

ADVERTISEMENT

in: [Mirage](#), [Warframes](#), [Females](#), and [4 more](#)

SIGN IN

 REGISTER

Mirage

 250  [VIEW SOURCE](#)

WARFRAME Wiki



 Mirage has an increased proficiency when performing several [Maneuvers](#):

- ▼ View Maximization ▼



1

 25

Strength:

5% / 10% / 15% / 20%

(damage percentage)

0.05x / 0.2x / 0.225x / 0.4x

Modified Critical Chance

0.05x / 0.2x / 0.225x / 0.4x

Modified Status Chance

 Duration:

10 / 15 / 20 / 25 s

 Range:

N/A

Misc:

1 / 2 / 3 / 4 (holograms)



2

50

 Strength:

50 / 125 / 180 / 200 (pickup
explosion elemental
damage)

50 / 125 / 180 / 200 (jewel
explosion  Blast damage)

 Duration:

9 / 12 / 15 / 18 s (trap

smaller jewels with the help of Hall of Mirrors.

Introduced in [Update 14.0](#)
(2014-07-18)

Range:

10 / 20 / 30 / 40 m (trap radius)

6 / 8 / 10 / 12 m (jewel charm radius)

4 / 5 / 6 / 8 m (explosion radius)

4 / 5 / 6 / 8 m (blind radius)

Misc:

60 m (jewel cast range)

20 s (jewel duration)

2 m (detonation radius)

6 m (clone jewels distance)

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



Eclipse

(TAP) Temporarily reduce the damage Mirage takes from enemies.

3

25

(HOLD) Temporarily increase Mirage's weapon damage.

Introduced in [Update 14.0](#)
(2014-07-18)

Strength:

25 / 40 / 60 / 75 % (damage reduction)

115 / 125 / 150 / 200 % (damage bonus)

Duration:

10 / 15 / 20 / 25 s

Range:

N/A

Misc:

90 % (damage reduction cap)

Subsumable to Helminth

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

Prism

Fires an energy prism that shoots lasers in all directions. Activating again detonates the prism, blinding nearby foes.

4

50

+10/s

Strength:

80 / 120 / 170 / 250 (base [Radiation](#) damage)

Duration:

12 s (prism duration)

7 / 10 / 12 / 15 s (blind duration)

 **WARFRAME Wiki**

https://warframe.fandom.com/wiki/Mirage?so=search#Abilities

3/5

Introduced in [Update 14.0](#)
(2014-07-18)

15 / 20 / 25 / 30 m (laser
target seeking range)
8 / 12 / 15 / 25 m (blind
radius)

Misc:
10 / 13 / 16 / 20 (lasers)
5 m•s⁻¹ (speed)
2s⁻¹ (tick rate)
25% (damage bonus per hit)

Strength Mods	Duration Mods	Range Mods

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	Zenhyr			

Cyte-09

[Attributes](#) • [Helminth](#) • [Augments](#) • [Compare All](#) • [Cosmetics](#)

Categories ▼

Languages ▼

Community content is available under [CC-BY-SA](#) unless otherwise noted.

More Fandoms

[Sci-fi](#) | [Warframe](#)