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CODEX

Enemies are made fragile by Gara's deadly touch. Gara's vitric abilities provide her and her allies with survivability and deal high damage. Shatter the foe.

This is Gara, the unbreakable warrior. Manipulator of glass, she fractures the resolve of her enemies.

The shattered remains of her enemies are all that Gara leaves behind. Tread lightly.

—Lotus

What is known of the ancient warrior known as Gara comes to us from folklore and oral tradition. It is said that she was [Unum](#)'s closest companion, and that when the Lotus instructed her children to flee Gara remained, refusing to leave the side of the one she loved best.

When the [Sentient](#) was done razing a great many other Towers, when it turned its myriad eyes and receptors toward the Unum, it was Gara who gave herself to protect her friend - shattering the Sentient. The mindless monstrosities that now stride the Plains - the [Teralysts](#) - are all that remain of



Gara

Portrait In-Game Menus



Update Infobox Data

Description

Enemies are made fragile by Gara's deadly touch. Gara's vitric abilities provide her and her allies with survivability and deal high damage. Shatter the foe.

Passive

A chance to create a radial blind lasting 10s when Gara casts abilities.

Abilities

- 1st Ability [Shattered Lash](#)
- 2nd Ability [Splinter Storm](#)
- 3rd Ability [Spectrorage](#)



–[The Glass Warrior Fragment](#)

Release Date: October 12th, 2017

Clad in lustrous vitrum, **Gara** sunders her foes with adamantine shards, reflects enemy attacks through enchanted mirrors, and reshapes the landscape with molten crystal. Gara crystallized in [Update 22.0](#) (2017-10-12).

☰ Contents

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General Information	
Sex	Female
Mastery Rank	0
Max Rank	30
Health	270 (370 at Rank 30)
Shields	270 (370 at Rank 30)
Armor	160
Energy	175 (225 at Rank 30)
Starting Energy	75
Sprint Speed	1.15
Aura Polarity	
Exilus Polarity	None
Polarities	
Introduced	Update 22.0 (2017-10-12)
Themes	Glass, Warrior
Progenitor Element	Cold
Subsumed Ability	Spectrorage
Tactical Ability	Splinter Storm
Sell Price	25,000
Official Drop Tables	
https://www.warframe.com/droptables	

Acquisition

Gara's main [blueprint](#) is awarded upon completion of the [Saya's Vigil](#) quest. Gara's component [blueprints](#) are acquired from [Plains of Eidolon Bounties](#). Additional main blueprints can be bought from [Cephalon Simaris](#) for **50,000**.

Item	Source	Chance	Expected	Nearly Guaranteed
Neuroptics	Cetus Bounty Lvl	9.04%	~ 11	72 ± 24 Stages

Item	Source	Chance	Expected	Nearly Guaranteed
3 / A				
Neuroptics Blueprint	Cetus Bounty Lvl 20-40 Stages 2 & 3 / C	10.40%	~ 9 Stages	62 ± 20 Stages
Neuroptics Blueprint	Cetus Bounty Lvl 20-40 Stages 2 & 3 / B	9.30%	~ 10 Stages	70 ± 23 Stages
Neuroptics Blueprint	Cetus Bounty Lvl 20-40 Final Stage / A	24.62%	~ 4 Stages	24 ± 8 Stages
Neuroptics Blueprint	Cetus Bounty Lvl 20-40 Final Stage / C	26.09%	~ 3 Stages	22 ± 7 Stages
Neuroptics Blueprint	Cetus Bounty Lvl 20-40 Final Stage / B	23.53%	~ 4 Stages	25 ± 8 Stages
Systems Blueprint	Cetus Bounty Lvl 10-30 Final Stage / A	25%	~ 4 Stages	24 ± 8 Stages
Systems Blueprint	Cetus Bounty Lvl 10-30 Final Stage / C	25%	~ 4 Stages	24 ± 8 Stages
Systems Blueprint	Cetus Bounty Lvl 10-30 Final Stage / B	25%	~ 4 Stages	24 ± 8 Stages
Systems Blueprint	Cetus Bounty Lvl 10-30 Stage 2 / A	10.08%	~ 9 Stages	65 ± 21 Stages
Systems Blueprint	Cetus Bounty Lvl 10-30 Stage 2 / C	10.08%	~ 9 Stages	65 ± 21 Stages
Systems Blueprint	Cetus Bounty Lvl 10-30 Stage 2 / B	10.08%	~ 9 Stages	65 ± 21 Stages



Item	Source	Chance	Expected	Nearly Guaranteed
Chassis Blueprint	Cetus Bounty Lvl 5-15 Final Stage / A	30.56%	~ 3 Stages	18 ± 6 Stages
Chassis Blueprint	Cetus Bounty Lvl 5-15 Final Stage / C	30.56%	~ 3 Stages	18 ± 6 Stages
Chassis Blueprint	Cetus Bounty Lvl 5-15 Final Stage / B	30.56%	~ 3 Stages	18 ± 6 Stages
Chassis Blueprint	Cetus Bounty Lvl 5-15 Stage 2 / A	7.52%	~ 13 Stages	88 ± 29 Stages
Chassis Blueprint	Cetus Bounty Lvl 5-15 Stage 2 / C	7.52%	~ 13 Stages	88 ± 29 Stages
Chassis Blueprint	Cetus Bounty Lvl 5-15 Stage 2 / B	7.52%	~ 13 Stages	88 ± 29 Stages

All drop rates data is obtained from [DE's official drop tables \(https://warframe.com/droptables\)](https://warframe.com/droptables). See [Mission Rewards#Standard Missions](#) for definitions on reward table rotations.

