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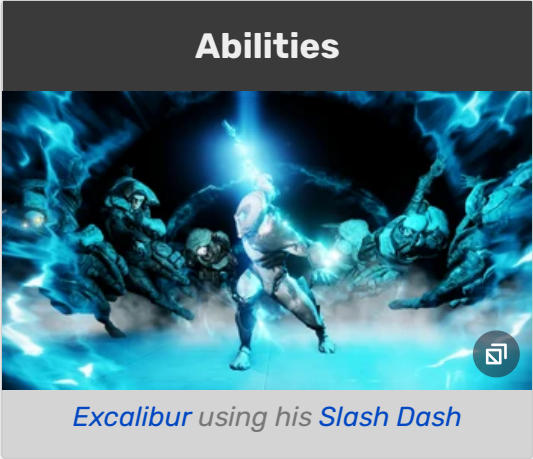
Abilities

39

EDIT

Abilities are special skills that all [Warframes](#), [Archwings](#), and [Necramechs](#) possess, which are used to provide tactical advantages in battle by either affecting enemies directly or bolstering teammates in some manner. Every Warframe has a set of four unique Abilities that directly influence their gameplay and their role within a team. For example,  [Frost](#)'s Abilities are based around slowing down enemies and blocking damage, making him more suited to a defensive role.  [Nova](#), with her damage-oriented Ability set, is a good choice for offensive playstyles.

Most Abilities require [Energy](#), which is spent every time an Ability is used. Warframes have only a limited Energy capacity, so Ability use must be carefully



⋮

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running out of Energy at critical moments. Energy costs vary between Abilities; in general the more advanced/powerful the Ability, the greater its Energy cost.

Controls

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Default Key Bindings

Platform	1st Ability	2nd Ability	3rd Ability	4th Ability
PC				
PSN	+	+	+	+
XBX	+	+	+	+
Switch	+	+	+	+

Types

Warframe Abilities are internally classified into four different types loosely according to



fall into more than one classification, while  [Reunite](#) is the only ability with no classification. The abilities below are classified by what a corresponding [Corpus Comba](#) / [Scrambus](#) will disable.

Damage

The most common Ability type. *Damage* Abilities deal direct damage to enemies, however some abilities like  [Quiver](#) have nothing damage related but are classified as such anyways. They are disabled by the [Sap Comba](#).

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

▼ View Damage Powers List ▼

Buff & Debuff

These Abilities modify a unit's innate stats. *Buff*-type Abilities enhance a Warframe or their allies, while *Debuff* Abilities weaken or cripple enemies. Some Abilities perform both. They are disabled by the [Nul Comba](#).

This section is [transcluded](#) from [Abilities/Buff & Debuff](#) . To change it, please [edit the transcluded page](#).

▼ View Buff & Debuff Powers List ▼

Mobility

Mobility Abilities alter a Warframe's ability to travel between two points. Some abilities like  [Speed](#) make the Warframe faster, while others like [Undertow](#) make it slower. Some abilities like [Rhino Stomp](#) have nothing mobility related but are classified as such anyways. They are disabled by the [Slo Comba](#).

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

▼ View Mobility Powers List ▼

Perception

Perception Abilities are used to confuse, distract or disappear from enemy sight, fooling some to engage false targets or prevent them from seeing the player entirely. They are disabled by the [Fog Comba](#).

This section is [transcluded](#) from [Abilities/Perception](#) . To change it, please [edit](#)



Diminishing Returns On Bosses

Some [Bosses](#) have a mechanic where they are immune to certain effects from abilities or apply a "diminishing return" effect on repeated uses of a single ability, reducing their duration by 25% on subsequent casts. This mostly pertains to abilities that have crowd control effects since bosses have high resistance to them.^{[1][2]}

Examples of diminishing returns or CC resistance:

- [Equinox's](#) [Rest & Rage](#) will slow boss-type enemies instead of putting them to sleep.
- [Ivara's](#) [Sleep Arrow](#) has diminishing returns against boss-type enemies.
- [Nyx's](#) [Mind Control](#) and [Chaos](#) have diminishing returns against boss-type enemies.
- [Valkyr's](#) [Warcry](#) has diminishing returns against boss-type enemies.
- [Vauban's](#) [Bastille](#) will slow boss-type enemies instead of lifting and placing them in stasis.

