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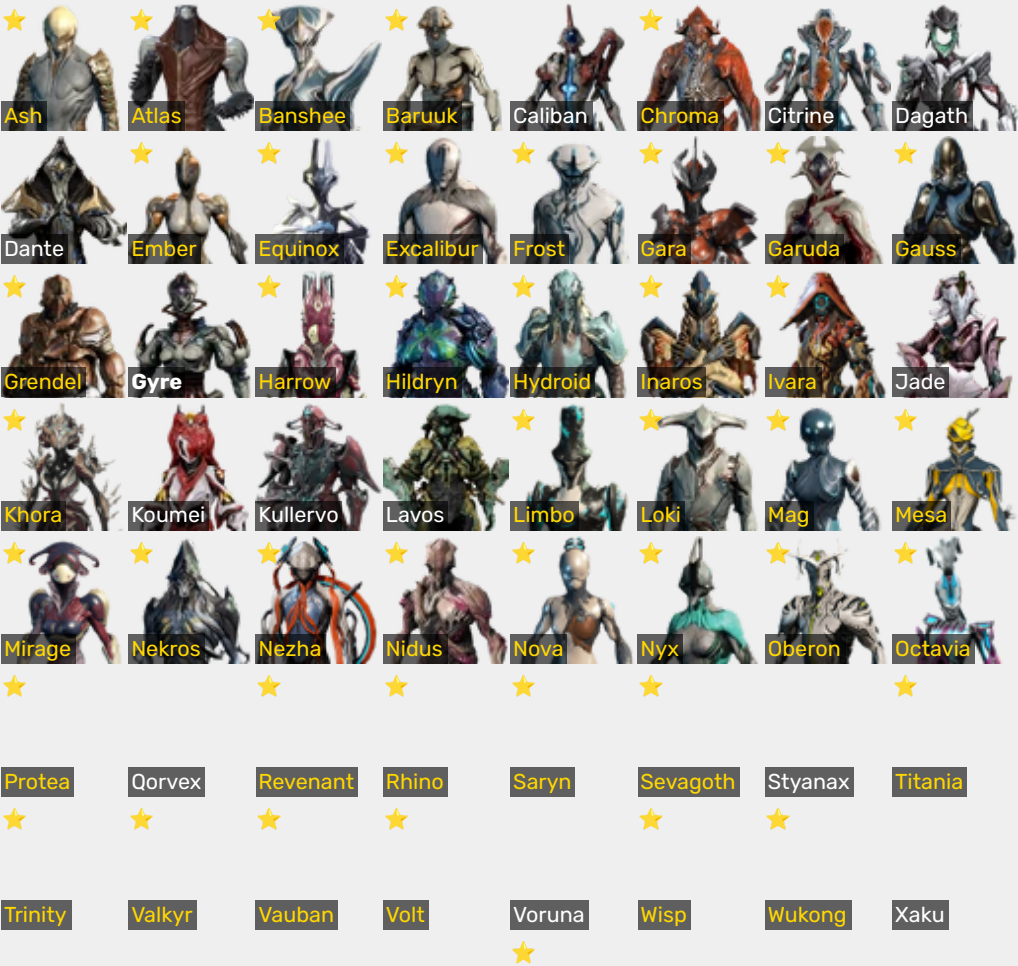
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Gyre

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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	
Systems Blueprint	Lvl 70-75	11.90%
	Zariman Bounty	
Chassis		13.56%



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 Ability: [Arcsphere](#)
- 2nd Ability: [Coil Horizon](#)
- 3rd Ability: [Cathode Grace](#)
- 4th Ability: [Rotorswell](#)

General Information

- Sex: Female
- Mastery Rank: 0
- Max Rank: 30
- Health: 270 (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	Update 31.5 (2022-04-27)
Themes	Ballerina, Electromagnetism, Tesla Coil
Progenitor Element	Electricity
Subsumed Ability	Coil Horizon
Tactical Ability	Arcsphere
Sell Price	25,000
Official Drop Tables ^	
https://www.warframe.com/droptables	

Crafting

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



					Rush: 25
Gyre Chassis Blueprint					
15,000	Morphics 8	Thrax Plasm 500	Entrati Lanthorn 12	Alloy Plate 3,300	Time: 12
					Hour(s)
					Rush: 25
Gyre Systems Blueprint					
15,000	Argon Crystal 2	Thrax Plasm 300	Voidplume Quill 40	Ferrite 6,500	Time: 12
					Hour(s)
					Rush: 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.^[1]
 - 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
Ash	Atlas	Banshee	Baruuk	Caliban	Chroma	Citrine	
Dagath	Dante	Ember	Equinox	Excalibur	Umbra	Frost	
Gara	Garuda	Gauss	Grendel	Gyre	Harrow	Hildryn	
Hydroid	Inaros	Ivara	Jade	Khora	Koumei	Kullervo	
Lavos	Limbo	Loki	Mag	Mesa	Mirage	Nekros	
Nezha	Nidus	Nova	Nyx	Oberon	Octavia	Protea	
Qorvex	Revenant	Rhino	Saryn	Sevagoth	Styanax		
Titania	Trinity	Valkyr	Vauban	Volt	Voruna	Wisp	
	Wukong	Xaku	Yareli	Zephyr			
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