Warframe Handbook V3.0

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Status:

Being updated

Last Handbook Update:

November 15th, 2021

A message from the maintainers of version 2.0:

As of late 2021 many of the original members of this team have moved on to other parts of their lives.
We don't plan on updating this handbook for the time being.
Feel free to keep using this handbook and sharing it as we feel like it's still a good place to start this adventure.
You'll still see a few of us around on reddit or even in-game from time to time. Feel free to say hi.
From the bottom of our hearts we thank you for being part of this amazing journey.
- Je2ture
Please join our Discord to help!

Disclaimer:

This handbook contains spoilers and other information which may ruin your gameplay experience. All spoilers are tagged, more critical spoilers are highlighted in light grey (you can select this text for easier reading). While this handbook has been specifically made for the new or returning player in mind, it still has to contain said spoilers, as it is information that might be useful to anyone. We are not responsible if you spoil the game for yourself or others by using this handbook.
The information and notation used in this handbook is for the PC version of Warframe, and may or may not translate directly to the console versions of Warframe.

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To view the handbook properly, go to the Google Docs menu: View → Uncheck Print Layout
(Use Ctrl + F or the Outline on the side to find topics quickly)
It is strongly suggested that if you're a new or returning player you read through all of Getting Started.

Quick Links & Commonly Accessed

Last Major Update: The Steel Path 28.2.0		Last Mainline Update: 28.2.0	Current Build: 28.2.0.1
Events	Modding	Plains of Eidolon	Fortuna
Quick Start	[DE]'s Droptables		Planet Resources
Prime Farming			
Current Prime Warframe Rotations & Vault		Current Prime Weapon Rotations & Vault	
Lith Loot Tables	Meso Loot Tables	Neo Loot Tables	Axi Loot Tables
Game Stuff			
Trading & Resources	Equipment	Beginner Weapon List	Mechanics
Mastery Rank Tests	Warframe Roles	Frame Etiquette	Game Etiquette
Kuva Liches			

Getting Started

Common and Newbie Questions

Q: What kind of game is *Warframe*?
A: *Warframe* is a 3rd person hack and slash shooter with parkour, with some RPG and MMO elements. But most people tend to just say space ninjas with magic.

Q: Is *Warframe* pay-to-win (P2W)? Am I at a disadvantage if I don't pay/have Platinum (Plat/premium currency)?
A: No, *Warframe* is pay-to-skip. Almost everything in the game is obtainable without Plat and the rest can be traded for. There are a few exceptions to this rule, but are mainly cosmetics. You can also trade items you've found in-game for Plat.

Q: My first 50 Plat is untradeable, what gives?
Q: Why do I have untradable Plat?
A: Any starting Platinum will be untradable. This is to prevent account creation for Plat farming. Most if not all other Plat that you earn will always be usable for everything, including trading.
It should be noted that any plat gained from DE directly, i.e. from streams/giveaways/partners, can also not be traded.

Q: What should I use my starting Plat on?
A: Generally, slots, potatoes (orokin reactors/catalysts) then cosmetics in that order. You'll be able to get more Plat via trading with others later.
A good choice is 1 Warframe slot (20p) and 2 Weapon slots (12x2=24) Thus equaling 44 Plat.

Q: Are there any form of dedicated servers?
Q: Any servers in x region?
A: All games played on *Warframe* with the exception of Relays or Clans (hubs) are hosted peer to peer. If your connection isn't good, generally as with any kind of connection based game, you will have a hard time.

Q: Is there a solo mode?
A: Technically, everything in the game can be completed solo [ESC] -> globe symbol -> change to Solo. However, there are some parts of the game that could necessitate a friend or two, and most missions will definitely be easier with a fellow Tenno at your side.

Q: Is there a campaign mode?
A: Yes. Several quests have a campaign, with story and lore reveals. These are unlocked as you progress through the game.

Q: Is there an offline mode?
A: Playing 'offline' is impossible. The game will not start without an internet connection. However, playing pseudo offline is possible, by playing in solo mode.

Q: Is *Warframe* cross-compatible?
A: The developers are currently working on cross play and save (coming sometime in 2022). *Warframe* is currently available on PC, Xbox, Playstation, Nintendo Switch and will be available on mobile.

Q: What Warframe should I pick as my starter?
Q: What's the best starter Warframe?
A: Warframes are basically your classes, they have different abilities that change the way you play the game. As a rule of thumb, none of the starter Warframes are "better" or "best", they cater to your playstyle.

- Excalibur or Excal is the Warrior, which likes getting in people's faces, hack n slash. Popular pick.
- Mag is basically the Mage, using her abilities for nuking, CC (Crowd Control) and utilities.
- Volt is a Hybrid, that features damaging CC and various utilities (speed/shield).

If you can't choose, go with the one you think looks the coolest.

Q: Can I get the other Warframes if I pick x?
A: Yes, you can get them all later in the game.

Q: I just finished the tutorial with Vor, how do I advance through the game?
A: Complete mission nodes (the flashing blue ones), get to junctions and finish their goals. Use Credits (game currency) to buy weapons and Warframe blueprints from the Market.

Q: I'm lost, what should I do?
A: You can play missions on different planets, unlocking nodes. Buy and craft things from the market. Find Quests from Junctions and play through them. Search for Ayatan Treasures and collectibles. Join a clan. Hop on the chats and find others to get lost with you. Play the game and find out!

Q: Why do the mission levels kinda look the same?
A: *Warframe's* missions are procedurally-generated. The game has a set number of rooms, called a tileset, that are randomly linked together every time you start a mission. So the rooms look the same, but the layout is always different.

Q: What is my level?
A: There are 2 kinds, Mastery Rank (MR) and item level. For Mastery, press [ESC], and click on profile. The number on the first page is your Mastery Rank. For item level, go to the Arsenal or press [ESC] → Arsenal and select an item, the level will be under the item's name. Mastery Rank increases as you level your item level (up to rank 30 or 40 with special weapons), be it a Warframe, Weapon, Companion, etc.

Q: What is Forma?
A: Adds additional mod polarities to items (this resets the item's level, leveling again doesn't contribute to Mastery Rank). It's also used in crafting a variety of items.

Q: What is a polarity?
A: See Polarities

Q: What is taxi-ing?
A: For players that don't have all the nodes unlocked, a taxi is a player with that node unlocked, and can host a mission on that node for up to 3 others.

Q: What are Syndicates?
A: See Syndicates

Q: What is a Potato / Orokin Reactor / Orokin Catalyst?
A: These double the amount of mod capacity that your warframe (Reactor) or weapon (Catalyst) has. They are nicknamed potatoes due to their shape.

Q: Until what time can I still invite friends to my missions if I've started it?
A: Any time the objective hasn't been (partially) finished, depending on the mode. For example, Exterminates stop invites around a third of completion through, while endless missions can be invited to about halfway into the first iteration.

Q: What is this Nightwave I can click on in my ship or menu?
A: It's a system that consists of daily and weekly challenges called Acts that players can complete to earn standing. (think battle pass but free) That standing ranks you up and earns you goodies, in some ranks you earn "creds" which can be exchanged for even more items in the "cred offerings" shop, available on the Nightwave same screen.

Q: Offline segment? What's that?
A: You haven't unlocked it as part of your ship. Continue playing, you'll find them gradually as you progress.

