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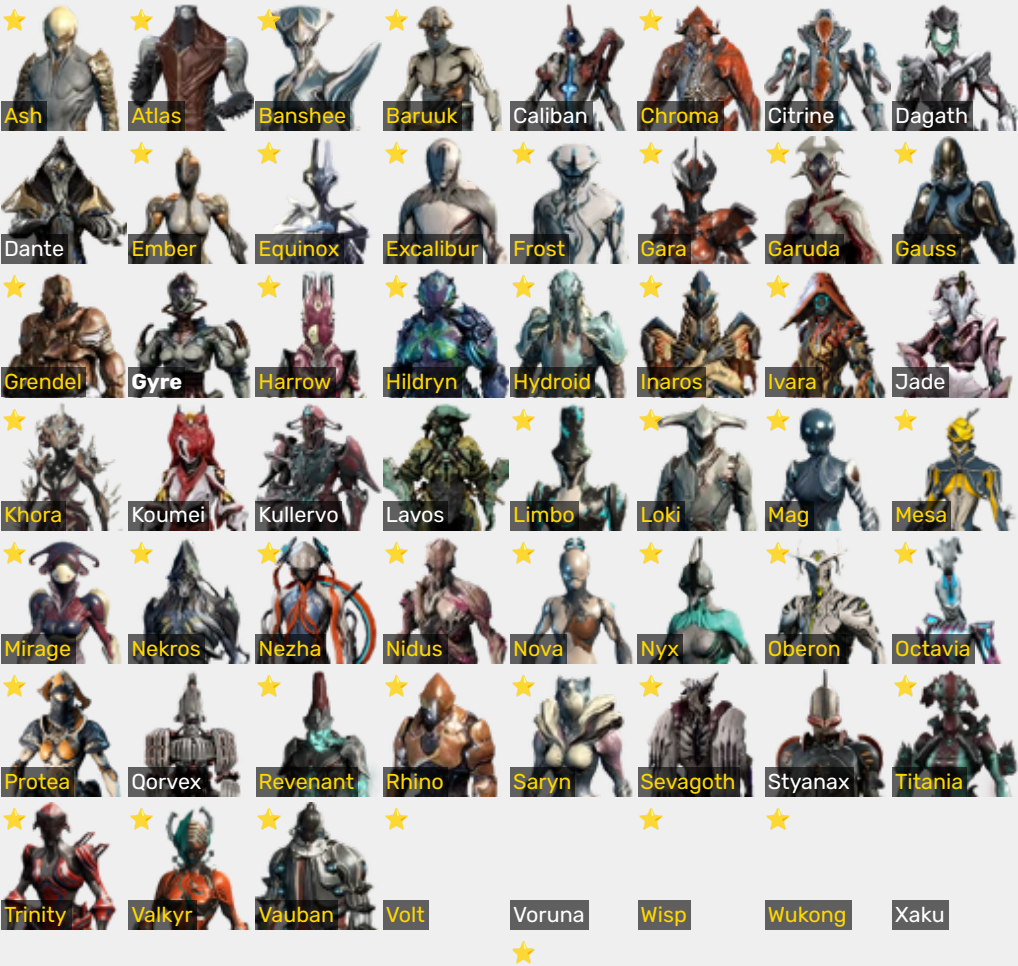
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# Gyre

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CODEX

Annihilate enemies with the conductivity of coils and transmitters. Gyre's electric attacks provide crowd control. She is the embodiment of elegant theory.

**Release Date:** April 27, 2022

Graceful in every step with clockwork precision, her mechanized pirouette captivates the audience in electrifying shock and awe. Execute and electrocute elegantly as **Gyre**, the dancing spark. Flash across the stage as a living thunderbolt and strike true as lucent lightning. A gentle facade conceals her lethal touch, thus with regal poise she bids adieu in her danse macabre finale. Gyre graced us with her presence in [Update 31.5](#) (2022-04-27).

Acquisition

Gyre's component and main blueprints can be acquired from [The Holdfasts' bounties](#) on the [Chrysalith](#).

| Item              | Source    | Chance |
|-------------------|-----------|--------|
|                   | Zariman   |        |
|                   | Bounty    |        |
|                   | Lvl 70-75 | 11.90% |
|                   | Zariman   | 13.56% |
|                   | Bounty    |        |
| Systems Blueprint |           |        |
| Chassis           |           |        |



Gyre

DefaultIn-Game Menus



Update Infobox Data

Description

Annihilate enemies with the conductivity of coils and transmitters. Gyre's electric attacks provide crowd control. She is the embodiment of elegant theory.

Passive

Gyre's abilities have a 10% chance to deal critical damage for each Electrical status that affects the enemy.