For more detailed definitions and information, visit [here](#).

Alternatively, upon completion of [The Duviri Paradox](#), Gara's main and component blueprints can be earned from [The Circuit](#). By selecting her on the rotating week she is available, players can earn her blueprints after reaching Tier 2 (Neuroptics), 5 (Chassis), 8 (Systems), and 10 (Main) rewards.

Crafting

Manufacturing Requirements					
 Edit blueprint requirements					
25,000	1	1	1	Orokin Cell 3	Time: 3
					Day(s)
					Rush:
		50			
Market Price: 225			Blueprints Price: N/A		

15,000	Neurodes 2	Grokdrul 65	Pyrotic Alloy 90	Circuits 700	Time: 12 Hour(s) Rush: 25
Gara Chassis Blueprint					
15,000	Cetus Wisp 2	Coprite Alloy 120	Iradite 55	Rubedo 800	Time: 12 Hour(s) Rush: 25
Gara Systems Blueprint					
15,000	Morphics 2	Charc Electroplax 35	Esher Devar 25	Circuits 850	Time: 12 Hour(s) Rush: 25

Lore

Main article: [Saya's Vigil](#)

[Grineer](#)! Spread out! Crawl if you have to! I need more glass! It is the key to a power I've never seen! The power to kill... a [Sentient](#)!

—[Vay Hek](#)

Gara, the **Glass Warrior**, served the [Unum](#), a mysterious and reclusive being whose [Orokin Tower](#)-body was beset by a massive [Sentient](#). This Sentient, whose powers waned between dusk and dawn, would attack the Unum's Tower by nightfall and retreat by morning. Forbidden to attack the Sentient at the peak of its power, Gara would search for the colossal being during the daylight. To aid in her search, the Unum seeded Temple [Kuva](#) to the wildlife, which would connect their consciousness and allow the Unum to discover the Sentient's hiding place.

However, the Sentient captured the fauna and discovered it could use the Kuva to restore its long-lost ability to reproduce. Thus, its attacks escalated, forcing Gara to take decisive action. Carrying a bomb in her chest, Gara gave her life to destroy the Sentient as it descended on her mortally wounded body, detonating the bomb and scattering the Sentient across the land that would be known as the [Plains of Eidolon](#),



the form of the mindless [Eidolons](#) that wander the plains at night in search of its missing fragments to become whole once more.

In present day, the [Ostron](#) researcher [Onkko](#) from [Cetus](#) disappears in an effort to prevent Gara from falling into [Grineer](#) hands. His wife [Saya](#) accepts the Tenno's help to find Onkko, coming across a case locked with a glass key. While finding the [glass fragments](#) needed to open the case, the [Lotus](#) performs a harmonics sweep on the glass key and discovers a blueprint for Gara hidden within.

Notes

- If Gara wields her [Signature Weapons](#):
 - [Astilla](#): Gains **80** more [Ammo Maximum](#), for a total of **192**.
 - [Astilla Prime](#): Gains **80** more [Ammo Maximum](#), for a total of **200**.
 - [Fusilai](#): **+50%** [Projectile Speed](#).
 - [Volnus](#)/[Volnus Prime](#): Deals **100%** more radial [slam attack](#) damage.
- Ability synergy applies between multiple Garas in one squad:
 - [Mass Vitrify](#)'s molten glass from one Gara can renew the duration of another Gara's [Splinter Storm](#).
 - Similarly, explosion of [Mass Vitrify](#) by [Shattered Lash](#) can add damage to another Gara's [Splinter Storm](#).

Trivia

- Gara's name is based off of the Japanese loanword for glass, [Garasu](#) (ガラス).
 - Gara is also the [Yoruban](#) word for crystal.
- Gara's glass accents are tinted with the chosen Warframe energy color.
- Before [Update 30.3](#) (2021-05-25), [Splinter Storm](#) would cosmetically remove Gara's glass armor. This feature was removed due to player request; however, a toggle could not be implemented to avoid potential game-breaking glitches.
- Gara's feet remain in the same positions between all of her primary and secondary [Idle Animations](#).
- Gara is the first Warframe to require open-world resources to manufacture.
- Gara is the 34th Warframe to be released (excluding Primed and Umbra variants).
- Gara is the second known frame to have participated in the Sentient War, the first being [Mirage](#).



- Gara is the first Warframe whose component blueprints are acquired from [Bounties](#).
- Gara is the first known Warframe to actually defeat a [Sentient](#), namely [Eidolon](#), during **The Old War**.
- Gara is the first Warframe with 3 signature weapons, covering all mundane categories.

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