Q: Why is my screen/lights flickering in-game?
A: An Assassin or Syndicate is after you. Try to stick with your allies or warn them so they can help you.
For Assassins, see section Assassins.
For syndicates, see section Syndicates.

Q: What are these glowing blue hexagons?
Q: What is a Cephalon Fragment?
Q: What is a Somachord Tone?
A: They're scannable items which provide lore (and music!) when unlocked.

Q: I just got a weapon from a Quest. Should I keep it, or sell it?
A: Keep all items given from Quests due to the possibility of not getting it elsewhere.

Terms

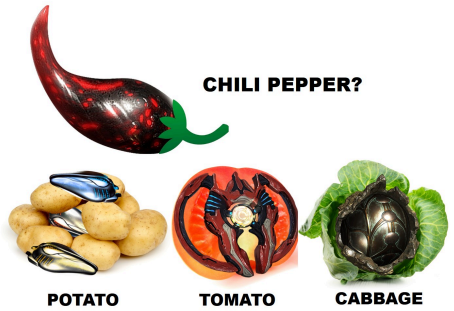
General Terms

CC - Crowd Control, which means anything that slows, stops, or incapacitates enemies.
Support - Allies with abilities that help their team rather than kill.
DPS - Damage per Second, also refers to the Damage role.
Buff/Debuff - Boosts allies/hinders enemies.
Proc - As in Programmed Random Occurrence, ie when a crit/status happens.
HP - Hitpoints/Health.
Energy - Used for abilities, basically mana.
Host - The player who is hosting the session, and whose internet connection is supporting the rest.
HUD - Heads up display, where information is displayed on screen.
PUB/Pubs - Public/Public players.
Meta - The Most Effective Tactic Available, or the generally accepted normality of any subject.
Tenno - General term for players, also your player's race.
Space Mom - Lotus (voiced by [DE] Rebecca) was given the nickname of Space Mom.

Game, Mission, and Chat Terms

Affinity - Experience for your items.
Alert - Limited time mission.
Baro - Baro Ki'Teer (Biweekly Void Trader).
DE - Digital Extremes, the game developer.
Cephalon - The term for artificial intelligence of the *Warframe* universe.
Forma - An item, which when used on a lvl 30 weapon or frame, gives it another polarity and resets its rank to 0.
Pizza/Pancake - A consumable gear item for health, energy, or ammo.
H - Have/Hosting
LF - Looking for
MR - Mastery Rank
Daily Reset - The time where everything based on a daily timer resets, 00:00 GMT.
Scale/Scaling - The way damage done compares to enemy health/damage resistance.
Polarity - Halves the mod drain of a mod with the same polarity.
Tactical Alert - Mini events, they usually give decent rewards.
Sortie - Unique daily mission set with a game modifier and set reward table.
Capacity - Referring to how much mod drain is available to use on a piece of gear.
Elementals - Referring to Cold, Toxin, Heat and Electricity, the 4 basic types of "Elemental Damage".
Dual Elementals - Referring to Blast, Corrosive, Gas, Magnetic, Viral, and Radiation, the 6 types of combined Elements.
Companion - Referring to your Sentinel, Kubrow, Kavat, or MOA.
Taxi- A service of taking a person or group to a mission node they don't have access to.

Item Terms



Potato - Orokin Catalyst (Blue) / Orokin Reactor (Gold), doubles the mod capacity of your weapon/Warframe.
O Cells - Orokin Cells, a rare resource. Are sometimes called Raw Potatoes.
Cabbages - Relics, contain Prime parts.
Tomatoes - Exilus Adaptors, used to unlock an additional mod slot on your Warframe.
Chili - Kuva, a rare resource.

Frame Terms - (Referring to Warframes and specific abilities)

EV - Energy Vampire [Trinity]
Slowva /Speedva - Nova and specific builds to her ability Molecular Prime.
Despros - The Desecrate ability of Nekros using the Despoil augment that makes the ability use health instead of energy.
Pilfdroid - The Tentacle Swarm ability of Hydroid using the Pilfering Swarm augment that gives additional loot drops.

Open world terms

PoE - Plains of Eidolon
OV - Orb Vallis
CD - Cambion Drift

Specific Mods

CP - Corrosive Projection (Aura).
CL - Covert Lethality (only for daggers, allows for insta-kill on finishers).
CE - Concealed Explosives (only for throwing stars, adds explosions).
Maiming/Memeing - Maiming Strike, a rare and powerful mod for melee weapons.
CO - Condition Overload, which multiplies your damage (stacking) for every status afflicted onto an enemy.
CD - Coaction Drift, an Exilus mod that augments Aura mod stats.

Mechanics

Orbiter

Your Orbiter is your home, and in-game hub with access to everything in the game. It includes your Navigation Console, Arsenal, Mod Collection, Foundry, Companion Chambers, Nighwave, Market, Codex and Relic, Plexus, Syndicate and Conclave Consoles.

You navigate your consoles by simply walking up to them, or by using your Main Menu. You unlock some consoles by completing Quests and Mission Nodes.

(SPOILERS) There are 3 back rooms to your ship - The Helminth, Operator, and Personal Quarters. The Helminth contains the equipment to remove Helminth Cysts, and can only be accessed by a fully infected Warframe or Nidus. The Operator Room contains the menus for customizing your Operator and accessing the Focus schools. The Personal Quarters is a decoratable room, and includes the Somachord where you can play music you've found from Somachord Tones.

All rooms and areas in your Orbiter can be customized, recolored, and decorated. Consoles cannot be moved.

HUD and UI

Menu UI

[ESC] Upper left:

- Glyph, current MR level, Username, MR symbol, game privacy status, invite players button (+)
- Warframe [level]
- Aura (if equipped)
- Primary weapon [level] (if equipped)
- Secondary weapon [level] (if no Aura is equipped)
  Further items on scroll over User tab:
  - ➢ Show Profile button
  - ➢ Secondary weapon [level] (if Aura is equipped)
  - ➢ Melee Weapon [level] (if equipped)
  - ➢ Companion [level] (if equipped)
  - ➢ Dragon key (if equipped)



Upper Right:

- Current Boosters active
- Pending friend requests
- Number of items completed in the Foundry
- Number of unopened inbox messages
- Credit count
- Platinum count

Lower left - Chat Menu, press [T] to open. Can be customized in settings.

- Squad chat - If you're in a party.
- Clan chat - Only available if you're in a Clan, for Clan members only.
- Alliance chat - Only available if your Clan is in an Alliance, for Alliance members only.
- Q&A chat - For helping other players or vice versa.
- Region chat - Available for players in your region, asking certain trigger questions gives automated responses.
- Recruiting chat - Find a squad for a mission, or recruit for a Clan/Alliance.
- Trading chat - Trade for in-game items. warframe.market is a better alternative

