

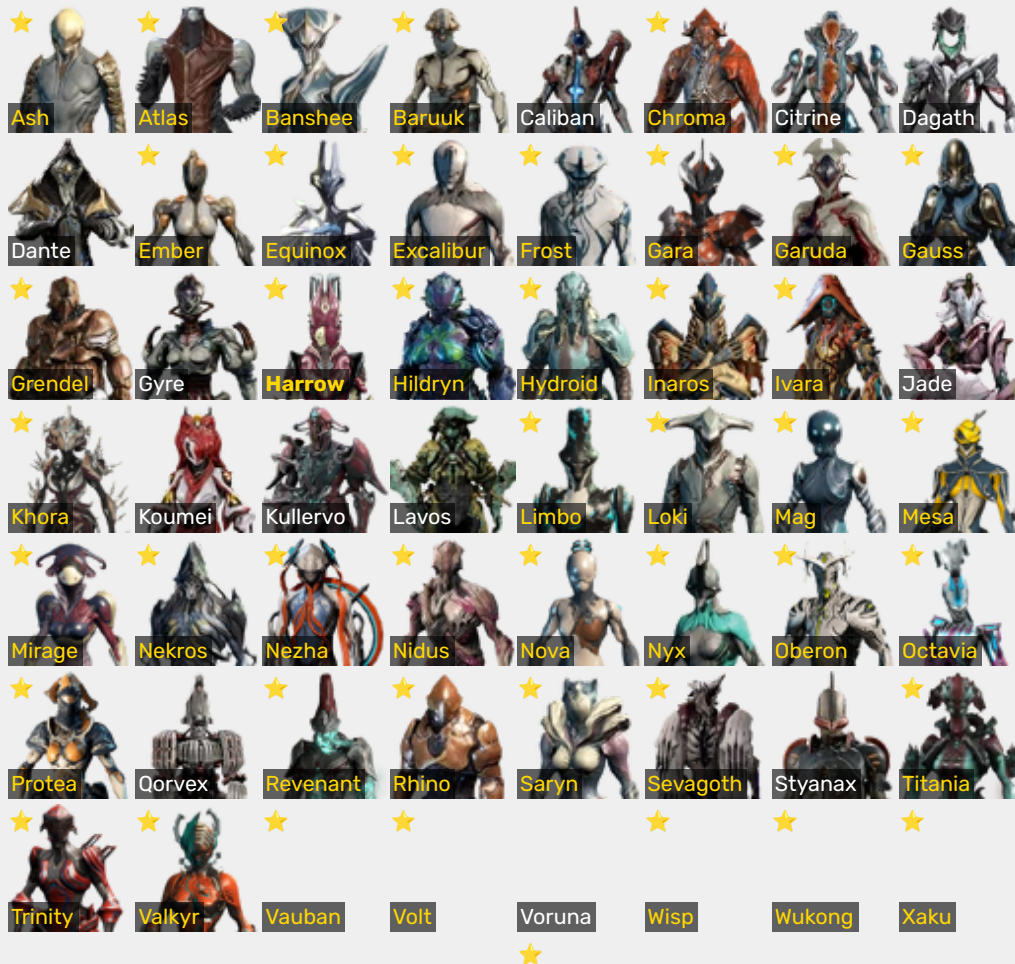
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Harrow

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WARFRAME Wiki



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Passive

Harrow possesses **200%** **Overshields** capacity, granting him a maximum of **2,400** Overshields, and spawns into missions with **100%** **Energy** filled, identical to how the mod **Preparation** works.

Abilities

▼View Maximization▼

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

1

25

Condemn

Cast a wave of energy that chains them where they stand. Each enemy held reinforces Harrow's shields.

Introduced in **Update 21.0**
(2017-06-29)

Strength:

100 / 110 / 125 / 150 (shields per enemy)

Duration:

3 / 4 / 5 / 6 s

Range:

15 / 16 / 18 / 20 m (range)
2.5 m (range increase)

Subsumable to

Helminth

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

2

50

Penance

Sacrifice shields to boost reload, and fire rate while converting damage inflicted on enemies into health for Harrow and nearby allies.

Introduced in [Update 21.0](#) (2017-06-29)

Strength:

50% (initial heal)
5% (lifesteal on hit)
20% / 25% / 30% / 35% (fire rate bonus)
40% / 50% / 60% / 70% (reload speed bonus)

Duration:

4 s (base time)
1.25 / 1.33 / 1.43 / 1.54 s (bonus per 100 shields)

Range:

N/A

Misc:

50 m (affinity range)
120 s (max duration)

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

3

25

Thurible

Channel Harrow's energy into the Thurible to generate a buff. Once finished, kill enemies to bestow nearby allies with bursts of energy. The more energy channeled the greater the reward for each kill. Headshots produce extra energy.

Introduced in [Update 21.0](#) (2017-06-29)

Strength:

10 / 10.83 / 12.5 / 15% (energy convert)

Duration:

20 / 25 / 30 / 35 s

Range:

13 / 15 / 17 / 20 m

Misc:

4.0x (headshot multiplier)

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

 **WARFRAME Wiki**

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

3/5

Covenant

Protect nearby allies with an energy force that absorbs all damage and converts it to a Critical Chance bonus for all those under the Covenant.

Headshots are amplified
even further.

Introduced in [Update 21.0](#)
(2017-06-29)

Strength:

5% (base critical chance)
1.50% (critical chance per
100 damage)

Duration:

3 / 4 / 5 / 6 s (invulnerability time)
6 / 8 / 10 / 12 s (critical chance time)

Range:

N/A

Misc:

- 4.0x (headshot multiplier to bonus critical chance)
- 50% (bodyshot critical chance cap)
- 200% (headshot critical chance cap)
- 50/250 m (affinity range/open-world affinity range)

4

100

Strength Mods

Duration Mods

Range Mods



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