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Blessing

47

EDIT

For *Relay Blessings*, see [True Master's Font](#). For the *Arcane*, see [Arcane Blessing](#).



Blessing
Restore the health and shields of allies within Affinity Range while reducing the damage they take from enemies.

4
100

Introduced in [Update 4](#) (2012-11-02)

Strength:
40% / 50% / 75% / 80% (shield/health restoration)
25% / 30% / 40% / 50% (damage reduction)

Duration:
? / ? / ? / 15 s (buff duration)

Range: N/A

Misc:
50 m (affinity range)
75% (damage reduction cap)

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- Trinity expends **100 energy** to invokes potent restorative and defensive power from within for herself and all allies within [Affinity Range](#), restoring **40% / 50%**



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ls and [Health](#) and granting them for **? / ? / ? / 15** seconds. [ing Speed.](#)



- Affinity Range increase for [Archwing](#) and [Landscape](#) missions also apply to the range of Blessing.
- Range is **not** affected by  [Ability Range](#).
- Damage reduction is capped at **75%**, achievable with 150%  [Ability Strength](#).
- Affected allies include all Warframes, [Companions](#), [Eidolon Lures](#), summoned allied units such as [Specters](#), allied [Invasion](#) units, [Hostages](#), [Kavor Defectors](#), [Sortie](#) and [Arbitration](#) Defense Operatives, and [Defense Objects](#).
 - On Defense Objects, Blessing restores up to **500** health over **5** seconds which does not stack with similar restoration effects. The damage reduction is also capped at **50%**.
- Blessing is uninterruptable. Even if Trinity enters [bleedout](#) while casting, the healing and damage resistance will still be granted.
- After life support has completely drained in [Survival](#), losing all shields will prevent Blessing from restoring them similar to No Shields Nightmare mode.
- Does **not** restore or create [overshields](#).
- While active, electricity-like energy waves will appear on all affected characters and companions; the color is affected by Trinity's energy color.
- Can be recast while active.
 - Blessing's damage reduction will not disappear while recasting the ability.



See Also

-  [Trinity](#)
- [True Master's Font](#) (Relay Blessings)

Categories



Languages



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47 comments



A Fandom user • 5/1/2024

We need a more detailed info about which allies can benefit from blessing and it works



Write a reply



A Fandom user • 3/29/2023

90% DR would be better



A Fandom user • 2/18/2024

You should be running Link at the same time. Link also gives 75% damage reduction. You *will* have 90% if you're actually using her kit. There's no need to have it on only one ability when you should have both up at all times.



A Fandom user • 2/21/2024

She's a support frame... sure, she can make herself near-invincible, but allies only gain 75% DR, which is really sad. There are many other non-support frames that can give allies well over 75% DR, invisibility or invincibility.



Write a reply



A Fandom user • 9/13/2022

Does this affect nekros shadows? maybe running a trinity specter might be good then.



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It's been 2 years but for anyone reading this it does, it fully heals Nekros' Shadows, you can give a Nekros undying zombies

 Write a reply

 [A Fandom user](#) • 11/15/2021

Need to add the new augment to wiki

 Write a reply

 [A Fandom user](#) • 7/28/2018

Noticed that Blessing is affected by Ability Range. Couldn't give damage resistance and heals to allies even when they are well within affinity range(indicated by the buff) using a build with 40% Ability Range...

 [A Fandom user](#) • 8/18/2018

Were you in a Teralyst hunt ? Blessing doesn't seem to heal people in spoiler mode afaik, maybe that's why ?

 [A Fandom user](#) • 8/17/2019

Bless is strictly affected by Affinity range. It can't be reduced. Bless also doesn't affect operators.

 Write a reply



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 [A Fandom user](#) • 1/8/2018

Edit: "Can someone help me with a good blessing build?"

 [A Fandom user](#) • 4/20/2018

If you want a blessing build designed for keep team's damage resist up, use efficiency and lots of duration. This will allow you, if you build for enough strength, allow you to cast 75% damage resist for upwards of 13 seconds for all teammates, greatly increasing everyone's durability in the mission.

 [A Fandom user](#) • 4/20/2018

Also remember on this build to keep link always active for dps and more tankiness for yourself, and always have EV active. This build requires a lot of multitasking, but once you get used to it, as long as you have well-built weaponry and keep your link up, sorties will be a breeze.

 Write a reply

 [A Fandom user](#) • 10/30/2017

Can someone PLEASE update the fact that this stacks if you have 2 trins?

 [A Fandom user](#) • 11/8/2018

I can imagine 4 of 'em. Arbitration Drone ability, Trinity Version.

