

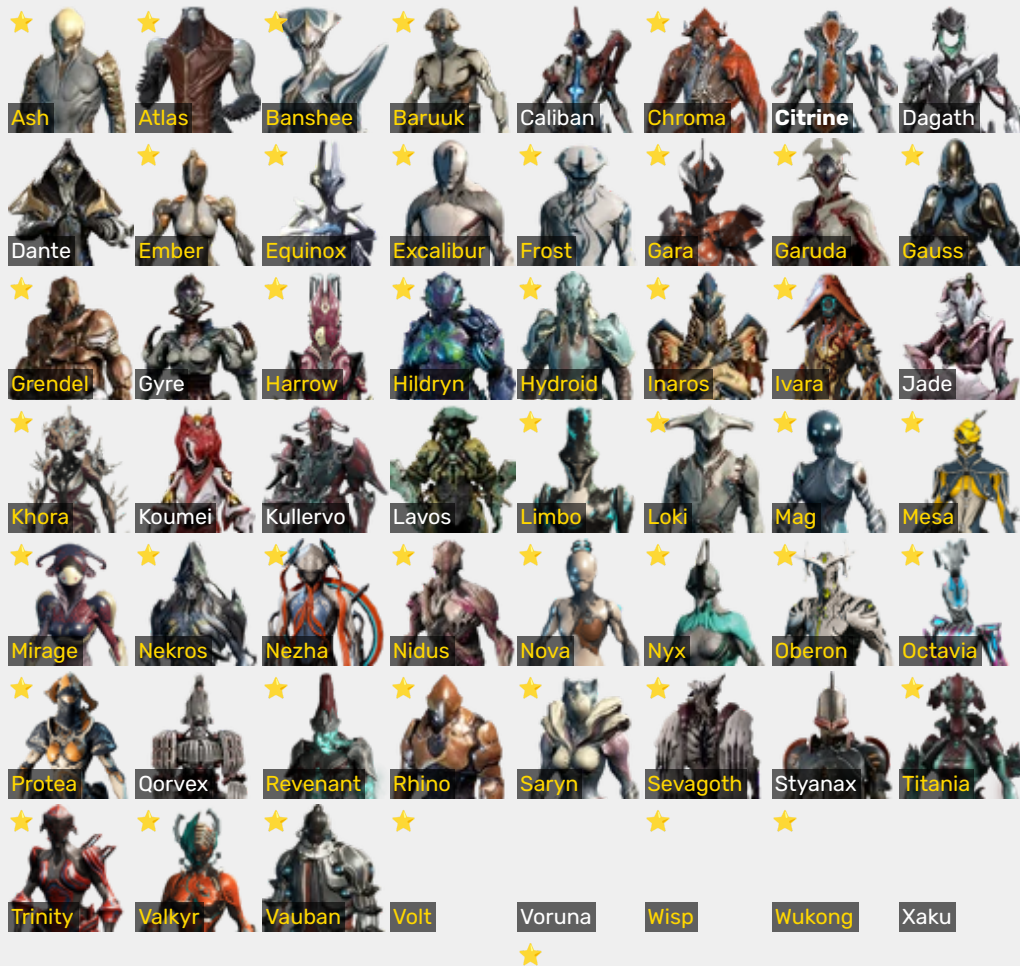
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in: [Citrine](#), [Warframes](#), [Females](#), [Update 32](#)

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Citrine

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Passive

Citrine emits a healing aura within a radius of **50** meters, granting the **Geoluminescence** buff to herself and allies that continuously recover a base **5** **Health** points per second. Whenever she picks up a regular **Health Orb**, **Dispensary** produced Empowered variant, or **Transmutation Probe** converted **Universal Orb**, regeneration rate is permanently increased by **0.1** points, up to a maximum heal rate of **25** points per second after collecting **200** Health Orbs.

- Until her passive reach max stacks, Citrine innately can always collect Health Orbs to increase her passive healing even when unharmed.
- Allies gain or lose Geoluminescence whenever they enter or exit Citrine's Passive radius.
 - Passive radius matches **Affinity Range** distance, but is separate from it therefore **Fosfor** and **Mending Unity** do **not** affect Geoluminescence.
- Passive heal rate is indicated by a diamond-shaped UI indicator above the ability icons. The accumulated passive value occupies the upper red triangle, while **Preserving Shell**'s real-time damage reduction and remaining duration countdown curve occupy the lower orange triangle, only appearing when the ability is active.
- Geoluminescence is displayed both in Citrine's UI indicator and as a **Buff** icon beside her and her squadmates' hitpoints indicators.

Abilities

View Maximization

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

Fractured Blast		Strength:	
125	Slash and stagger enemies	250 / 300 / 400 / 500	
	with a crystal blast that	Impact and	Slash
	inflicts Bleed. Enemies	damage	
	afflicted with this Status	50% health orb drop chance	
Effect have an increase		20% energy orb drop chance	
		Duration:	N/A

Introduced in Update 32.3 (2023-02-15)	Misc: Impact and Slash statuses on hit
Subsumable to Helminth	

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

2 50 Preserving Shell Citrine guards herself and nearby allies with a crystalline shell that gradually decays. Kills and assists increase the defensive power of the shell. Introduced in Update 32.3 (2023-02-15)	Strength: 10 / 20 / 30 / 40 % initial damage reduction +3% damage reduction per kill +1% damage reduction per assist
	Duration: 18 / 20 / 22 / 25 s
	Range: N/A
	Misc: 50 m Affinity Range 8 m Stagger radius 2 m Knockback distance 1 s initial decay delay 10 / 20 / 25 / 25 % minimum damage reduction -1%/s decay rate at 25%-75% -3%/s decay rate at 75%-90% 2 s kill/assist decay delay 90% max damage reduction

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

3 75 Prismatic Gem Deploy a gem that shoots prismatic beams. The gem targets enemies that are taking weapon damage from Citrine and her allies.	Strength: 500 / 650 / 800 / 1,000 Heat, Cold, Electricity, Toxin damage 60 / 70 / 85 / 100% status chance

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