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 **EDIT**

Upon reaching zero [health](#), [Warframes](#) will go into **bleedout**, which is a twenty-second period of dramatically-reduced combat capability, collapsing onto the ground and only being able to use secondary weapons. If the Warframe is not revived during this time, it dies a proper **death** and must either spend **10%** of their [Affinity](#) acquired during the mission to continue playing the [mission](#), wait for an ally to finish the [mission](#), or forfeit the mission entirely. Players are only allowed to revive **4** times per mission,  rring special circumstances.

☰

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Warframes in this state have fallen down to the ground, barely able to shuffle around backwards on their posterior and feet. While bleeding out, Warframes cannot use abilities or perform [maneuvers](#), and can only fire their equipped [secondary](#)

[weapon](#). Downed Warframes appear as a red diamond on the mini-map () and slowly bleed out over **20** seconds. The player's movement will decrease linearly until the timer runs out.

Bleedout will not trigger if there are no other friendly Warframes present that are not themselves bleeding out, including in Solo play. Running out of health in this circumstance will cause immediate death with no bleedout. However, there are some exceptions to this:

- If [The Grustrag Three](#) or [Zanuka Hunter](#) are present in a mission, running out of health will always trigger bleedout and the player will be imprisoned in an energy field in order to receive the [Grustrag Bolt](#) or be captured by Zanuka respectively.
- If the player's [Sentinel](#) is equipped with the  [Sacrifice](#) precept mod, bleedout will be triggered in order for the Sentinel to revive the player.
- During [Nightwave Series 2](#), a [Devotee](#) can randomly spawn whenever a player is downed. Bleedout will be triggered in order for the Devotee to revive the player.

Process

Players can revive characters in bleedout by holding the action () key while nearby and facing them. This action takes priority over most other player input, for example sprinting toward a downed ally to revive them will immediately stop running and start the revival process (this is immensely useful during [Archwing](#) missions, where precise movement is difficult). While being revived, a red diamond will appear to replace the red downed-state bar and begin to fill. Multiple teammates reviving another at the same

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which takes **5** seconds by and [shields](#) and may resume efforts as well. Successful revives

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Tenno downed by [The Grustrag Three](#) will be captured by any living Carabus Sentinels, and cannot be revived by players while contained.

Safety

When reviving an ally in the heat of battle, the player attempting to revive can still be downed. The use of barriers, invisibility, and crowd control effects is valuable for safe revival; otherwise, it's very common for players to be downed at the exact moment they've successfully revived a teammate.



- The [Sentinel](#) mod [Sanctuary](#) creates a damage-absorption bubble around the reviver.
- Barriers like [Frost's](#) [Snow Globe](#) and [Gara's](#) [Mass Vitrify](#) can also be used as a damage-absorption protection around the reviver.
- Invisibility abilities like [Ash's](#) [Smoke Screen](#), [Ivara's](#) [Prowl](#), [Shade's](#) [Ghost](#), [Huras Kubrow's](#) [Stalk](#), [Loki's](#) [Invisibility](#), and [Wisp's](#) [Wil-O-Wisp](#) allows them to safely revive someone without being targeted.
- Crowd control abilities like [Vauban's](#) [Bastille](#) and [Khora's](#) [Strangledome](#) can be used to disable enemies.
- [Limbo's](#) [Rift Plane](#) prevents him from being damaged by most enemies outside of the plane. For extra safety, [Stasis](#) will prevent any enemy in the Rift Plane from moving, and a large [Cataclysm](#) can net enemies in Stasis.
- [Jade's](#) [Ophanim Eyes](#) allows her to revive teammates she is looking at from a distance of **20** meters, at the same rate of a standard revive, which complements her usage of [Glory on High](#).
 - This function is *removed* if Ophanim Eyes is [subsumed](#) onto another Warframe.
- Following completion of [The War Within](#), the [Operator's](#) [Void Mode](#) grants both invisibility and invulnerability making it by far the safest method.



reviver should be careful not to block the fallen ally's line of sight, as their sidearms



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X might actually be able to do *more* *ties all* damage done while



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Bleedout reduction is capped at **90%**. The 20-second bleedout timer can be extended by two effects:

- [Undying Will](#) is a Warframe mod which, at max rank, increases bleedout time to **34.4** seconds.
- [Oberon's](#) [Renewal](#) extends the bleedout timer for himself and his allies by **45%**, up to a maximum of **90%** with 200% [Ability Duration](#).



Abilities

Warframes can also be revived from bleedout, or completely negate bleedout, by a few special circumstances.