Main Menu

- Navigation - Access the Star Chart
- Equipment:
    - ➢ Arsenal - Access your Warframes and equipment.
    - ➢ Foundry - Access your blueprints, resources, and Arcanes.
    - ➢ Incubator - Access your Kubrows and Kavats, or raise more.
    - ➢ Inventory - View all of your items.
    - ➢ Void Relic - View or refine your void relics.
    - ➢ Mods - View, fuse, or sell your mods. Can also access your Ayatan Treasures.
    - ➢ Abilities - View the abilities of your current Warframe.
    - ➢ Specters - View your current specter loadouts.
    - ➢ Orbiter - Choose, decorate, and customize your landing craft.
- **(SPOILERS)** Operator - Allows you to access your Operator's appearance menu, equipment, and Focus menu.
- Market - Access the in-game marketplace
- Communication - Access friends list, clan menu (if applicable) and mail inbox.
- Quests - View list of all Quests
- **(SPOILERS)** Railjack - Board your Railjack, access the plexus (modding menu) or intrinsics.
- Profile
    - ➢ Codex - View information and lore on everything in the game
    - ➢ My Profile - View your personal stats, including equipment use, MR progress, Syndicate progress, challenges, and wishlist
    - ➢ Syndicates - View and interact with the 6 Syndicates
    - ➢ Leaderboards - View current, daily, and weekly leaderboard standings
    - ➢ Glyph - View, buy, and change your glyphs
    - ➢ Logout - Takes you back to the login screen
- Options - View and customize game options, including keybinds, display properties, audio preferences, and gameplay settings.
- Exit Game - Closes *Warframe* and returns you to your Desktop
-

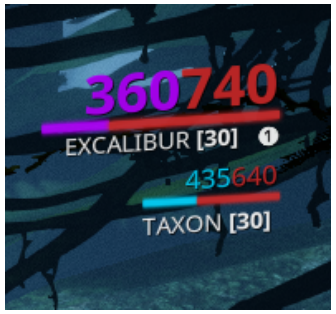
In-game HUD

Upper left - Mini-map, press M for large map, current Objective Status



Upper Right:

- Blue number is shields, Purple is overshields. Red is health (can be customized)
- Any symbols next to shields are ongoing ability effects or procs, from yourself or teammates.
- Warframe name and level
- Companion shields and health (if equipped)
- Companion name and level (if equipped)



Lower left - Chat Menu, press T to open.
Lower Right:

- Current ammo in magazine/total ammo left
- Selected weapon and level
- 4 Abilities
- Energy bar (dark blue is energy capacity, light blue is current energy)
- Energy amount



Movement System

One of the primary selling points of *Warframe* is its unique, fluid movement system. You can make your Warframe do a number of parkour tricks, which can be chained together into what is called the Movement System.

Basic elements of movement

- [W] [A] [S] [D] move up, left, down, right.

- [SPACE] to jump.
- [SHIFT] to roll/dodge, hold to sprint.
- [CTRL] to crouch, hold while moving to slide.
- [RIGHT MOUSE CLICK] hold to aim, hold to aim-glide when in mid-air, hold when on a wall to wall latch.
- [E] to quick melee, slam attack when in mid-air.

Basic Chained Movement
Learn these well before attempting Advanced Chain Movement.
- [SPACE] [SPACE] to double jump.
- Hold [CTRL] then press [SPACE] to bullet jump (will fly towards mouse direction).
- [SPACE] [SHIFT] to jump then roll forward.
- [SPACE] hold [CTRL] to jump then slide as you hit the ground.
- Hold [CTRL], then press [SHIFT] to slide then roll.

Note: There is no fall damage, but falling from a great height will cause you to stagger when you hit the ground. You can avoid this by rolling or sliding as you touch down, or by using aim-glide or double jump to slow your descent.

Advanced Chained Movement
- Hold [CTRL] then press [SPACE] [SPACE] to bullet jump, then double jump.
- Hold [CTRL] then press [SPACE] [SPACE] [SHIFT] to bullet jump, then double jump, then roll forward.
- Hold [CTRL] then press [SPACE] [SPACE] [SHIFT] hold [CTRL] to bullet jump, then double jump, then roll forward, then slide as you hit the ground.
- Hold [CTRL] then press [SPACE] [SPACE] [SHIFT] hold [RIGHT MOUSE CLICK] to bullet jump, then double jump, then roll forward, then aim-glide.
- Hold [CTRL] then press [SPACE] [SPACE] [SHIFT] hold [RIGHT MOUSE CLICK] hold [CTRL] to bullet jump, then double jump, then roll forward, then aim-glide, then slide as you hit the ground.
- Hold [CTRL] then press [SPACE] [SPACE] [E] to bullet jump, then double jump, then mid-air melee propel.
- Hold [CTRL] then press [SPACE] [SPACE] [E] hold [CTRL] to bullet jump, then double jump, then mid-air melee propel, then slide as you hit the ground.
- Hold [CTRL] then press [SPACE] [SPACE] [E] hold [RIGHT MOUSE CLICK] to bullet jump, then double jump, then mid-air melee propel, then aim-glide.
- Hold [CTRL] then press [SPACE] [SPACE] [E] hold [RIGHT MOUSE CLICK] hold [CTRL] to bullet jump, then double jump, then mid-air melee propel, then aim-glide, then slide as you hit the ground.
- Hold [CTRL] then press [SPACE] [SPACE] [E] hold [RIGHT MOUSE CLICK] press [Shift] hold [CTRL] to bullet jump, then double jump, then mid-air melee propel, then aim-glide, then roll forward, then slide as you hit the ground.
- Hold [CTRL] then press [SPACE] [SPACE] look down [E] to bullet jump, double jump, and ground slam.
- Hold [RIGHT MOUSE CLICK] hold [S] press [SHIFT] to backflip.
- Hold [CTRL] then press [SPACE] [SPACE] hold [RIGHT MOUSE CLICK] hold [S] press [SHIFT] to bullet jump, then double jump, then aim-glide, then backflip.

These are just a few of the possible movement combos in *Warframe*. Discover them all for yourself!

Damage

Physical Damage

The main type of damage in *Warframe* is physical damage, split into three different types - Impact, Puncture, and Slash. It is commonly referred to as IPS damage. Most weapons and some Warframe abilities have at least one of these damage types, with the weapons usually having all 3. Each damage type has a Status Effect, also known as a Proc. See Status below.

Elemental Damage



The secondary type of damage in *Warframe* is Elemental damage, which is split into 4 base elements; Heat, Cold, Electric, and Toxin. These damage types are rarer on weapons, and more common on Warframe abilities. However, these elements can be added to weapons using mods.

The 4 base elemental types can be combined to create 6 combined Elemental damage types:

- Heat + Cold make Blast
- Electric + Toxin make Corrosive
- Heat + Toxin make Gas
- Cold + Electric make Magnetic
- Heat + Electric make Radiation
- Cold + Toxin make Viral

All 10 Elemental damage types have a Status Effect, or Proc, that they can inflict. See Status Below.

Other Damage

There are two other types of damage usable by the player, True and Void.

True damage is a hidden damage type, and has no damage modifier versus any kind of health, and it ignores armor reduction and shields. A few examples of true damage are Finisher attacks and Bleed procs.

(SPOILERS) Void damage is only used by Operators and their Amps. It guarantees stun against drone type Sentients, and ignores Sentient damage reduction.

Status

Every damage type has a Status Effect, or Proc, that it can inflict. These are damage/effect over time and their effectiveness is based on the base damage of the damage type, and the Status Chance and Status Duration of the item inflicting damage. No Proc lasts infinitely, except for Corrosion. The damage type with the highest amount of damage will always be the most likely to Proc, with lesser damage numbers losing likeliness as damage lessens. This applies to IPS and Elemental damage individually, meaning two Procs can occur simultaneously, one physical and one elemental.

Physical Damage Procs

- Impact - Knockback - Causes enemies to flinch and recoil back.
- Puncture - Weakened - Cause victim's attacks to deal less damage.
- Slash - Bleed - Affected victims take damage over time, which bypasses only armor now, does dot to shields now.

