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Link

💬 **23**   ⟋ **EDIT**

For the component used in building a Zaw, see Zaw#Links.

Link

Any damage taken while Link is active will be channeled to a nearby enemy.

🔗

3

❀ **75**

Introduced in Update 4 (2012-11-02)

⋀ **Strength:**
1 / 2 / 2 / 3 (affected enemies)

◑ **Duration:**
? / ? / ? / 17 s

⊚ **Range:**
12 / 14 / 17 / 20 m

Misc:
50% / 60% / 70% / 75% (damage redirection)
100% (damage and status transfer)

| **Info** | **Augment** | **Tips & Tricks** | **Maximization** |

Main article: Abating Link

Abating Link is a Warframe Augment Mod for 🛡 Trinity's 🔗 **Link** that reduces the armor of all connected enemies.

⌂ WARFRAME Wiki

Abating Link

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See Also

- Trinity

Categories ⌄

Languages ⌄

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 Add a comment about Link

23 comments

 Skoomaseller • 11/2/2024

Jade Eximus units make Link a really funny ability.

WARFRAME Wiki

Write a reply

Jazzimus • 12/24/2023

Does link's DR also applies to shields/overshields

> **Jazzimus** • 12/24/2023
>
> One second thought it probably does, "Any damage taken while Link is active will be channeled to a nearby enemy."
>
> **A Fandom user** • 12/24/2023
>
> Yes, it does. Same with Blessing's DR.
>
> Write a reply

A Fandom user • 8/8/2023

DE should make the number of affected enemies scale with strength. Not a large buff, but some AoE love for an underplayed frame designed in the single-target era

> **Cherrypill** • 12/2/2023
>
> Absolutely, only linking with three enemies at max feels extremely dated
>
> **Noirshock** • 10/26/2024
>
> Wish granted! now it will work like this in the next patch plus extra duration.
>
> *(Edited by Noirshock)*

Write a reply

WARFRAME Wiki

A Fandom user • 2/1/2021

Does casting link while having status effects transfer your current ones away? Or only new ones?

A Fandom user • 1/14/2022

Only new ones

Write a reply

MegaByteMe • 11/19/2018

link with eidolon

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A Fandom user • 12/5/2019

Would it annoy you much if i named myself "TerraByteMe"

A Fandom user • 1/28/2024

Would it annoy you much if i named myself "PetaByteMe"

A Fandom user • 4/29/2024

Would it annoy you much if i named myself "**ExaByteMe**"

Raikeran • 3d

Would it annoy you much if i named myself "ZettaByteMe"

Write a reply

WARFRAME Wiki

A Fandom user • 8/4/2018

Is there a way to increase amount of enemies linked or is it just as stated? 3 at a time at max rank seems a bit meh :/

Peebatron • 1/21/2021

No, imagine getting 75% DR, status immunity and armor shred (with augment) on 3 targets at the same time lmao.

Write a reply

A Fandom user • 5/21/2018

"Although it will mitigate damage from Ancient Healers and Corrupted Ancients it will not hurt them due to how they absorb damage from nearby allies." Still false, don't know who added this but wish they put some basic logical thinking or testing into it before posting it.
"Trinity **cannot** link with The Stalker." Also false.

A Fandom user • 10/20/2022

The correct thing to write there would be that trinity could not *effectively* damage to healers because of the way their healing mechanics worked, however now that ancient healers have been reworked you are correct, both in the past and now.

(for context, the reason trinity wouldn't be able to *effectively* damage healers in the past was because the links would target two additional targets as well as the healer, and 90% of the damage the enemies that aren't the ancient took would heal the ancient, so because the damage taken is distributed evenly to all 3 links, one link would provide the damage to the ancient, and two links would heal it for the same damage at 90% effectiveness each. Ex. trinity takes 100 damage, ancient healer takes 100 damage, but is healed for 180 at the same time.)

WARFRAME Wiki

Write a reply

A Fandom user • 9/30/2015

Min wer hat Mir den Link vom Support würde gerade von einem Spieler im Handel ab gezockt der Hammer

> A Fandom user • 10/5/2015
>
> Man kann beim Handeln unmöglich abgezockt werden wenn man auch nur ein bisschen aufpasst...