- If a Warframe is somehow healed at the moment of hitting **0** HP (such as falling down onto a [Health Orb](#)), they are revived to full health nearly instantly, although they will still animate falling down and getting back up.
- A [Sentinel](#) equipped with [Sacrifice](#) allows it to sacrifice itself to revive their owner.
- [Vasca Kavat's](#) [Transfusion](#) sacrifices a portion of its health to revive their owner.
- [Nekros's](#) [Soul Survivor](#) is an augment for [Soul Punch](#) that allows Nekros to revive allies in bleedout from a range.
- [Oberon's](#) [Phoenix Renewal](#) is an augment for [Renewal](#) that prevents bleedout by healing a percentage of health, taking effect once per ally every **90** seconds.
- [Trinity's](#) [Well of Life](#) turns enemies into healing wells. Allies that die near a well will have their bleedout prevented and become invulnerable for **5** seconds, taking effect once per ally every **60** seconds.
 - Can be [Helminth](#) subsumed, however its cooldown is increased to **120** seconds.
- [Loki's](#) [Savior Decoy](#) is an augment for [Decoy](#) that prevents bleedout by having his decoy absorb fatal damage and swap locations with Loki, taking effect once per **60** seconds.
- [Inaros](#):



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arcophagus and emerge as a
in this state, Inaros can only



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revive Inaros as normal. However, if there are no enemies present for Inaros to attack, Inaros will die of bleedout like normal.

- [Negation Armor](#) sacrifices an active [Scarab Shell](#) to prevent bleedout, becoming invulnerable for **3** seconds and regenerates **90%** health, but receives a strong [Slash](#) proc after the invulnerability expires. Has a cooldown of **30** seconds.
- [Nidus' Adaptive Mutation Passive](#) will have him not enter bleedout at all if he has at least **15** stacks of Mutation Stacks. Instead, 15 stacks will be subtracted from his total stacks, and he will become invulnerable for **5** seconds and regenerate **50%** health. If he does not have 15 stacks when his health reaches 0, he will lose all current stacks and bleedout like normal.
 - If using the [Abundant Mutation](#) augment, the Undying effect gains a cooldown of **30** seconds.
- [Wukong's Five Levels of Immortality Passive](#) will have him not enter bleedout at all. Instead, he will become invulnerable for **2** seconds and regenerate **50%** health, and will gain a random buff ranging from increased elemental damage, invisibility, invulnerability, extra loot, or [orb](#) potency. Wukong can only prevent death **three** times per mission, after which he will bleedout like normal.
- [Sevagoth](#):
 - [Sevagoth's Shadow](#) dying will simply revert control back to Sevagoth with no penalty.
 - His [Tombstone Passive](#) has him enter an immobile tombstone upon losing all his health. In this state, Sevagoth's Shadow becomes controllable, but can only attack using [Consume](#) which costs no energy, bypasses armor and shields, and does damage equal to the target's total health points thus instantly killing non-boss enemies. If **5** enemies are killed by Consume, Sevagoth revives himself on the spot. Allies can also revive Sevagoth as normal. However, the Shadow can still take damage as normal and if it dies, or if there are no enemies present to Consume, Sevagoth will die of bleedout like normal.
- [Khora's](#) [Venari Bodyguard](#) is an augment for [Venari](#) that prevents bleedout by incapacitating Venari in place of Khora, granting her **3** seconds of invulnerability and regenerate **50%** health. If Venari dies this way, her revival



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be manually revived, but each kill

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- [Voruna](#) can switch her passive by holding down [Ulfrun's Descent](#), allowing Ulfrun to take her place if she takes fatal damage. There is a **60** second cooldown before Ulfrun can sacrifice himself again.
- [Dagath's](#) [Grave Spirit](#) will not have her enter bleedout at all. Instead, she enters a specter form that is invulnerable, gains **100%** dodge chance causing all attacks to harmlessly phase through her, and gain **100%** Health Orb drop chance for **10** seconds. Once her spectral form ends, the ability enters a **25** second cooldown.
 - If [Spectral Spirit](#) is equipped, Dagath will immediately enter the spectral form on use, granting her on-demand invulnerability instead of having bleedout prevention. The ability cooldown is reduced by **1** second for every kill, allowing her to quickly reactivate Grave Spirit when needed.
- [Vazarin's](#) [Mending Soul](#) grants up to **4** instant revives from both the Warframe and their [Operator](#), to a maximum of **8**. Once all revives are used, the player can revive allies **100%** faster (in 2.5 seconds).
- [Unairu's](#) [Last Gasp](#) allows the Operator to appear during their Warframe's bleedout and can self-revive by filling a gauge from killing enemies. Each kill fills **33%** of the bar or **100%** from an [Eximus](#), [Thrax Centurion](#), or [Thrax Legatus](#), but will start to drain after **15** seconds.
 - [Vengeance](#) increases Operator damage by **100%** plus an additional **25%** per second during Last Gasp.
 - Last Gasp and Vengeance are both Way-Bound, allowing them to be given to any other [Focus](#) school.