Base Elemental Damage Procs

- Heat - Ignite - Sets enemies ablaze and deals damage over time.
- Cold - Freeze - Reduces victim's movement speed and fire rate.
- Electric - Tesla Chain - Sends an electric surge through the victim and to all enemies within a 3m radius of the victim, dealing damage over time and stunning.
- Toxin - Poison - Infects the victim and causes damage over time. This damage bypasses shields.

Combined Elemental Damage Procs

- Blast - Inaccuracy - Reduces the accuracy of the afflicted target..
- Corrosive - Corrosion - Strips the victim's armor by 20%, then by another 6% per stack (80% cap) .
- Gas - Toxic Cloud - Produces a small cloud around the affected victim in a 3m radius that deals Toxin damage. Each additional stack increases range. Because it is an innate Toxin, it bypasses shields.
- Magnetic - Disrupt - Enhanced damage. First Magnetic status effect deals 100% additional shield damage, Subsequent stacks add 25% capped at 325%.
- Radiation - Confusion - Causes the victim to become confused and randomly attack any enemy or ally within range. This also causes their allies to attack them.
- Viral - Virus - Amplifies damage to the health of the afflicted target

Damage Type	Flesh	Cloned Flesh	Fossil	Infested	Infested Flesh	Sinew	Machine	Robotic	Object	Shield	Proto Shield	Ferrite Armor	Alloy Armor
Impact	-25%	-25%					+25%			+50%	+25%		
Puncture						+25%		+25%		-20%	-50%	+50%	+15%
Slash	+25%	+25%	+15%	+25%	+50%			-25%		IGN	IGN	-15%	-50%
Cold			-25%		-50%	+25%				+50%			+25%

Electricity							+50%	+50%					-50%
Heat		+25%		+25%	+50%						-50%		
Toxin	+50%		-50%				-25%	-25%		IGN	IGN	+25%	
Blast			+50%			-50%	+75%					-25%	
Corrosive			+75%								-50%	+75%	
Gas	-25%	-50%		+75%	+50%					IGN	IGN		
Magnetic										+75%	+75%		-50%
Radiation			-75%	-50%		+50%		+25%		-25%			+75%
Viral	+50%	+75%		-50%			-25%						
True										IGN	IGN	IGN	IGN
Void		-50%	-50%				-50%						

*IGN = Ignores on Proc

Multishot

Multishot is the chance a weapon will fire an extra projectile for no extra ammo cost. It is widely considered the most powerful damage buff.

Multishot is rated on a percentage scale.
At 50% Multishot, a weapon will always fire one round for every fire instance, and has a 50% chance of firing 2 rounds.
At 100% Multishot, a weapon will always fire two rounds for every fire instance.
At 150% Multishot, a weapon will always fire two rounds for every fire instance, and has a 50% chance to fire 3 rounds.
At 200% Multishot, a weapon will always fire 3 rounds for every fire instance.
Etc.

Multishot will display an increase in damage stats similar to damage, but this is “fake” damage based on the chance of firing an extra shot, and is not the actual damage that can occur.

Multishot will show an increase in Status Chance, but this is ‘fake’ Status Chance. If you achieve 100% Status with multishot mods, then that guaranteed Status Proc applies to ONE shot in the multishot volley. For Status to apply to all shots, 100% Status Chance is needed BEFORE multishot is applied.

Punch Through

Punch Through is a mechanic that can exist in fireable or thrown weapons. It is the maximum depth of material that a projectile can penetrate. Once a projectile encounters a surface too thick to penetrate, it will stop as normal. It is typically given through mods, but some weapons have innate Punch Through.

Punch Through is rated by punch distance in meters.

- 0.1m of PT is enough to pierce a Shield Lancer's riot shield.
- 1.0m of PT is enough to pierce any openable door, any soft cover, and any small enemy unit.
- 1.2m of PT is enough to pierce through any regular enemy unit, or 2 small enemy units.
- 2.1m of PT is enough to pierce through two of any regular enemy unit, or 4 small enemy units.

Punch Through will not work on large or damage-locked bosses, Frost and Arctic Eximus shields, and Nullifier bubbles. It will also not work on walls that separate mission tiles, only doors.

Melee

Other than gunplay, *Warframe* is known for its addictive melee elements. The current way melee works in the game is referred to as Melee 3.0.

There are many melee weapon types available for use, all with their own strengths, weaknesses, and playstyle.

Melee Weapon Types:

- Sword
- Dual Sword
- Sword and Shield
- Dagger
- Dual Dagger
- Machete
- Nikana
- Rapier
- Scythe
- Nunchaku
- Polearm
- Stave
- Heavy Blade
- Hammer
- Gunblade
- Blade and Whip
- Fist Weapon

- Sparring Weapon
- Claw
- Glaive
- Tonfa
- Whip
- Hybrid
- Warfans

When you have a melee weapon in your loadout, but are wielding your primary or secondary, you can instantly switch to your melee weapon with [E]. This is good for instant counterattack in close quarters or when out of ammo. Firing or aiming will re-equip your last weapon.

When your melee weapon is equipped, you can block/parry incoming attacks and bullets by facing the attacking enemy with your melee weapon out.

Melee Finisher attacks are a stealth based melee attack. All weakened/unalerted/disoriented/blind/asleep enemies will have the pop-up option to attack them with a finisher. Finishers do extremely high damage when done correctly.

When your melee weapon is equipped, you have access to your Stance Mod. Stance Mods are rare mods that modify the attack patterns and combos of your melee weapon. They are equipped in your Upgrade menu, in the special slot above the regular 8 mod slots. Only one Stance Mod may be equipped at a time. Keep in mind Stance Mods only work for the weapon types displayed on their card. So a Sword Stance will not be equippable on a Rapier, and a Polearm Stance will not be equippable on a Heavy Blade. Additionally, equipping a Stance Mod will provide extra mod capacity for the weapon, equal to the amount of drain on the card.

Consecutive melee attacks will build your Melee Combo Counter. The more hits landed in a short period of time, the higher the damage multiplier becomes. Not hitting an enemy for a short period will reset the counter. Mods can be applied that extend the time before the counter resets, such as Body Count and Drifting Contact.

Affinity

Q: What is Affinity?
A: Affinity is essentially XP. Gaining affinity increases your Mastery Rank.

Q: How do I get Affinity?
A: When you kill something, complete a mission objective, or complete a challenge, you will gain Affinity for your equipment. The white bold number with a plus next to it that appears after killing an enemy or completing a challenge/objective is the amount of Affinity earned from that action.

Q: This guy has all the kills, am I not gonna get XP?
A: Don't be sad/angry when someone "kill steals", any Affinity they gain will also be passed to you as long as you're within 50m of them.

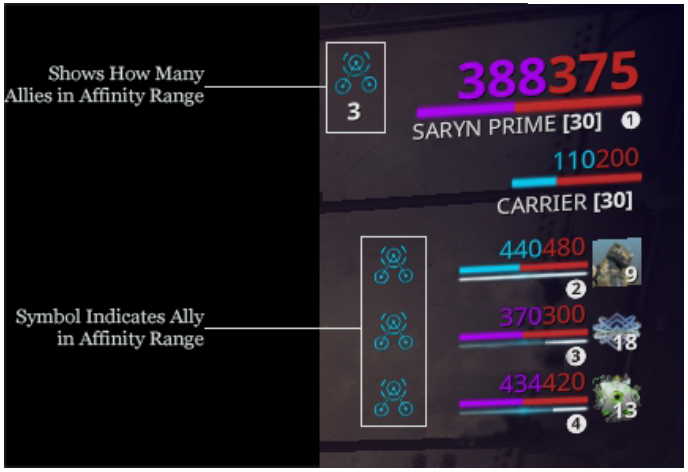


Image obtained from framemastery.com

Q: Does everything get Affinity at the same rate? Where can I lvl up my gear?
A: Here's a guide made by reddit user u/GregariousJB.