Write a reply

A Fandom user • 9/21/2015

"Although it will mitigate damage from Ancient Healers and Corrupted Ancients it will not hurt them due to how they absorb damage from nearby allies."
This is wrong. It is not due to how they absorb/heal damage from neaby allies but rather that Ancient Healers are flat out immune to damage transfer from Link whether there are nearby allies or not. Some builds can generate enough damage transfer through Link to take out a dozen level 100 bombards in under a few seconds yet a level 1 lone ancient healer will always take 0 damage transfer with the exception of what damage they take from procs transfered to them.

Write a reply

A Fandom user • 1/31/2015

I suppose this works well against bullet sponges

Write a reply

WARFRAME Wiki

A Fandom user • 4/14/2014

Does any move or any warframe work against link in the clan dojo?

A Fandom user • 4/22/2014

How does valkyr invulnerability work in the clan dojo? If valkyr can't take damage from the reflect, it could work I would think.

Write a reply

A Fandom user • 3/8/2014

In conclave, someone used this on me. Shot 'em with my Tigris and we both died.

Write a reply

Alakaiz • 1/6/2014

Apparently Link is affected by power, this should be changed in the description. When running -power% mods the damage taken is increased.

A Fandom user • 1/15/2014

Can we get some more confirmation for this?

A Fandom user • 1/17/2015

Post a comment

Write a reply

WARFRAME Wiki

A Fandom user • 1/4/2014

ok tested this thing with maxed narrow minded.
if there is no link attached to an enemy, the knockback, stun resist wont work.
this is readily seen when fighting the grineer scorpion. she can still pull you IF you
dont have link being attached to any enemy

Write a reply

A Fandom user • 12/31/2013

How much does the cost go up as it levels. 75 /--/-- ?

A Fandom user • 1/6/2014

Cost is something that only changes with efficiency mods/helmets.

Write a reply

A Fandom user • 11/20/2013

does anyone know where you can find link? my clan and i have wanted a trinity for
a while now and we are finally building one and now we are looking for the mods
for her. we already have well of life and energy vampire, we just need blessing and
link. please help

A Fandom user • 11/25/2013

dosent the mods come with all warframe builds?

A Fandom user • 12/3/2013

I also want to know where the mod comes from, I just can't for the life of me
seem to find the blessing or link mod. If anyone can help it would be highly

WARFRAME Wiki

A Fandom user • 12/23/2013

You get all mods stock standard with any new frame; you just won't be able to equip them all initially. So hopefully you didn't transmute them or something.

Write a reply

A Fandom user • 11/6/2013

I tested link and I received some damage (to my shields), how is it possible ?

A Fandom user • 11/11/2013

"'*Reduces damage done to Trinity by* **50 / 60 / 70 / 75'** **percent** and reflects **100** percent of any incoming damage (full, not what you actually get)"

A Fandom user • 11/25/2013

sux reading the mod tricked me into building it thought it might be a better op then rihno's armer WAS A BIG FAIL

A Fandom user • 12/7/2013

Trinity IS kind of OP, you just stand around and watch enemies kill themselves attacking you. Not to mention that with a bit of modding you can actually keep your team invulnerable permanently against bosses, with Blessing + Energy Vampire.

Write a reply

A Fandom user • 10/28/2013

The friendly fire from link only works if the host shoots at the trinity, my clan tested this pretty thoroughly, we even had the host shoot a weapon with

WARFRAME Wiki

Write a reply

A Fandom user • 9/26/2013

It looks like Link "relays" Torids poison clouds. Tested on Eris/Cyath. We stood at the last objective and the guy with the Torid shot at my feet. I simply cast Link and looked at all the pretty numbers. I don't think I have to mention the speed in which enemies melted once getting in range. Might need further testing, especially if it works in PVP.

Write a reply

A Fandom user • 9/7/2013

EAT THAT MOTHERFUCKERS, I'm so happy sticking to my good ol' Excalibur

A Fandom user • 9/18/2013

que?

Write a reply

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