Companions

Instead of dying, Companions become **Incapacitated**, with a **Respawn Timer** of **60** seconds after which they will self-revive. [Vacuum](#)/ [Fetch](#) and [Animal Instinct](#) ([Primed](#)) will still function during Incapacitation. The state of Incapacitation varies by companion:

- [Kubrows](#), [Kavats](#), [MOAs](#), [Predasites](#), [Vulpaphylas](#), and [Hounds](#) will collapse on the ground and can be manually revived as if they were in bleedout.
- [Sentinels](#) enter a damaged state and float alongside their owner until they revive.



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[Crescent Devolution](#), or floating next to the owner in a will undergo a behavior based



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- [Venari Bodyguard](#) will instantly incapacitate Venari should Khora suffer a lethal hit at the cost of increasing the respawn time to **150** seconds and remove the ability to manually resummon her. Every enemy killed by Khora reduces the respawn timer by **4** seconds.

The following mods affect the Respawn Timer:

- [Medi-Pet Kit](#) (not available for Sentinels): -15s
- [Regen](#) (Sentinel-only): -20s, 10s invulnerability on revive
- [Primed Regen](#) (Sentinel-only): -35s, 10s invulnerability on revive
- [Sacrifice](#) (Sentinel-only): +15s
- [Reawaken](#) ([Djinn](#)-exclusive): -6s per Energy Orb pickup, gains 300 [Overshields](#) per orb to a maximum of 900.
- [Hard Reset](#) ([Parazon](#)): -15s per Mercy kill
- [Repair Dispensary](#) ([Protea](#)'s [Dispensary](#) augment): -12s from uniquely created pickups
- [Aerial Bond](#): -3s per kill while airborne; -9s per headshot kill while airborne
- [Restorative Bond](#): -3s per Health Orb pickup
- [Momentous Bond](#): -12s per [Eximus](#) kill
- [Tenacious Bond](#): -3s per headshot kill

NPC Bleedout

Aside from players, there are some NPCs that have bleedout phases. However, none of them can shoot or scoot around in that state.

[Rescue](#) targets can be downed while being escorted to extraction, and can be revived like normal.

[Syndicate Operatives](#) will also go into bleedout and can be revived, however, their timer, while not shown, is shorter than players'. The operatives can also revive each other, but cannot revive fallen players.

[Mailjack Crew](#) can enter bleedout and if not revived they will remain dead until the Mailjack docks. Unlike Syndicate Operatives, they can revive fallen Tenno.



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ets, [Alad V](#), enemy [Kuva Liches](#)



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not recover and prompt [Mercy](#) finisher. Liches and Sisters will recover if not Mercy is not prompted in time, and will leave the mission after recovering from bleedout 3 times.

Railjack

[Railjack](#) experiences a **Catastrophic Hull Breach**, opening a hazard at a random point on the Railjack which must be patched up within **60** seconds using the [Omni](#). Failure to patch the breach in time will cause the mission to fail. During the breach, all players onboard will take damage over time. On repair, the ship recovers 30% of its health and gains 5 - 15 seconds of invulnerability depending on the time taken to repair the breach.

Necramech

[Necramechs](#) do not experience bleedout and will immediately explode.

Operator

[Operators](#) do not experience the same Bleedout or Death that Warframes do. Instead, upon receiving fatal injury they will be forcibly placed back into their Warframe which receives **Transference Static**, depleting all shields and reducing its maximum health, lasting for **45** seconds and can stack up to **4** times with repeated Operator deaths. The first stack decreases health by **20%**, second by **50%**, third by **80%**, and fourth immediately causes Warframe bleedout. However, a maxed rank [Magus Glitch](#) completely prevents Transference Static from occurring.

[Unairu](#)'s [Reinforced Return](#) allows use of an interact button (default ) during the Operator's defeat, summoning their Warframe to their location and granting them immunity for **4** seconds. The [Static Purge](#) passive has a **100%** chance to remove Transference Static on killing an enemy during Reinforced Return.

[Emergence Savior](#) prevents bleedout, causing the Operator to become invulnerable for **5** seconds and regenerate **60%** health, taking effect once per **90** seconds.

