

ADVERTISEMENT

in: [Gyre](#), [Warframes](#), [Females](#), and [3 more](#)

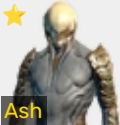
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Gyre

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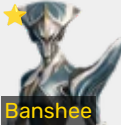
Ash

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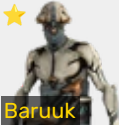
Atlas

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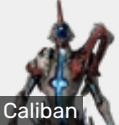


Banshee

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Baruuk

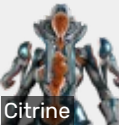


Caliban

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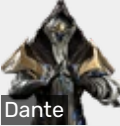
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Citrine

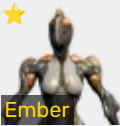


Dagath



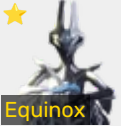
Dante

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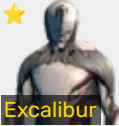
Ember

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Equinox

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Excalibur

★



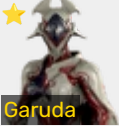
Frost

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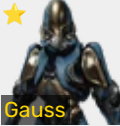
Gara

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Garuda

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Gauss

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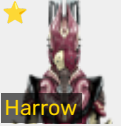


Grendel



Gyre

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Harrow

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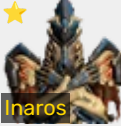
Hildryn

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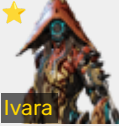
Hydroid

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Inaros

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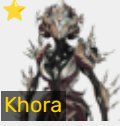


Ivara

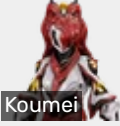


Jade

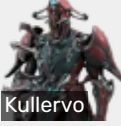
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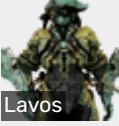
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Koumei



Kullervo



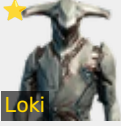
Lavos

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Limbo

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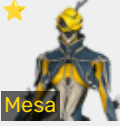
Loki

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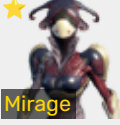
Mag

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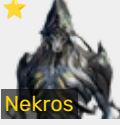
Mesa

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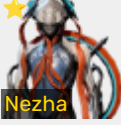
Mirage

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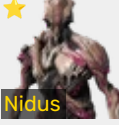
Nekros

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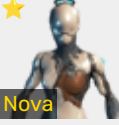
Nezha

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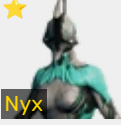
Nidus

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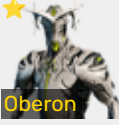
Nova

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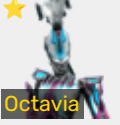
Nyx

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Oberon

★



Octavia

★

Protea

★

Qorvex

★

Revenant

★

Rhino

Saryn

★

Sevagoth

★

Styanax

Titania

Trinity

Valkyr

Vauban

Volt

★

Voruna

Wisp

Wukong

Xaku



Edit Tab

Passive

Gyre's abilities gain a flat **10% Critical Chance** per active **Electricity** status proc affecting an individual enemy to deal **2.0x Critical Damage** against that enemy.

- Bonus stacks additively with **Cathode Grace**, increasing the overall ability critical chance at lower **Electricity** status stack counts.
- Passive and Cathode Grace combined provide up to a maximum of **300%** ability critical chance.
 - From the passive alone, a minimum of 30 **Electricity** procs will reach the capped ability critical chance.
- Gyre's abilities can reach orange and red critical multipliers to inflict 3.0x and 4.0x ability critical damage.
 - From the passive alone, orange crits start at 11 stacks (110% crit chance) and red crits at 21 stacks (210% crit chance) respectively.
- Helminth**-subsumed abilities and **Railjack** turret abilities such as **Seeker Volley** do *not* benefit from Gyre's passive.

Abilities

View Maximization

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

125

Arcsphere
Launch a Gyratory Sphere that will deal high damage on impact and periodically deal electrical shocks to nearby enemies. Hit multiple enemies at once with the initial launch to enhance damage.