Author: u/GregariousJB

AFFINITY GUIDE

Oct 2021; Build v30.7

The general rule for all incoming Affinity:

(Example: 100 Affinity gained)

You get 100

75% (75 affinity) → Primary / Secondary / Melee

← 25% (25 affinity)

(Split between all equipped weapons - even max-level ones!)

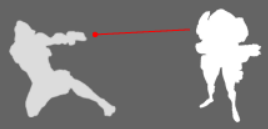
Companion *also* gets 100

← 50% (50 affinity)

← 50% (50 affinity)

(With no companion weapon equipped, companion gets 100%)

Unless...

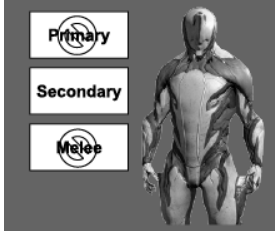


YOU kill with a weapon:
50% to Warframe
50% to killing weapon
0% to companion



YOU kill with an ability:
100% to Warframe
0% to weapons
0% to companion

Therefore...



Only equip what you need to level.



Leveling a weapon: Kill with it as much as possible.



Leveling a Warframe: Kill as many enemies as possible with abilities. Got weak abilities? Kill with your best weapon!



Leveling a companion: Let it kill as much as possible. Or, buff your teammates so they kill faster.

Best Leveling Areas

Leveling Warframes:



Run Sanctuary Onslaught (SO). Any level Warframe is permitted. Or, hop into a public Defense mission at Hydron|Sedna or Helene|Saturn (Saturn will also drop Orokin Cells)

Leveling Deployables:



Necramechs:
- Deimos Bounties
- Orb Vallis town captures
- Railjack/Orphix missions

Archwings:
- Salacia|Neptune
- Railjack missions

K-Drive:
- Grind and do tricks on the large pipe behind Fortuna, or at The Pearl
- Use the "K-Drive Race" wiki page to find the race with the highest affinity reward (that you can complete easily) and run it repeatedly

Leveling Weapons: (and Companions!)



Run Elite Sanctuary Onslaught (ESO) with a level 30 *support* Warframe (Trinity, Rhino, etc). A max-level Warframe is required in ESO. It is common to find Saryn, Volt, and Mirage players mass-killing in ESO to farm Focus. If you buff them and supply energy they'll kill faster, you'll more quickly level your weapon/companion, and you will be loved by all

Mastery

Mastery is not Affinity, Affinity is XP for items. Mastery is a total of what you've leveled.

Q: How do I get Mastery?
A: Mastery is gained through leveling anything for the first time. This means weapons, Warframes, vehicles, companions, etc. Forma'd equipment is reset from level 30 to 0 but its subsequent leveling **DOES NOT** contribute to Mastery. A small amount of Mastery is also awarded upon completing each Star Chart node for the first time.

Q: How much Mastery is earned for leveling up items?
A: Each maxed Warframe, companion, or Archwing gives 6k to your mastery, or 200 per level. All weapons and K-Drives give 3k, or 100 per level.

Q: How much Mastery is needed to level up?
A: Each mastery rank takes 2500 to max, with every subsequent rank adding 5000, additionally. So, Rank 1 takes 2500, Rank 2 takes 7500, Rank 3 takes 12500, and so on.

Q: It says my Mastery requirement is maxed, what do I do now?
A: Once you max out all the Mastery for your current MR level, you can rank up by completing an MR Test (see below). Mastery DOES carry over to the next rank, even if you haven't completed the test yet.

Q: I have two weapons that have the similar names, do they both get Mastery?
Other variants of items give mastery, i.e. Braton gives 3k, Braton Prime will give 3k, and Mk1 Braton will give 3k for a total of 9k. But once you level up an item, i.e. Lato, leveling up another Lato will not give Mastery. There are also Kuva and Tenet weapon variants that give 4k affinity each (they can reach level 40)

Q: I sold a weapon before it was max level, did I lose any remaining Mastery for it?
A: The game records how much you've leveled a weapon no matter if it is in your inventory or not. If you leveled a weapon to level 10 and sold it, the game records that you earned 1,000 Mastery from that weapon. If you attain the weapon again, the game will not reward Mastery until the weapon reaches level 11 and so on.

Q: Why should I care about Mastery?
A: Benefits of Mastery:

- Gives your weapons and Warframes a flat starting bonus mod capacity of your MR.
    - Ex: MR5 person has equipment that starts at 5/5 capacity, while a MR23 person has equipment that starts at 23/23 capacity.
    - This can be affected by a *potato*, doubling it.
    - This does not mean you go over the limit, 30 or 60 will still be the mod cap, excluding Warframe auras or Weapon stances.
- Changes your max limit of Void Traces.

- Allows you access to certain Relays.
- Allows access to certain equipment/quests.
- Allows you to use certain levels of Riven Mods.
- Increases your Daily Syndicate Standing capacity.
- More trades a day (starting at MR2). Your Mastery rank +1 equals the number of trades you can do.
- Gives you "loadout" slots every other rank which allows easy equipment switching.
- Mastery Sigil change to a different emblem every 3 ranks, and a different color every rank.
- Reaching MR30 gives many benefits such as special Umbra Forma, slots and exclusive items as well as unlocking the ability to temporarily bless other players with boosters.
- After reaching MR30, players level to Legendary Rank 1 (and subsequently LR2, LR3 etc.). Each Rank up awards a Legendary Core.

Mastery Rank Tests

Once you max out all the MR for your current level (can be seen in profile), you will qualify for your next Mastery Rank Test. Each test is different from the last, but are not different between players. Every player must pass the same challenge. Keep in mind, MR tests are solo only, and there is a 24 hour limit set on MR tests. So if you fail a test, you cannot reattempt until 24 h have passed. In addition, you cannot gain more than one Mastery Rank per 24 h. The player's next Mastery Rank test will also be available for practice and, if eligible, for rank up in Cephalon Simaris' Relay room. All previous levels of Mastery Tests may be practiced at any time.

Mastery Rank 1 Test
Exterminate Test (Primary)
This test requires players to exterminate three waves of enemies with their primary weapon.
The player starts in the center of a room encircled by eight pillars. From here they must eliminate 3, 5 and 8 level 1-2 enemies within 1:00, 2:00 and 3:00 minutes for each wave respectively.

It is recommended that you bring a fully leveled and modded primary weapon to this test.

Mastery Rank 2 Test
Exterminate Test (Secondary)
This test requires players to eliminate three waves of enemies with their secondary weapon.
The player starts in the center of a room encircled by eight pillars. From here they must eliminate 8, 12 and 16 level 5-6 enemies within 0:45, 1:00 and 1:15 for each wave respectively.

It is recommended that you bring a fully leveled and modded secondary weapon to this test.

Mastery Rank 3 Test
Exterminate Test (Melee)
This test requires players to eliminate three waves of enemies with their melee weapon.

