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Snow Globe

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Snow Globe

Frost deep freezes any vapor and moisture in the area, creating a protective sphere with brief invulnerability to boost its strength.

Introduced in [Update 6.0](#) (2013-01-29)

**Strength:**

5x (armor multiplier)
1500 / 2500 / 3000 / 3500 (base health)
? / ? / ? / 150 (break damage)

**Duration:**

? / ? / ? / 10 s (freeze duration)

**Range:**

5m (radius)

Misc:

1 / 2 / 3 / 4 s (invulnerability duration)
10 ( [Cold](#) status procs on cast)
0.33 ( [Cold](#) status proc per second)
3 ( [Cold](#) status procs on break)
4 (globe limit)
1,000,000 (health cap)

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- Frost expends  **50 Energy** to create a protective globe of ice with a radius of  **5** meters, a base health of  **1500 / 2500 / 3000 / 3500**, and additional health equal to  **500%** of Frost's base **armor** bonuses. Upon activation, the globe is invulnerable for **1 / 2 / 3 / 4** seconds. Incoming damage that is absorbed during the invulnerability period is converted into health and added to the globe's health.
 - Snow Globe's health uses the following expression when accounting for  [Ability Strength](#):
Modified Health = { Base Health + Armor Multiplier × [Frost's Base Armor × (1 + Base Armor Bonus) + Additional Armor] } × (1 + Ability Strength) + Absorbed Damage
 - For example, with a maxed  [Steel Fiber](#) and  [Intensify](#), rank-3 Snow Globe will have an initial health of

$$\{ 3500 + 5 \times [300 \times (1 + 1.1)] \} \times (1 + 0.3) = 8,645$$
 before converting absorbed damage.
- While active, a health counter becomes visible on the ability icon that tracks the health percentage of the most recently placed Snow Globe from 100% to 0%.
- Frost and his allies do **not** contribute to Snow Globe's health gain by shooting the globe during the invulnerability period.
- Most enemy gunfire is blocked from entering the globe. Ally gunfire is able to enter and exit the globe normally.
- Upon activation, enemies within range are inflicted with **10**  [Cold Status Effects](#) to freeze enemies for  **? / ? / ? / 10** seconds and are violently pushed outwards. If the enemies hit obstacles, they can be dealt as much as **50%** of their maximum health as  [True](#) damage.
- Enemies that enter a formed Snow Globe receive a  [Cold](#) status effect at a rate of **0.33** seconds.
- Snow Globe visually cracks as it receives damage. Upon breaking, it inflicts  **? / ? / ? / 150**  [Cold](#) damage and **3**  [Cold](#) status effects to enemies inside the globe.
- Snow Globe can be recast multiple times, but there are restrictions on the number of globes that can be created in the environment.
 - A maximum of **4** separate Snow Globes can be cast at any given time. Casting Snow Globe after reaching the maximum will remove the oldest globe.
 - Casting Snow Globe while inside an existing globe will remove the older globe and combine the total remaining health values of both globes for the



- Snow Globes created inside existing globes do **not** count toward the maximum number of instances, and Snow Globe's health can stack with repeated casts until reaching a maximum combined health of **1,000,000**.
- **Ability Synergy:**
 - Frost [passively](#) gains **50** armor from enemies affected by  [Cold](#) status effect within **15** meters of him, fortifying Snow Globe.
 - Casting  [Freeze](#) onto the exterior of a globe will destroy it, triggering an icy explosion that deals Freeze's base  [Cold](#) area damage in an area of effect.
 - The damage does **not** diminish with distance and bypasses obstacles in the environment.
 - Affected enemies are  [Ragdolled](#) by the explosion.
 -  [Freeze](#) is capable of destroying a globe even during its invulnerability period.



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