

in: Warframe Abilities, Helminth, Update 30





Parasitic Armor







Parasitic Armor

Sacrifice Shields to reinforce Armor for a period of time.



25 / 50 / 75 / 100 % (Shields to Armor conversion)



10 s / 15 s / 20 s / 25 s

50 Introduced in Update 30.5 (2021-07-06)



Helminth

N/A

Subsumable to

Info

- Expend 50 Energy to sacrifice Shields to increase Armor value by 25% / 50% / 75% / 100% of the total Shield capacity for 10 / 15 / 20 / 25 seconds.
 - · Armor gain is based on the current total Shield capacity.
 - Shield capacity increase from any source (e.g. Shield Charger, What Haven, and Elemental Ward) can increase armor gain.
 - Current Shields or Overshields do **not** contribute to armor gain.
 - For example, 100 Shields at 300% ability strength provides 300 armor.



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alactivaly allow conversion





like it would with shield-less warframes like Nidus, Inaros, and Kullervo.



Patch History

Update 32.3 (2023-02-15)

 Fixed the Augur Mod Set bonus (Energy spent on abilities is converted to Shields) giving you Overshields when your current max Shield is 0 after activating the Helminth Parasitic Armor ability (Sacrifice Shields to reinforce Armor for a period of time).

Update 30.5 (2021-07-06)

• Introduced.

See Also

- Helminth/Unique Abilities
- Helminth

Categories



Languages



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Ti Air

This ability would be so much better as a Toggle or a straight up Mod card. I've been trying to turn Oberon into a shieldless Rage-frame but having to babysit this and losing his 1 has been painful.



Write a reply



Annunakitty • 1/25/2024

Just want to note that this does NOT trigger Chroma's Vex Armor anymore. No big deal though, just wait until your shields run out or Scorn fills up to the cap then hit this to instantly get huge DR.

(Edited by Annunakitty)



PunstoppableCharlienaut • 3/4/2024

Came here to add this after revisiting Chroma again. Big sad:(



Write a reply



A Fandom user • 1/17/2024

I don't really understand how you're supposed to use this... my shields take 5 years to recharge after it runs out and I don't have rank 5 arcanes :(



A Fandom user • 2/24/2024

You're supposed to use it on frames that don't need the shields. IE using parasitic armor to boost Rhino's Iron Skin or Nezha's Warding Halo. You stack strength and shields, then activate Parasitic Armor (PA) and then cast your overguard ability, then hit PA again to turn it off. With iron skin/warding halo active, you don't need the shields.





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arc

X





L115A3 • 5/27/2024

With Warding Halo id still advise the shields since its a 90% damage redirect, 10% of you is still getting beat on, rhino is a non brainer option for it though



Write a reply



A Fandom user • 7/17/2023

I stopped playing the game for 2 years and I had this rhino build I could easily get 1 million armor. I remember at 1,500 from ironclad charge this build would give me 1 million armor. Idk if they stealth nerfed rhino or PA but something aint right.

Funny this is people cry about me playing rhino saying I should play something else cause I'm just gonna be recasting IS over and over and the point of having 2 million armor is so I did have to recast IS. To get to 700k at least I have to slam into at least 10 enemies now. I dont know why this player base gets so excited about nerfs. You complain about grinding yet you complain certain frames should get nerfed cause they're too good... too good.... Literally saw a post from 4 years ago about some bozo wanting the smeeta kavat nerfed cause it makes the other pets useless. Yea instead of buffing other pets lets bring down the one thing that helps us all.



A Fandom user • 9/28/2023

Probably got nerfed when the over-shield changes happened.

Regardless while yes Smeeta Charm should have never been added to the game, it has literally warped their game design multiple times to give us reverse quality-of-life changes, such as certain resources having timers attached to them because of Smeeta buff. More a product of DE being stingy as fuck, and trying to micro-control their games economy more than a Communist regime.



Really goes into why I'm really paranoid about the general player base learning any of my tricks because it inevitably results in a super Nerf and the



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WARFRAM<u>E Wiki</u>

Lol when MR10s argue about economy.



Write a reply



A Fandom user • 4/21/2023

Whatever change they made to Parasitic Armor, the shield sacrifice is no longer triggering Chroma's Vex Armor. >:(



Annunakitty • 1/25/2024

Yeah I'm noticing that too. It's still really good with an electricity Chroma build though, you still get like 98% dr from armor PLUS the reflection



Write a reply



A Fandom user • 3/29/2023

Ok nlg this is crazy stupid on hildyrn She can get a stupid ammout of armour (15k at least with hight enough power strength)



XxBalaDeSilverxX • 6/25/2023

15k armor is 98% damage reduction to health. 10k is 97%. Just 5k is 94%. Point being: there's better stuff to put on Hildryn.



MikeyMikington • 7/26/2023



Look at damage reduction a different way. At 94% damage reduction your taking 6% of an attack's original damage; at 98% damage reduction your taking 2% of an attack's damage, one third of what you would have taken at



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your effective health in ould have 27.7k effective g things like Primed Vigor,



your completely cutting off your abilities, but a build committed to this would probably out-heath Inaros.



Write a reply



A Fandom user • 2/19/2023

Patch history:

30.5 - added

32.3 - removed



Write a reply



A Fandom user • 12/27/2022

This is actually a useful ability for squishy frames that can generate overshields to shield gate for endgame content. Mag, Volt(with Capacitance augment), Trinity, Harrow. Any other frame with Brief Respite or Augur Mods can use this, though I'm not sure how feasible it is if you are constantly using abilities to regain a bit of shields. Good if you don't want to use a Decay key or Rolling Guard for invulnerability.



