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in: Rhino, Warframes, Males, and 5 more

Rhino

303 VIEW SOURCE





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Main Prime **Abilities** Alternate Equipment Patch History Media

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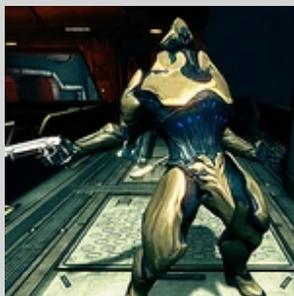
Passive

If **Rhino** falls far enough to incur a [Hard Landing](#) (even if he avoids the animation, such as by sliding), the ground impact will discharge a shockwave that deals [Impact damage](#) and [Knockdown](#) in a **6** meter area of effect. This stacks with [Heavy Impact](#). There is a max **90% Damage Falloff** at the edge of the shockwave's radius.

Abilities

View Maximization

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



[Rhino Charge](#)

Rhino charges towards a target, clobbering any in his path and goring his victim.



1

25

Introduced in [Vanilla](#) (2012-10-25)

[Strength:](#)

150 / 250 / 450 / 650 ([Impact damage](#))

[Duration:](#)

1 s (combo window)

[Range:](#)

6 / 8 / 10 / 12 m (charge range)

1.5 / 1.6 / 1.8 / 2 m (impact radius)



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



[Iron Skin](#)

Rhino hardens his skin, insulating himself from all damage.



2

50

Introduced in [Vanilla](#) (2012-10-25)

[Strength:](#)

400 / 600 / 800 / 1200 (base Overguard)

? / 1.25 / 1.75 / 2.50x (armor multiplier)

[Duration:](#)

N/A

[Range:](#)

N/A





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This section is *transcluded* from *Roar*. To change it, please *edit the transcluded page*.



Roar

Grants all nearby Warframes increased damage for a short duration.



3

75

Introduced in [Update 8.3](#) (2013-07-04)

Strength:

10 / 15 / 25 / 50 %

Duration:

30 s

Range:

15 / 20 / 22 / 25 m

Subsumable to Helminth

This section is *transcluded* from *Rhino Stomp*. To change it, please *edit the transcluded page*.



Rhino Stomp

Rhino stomps with force sufficient to disrupt time, tumbling enemies around him in stasis.



4

100

Introduced in [Vanilla](#) (2012-10-25)

Strength:

150 / 300 / 500 / 800 (Blast damage)

Duration:

3 / 4 / 5 / 8 s

Range:

15 / 18 / 22 / 25 m

Misc:

80% / 90% / 95% / 97.5% (slow)

Strength Mods

Duration Mods

Range Mods



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