Strength:
1,000 / 1,300 / 1,600 / 2,000 (**Electricity** damage on deployment)
100 / 150 / 200 / 250 /s (field **Electricity** damage per second)

Duration:
7 / 8 / 9 / 10 s

Range:
4 m (impact radius)

Introduced in [Update 31.5](#)
(2022-04-27)

Misc:
.....
[Electricity](#) status on hit
2.0x (enhanced damage multiplier)
3 (initial enemies hit for enhanced damage)
3 (active spheres limit)
0% to 300% (ability critical chance)

This section is [transcluded](#) from [Coil Horizon](#) . To change it, please [edit the transcluded page](#).

Coil Horizon
Throw forward a Gyrotory Sphere that will implode after a few seconds or can be manually triggered.

2
50

Introduced in [Update 31.5](#)
(2022-04-27)

Strength:
1,000 / 1,150 / 1,300 / 1,500 /s (contact [Electricity](#) damage per second)
500 / 750 / 1,000 / 1,250 ([Electricity](#) damage on implosion)

Duration: N/A

Range: 12 m

Misc:
.....
Knockdown on hit
[Electricity](#) status on hit
2 s (sphere lifetime)
2 s (implosion lifetime)
0% to 300% (ability critical chance)

Subsumable to Helminth

This section is [transcluded](#) from [Cathode Grace](#) . To change it, please [edit the transcluded page](#).

3
75

Cathode Grace
Gain a brief burst of increased Critical Chance and Energy Regen, with each kill extending duration of Cathode Grace.

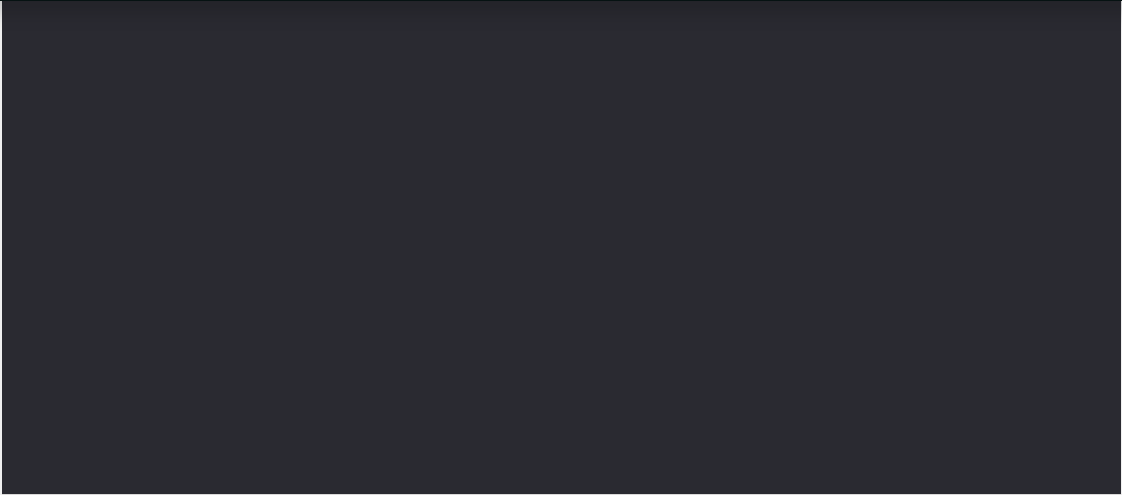
Strength:
x 25 / 30 / 40 / 50 % (weapon crit chance)
+ 25 / 30 / 40 / 50 % (ability crit chance)
1 / 1.15 / 1.3 / 1.5 EP/s (energy regen)

Introduced in Update 31.5 (2022-04-27)	8 s (initial timer)
	3 s (extra time per kill)
	Range: N/A
Misc: 60 s (casting cooldown and max duration cap)	

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

4 100 Rotorswell Gyre's mechanisms spin at incredible speeds, generating an Electric Field that shocks nearby enemies. When Gyre gets a critical hit, a large electrical discharge will chain from the enemy that was hit to nearby enemies. Introduced in Update 31.5 (2022-04-27)	Strength: 100 / 150 / 200 / 250 /s (field Electricity damage per second) 250 / 350 / 400 / 500 (discharge Electricity damage)
	Duration: 10 / 14 / 18 / 22 s
	Range: 4 m (electric field radius) 10 m (discharge range)
	Misc: 44 % (move speed bonus) Electricity status on hit 5 (discharge chained targets) 2 (simultaneous discharges limit) 1 s (discharge cooldown) 0% to 300% (ability critical chance)

Strength Mods	Duration Mods	Range Mods



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[Harrow](#)

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