Abilities

- 1st AbilityArcsphere
- 2nd AbilityCoil Horizon
- 3rd AbilityCathode Grace
- 4th AbilityRotorswell

General Information

- SexFemale
- Mastery Rank0
- Max Rank30
- Health270 (370 at Rank 30)



| Item                 | Source                     | Chance |
|----------------------|----------------------------|--------|
|                      | Lvl 60-65                  |        |
| Neuroptics Blueprint | Zariman Bounty Lvl 50-55   | 13.04% |
| Blueprint            | Zariman Bounty Lvl 110-115 | 12.99% |
| Blueprint            | Zariman Bounty Lvl 90-95   | 12.99% |

All drop rates data is obtained from [DE's official drop tables](#) (<https://warframe.com/droptables>). See [Mission Rewards#Standard Missions](#) for definitions on reward table rotations.

For more detailed definitions and information, visit [here](#).

|                                                                                       |                                          |
|---------------------------------------------------------------------------------------|------------------------------------------|
| Energy                                                                                | 190 (240 at Rank 30)                     |
| Starting Energy                                                                       | 100                                      |
| Sprint Speed                                                                          | 1                                        |
| Aura Polarity                                                                         |                                          |
| Exilus Polarity                                                                       | None                                     |
| Polarities                                                                            |                                          |
| Introduced                                                                            | <a href="#">Update 31.5</a> (2022-04-27) |
| Themes                                                                                | Ballerina, Electromagnetism, Tesla Coil  |
| Progenitor Element                                                                    | <a href="#">Electricity</a>              |
| Subsumed Ability                                                                      | <a href="#">Coil Horizon</a>             |
| Tactical Ability                                                                      | <a href="#">Arcsphere</a>                |
| Sell Price                                                                            | 25,000                                   |
| Official Drop Tables ^                                                                |                                          |
| <a href="https://www.warframe.com/droptables">https://www.warframe.com/droptables</a> |                                          |

## Crafting

| Manufacturing Requirements                                                                                                 |                             |                            |                           |                           |          |
|----------------------------------------------------------------------------------------------------------------------------|-----------------------------|----------------------------|---------------------------|---------------------------|----------|
| <div> Edit blueprint requirements</div> |                             |                            |                           |                           |          |
| 25,000                                                                                                                     | 1                           | 1                          | 1                         | <div>Orokin Cell</div> 3  | Time: 3  |
|                                                                                                                            |                             |                            |                           |                           | Day(s)   |
|                                                                                                                            |                             |                            |                           |                           | Rush: 50 |
| Market Price: 325                                                                                                          |                             |                            | Blueprints Price: N/A     |                           |          |
| Gyre Neuroptics Blueprint                                                                                                  |                             |                            |                           |                           |          |
| 15,000                                                                                                                     | <div>Neural Sensors</div> 6 | <div>Thrax Plasm</div> 300 | <div>Voidgel Orb</div> 60 | <div>Plastids</div> 4,500 | Time: 12 |
|                                                                                                                            |                             |                            |                           |                           | Hour(s)  |



|                        |                                    |                                    |                                        |                                      |             |
|------------------------|------------------------------------|------------------------------------|----------------------------------------|--------------------------------------|-------------|
|                        |                                    |                                    |                                        |                                      | Rush:<br>25 |
| Gyre Chassis Blueprint |                                    |                                    |                                        |                                      |             |
| 15,000                 | <a href="#">Morphics</a><br>8      | <a href="#">Thrax Plasm</a><br>500 | <a href="#">Entrati Lanthorn</a><br>12 | <a href="#">Alloy Plate</a><br>3,300 | Time:<br>12 |
|                        |                                    |                                    |                                        |                                      | Hour(s)     |
|                        |                                    |                                    |                                        |                                      | Rush:<br>25 |
| Gyre Systems Blueprint |                                    |                                    |                                        |                                      |             |
| 15,000                 | <a href="#">Argon Crystal</a><br>2 | <a href="#">Thrax Plasm</a><br>300 | <a href="#">Voidplume Quill</a><br>40  | <a href="#">Ferrite</a><br>6,500     | Time:<br>12 |
|                        |                                    |                                    |                                        |                                      | Hour(s)     |
|                        |                                    |                                    |                                        |                                      | Rush:<br>25 |

Lore

Main article: [Angels of the Zariman](#)

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Notes

- When Gyre wields her [signature](#) [Alternox](#), the weapon gains 20% [Multishot](#).
- [Quinn](#) has unique dialogue when speaking to him with Gyre.