 [A Fandom user](#) • 2/15/2022

Glue four Trinities together. Establish an order through which the four of them will use Blessing. Never die.

 Write a reply



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Does the the damage reduction work on the sortie defence target?

 [A Fandom user](#) • 6/19/2017

Seems so

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 [Spectolder](#) • 1/7/2017

A notable detail to add, Blessing seems to be able to give Tenno overhealing that lasts for the duration of damage resistance; at least i have seen my health exceeding maximum during the casting of this ability, multiple times.

 [A Fandom user](#) • 12/25/2017

Are you sure it wasn't a syndicate proc?

 Write a reply

 [A Fandom user](#) • 9/26/2016

For Trinity herself, If she has link and bless at max damage reduction, do they stack?

 [A Fandom user](#) • 10/5/2016

They do stack giving almost 94% damage reduction. (unless my maths is wrong, in which case it is still above 90%)

$100 * 0.25 = 25$ (damage received)

$25 * 0.25 = 6.25$ (damage received)



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afaik you can even stack bless if you have more than ONE bless trin. I didn't test this, but HUD shows 2 bless icons as buff. Recasting your own bless always resets duration with small downtime
Old bless always overwrote existing blessing.

(Edited by Netzwerkfehler)



Write a reply



A Fandom user • 7/19/2016

is it worth it to achieve 75% reduction for intensify and a corrupt mod or should one just go 72% reduction with intensify + power drift wich gives you 145% with no penalty aside from 3% damage reduction?



A Fandom user • 10/5/2016

For trinity (with Link active) the total difference in damage immunity is 0.75%. But between 93% and 93.75% damage reduction the difference in damage received (7 vs 6.25) is 10%. It really isn't much...but could make a difference in high level content where that gives you an extra second to press 4 again and melt an enemy's face...

For allies the difference between 72% and 75% is (28 vs 25 damage received) 10% still (makes sense). Not much. I probably wouldn't worry about it.

But for reference, rank 9 Transient Fortitude gives 50% increase strength -25% duration (countered with constitution or difference between continuity and primed continuity)

rank 5 blind rage gives 54% -30% efficiency (countered by streamline)

I personally went with Transient and primed cont. as it then freed up a spot for something else. Don't worry too much about efficiency, you make energy :P But at the same time, you want to be able to cast more than 2 abilities before running out.



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A Fandom user • 6/1/2016

cap at 75% damage reduction affected by power strength.



Write a reply



A Fandom user • 6/1/2016

150% Power Strength is needed for the cap damage reduction now.



A Fandom user • 6/2/2016

thx



Write a reply



A Fandom user • 5/28/2016

RIP Bless



A Fandom user • 2/14/2017

Why?



Write a reply



Kmn483 • 5/28/2016



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... Range effects it now?



It is not.

 [A Fandom user](#) • 9/20/2016

does*

 Write a reply

 [A Fandom user](#) • 5/28/2016

Trinity nerfed again... why DE... why... I'm tired of seeing things that work ok be nerfed...

 Write a reply

 [A Fandom user](#) • 4/5/2016

When I start "some" raids my health is around 300 with physique (aura helm) but after I bless it goes to 318. Is this a bug, or?

 Write a reply

 [Dr. Pawsworth](#) • 1/9/2016

It seems that it's possible to heal Specters with this ability, although you have to be next to them for it to work, oddly.

 Write a reply



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 [A Fandom user](#) • 9/6/2015

5 mths later: Yes, Bless does affect Rescue target. Not sure about defense objectives (probably not like excavators)

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 [Frost Prime](#) • 2/25/2015

I feel somewhat bad for Trinity players. This is probably going to be the most desired Ability in the upcoming Raids.

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 [Areonlight35](#) • 7/15/2015

its their fault if they die in the crowd of enemies, as a support and their roles to help the support they need to know how hard it is to be a supporting frame kills doesnt matter if you are not doing well in a group

 [A Fandom user](#) • 6/2/2016

quite enjoyable nerf. raids were way too easy full of noobs who relied on permanent 99% dmg reduction.

This will make ppl less lazy in some angle. They will have to take cover,kill enemies and put some effort in surviving,not just staying in middle of battlefield taking 1000000000000 bullets with 0 fu*ks given.

 [A Fandom user](#) • 6/2/2016

noobs on raids? lol just wait till nightmare jordas raid comes out. you'll be crying for the old blessing trinity

 [A Fandom user](#) • 4/20/2018



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crying for trinity." It is





Write a reply

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