A Fandom user • 2/15/2023

As of 2023-2-15, Augur Mods will not provide Overshields.



• A Fandom user • 3/7/2023

Not sure where you got that, but augur still provide overshields.



A Fandom user • 3/25/2023



The interaction between Parasitic Armor and Auger mods was patched. When



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give overshields, so this





A Fandom user • 12/17/2022

Actually not terrible on a buffer Wisp since you can easily get over 800 extra armor.



A Fandom user • 3/6/2023

Well you aren't buffing too well if this is your helminth ability.



Write a reply



Driku • 12/11/2022

Hyldrin with this + arcane blessing... New tank meta...



A Fandom user • 4/13/2023

Maybe. How will you cast her abilities if she has no shields left? Parasitic Armor blocks the shields from returning, which is a basic necessity for her survivability.



Write a reply



A Fandom user • 10/29/2022

Synergizes pretty well with Chroma's electric Vex Armor. Vex armor boosts max shields, which boosts Parasitic Armor, which activates Scorn and enables Fury. Plus, if you have Archon Stretch there's a bit of passive energy regen from the Vex Armor.



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A Fandom user • 10/3/2022

Not kidding, this is one of the best subsumes on Styanax. Replace his 1st or 4th ability and have it active at the same time as Rally Point to get a free shield gate for each kill. Not to mention his high base shield capacity can get you to 90% DR from the armor with Redirection!



Write a reply



A Fandom user • 9/30/2022

Worth noting, I did some testing and the armor buff applies *after* mods, so stuff like steel fibre will not be applied to the parasitic armor



A Fandom user • 12/1/2022

So you mean it applies before mods? If it was after, it would take the armor mods into effect.



A Fandom user • 1/21/2023

No.. its after mods. The things "later" in the calculation takes everything before into consideration. Since the armor mods dont amplify the buff they are used in the total armor calculation BEFORE the buff. Or the buff is applied after the mods.



Write a reply



Krufix • 4/21/2022

Why the hell did they use Hildryn as the example is the in game video preview?



(Fdited hv Krufix)



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Possibly cause she has the highest base shield pool of any warframe



A Fandom user • 1/21/2023

It is not good on her since if she needs shields to cast abilities



Write a reply



Matthew van Erp • 4/18/2022

One of the unseen benefits of this ability is Shield gating.

Because this ability reduces your current shields to zero (as opposed to not having shields ie. Inaros), any use of "energy to shield" mods will generate over shields. (0+1= 1 over shields). This is enough for the 1.3 seconds of invulnerability from a full shield recharge. Tested in-game.

A side benefit is that you have extra armour if the damage gets through.



A Fandom user • 6/5/2022

Would this also work on Inaros?

I know he has no shields base, but would this give him that interaction of turning it into 0 shields that you can shieldgate?



Matthew van Erp • 10/2/2022

Inaros and Nidus are incapable of gaining shields (hardcoded). incapable+1 shields would still result in incapable.
Sorry my dude.



Write a reply





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TI CONT





Deto0Nation6 • 2/3/2022

How good is this on Grendel with high strength???



Robertobear • 2/15/2022

TLDR:...Not enough.

The main problem with parasitic Armor is that it's in competition with both Elemental Ward, and Defy. both of which are much easier and less costly forms of armor gain that actually give more(atleast to grendel) despite that.

To answer the question however, this ability is conveniently easy to math for because it has a 1:1 shield conversion rate that scales with power strength. so a 300% strength Grendel at his maxed out 75 shields give....225 armor...That's an okayish 1.5x EHP multiplier, but in no way worth the effort of investing that much power strength.

What if we slap on Redirection as well? This would bump up shields to 185, and the conversion up to 555. Which is a tiny bit better...until you realize you could just slap on Steel Fiber instead for 385 Armor. Making the actually practical increase in swapping it out 175 Armor, which is even less armor then just giving up on the EHP increase all together.

For reference, an Ice Elemental Ward starts giving 555 Armor at 123% Power strength. Just use one of the two other abilities. This ability literally only exists to make yourself take health damage faster.



DetoONation6 • 2/15/2022

Thanks





Write a reply



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With that, 214% strength and redirection, you can make a shield of shadows nekros that take 1,07% of the damage before adaptation. Kind of a meme.

(Edited by Vertnoir)



Write a reply



A Fandom user • 1/2/2022

Put this on Protea and have fun on the Steel Path



Write a reply



The Linguist LL • 12/5/2021

Good for an Inaros meme build... unless it's bugged and gives him an insane amount of armour

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A Fandom user • 1/30/2022

Is that why "memeing strike" was known for being so ineffective? Seems more like a troll build.



A Fandom user • 7/7/2022

Local idiot blames everyone around him for being goddamn stupid



A Fandom user • 8/27/2022



This not a meme build. Meme builds are funny *and* useful, such as spinning around with melee, emptying all your ammo by shooting 1000 bullets a second, taking 12 seconds to reload, max running speed Gauss/Volt, Aerial



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not trolling anybody but





this unintelligent joke rivals the incompetent social cluelessness of a 3rd grader who read their first chapter book in 2nd grade, who said "fart" out loud one day and laughed roaringly at their own daring.



A Fandom user • 2/14/2023

Imagine being this insufferable cuz people don't agree with your definition of meme build.

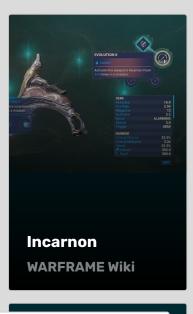


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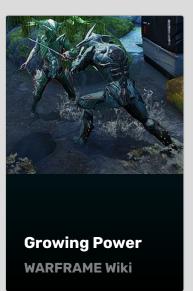
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