The player starts in the center of a room encircled by four pillars. From here they must eliminate 5, 7 and 9 level 15 enemies within 0:45, 1:00 and 1:15 for each wave respectively.

It is recommended that you bring a fully leveled and modded melee weapon to this test.

Mastery Rank 4 Test
Survival Test
This test requires players to endure an unlimited onslaught of level 12-15 Infested for a given period of time.
The player starts in the center of a room surrounded by several walls and platforms. From here they must survive for 1:30.

It is recommended to bring a defensive or nuke Warframe to this test.

Mastery Rank 5 Test
Terminal Hacking Test
This test requires players to hack six terminals within a time limit of 1:45.
The player starts in the center encircled by terminals. From here they must hack three Grineer terminals and three Corpus terminals to pass the test.

It is recommended that you fully understand hacking before attempting this test.

Mastery Rank 6 Test
Target Tracking Test
This test requires players to track targets quickly and accurately.
The player starts the test standing on a brightly lit circular platform in a dark room encircled with metallic spheres. The player's camera will be turned toward the first target at the beginning of each round. Upon shooting the first target, lines will connect unlit spheres in succession before stopping at another target, this process will repeat itself until the test has ended.

It is recommended to bring an accurate and/or high fire rate hitscan weapon to this test.

Mastery Rank 7 Test
Timed Exterminate Test
This test requires players to eliminate three waves of enemies within 1:00.
The player starts in the center of a white room with pillars circling the center. Level 15-18 Grineer, Corpus, and Infested units will spawn in waves and must be dispatched before time ends.

It is recommended to bring a defensive or nuke Warframe to this test.

Mastery Rank 8 Test
Movement Test

This test requires players to jump across several platforms, with a varying distance between each one. Shooting the red orbs that appear spawns the next platform. Players have three tries to complete the test; any fall from the platforms counts as a try.

It is recommended to fully understand the movement system of Warframe before attempting this test.

Mastery Rank 9 Test
Stealth Test
This test requires players to make use of cover and track enemy movements in order to assassinate targets without detection using melee weapons only.
Players start in a room equipped with only their melee weapon. They make their way through three stages with increasing numbers of enemies and increasingly complex patrol routes. Successful elimination of all enemies in a stage will unlock the next. All enemies are level 1 and can be insta-killed by a takedown.
Players are allowed three tries. Alerting an enemy counts as a try and will reset the stage. Falling off a platform does not count as a try. Also, there is no time limit.

It is recommended to bring a fast Warframe to this test, and to study the enemy movements closely. Keep in mind there is no time limit.

Mastery Rank 10 Test
Disappearing Platform Test
This test requires players to eliminate targets at range, while maneuvering on platforms in a 3x3 grid that will permanently disappear after a few seconds of standing on them.
The player will spawn in on a normal platform and the test will begin once you enter the grid area. You must kill all enemies spawning periodically atop five elevated platforms which line the far end of the grid. Once the player steps on a platform it will begin flashing increasing in speed until it disappears 8 seconds later. All enemies are level 1.
Players have three chances to complete the test. Falling from the tileset counts as a try.

It is recommended to bring a high fire rate hitscan or high range beam weapon to this test.

Mastery Rank 11 Test
Time Trial Test
This test requires players to make their way through an obstacle course while shooting red orbs to increase the amount of time they have to finish the course. Each orb adds 3.5 seconds of time.

It is recommended to use a fast Warframe for this test.

Mastery Rank 12 Test
Carousel Test
This test requires players to eliminate enemies while being aware of their surroundings.

Players start on a platform facing a carousel-like structure with two disks connected with a large pillar at their centers. Between the disks are a set of lasers which separate the quadrants of the disks and slowly rotate around the disks, essentially circling the "carousel".
The object of the test is to reach the carousel, eliminate 16 enemies spawning on the outer disk, all while avoiding the moving lasers. All enemies are level 1.

It is recommended to bring a high fire rate hitscan or high range beam weapon to this test.

Mastery Rank 13 Test
Advanced Disappearing Platform Test
This test requires players to eliminate enemies while remaining extremely mobile.
Players start facing a number of platforms surrounded by walls which can be run across. Once the player touches a platform, it begins to flash increasingly rapidly and will disappear after a few seconds. The platforms are arranged with one in each corner, and three stacked vertically in the center.
Players have three tries to eliminate all enemies on surrounding platforms. Each fall counts as a try and returns all previously exhausted platforms. All enemies are level 1.

It is recommended to bring a high fire rate hitscan or high range beam weapon to this test. A nuke Warframe can also be used to make this test trivial.

Mastery Rank 14 Test
Advanced Exterminate Test
This test requires players to eliminate three waves of enemies of levels 15-20.
The player starts on the first level of a tower with multiple cover points and must eliminate targets until they are warped to the next level. There are three waves with Grineer, Infested, and Corpus units respectively.

It is recommended to bring a nuke Warframe to this test, and/or a high damage beam or hitscan weapon.

Mastery Rank 15 Test
Interception Test
This test requires players to capture and hold points in an Interception mission. All enemies are levels 15-18.

It is recommended to bring a fast or nuke Warframe to this test, and/or a long range hitscan weapon.

Mastery Rank 16 Test
Defense Test
This test requires players to defend a Cryopod for 3 waves. Enemies are Corpus, levels 24-27, and each wave will spawn 8/12/16 enemies respectively.

It is recommended to bring a defensive or nuke Warframe to this test.

Mastery Rank 17 Test
Advanced Timed Exterminate Test
This test requires the player to kill 30 level 25-28 Infested targets within a time limit. The player starts at 20 seconds. Meleeing the white orbs that appear on the map grants an additional 7 seconds each.

It is recommended to bring a fast or nuke Warframe to this test, and/or a high damage beam or hitscan weapon.

Mastery Rank 18 Test
Advanced Defense Test
This test requires the player to defend a Cryopod for 5 waves. Enemies are Corpus, levels 25-28.

It is recommended to bring a defensive or nuke Warframe to this test.

Mastery Rank 19 Test
Stealth Rescue Test
This test requires the player to destroy six security orbs around a large tileset, and then escort a rescue target to the extraction point, all without being detected by the patrolling Grineer Lancers. All Lancers are level 15.

It is recommended to bring a fast Warframe to this test.

Mastery Rank 20 Test
Archwing Time Trial Test
This test requires the player to fly between two platforms in Archwing mode before the timer runs out. There is a series of rings between the two platforms that grant additional time of 2 seconds when flown through. The player starts out with 10 seconds.

It is recommended that you understand Archwing mechanics and flight patterns before attempting this test.

Mastery Rank 21 Test
Timed Exterminate Test
This test requires the player to kill 35 level 25-28 Grineer enemies before the timer runs out. The player must destroy white orbs with their melee weapon to extend the timer, which spawn in random locations around the map.

It is recommended to bring a fast or nuke Warframe to this test, and/or a high damage beam or hitscan weapon.

Mastery Rank 22 Test
Arena Test
This test consists of three rounds requiring the player to kill 12/18/24 level 40 Executioners. The player is given 3 respawns before the mission will fail. Executioners will spawn in pairs, a maximum of 6 simultaneously. The first round has a speed boost modifier,

the second round has a health drain modifier (drains 100 health periodically until you have 3 health, killing enemies restores all health) and the third round has a scaling enemies modifier. Falling out of the map uses one respawn.

It is recommended to bring high survivability Warframes and high burst damage weapons to this test.