Converted Kuva Lich/Sisters of Parvos

Upon entering bleedout once, the player's converted [Kuva Lich](#) or [Sisters of Parvos](#) may spawn in the mission to assist. These allied NPCs will provide firing support for a few



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experience bleedout nor will they m.



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Death occurs after the bleedout timer counts down to 0 seconds. Despite its name, the Tenno doesn't actually die, and there are no permanent consequences for death other than the failure of the mission and the losses associated with that, but they are still neutralized as far as the enemy is concerned.

As of [Update 16.0](#) (2015-03-19), this is your screen upon bleeding out to 0 seconds. Note that having 12 revives only occurs for new players on the [Vor's Prize](#) quest.



During Death

Dead players are able to watch their fellow [squad](#) members continue on with the mission, and are given the options to revive or abort the mission. If the player does not revive, the mission can still be completed if another player finishes the objective and makes it to extraction.

Be warned that staying dead for **more than 2 minutes idle** will trigger the [Inactivity Penalty](#), and render illegibility for end-of-mission bonuses like [credits](#), bonus [affinity](#), and [Gift from the Lotus](#) rewards. Anything already picked up and other affinity gained during the mission prior to the inactivity penalty will still be kept.

Enemy Corpses

Dead enemies, from a technical perspective, are flagged as corpses and are subject to certain mechanics in that state. Most obviously, [Nekros](#) can [Desecrate](#) enemy corpses, treating separated body parts as separate corpses; this leads to players 'desecrating' corpses with [Slash](#) damage weapons before the Nekros can use their desecrate ability. Some enemies do not leave corpses, such as the [Stalker](#).



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their acquired [Affinity](#) from the



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action by pressing **ESC** and selecting the appropriate option. If a player's teammates are still alive, the player will enter a spectate mode.



By default, a player can only revive 4 times per mission. However, an equipped Rank 3 or higher Warframe [Arcane](#) grants **1** additional revive, for a maximum of **6** revives. In [Duviri](#), acquiring [Drifter Intrinsic](#) [Endurance](#) Rank 3 and 8 grant **1** additional revive each, further increasing the maximum to **8**.

Furthermore, new players during the [Vor's Prize](#) quest are instead given **12** revives during said quest.

Some quests as well as [Break Narmer](#) do not have revives, but instead of failing the mission the player is sent back to the last checkpoint, usually placed after clearing major objectives.

Quick Revive

During Bleedout, downed players are prompted at the bottom-center of their HUD with the Quick Revive option. The prompt displays the following: "**HOLD  TO RESPAWN: # REVIVES LEFT**". When the  key is held for 1 second, the downed player's Warframe will be revived, using the above-aforementioned mechanics for reviving after death.

This will be considered a death for the purpose of abilities, meaning it will reset Incarnon charges and channel abilities.

Mission Restrictions

Certain missions have unique interactions with death that make revival more restrictive.

Arbitrations

All characters in Arbitrations will **never enter bleedout and die instantly, and are not allowed to revive themselves**.

However, death can still be prevented from interactions that do not consist of bleedout, such as [Nidus'](#) and [Wukong's](#) revival passive, [Loki's](#) [Savior Decoy](#),



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[Sari Bodyguard](#). Revival abilities [Inaros'](#) and [Sevagoth's](#)



these points must be brought to the tower all at once to bring back the dead player, however these points function similarly to [Index Points](#) and will debuff their carriers by reducing maximum health and shields and constantly drains energy.

Archon Hunt/Netracells

A Tenno that dies in Archon Hunts and Netracells **cannot be revived at all**. They will still enter Bleedout, but each attempt to use [Last Gasp](#) will begin its drain earlier by 2 seconds, and each bleedout entry will reduce its timer down to a minimum of 5 seconds. As such, survival and bringing back up fallen Tenno in bleedout should take the utmost priority.

Deep Archimedeia

Like Archon Hunts and Netracells, a Tenno that dies in Deep Archimedeia cannot self-revive, the bleedout timer is reduced with each entry, and Last Gasp drains earlier with each use. Instead of being unrevivable, a [Void Angel](#) will spawn 30 seconds after a player's death which must be killed to revive that player. However, each subsequent death strengthens the Void Angel.

A player that is dead for longer than 3 minutes earns a Mortis Strike. Acquiring 3 strikes will remove eligibility for rewards.

Trivia

- In [Devstream 132](#), it is mentioned that the [Parazon](#) would be used for reviving teammates. This was implemented in [Update 28.3](#) (2020-08-12), where Warframes now spin their Parazons while reviving, but was removed in [Hotfix 28.3.3](#) (2020-08-13) due to a glitch.
- Prior to [Update 18.0](#) (2015-12-03), revives used to cost **6** for two revives, and were limited to four revives per Warframe, refilling every daily reset, instead of four revives per mission.