Examples of CC immunity:

- [Zephyr's](#) [Tornado](#) will not ragdoll boss-type enemies.
- [Zephyr's](#) [Tail Wind](#) will not knockdown or ragdoll boss-type enemies.
- [Valkyr's](#) [Paralysis](#) will not stun boss-type enemies.
- [Volt's](#) [Shock](#) and [Discharge](#) will not electrocute boss-type enemies.
- [Hydroid's](#) [Tidal Surge](#) will not ragdoll boss-type enemies.
- [Hydroid's](#) [Undertow](#) will not pull in boss-type enemies.
- [Hydroid's](#) [Tentacle Swarm](#) will not grab boss-type enemies unless they've died.
- [Limbo's](#) [Banish](#) will not ragdoll or move boss-type enemies into the [Rift Plane](#).
- [Loki's](#) [Switch Teleport](#) will not relocate boss-type enemies.
- [Loki's](#) [Radial Disarm](#) will not disarm, stun, or dismember boss-type enemies.
- [Loki's](#) [Irradiating Disarm](#) will not confuse boss-type enemies.
- [Mag's](#) [Pull](#) will not move boss-type enemies.
- [Mag's](#) [Crush](#) will not lift or ragdoll boss-type enemies.
- [Mag's](#) [Fracturing Crush](#) will not stop boss-type enemies.
- [Banshee's](#) [Sonic Boom](#), [Silence](#), and [Sound Quake](#) will not push,



- [Ember's](#) [Fire Blast](#) will not knockdown boss-type enemies.
- [Excalibur's](#) [Radial Blind](#) and [Radial Javelin](#) will not stagger boss-type enemies.
- [Frost's](#) [Freeze](#) and [Avalanche](#) will not freeze boss-type enemies.
- [Frost's](#) [Snow Globe](#) will not freeze or push boss-type enemies.
- [Rhino's](#) [Rhino Charge](#) will not ragdoll boss-type enemies.
- [Rhino's](#) [Rhino Stomp](#) will not put boss-type enemies in stasis.
- [Mesa's](#) [Shooting Gallery](#) will not jam or stun boss-type enemies.
- [Mesa's](#) [Muzzle Flash](#) will not blind boss-type enemies.
- [Oberon's](#) [Smite](#) will not ragdoll boss-type enemies.
- [Oberon's](#) [Reckoning](#) will not lift boss-type enemies.
- [Nekros'](#) [Terrify](#) will not fear boss-type enemies, but will continue to apply an armor reduction debuff.
- [Nezha's](#) [Divine Spears](#) will not pin or ragdoll boss-type enemies.
- [Fatal Attraction](#) will not attract boss-type enemies.
- Lifted proc does not affect boss-type enemies.

Outliers:

- [Saryn's](#) [Spores](#) will be able to properly spread and receive spores from nearby boss-type enemies.
- [Nekros'](#) [Shadows of the Dead](#) will not summon boss-type enemies.
- [Ivara's](#) [Prowl](#) will not steal from boss-type enemies.

List of Abilities

Main article: [Category:Warframe Abilities](#)

Injectable

Main article: [Helminth#Ability Replacement](#)

Some abilities can be injected into other Warframes, replacing one of their abilities via the [Helminth](#). These include:

- ▼ View Helminth Unique Abilities List ▼
- ▼ View Helminth Subsumable Abilities List ▼

Raw Data

Main article: [Module:Ability/data](#)



For a community-contributed list of player abilities in [WARFRAME](#), see [Module:Ability/data](#).

Ability Mods

Warframes Abilities can be affected by five types of modification: [Ability Duration](#),

[Ability Efficiency](#), [Ability Range](#), [Ability Strength](#), and **Casting Speed**.

With the proper combination of mods and gear Abilities can obtain a [maximized](#) value (see [Power Mods and Abilities](#)).

Ability Duration

Main article: [Ability Duration](#)

Modifies the Duration of Warframe Abilities and the Energy cost of toggled Abilities. Hover over each Ability to see how its stats are affected.

—In-game Description

These mods affect how long a Warframe Ability lasts.

Mods that affect [Ability Duration](#) positively:



[Archon Continuity](#)

[Augur Message](#)

[Constitution](#)

[Continuity](#)

[Narrow Minded](#)

[Nira's Hatred](#)

[Primed Continuity](#)[Ris Invocation](#)[Molt Efficiency](#)Slotting a
[Crimson Archon Shard](#)

Maximized at +221% with a negative effect of -66% Ability Range. Note that [Continuity](#) and [Primed Continuity](#) are mutually exclusive; the maximized value assumes the use of Primed Continuity.

