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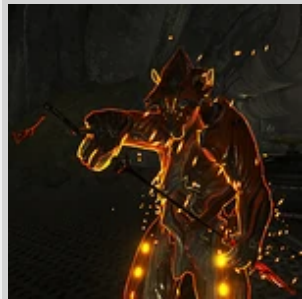
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Vex Armor

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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

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- Chroma expends  75 Energy and enters a state of primal rage, sustaining an

10 / 15 / 20 / 25 seconds. While active, Chroma and his allies within aura range gain the **Scorn** armor buff once Chroma's **Shields** are hit or performs a melee kill, and the **Fury** damage buff once his **Health** is damaged or performs a ranged weapon kill.

- Scorn increases Warframe **Armor** by $\uparrow$ **0.5% / 0.625% / 0.75% / 0.875%** for every point of shields lost or $\uparrow$ **7 / ? / ? / 15%** per melee kill, up to a maximum of **200% / 250% / 300% / 350%**.
- Fury increases weapon and Chroma's abilities' *base damage* by $\uparrow$ **2% / 2.25% / 2.5% / 2.75%** for every point of health lost or $\uparrow$ **7 / ? / ? / 15%** per ranged weapon kill (**doubled** for weakspot kills), up to a maximum of **200% / 225% / 250% / 275%**.
- Scorn, Fury, and conversion percentages are linearly affected by $\uparrow$ [Ability Strength](#).
 - E.g., with [Intensify](#), [Steel Fiber](#) and maximum Scorn at rank 3, Chroma's armor will be at:

$$\text{Base Armor} \times (1 + \text{Armor Mods} + \text{Scorn Modifier} \times (1 + \text{Strength Mods})) =$$

$$370 \times (1 + 1 + 3.5 \times (1 + 0.3)) = 2,423.5.$$

- E.g., with [Intensify](#), [Serration](#) and maximum Fury at rank 3, a weapon with 100 base damage will be at:

$$\text{Base Damage} \times (1 + \text{Damage Mods} + \text{Fury Modifier} \times (1 + \text{Strength Mods})) =$$

$$100 \times (1 + 1.65 + 2.75 \times (1 + 0.3)) = 622.5.$$

- Both Scorn and Fury are *additive* multipliers that function the same as (and add together with) mods like [Steel Fiber](#) and base-damage-increasing mods like [Serration](#). If these mods are present, all the multipliers are **added** together *before* any further calculations such as elemental damage mods, critical hit mods, or multishot mods.
- Scorn and Fury are tracked from **0%** to their maximum *increase* in the HUD next to Chroma's shield and health indicators.
 - Scorn and Fury will gradually increase each time shields or health are hit, and each time Chroma gets a melee or ranged weapon kill, until they reach their maximum percentages. **400** shield points must be lost to maximize Scorn, and **100** health points must be lost to maximize



- Alternatively, **24** Enemies must be killed with Melee to maximize Scorn, and **19** Enemies must be killed with Ranged Weapons to maximize Fury.
- Hits on [overshields](#) count towards Scorn accumulation.
- Shield drain from a [Hijack](#) payload counts towards Scorn accumulation.
- Multiple Chromas' Scorn and Fury buffs will stack together.
- **Ability Synergy:**
 -  [Spectral Screamer](#) Will increase the **Scorn** buff on kills. The **Fury** aspect of Vex Armor boosts the damage output of  [Spectral Screamer](#) and  [Effigy](#).
 -  [Effigy](#) will only maintain the damage increase from **Fury** so long as Chroma's  [Effigy](#) is within range of Vex Armor.
- Vex Armor is a [one-handed action](#). As such, it can be used while performing various maneuvers and actions without interruption.
- Vex Armor can be recast while active, retaining the existing buffs.
- When recast with a higher power strength than the current active buff, the max Scorn and Fury limits will only be increased if Chroma has not already reached their respective limits.
 - E.g., If Vex Armor is casted with 100% power strength, then recast while it's still active with the Energy Conversion buff, the Scorn and Fury buffs max limit will be increased to 525% ($350 * 1.5$) and 412% ($275 * 1.5$) only if the buffs weren't at the existing limit of 350% and 275% respectively. If Scorn has reached the limit but Fury has not when recast with a higher power strength, then only Fury will benefit from the increased power strength, and vice versa.



See Also

- [Chroma](#)

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