Mastery Rank 23 Test
Mobile Point Capture Test
This test requires the player to capture 6 mobile control points before the timer runs out by standing within a radius as they move along set paths. Various types of level 40-45 Grineer enemies, including Manics, will spawn throughout the map, attacking the player as they capture the points. Capture progress will quickly decay while the player is outside of the white radius. Each point will gradually turn green and then stop moving upon reaching 100%.

It is recommended to use Rhino with an Iron Skin and speed build, or Limbo with a speed build, so as to ignore the enemies and concentrate on the points.

Mastery Rank 24 Test (SPOILERS)
Operator Test
This test requires the player to use their Operator to destroy an orb in the center of a small arena, while being attacked by level 15 Infested Brood Mothers and maggots. The player is given 3 respawns before the mission will fail.

It is recommended to periodically kill the Brood Mothers, and Void Blast any maggots on or around your Operator.

Mastery Rank 25 Test
Deployable Archwing Exterminate Test
This test requires the player to use an Archwing deployed by the Archwing Launcher to traverse a multitude of floating platforms, killing 50 level 25-28 Grineer enemies, both grounded and airborne, before the timer runs out. The player can extend the remaining time by melee attacking the white orbs that spawn on these platforms.

It is recommended to use long distance or AOE weapons to kill enemies from a distance or quickly, as the map is quite large.

Mastery Rank 26 Test
Advanced Mobile Point Capture Test
This test requires the player to capture 6 mobile control points within 5 minutes by standing within a radius as they move along set paths, while under constant fire from level 40-45 Grineer. Unlike the MR23 test, the capture points in this test move up and down as well as horizontally, and change speed much more rapidly. Capture progress will quickly decay while the player is outside of the white radius. The point will gradually turn green and then stop moving upon reaching 100%.

It is recommended to use Rhino with an Iron Skin and speed build, or Limbo with a speed build, so as to ignore the enemies and concentrate on the points.

Mastery Rank 27 Test

Point Collection Test

This test requires the player to collect 100 points from the map and enemies, and turn them into a pad on one side of the map. The player has 5 minutes to accomplish this. Blue orbs will occasionally spawn on the map and are worth 1 point each. Red orbs will drop from red enemies and will spawn rarely, and are worth 3 points each. The more points that are collected, the higher the enemies' levels will be. Using Vacuum or Fetch will make collecting points easier.

It is recommended to use Rhino with Iron Skin, or a nuke frame, so as to either ignore the blue enemies and prioritize the red enemies, or to kill all enemies and only focus on collecting points.

Mastery Rank 28 Test

Condensed Thermia Extermination Test

This test requires the player to eliminate 60 enemies. The enemies are invulnerable, requiring the player to pick up containers of Condensed Thermia that spawn every 30 seconds. These canisters must be thrown at enemies to make them vulnerable. The containers destabilize 15 seconds after spawning in. A maximum of 7 canisters will spawn; if 60 enemies are not killed after the last canister, the test will fail. No other timer is active for this test. This test uses game mechanics first seen in the Exploiter Orb fight but adapted for extermination.

It is recommended to throw the canisters into clusters of enemies to maximize their effectiveness.

Mastery Rank 29 Test

Advanced Timed Extermination Test.

This test requires the player to eliminate 100 enemies, with enemy levels starting at 50 and ending at 110. The player is given a 14-second countdown timer to kill waves of enemies, each enemy kill resets the timer by 2 seconds. Every 10 enemies killed the test conditions get harder:

- 10 enemies: enemy level +10
- 20 enemies: enemy level +20
- 30 enemies: enemy health +50%
- 40 enemies: enemy level +30
- 50 enemies: max timer -3s
- 60 enemies: enemy level +40
- 70 enemies: enemy armor +50%
- 80 enemies: enemy level +50
- 90 enemies: enemy level +60

Mesa, combined with some Energy Restores, can make this test trivial.

Shields, Health, and Energy

Shields

Shields protect your health and keep regenerating when you're not taking damage. Shields will always start regenerating after 3 seconds of not taking damage. This is your primary defense in most situations. To prevent one-shot deaths, the developers introduced Shield Gaiting, if you are hit by a single attack that deals more damage than you have shields, it will not affect your health.

Q: Why is my shield bar suddenly purple?
A: Those are overshields, usually granted to you by Sentinel or Warframe abilities and mods. They essentially raise your maximum shield capacity.

Q: Do my shields benefit from Armor?
A: No, only health benefits from armor.

Q: I'm losing health and my shields are still max, what gives?
A: It means your Warframe is being affected by a Status proc. If you look at your Warframe and it looks like you're bleeding, that's a slash proc. You get those by getting shot occasionally. The same will also happen when you step in the green clouds of the infested, but that time it's a toxin proc. Both go directly to health in damage, ignoring shields.

Health

Health is your hitpoints in the game and your secondary form of defense just after your shields. Any attacks that break your shields will bleed into your health pool. If your health goes down to 0 you are downed, and need to be revived by allies or manually. Keep in mind you only have 4 manual revives per mission, after which you fail or are dead permanently for the remainder of the mission. Team revives do not count as one of the 4 revives. If all members of a squad are downed or are down simultaneously, they all will need to manually revive. Armor applies to health, and the higher your armor is the more damage reduction you can get.

Q: Does my health regenerate?
A: No, but some Sentinel or Warframe abilities, equippable items, or mods like Rejuvenation (Aura), Lifestrike, etc. will allow you to heal.

Q: Why is my health bar suddenly grey?
A: You are invulnerable while it's grey, invulnerability occurs with some Warframe abilities, after being revived, and in other special cases.

Armor

Armor is what it sounds like. This stat reduces the damage taken to Health, but not shields. Both enemies and Players can possess armor.

Q: What does armor look like?
A: Enemies that have armor are given a yellow health bar. Armor cannot be physically seen on your Warframe.

Q: Can I reduce or remove an enemy's armor?
A: You can strip away or negate an armor value by using certain abilities or damage procs, thus turning an enemy's health bar red. The most common is inflicting a corrosive proc, which reduces enemy armor by 25%.

Q: Why should I care about armor when I can just max out Health or Shields?
A: Unlike Health or Shields, armor has a scaling return, which means it passively gets better as missions get harder. It follows a basic formula and scales better the later or longer missions last.

Q: What is the basic Damage Reduction Formula look like?
A: The damage reduction from armor is as follows:
Damage Reduction=Net Armor/(Net Armor +300)

Ex: A net armor value of 300 will reduce incoming damage by **300 ÷ 600 = 50%**, so only half of the weapon's damage is inflicted in total. At **600**, you receive only **33%** (reduction is 600 ÷ 900 = 66.7%) of a weapon's outgoing damage. At **900** armor, inflicted damage is only **25%** (reduction 900 ÷ 1200 = 75%), and so on.

Energy

Energy is essentially mana. It's the resource needed to use your abilities in the game. Without it, you cannot use your abilities.

Q: Where do I get more energy in-game?
A: Energy orbs drop from enemies, boxes, crates and in the lockers that you open. Like health, some Sentinel or Warframe abilities, equippable items, or mods like Energy Siphon (Aura), Energy Conversion, etc. will allow you to gain more energy.

Q: Will I be able to make my own energy later?
A: Yes, via craftable energy pads (often referred as pizzas), passive abilities, and some Warframe abilities.