Ability Efficiency

Main article: [Ability Efficiency](#)

Modifies the Energy cost of Warframe abilities. The minimum Energy cost is 1/4 of the Base value.

—In-game Description

These mods affect how much a Warframe Ability costs to cast. Ability Efficiency has a hard cap of 75%. For example, an Ability which costs 100 Energy cannot be reduced below 25 Energy.

Mods that affect [Ability Efficiency](#) positively:



[Boreal's Hatred](#)[Fleeting Expertise](#)[Streamline](#)[Netra Invocation](#)[System Reroute](#)[Pax Bolt](#)

Maximized at +105% (or +135% with an active Pax Bolt buff) with a negative effect of -60% [Ability Duration](#). The 75% hard cap mentioned above means it is more efficient to combine a fully-leveled Fleeting Expertise with Boreal's Hatred in the same build, unless also utilizing a mod that decreases Ability Efficiency, such as [Blind Rage](#), or minimizing the drain of channeled Abilities with as few mods as possible.

Ability Range

Modifies the Range of Warframe Abilities. Hover over each Ability to see how its stats are affected.



These mods affect the radius and targeting range of Warframe Abilities.

Mods that affect [Ability Range](#) positively:

[Archon Stretch](#)

[Augur Reach](#)

[Cunning Drift](#)

[Energy Amplifier](#)

[Overextended](#)

[Stretch](#)

Maximized at +180% with a negative effect of -60%

[Ability Strength](#).

Ability Strength

Modifies the Strength of Warframe Abilities and the Energy cost of toggled Abilities. Hover over each Ability to see how its stats are affected.



These mods and Arcanes affect the damage and the potency of Warframe Abilities (such as Banshee's [Sonar](#) and Energy restored by Trinity's [Energy Vampire](#)).

Mods & Arcanes that affect [Ability Strength](#)

[Increase](#) Decrease

[Amar's Hatred](#)

[Archon Intensify](#)

[Augur Secrets](#)

[Blind Rage](#)

[Energy Conversion](#)

[Growing Power](#)

[Intensify](#)

[Morphic Transformer](#)

[Power Donation](#)

[Power Drain](#)

[Power Drift](#)

[Precision Intensify](#)

[Primed Morphic Transformer](#)

[Transient Fortitude](#)

[Umbral Intensify](#)

[Vome Invocation](#)

[Final Act](#)

[Pax Bolt](#)

[Molt Augmented](#)

[Molt Vigor](#)



[Arcane Power Ramp](#)[Sling Strength](#)[Hardened Wellspring](#)Slotting a
[Crimson Archon Shard](#)

Maximization

In the arsenal, Ability Strength is maximized at +285% (equipping all [Umbral](#) mods) with a negative effect of -55% [Ability Efficiency](#) and -27.5% [Ability Duration](#).

In-game, without any additional Warframe ability buffs or effects, Ability Strength is maximized at +465% (equipping all [Umbral](#) mods, [Energy Conversion](#), [Pax Bolt](#), and if all players in a squad equip [Growing Power](#)). With the [Helminth](#) Invigoration, Ability Strength is maximized at +665% (equipping all of the above mods/Arcanes).

Using [Empower](#) can raise this cap by 50%, but only for the next ability cast, and Empower cannot stack with itself nor benefit from mods aside from Ability Efficiency. The same way, [Power Drain](#) can provide an additional 50% bonus for the next ability cast after performing a [Mercy](#) kill.

The total Ability Strength can then be doubled by a corruption buff from opening [Void Relics](#), bringing it up to +1630%.

The theoretical max Ability Strength for any Warframe (except [Volt](#), [Excalibur](#)



Strength from [Equinox's](#) [Peaceful Provocation](#) and 5.8x Ability Strength multiplier from [Nidus'](#) [Parasitic Link](#) with an Invigoration and a corruption buff on both the warframe and Nidus.

- To achieve this, [Equinox](#) must first cast [Pacify & Provoke](#) then [Nidus'](#) cast [Parasitic Link](#) on any Warframe.
- [Volt's](#) theoretical max Ability Strength will be +10,978.0% if under the above effects with Arcane [Volt Storm Helmet](#) equipped.
- [Frost's](#) (with Arcane [Frost Squall Helmet](#) equipped), [Excalibur's](#) (with Arcane [Excalibur Pendragon Helmet](#) equipped) and [Nidus'](#) theoretical max Ability Strength will be +11,036.0% if under the above effects.
- [Protea's](#) theoretical max Ability Strength will be +12,022.0% if under the above effects with her passive active while [Ember](#) has no limit other than the number of enemies she can apply a [Heat](#) status effect to.

