinel can make it easy to max Scorn, though it can also make it harder to gain Fury thanks to shield gating.

[Torciluss](#) • 7/31/2021

Yeah this is pretty well known for Chroma players for years.



Write a reply





A Fandom user • 2/27/2021

Does this power affect sentinels? How about necramechs?



Outcast25 • 4/3/2021

Yes it affects sentinels (committed).

It doesn't affect necramechs afaik (not committed).



Write a reply



A Fandom user • 1/20/2021

Combat discipline works?



A Fandom user • 1/22/2021

Yes



Write a reply



GreatDig • 11/26/2020

Alright, so I've done some math, and it turns out that a build with all maxed Umbral mods, Blind Rage, Transient Fortitude and Empower/Energy Conversion has an EHP of 70394.7, or 132236.8 with Heat Elemental Ward

(Edited by GreatDig)



A Fandom user • 6/21/2021

I'm a bit late to the party but... u're doing it wrong.



How so?



[Torciluss](#) • 7/31/2021

Yup. Ridiculously low. Even with Adaptation, that's only 703k / 1.3 million. For reference, Inaros reaches 1.5m easily and Mesa reaches 6m. Ridiculous. We need the Scorn nerf reverted.



[A Fandom user](#) • 12/30/2021

How are you calculating this guys?



Write a reply



[A Fandom user](#) • 10/19/2020

Can someone explain to me how with vex armor it makes a weapon that say deals 1000 dmg with a 1000% damage buff from fury makes it deal 2000 damage instead? How is 1000 -> 2000 dmg a 1000% dmg buff?



[Alexmi333](#) • 10/19/2020

From your example the Opticor's Charged shot does 1000 damage, and if it has no damage mods on it, and Chroma's strength at 364% for 1001% fury. The math works out as **$1000 \times (1 + 0 + 2.75 \times (1 + 2.64)) = 11,010$** .

You take 1000 dmg multiply it by 11.01 (the base damage of 1x + the fury damage of 10.01x) and you should get 11010.

If it is not that then it is possible that the games calculations are just being screwy.

(Edited by Alexmi333)



[A Fandom user](#) • 12/5/2020

Probably because he's shooting at a high level armored enemy and seeing a





Write a reply



[A Fandom user](#) • 9/12/2020

Someone should add something like how to mod weapons for chroma on tips. To make it quick, throw away any base damage mods on your weapon and put more elemental damage. Only this way chroma will output rhino's weapon damage.

Considering Vex Armor fury as one extra mod +1000% base damage.

This only for those who want to compete with rhino for weapon damage. If you just want to clear star chart, mod the way you like.



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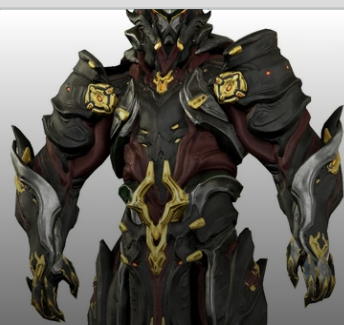
The Circuit

Effigy Augment: Cast and hold to make Effigy move to your aim point. Deals 4000 Damage/s and restores 5 Energy for each enemy in its path. Roars on arrival, stunning nearby enemies.

CHROMA

Effigy

WARFRAME Wiki



Chroma/Prime

WARFRAME Wiki



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