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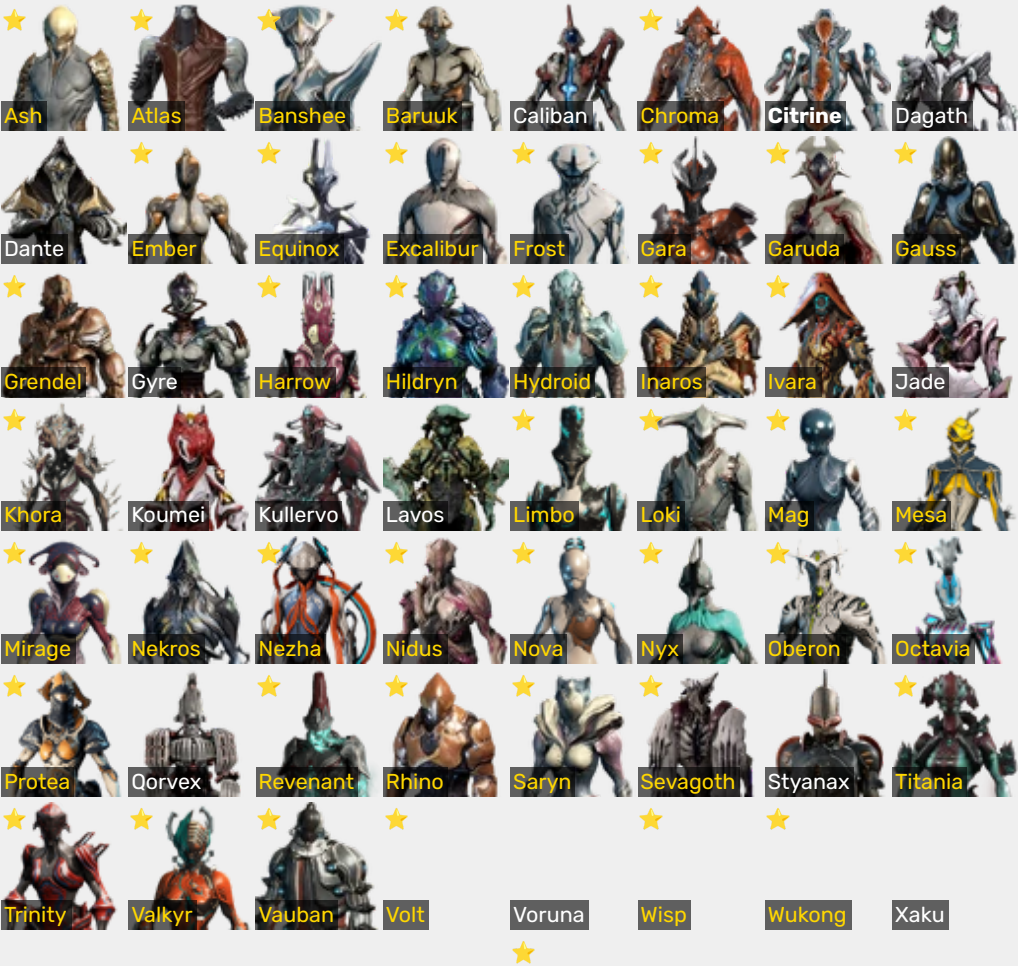
in: [Citrine](#), [Warframes](#), [Females](#), [Update 32](#)

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Citrine

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Passive

Citrine emits a healing aura within a radius of **50** meters, granting the **Geoluminescence** buff to herself and allies that continuously recover a base **5** **Health** points per second. Whenever she picks up a regular **Health Orb**, **Dispensary** produced Empowered variant, or **Transmutation Probe** converted **Universal Orb**, regeneration rate is permanently increased by **0.1** points, up to a maximum heal rate of **25** points per second after collecting **200** Health Orbs.

- Until her passive reach max stacks, Citrine innately can always collect Health Orbs to increase her passive healing even when unharmed.
- Allies gain or lose Geoluminescence whenever they enter or exit Citrine's Passive radius.
 - Passive radius matches **Affinity Range** distance, but is separate from it therefore **Fosfor** and **Mending Unity** do **not** affect Geoluminescence.
- Passive heal rate is indicated by a diamond-shaped UI indicator above the ability icons. The accumulated passive value occupies the upper red triangle, while **Preserving Shell**'s real-time damage reduction and remaining duration countdown curve occupy the lower orange triangle, only appearing when the ability is active.
- Geoluminescence is displayed both in Citrine's UI indicator and as a **Buff** icon beside her and her squadmates' hitpoints indicators.

Abilities

View Maximization

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

Fractured Blast		Strength:	
125	Slash and stagger enemies	250 / 300 / 400 / 500	
	with a crystal blast that	Impact and	Slash
	inflicts Bleed. Enemies	damage	
	afflicted with this Status	50% health orb drop chance	
Effect have an increase		20% energy orb drop chance	
		Duration:	N/A

Introduced in Update 32.3 (2023-02-15)	Misc: Impact and Slash statuses on hit
Subsumable to Helminth	

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

2 50 Preserving Shell Citrine guards herself and nearby allies with a crystalline shell that gradually decays. Kills and assists increase the defensive power of the shell. Introduced in Update 32.3 (2023-02-15)	Strength: 10 / 20 / 30 / 40 % initial damage reduction +3% damage reduction per kill +1% damage reduction per assist
	Duration: 18 / 20 / 22 / 25 s
	Range: N/A
	Misc: 50 m Affinity Range 8 m Stagger radius 2 m Knockback distance 1 s initial decay delay 10 / 20 / 25 / 25 % minimum damage reduction -1%/s decay rate at 25%-75% -3%/s decay rate at 75%-90% 2 s kill/assist decay delay 90% max damage reduction

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

3 75 Prismatic Gem Deploy a gem that shoots prismatic beams. The gem targets enemies that are taking weapon damage from Citrine and her allies.	Strength: 500 / 650 / 800 / 1,000 Heat, Cold, Electricity, Toxin damage 60 / 70 / 85 / 100% status chance

Toxin, and Electricity Status Effects. Status Chance and Status Duration increase for nearby allies.	23 / 25 / 27 / 30 s (gem duration) 60 / 70 / 85 / 100% status duration
	Range: 10 / 12 / 13 / 15 m
Introduced in Update 32.3 (2023-02-15)	Misc: 5 m placement distance 1 beam per ally 0.4 s retarget delay ∞ beam range 4 primary elemental status on hit 1 stack per status 1 gem limit

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

4 100 Crystallize Citrine summons crystal fractals. The fractals rush forward, seeking enemies. Enemies touched by the fractals are paralyzed crystalline growths. Hit the growths to deal Critical Damage. Introduced in Update 32.3 (2023-02-15)	Strength: 250 / 300 / 400 / 500 Impact damage Duration: 5 / 6 / 7 / 8 s Range: 30 m Misc: 190° sight detection cone 1 growth per enemy =300% absolute critical chance
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Duration Mods

Range Mods

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