Last updated: [Hotfix 31.0.10](#) (2022-01-20)

Casting Speed

These sources affect the casting animation speed of Warframe Abilities (such as [Nekros'](#) [Shadows of the Dead](#) or [Mag's](#) [Crush](#)).

The calculation for casting time is *(Base Animation Time) ÷ (1 + Speed Bonus)*.

Sources that Ability Casting Speed positively:



[Natural Talent](#)

[Speed Drift](#)

[Savior Decoy](#)

[Fracturing Crush](#)

[Redline](#)

[Power Transfer](#)

Slotting an
[Amber Archon Shard](#)



Ability Ranking

Since [Update 15.0](#) (2014-10-24), Warframe Abilities unlock and rank up with affinity.

Maximum Rank for Abilities is Rank 3.

Warframe / Archwing / Necramech Rank	Ability and Rank			
	First Ability	Second Ability	Third Ability	Fourth Ability
Unranked	Unranked	Locked	Locked	Locked
3	Unranked	Unranked	Locked	Locked
5	Unranked	Unranked	Unranked	Locked
7	Rank 1	Unranked	Unranked	Locked
10	Rank 1	Unranked	Unranked	Unranked
12	Rank 1	Rank 1	Unranked	Unranked
14	Rank 2	Rank 1	Unranked	Unranked
16	Rank 2	Rank 1	Rank 1	Unranked
18	Rank 3	Rank 1	Rank 1	Unranked
20	Rank 3	Rank 1	Rank 1	Rank 1
22	Rank 3	Rank 2	Rank 1	Rank 1
24	Rank 3	Rank 2	Rank 2	Rank 1
25	Rank 3	Rank 2	Rank 2	Rank 2
27	Rank 3	Rank 3	Rank 2	Rank 2
28	Rank 3	Rank 3	Rank 3	Rank 2
30	Rank 3	Rank 3	Rank 3	Rank 3

Ability Disrupting Enemies

[Comba](#)

[Scrambus](#)



Ability Immune Enemies

Full Immunity

Arbitration Shield Drone

Partial Immunity

Demolyst Heqet

Demolyst

Demolyst MOA

Demolyst Satyr

Notes

- The majority of Warframe abilities with duration or changes to the user/enemies



[Invisibility](#), and [Iron Skin](#)).

Patch History

Update 37.0 (2024-10-02)

- Unlocking an Ability will now show the Input needed to cast it in the “Ability Unlocked” pop-up!

Update 25.6 (2019-08-08)

- Added numerous Warframe Ability Augment stats to the Ability Screen. We debuted this with Wukong’s rework, and you will now be able to directly see the Stat changes associated with Augments on the Abilities!

Game System Mechanics			Edit	[Collapse]
Currencies		Credits • Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing		
General	Basics	Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart		
	Lore	Alignment • Fragments • Leverian • Quest		
	Factions	Corpus • Grineer • Infested • Orokin • Sentient • Syndicates • Tenno		
	Social	Chat • Clan • Clan Dojo • Leaderboards • Trading		
	Squad	Host Migration • Inactivity Penalty • Matchmaking		
	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • Orbiter		
Gameplay	Basics	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint		
	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect		
		Recess • Death Mark • Enemy Behavior • Eximus		



	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
	PvP	Duel • Conclave (Lunaro) • Frame Fighter
	Other	Gravity • Threat Level
Equipment	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
	Operator	Amp • Focus (Madurai, Vazarin, Naramon, Unairu, Zenurik) • Lens
	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsic • Kaithe
	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
Technical	General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
	Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal Twitch Extension • World State



Mathematical

[Calculating Bonuses \(Additive Stacking, Multiplicative Stacking\)](#) • [Condition Overload \(Mechanic\)](#) • [Enemy Level Scaling](#) • [Maximization](#) • [User Research](#)

- 1. (2016, February 4). *Immunity Vs Resistance* (<https://forums.warframe.com/topic/605059-immunity-vs-resistance/>). Warframe Forums. Accessed 2023-02-06. Archived (<https://web.archive.org/web/20230206215515/https://forums.warframe.com/topic/605059-immunity-vs-resistance/>) from the original on 2023-02-06.
- 2. [Update 18.5](#) (2016-03-04) patch notes

Categories

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