

ADVERTISEMENT

in: Mesa, Pages that use a deprecated format of the math tags

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Mesa/Abilities



EDIT

< Mesa

Passive

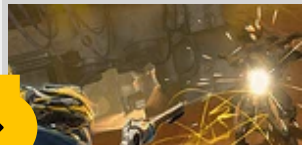
 [Mesa](#) has improved proficiency with secondary weapons, and gains a [health](#) bonus at the expense of not having a melee weapon equipped:

- **+15%** [fire rate](#) with [dual wielded sidearms](#).
- **+25%** [reload speed](#) for [one handed sidearms](#).
- **+50** [health](#) when no [melee weapon](#) is equipped.

Abilities

▼ View Maximization ▼

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



[Ballistic Battery](#)

When activated, this power stores damage caused by

1



[Strength:](#)

40% / 50% / 60% / 70%
(damage percentage)
20 / 50 / 90 / 140 (max damage per instance)
2000 / 3000 / 4000 / 5000
(maximum health)



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WARFRAME Wiki

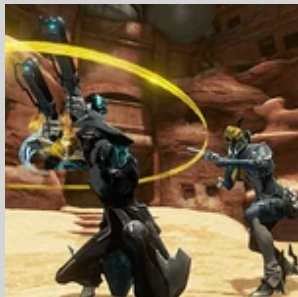


Introduced in [Update 15.5](#)
(2014-11-27)

	Duration:	N/A
	Range:	N/A



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



[Shooting Gallery](#)

Gives an ally extra damage while jamming the guns of nearby enemies. This power shifts between team members.

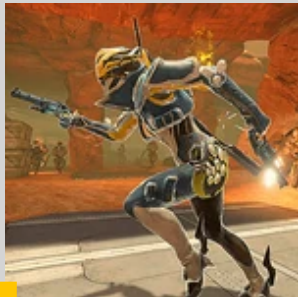
Introduced in [Update 15.5](#)
(2014-11-27)

	Strength:	10 / 15 / 20 / 25 % (damage bonus)
	Duration:	15 / 20 / 25 / 30 s (duration)
	Range:	10 / 12 / 14 / 16 m (target radius)
	Misc:	3 (number of targets per stun) 1.5 s (stun interval) 2 (instances in coop play)

Subsumable to
Helminth



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



[Shatter Shield](#)

Envelops Mesa in a barrier of energy, reflecting back incoming bullet damage.

Introduced in [Update 15.5](#)
(2014-11-27)

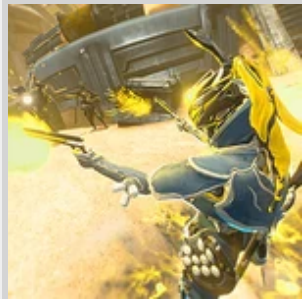
	Strength:	50% / 60% / 70% / 80% (damage reduction)
	Duration:	10 / 15 / 20 / 25 s
	Range:	5 / 7 / 9 / 11 m
	Misc:	95% (damage reduction cap) 45° (deflect angle for non-hitscan) 90° (divert angle for hitscan) ∞ (hitscan reflect range)



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



Peacemaker

With intense focus, Mesa draws her Regulator pistols, shooting down her foes in rapid succession.

4

25

+15/s

Introduced in [Update 15.5](#) (2014-11-27)

Strength:

1.00x / 1.15x / 1.33x / 1.50x (damage multiplier)

Duration: N/A

Range: N/A

Misc:

50 (damage)

50 m (maximum shooting distance)

15° (minimum FoV)

Strength Mods



Duration Mods



Range Mods







Categories



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Sci-fi	Warframe
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WE WANT TO HEAR FROM YOU!