

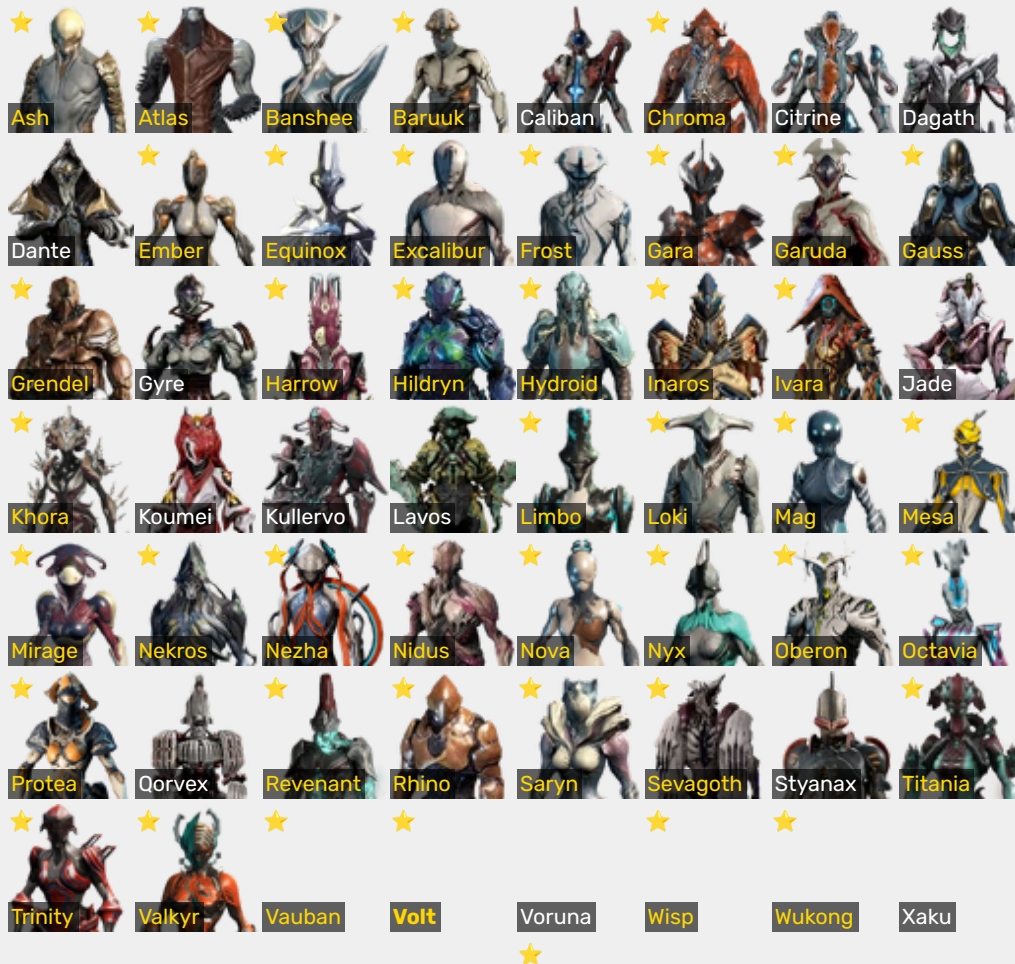
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Volt

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WARFRAME Wiki



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CODEX

Electricity flows through Volt. His attacks deal high damage. Enemies will be shocked.

This is Volt, a versatile warrior.

Volt's arsenal is powerful and electrifying. Handle with care, Tenno.

—Lotus

Release Date: October 25th, 2012

Volt has the power to wield and bend electricity. He is highly versatile, armed with powerful abilities that can damage enemies, provide cover and complement the ranged and melee combat of his cell. The electrical nature of his abilities make him highly effective against the [Corpus](#), with their robots in particular. He is one of three starter options for new players.

Acquisition

Volt is one of the three starter Warframes, alongside [Excalibur](#) and [Mag](#), during [Awakening](#).

Volt's blueprints can be [researched](#) from the [Tenno Lab](#) in the [dojo](#).

Volt can also be bought complete from [Teshin](#) for **60,000** once players



Volt

Portrait In-Game Menus



Update Infobox Data

Description

Electricity flows through Volt. His attacks deal high damage. Enemies will be shocked.

Passive

Grounded movement generates an electrical charge building up 1000 Damage per meter that is unleashed with the next attack.