Trivia

- Gyre is the 49th unique [Warframe](#) to be released.
- Gyre was first revealed in [Devstream 160](#) showcasing her in-game model and idle animations. Her finalized abilities, passive, and alternate helmet were shown in [Devstream 161](#).
- Her placeholder ability names are Pulse, Sphere, Energized, and Overcharged.
  - According to [DE]Pablo, Gyre has unique abilities to differentiate her from [Volt](#), the first electricity-based Warframe. Specifically, Gyre's electricity has a tesla-like quality (i.e. [plasma globe](#)) compared to Volt's chain lightning.<sup>[1]</sup>
  - A portion of Gyre's abilities, such as [Arcsphere](#) and [Coil Horizon](#), incorporates a refined object physics system as a testbed for future

development. Earlier physics-based behavior in game objects include

[Pickups](#), [Ragdolls](#), and [Grendel's Pulverize](#).

- Akin to [Vauban](#) and [Octavia](#), Gyre throws spherical objects via her abilities. However, Gyre's throws deviate from the aforementioned Warframes in the arcing angles similar to [Protea's Grenade Fan](#), as well as introducing a bowling ball physics simulation to her second ability which subjects the thrown object to gravity and collisions more heavily.
- She is the seventh Warframe after [Limbo](#), [Hildryn](#), [Wisp](#), [Titania Prime](#), [Protea](#), [Xaku](#), [Sevagoth](#) with a unique dodge roll animation, where Gyre briefly becomes invisible as she twirls in a shower of sparks and reappears afterward with a thunderclap.
- Gyre is a notably tall female Warframe matching [Saryn's](#) height.
- Her name comes from the term *gyre*, which means a spiral or a vortex, probably a reference to her pirouette movement or a tesla coil (as inspiration for her abilities.)
- During development, Gyre's coil gown initially did not split when she activates [Rotorswell](#). The dress frequently clipped with her legs as she performed [Maneuvers](#) and would flip and flop oddly when Gyre dodge rolled. The art team and gameplay design team compromised with the finalized iteration, where Gyre performs a special rolling animation and her gown's crinoline held the dress apart.
- Gyre and [Styanax](#) did not release with their own dedicated traditional Warframe Profile videos.
- Gyre is the only Warframe who's portrait uses an alternate helmet, using the [Gyre Automaton Helmet](#) instead of her standard helmet.
- Gyre holds dual [Syachids](#) in her Abilities diorama.

References

1. [Gyre Q&A Highlights \(https://www.warframe.com/news/gyre-qa-highlights\)](https://www.warframe.com/news/gyre-qa-highlights)

| Warframes               |                          |                         |                         |                             |                         |                          | Edit |
|-------------------------|--------------------------|-------------------------|-------------------------|-----------------------------|-------------------------|--------------------------|------|
| <a href="#">Ash</a>     | <a href="#">Atlas</a>    | <a href="#">Banshee</a> | <a href="#">Baruuk</a>  | <a href="#">Caliban</a>     | <a href="#">Chroma</a>  | <a href="#">Citrine</a>  |      |
| <a href="#">Dagath</a>  | <a href="#">Dante</a>    | <a href="#">Ember</a>   | <a href="#">Equinox</a> | <a href="#">Excalibur</a>   | <a href="#">Umbra</a>   | <a href="#">Frost</a>    |      |
| <a href="#">Gara</a>    | <a href="#">Garuda</a>   | <a href="#">Gauss</a>   | <a href="#">Grendel</a> | <b><a href="#">Gyre</a></b> | <a href="#">Harrow</a>  | <a href="#">Hildryn</a>  |      |
| <a href="#">Hydroid</a> | <a href="#">Inaros</a>   | <a href="#">Ivara</a>   | <a href="#">Jade</a>    | <a href="#">Khora</a>       | <a href="#">Koumei</a>  | <a href="#">Kullervo</a> |      |
| <a href="#">Lavos</a>   | <a href="#">Limbo</a>    | <a href="#">Loki</a>    | <a href="#">Mag</a>     | <a href="#">Mesa</a>        | <a href="#">Mirage</a>  | <a href="#">Nekros</a>   |      |
| <a href="#">Nezha</a>   | <a href="#">Nidus</a>    | <a href="#">Nova</a>    | <a href="#">Nyx</a>     | <a href="#">Oberon</a>      | <a href="#">Octavia</a> | <a href="#">Protea</a>   |      |
| <a href="#">Qorvex</a>  | <a href="#">Revenant</a> | <a href="#">Rhino</a>   | <a href="#">Saryn</a>   | <a href="#">Sevagoth</a>    | <a href="#">Styanax</a> |                          |      |
| <a href="#">Titania</a> | <a href="#">Trinity</a>  | <a href="#">Valkyr</a>  | <a href="#">Vauban</a>  | <a href="#">Volt</a>        | <a href="#">Voruna</a>  | <a href="#">Wisp</a>     |      |
|                         | <a href="#">Wukong</a>   | <a href="#">Xaku</a>    | <a href="#">Yareli</a>  | <a href="#">Zephyr</a>      |                         |                          |      |
| Upcoming                |                          |                         |                         |                             |                         |                          |      |

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