Bugs



- Movement can prove to be cumbersome during Bleedout. Shuffling backwards



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ily get caught on strange terrain. ne while a player elsewhere traction zone and back to trigger

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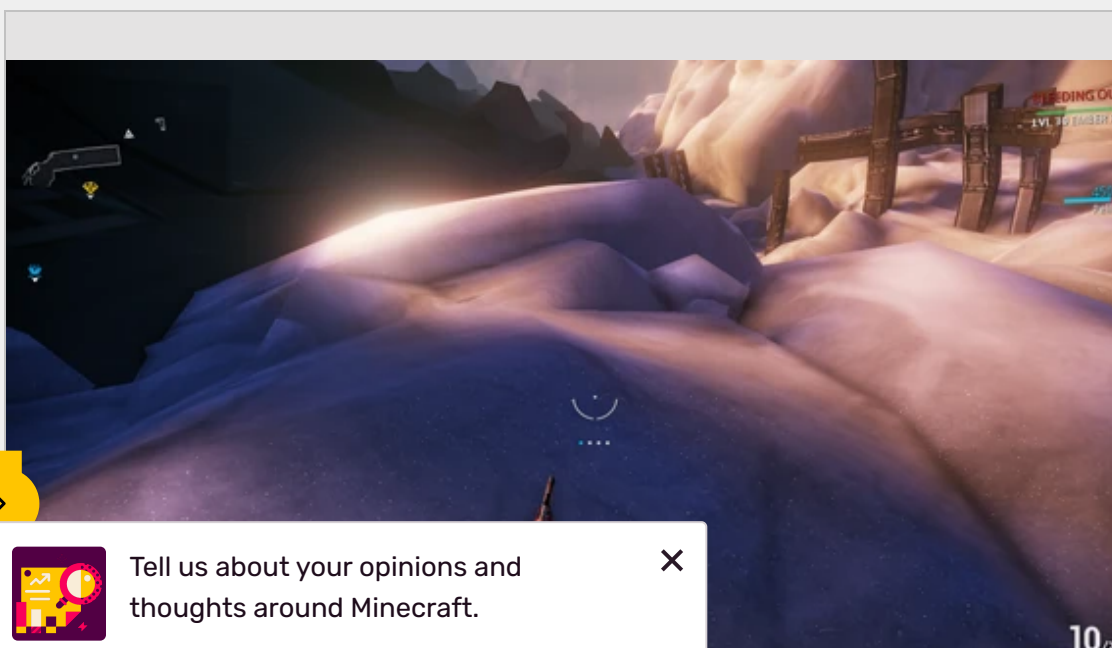
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[Grustrag Three](#) or the [Zanuka Hunter](#).

- On rare occasions, the revive button will still function, even after running out of numbered revives (though affinity will still be consumed). If one dies again after this, the revive counter will display a negative number.
- If one enters a mission without a secondary weapon equipped and is put into bleedout, the player's Warframe will fall over either empty-handed, or with their most recently used (primary/melee) weapon in their hands, held like a pistol, but unusable. In this state, all one can do is shuffle around. This can even occur with exalted melee weapons, such as [Exalted Blade](#) or [Hysteria](#).
- When a Warframe is incapacitated with dual pistols of any kind equipped, the same animation for holding a single pistol is used; while the pistol in the Warframe's right hand will animate and shoot, the one in their left hand will not, and usually clip through the other firearm. This has no functional effect, however.
 - Note that this does *not* happen with throwing weapons (such as the [Kunai](#)), which *do* have their own animations.
- If one achieves a Bleedout Reduction of more than 100% (easily done with [Undying Will](#) alongside a sufficiently-high [Ability Duration](#) [Renewal](#)), they no longer appear to bleedout; the timer is removed, and the affected (alongside any others such as [Companions](#)) seem to never die, so long as the bleedout reduction effects don't end.

Gallery



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Patch History

Update 36.0 (2024-06-18)

- Fixed Companion's revive percentage resetting if another player also starts reviving them.
- Fixed several issues with downed sounds not playing:
 - Fixed being unable to hear your own non-Kubrow Companion get downed.
 - Fixed Client being unable to hear Host get downed.
 - Fixed Host being unable to hear Client's Companion get downed.
 - Fixed the "downed" sound FX not playing when you run out of self-

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https://warframe.fandom.com/wiki/Death#Timer

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