Abilities

1st Ability [Shock](#)

2nd Ability [Speed](#)

3rd Ability [Electric Shield](#)

4th Ability [Discharge](#)



Historical

- Prior to [Update 12.0](#) (2014-02-05), Volt's component blueprints dropped from [Survival](#) missions.
- Prior to [Update 11.0](#) (2013-11-20), Volt's component blueprints dropped from [J3-Golem](#) on [Themisto](#), [Jupiter](#).^[1]

Crafting

Sex	Male
Mastery Rank	0
Max Rank	30
Health	270 (370 at Rank 30)
Shields	455 (555 at Rank 30)
Armor	105
Energy	100 (150 at Rank 30)
Starting Energy	50
Sprint Speed	1
Aura Polarity	
Exilus Polarity	None
Polarities	
Introduced	Vanilla (2012-10-25)
Themes	Electricity
Progenitor Element	Electricity
Subsumed Ability	Shock
Tactical Ability	Speed
Sell Price	10,000
Official Drop Tables ^	
https://www.warframe.com/droptables	

Manufacturing Requirements					
 Edit blueprint requirements					
25,000	1	1	1	<u>Orokin Cell</u> 1	Time: 3 Day(s) Rush: 50
Market Price: 75			Blueprints Price: 35,000		
Volt Neuroptics Blueprint					
15,000	<u>Alloy Plate</u> 150	<u>Neural Sensors</u>	<u>Polymer Bundle</u>	<u>Rubedo</u>	Time: 12



					Rush: 25
Volt Chassis Blueprint					
15,000	Morphics 1	Ferrite 1,000	Rubedo 300		Time: 12 Hour(s) Rush: 25
Volt Systems Blueprint					
15,000	Control Module 1	Morphics 1	Salvage 500	Plastids 220	Time: 12 Hour(s) Rush: 25
Tenno Lab Research					[Expand]

Trivia

- The volt is a measure of electrical potential, a type of potential energy that could be released if an electrical current is allowed to flow, hence Volt's electrical essence.
- During closed beta, Overload was notoriously overpowered as a result of a bug that would allow the lightning to daisy-chain throughout a level, killing any enemy that had spawned.
- Before [Update 7](#) Volt was one of the 3 initial starter Frames. He was replaced by [Mag](#) due to a desire of the developers to have a female starter. Volt then replaced [Loki](#) as a starting Warframe in [Update 14](#).
- Volt has had three drop changes since [Update 11](#); prior to Update 11 his components dropped from the [J3-Golem](#) on Jupiter. After [The Hunt For Alad V](#), his components were moved to [Survival](#) mission rewards, making him the second Warframe obtainable through regular mission rewards (the first was [Banshee](#)). [Update 12](#) moved Volt and Banshee to the Tenno Research Labs, and the both of them have remained there since.
- The rings on Volt's arms are considered customizable [armor](#) parts and will be removed if any other arm plates are used.
- Volt is the first Warframe to receive 5 Augment Mods, 2 of them being [Conclave](#) exclusive.
- Volt's Neuroptics is a requisite ingredient for [Chroma](#).

[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](#)

1. "Volt's blueprints added to Mission Reward tables. We would like to clarify here that the original U11 notes suggested that his former Boss, J3Golem, would be dropping them in systemic invasions. This is no longer the case, and his parts can be found by playing various missions." - [Update 11.1](#) (2013-11-27) notes

Categories



Languages



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More Fandoms

Sci-fi	Warframe
1. Character Development: Focuses on the growth and evolution of individual characters, often exploring themes of identity, morality, and redemption. 2. World Building: Emphasizes the creation of a rich, detailed universe with complex lore, history, and social structures. 3. Plot-Driven: The narrative is the central focus, with events and characters designed to advance a specific story arc. 4. Character Archetypes: Often features characters that fit into traditional archetypes, such as the hero, the villain, the mentor, and the sidekick. 5. Emotional Impact: Aims to evoke strong emotional responses from the audience through character interactions and plot twists.	1. Gameplay Mechanics: Focuses on the unique abilities and mechanics of the Warframe characters, emphasizing combat and exploration. 2. Visual Style: Known for its distinctive, stylized art direction, featuring a mix of futuristic and industrial aesthetics. 3. Community-Driven: Places a strong emphasis on player interaction, including trading, co-op play, and community events. 4. Progression System: Features a complex system of leveling up, unlocking new abilities, and acquiring rare items. 5. Customization: Offers extensive options for customizing Warframes, including different skins, weapons, and abilities.