Powers and Abilities

Powers are the 4 abilities that each frame gets (a few can have additional hidden abilities). They define the frame and shape their individual playstyles. Some will be more suited to support, while others will be suited to taking heavy gunfire, or stunning entire areas. Either way, learning about abilities is one the most important parts of the game.

Warframe abilities are similar to that of other games, where one ability is like 'an Ultimate', or Ult, and is more powerful than the rest. A Warframe's Ult is almost always their 4th ability.

Q: Are all powers different?
A: For different Warframes yes, but for the different types of the same Warframes they're the same. That all changes when Augment mods are involved.

Q: Why does another Player's Ability/Power function differently from mine?
A: The Warframe's build, and Augment mods. Some abilities have Augments which change the way they work.

For a more in-depth analysis, see Warframe Abilities.

Critical Hits (Crits)



Q: What is a Critical Hit?
A: A Critical Hit is when an attack engages the Critical Multiplier of a weapon, dealing an increased amount of damage based on the multiplier. It appears as a different colored damage number.

Q: What happens when my crit goes above 100%?
A: Depending on how high your crit chance is, it will first go to level 1, yellow, then level 2, orange, then level 3, red. Yellow crits occur anywhere from 1% to 199% crit chance. Orange crits occur between 100% and 299% crit chance, and red crits occur after 200% crit chance. The first level of crit will engage your crit multiplier, each new level of crit will continually increase your crit multiplier. There are higher levels of crit, however red is the final color of the crit.

Q: How does the crit formula work?
A: Crit Multiplier = Crit Level x (Base Crit Multiplier - 1) + 1

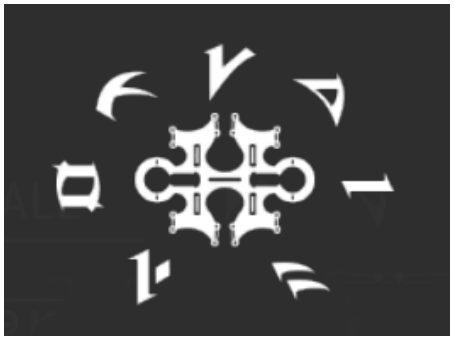
Crits are graded to the percentage of the crit chance. At <100%, you have the given chance to crit at level 1. At 100%+ you always crit at level one and have a chance to get a level 2 crit.

So if you have 150% crit chance & 3x crit damage, you get a 100% chance for a lvl 1 crit, and 50% for a lvl 2. Plug in the numbers and let the crit work out.

Level 2: 2 x (3-1) + 1 = 5x Crit multiplier
Level 1: 1 x (3-1) + 1 = 3x Crit Multiplier

Q: What is a purple crit?
A: When damage numbers are purple, it is not displaying a crit level. Rather, purple damage hits are showing when your weapon does damage to an enemy's overshields.

Polarities



Polarities are found on mods and the Arsenal upgrade menu. When a mod is applied to a mod slot without a polarity, the drain on the card will cost exactly that. When a mod and a mod slot have the same polarity, the mod's drain is halved. When a mod is applied to a slot with a different polarity, the drain is increased by 25% (there are some exceptions to this system).

There are 3 main polarities. They are known as the:
V (V polarity) aka Madurai
- (Dash polarity) aka Naramon
D (d polarity) aka Vazarin

There are 4 alternate polarities. They are known as the:
= (Scratch polarity) aka Zenurik
r (r polarity) aka Unairu
y (Y polarity) aka Penjaga
U (U polarity) aka Umbra

Matching the polarity will reduce drain by 50% rounded up.
Ex. 11V → V Polarity = 5.5 = 6 Mod drain
Not matching the polarity will increase drain by 25%, rounded up.
Ex: 10d → d Polarity = 12.5 = 13 Mod drain

Some mod slots have an opposite, positive effect. These occur on Warframe Aura slots and Melee Stance slots.
When applying an Aura/Stance mod to a Warframe/melee weapon, the drain of the mod is ADDED to the Warframe/melee weapon's total mod drain. The additional drain is doubled when used with a matching polarity, while 25% added drain is lost when using the wrong polarity.

Crafting and the Foundry

Crafting blueprints is the backbone of *Warframe*. All crafting and resource management is done in the Foundry.

Q: How long do things take to build?
A: Blueprint crafting time ranges anywhere from 10 seconds to 3 days. Building any Warframe takes 3 days. Building any weapon takes either 12 or 24 h. Keys and other rare gear items and resources typically take 8-12 h to build. Smaller gear items, consumables, and general resource blueprints usually take one minute to one hour to complete, except forma and potatoes, which take 23 h.

Q: Do things craft only when I'm in the game?
A: No, the crafting timers are real world, and are tracked by the game engine. This means that if you start a blueprint that takes 24 h at 12:00 PM on a Tuesday, then it will finish crafting at 12:00 PM on Wednesday.

Q: Should I rush "x"?
A: Generally no. If you have Platinum to spare and really want the item, it's your choice. But generally, the Platinum used to rush something can be used to buy other more helpful or important things so players spend it elsewhere.

Q: Is there any way to queue crafting?
A: No. You can craft as many things as you'd like at one time, but you cannot craft more than one of the same item at a time. For example, if you're building Rhino, then you can also build Nova, but you cannot build another Rhino.

Q: I farmed Argon Crystals and they're suddenly missing. What happened?
A: Argon Crystals naturally decay. Your total amount halves every day until you have none left. So if you have 12 on the first day, on the second you'll have 6, then 3 then 2 then 1 then none. This is the only resource that decays.

Q: If I cancel something that's crafting, will I get everything back?
A: Yes, you will get all resources and credits back, but if you go and try to build it again, it will once again take the full amount of time.

The Codex

The Codex is your journal to *Warframe.* It includes your Quest List, along with all your discovered weapons, Warframes, companions, mods, and relics. It also includes short tutorials on in-game mechanics and missions.

By using a Codex Scanner, or other scanning tools such as the Helios sentinel, you can scan items and enemies in missions to have them added to your codex. Each item takes a set amount of scans before their information is viewable, from 1-24. Scanning enemies will reveal lore, their weaknesses, attacks, locations, and potential drops.

Scanning Cephalon Fragments will unlock lore which is viewable in the Codex.

Nightwave

Nightwave is the new alert system introduced with update 24.3.0. It features a new NPC, Nora Night, who is a radio show host that can be accessed using your Orbiter's radio scanner.

Nightwave is introduced in Series. Each Series lasts approximately 10-11 weeks, each time having different rewards and occasionally story and lore are also introduced.

For each Series, you must complete Daily and Weekly challenges, known as Acts. These Acts are given by Nora Night to earn Nightwave standing. Every 10,000 standing gives a different reward. Daily challenges give 1,000 standing each, while Weekly challenges give 3,000 standing. Elite Weekly challenges are more difficult missions that award 5,000 standing each. Daily missions reset at 00:00 GMT every day, while weekly missions reset at 00:00 GMT on Sundays. Once the missions reset and are removed from the challenge board, their standing cannot be gained anymore.

Like Riven challenges, some Nightwave challenges can be obtained across several missions, with mission success not being required, unless the challenge says it must be done in one instance.

Cred is a currency used to purchase Nightwave offerings. Offerings are on a 7 day cycle and change every time the Weekly challenges reset. Their rewards include:

- Aura mods
- Weapon skins
- Warframe alternate helmets (No Tennogen)
- Weapon blueprints
- Orokin Catalysts/Reactors
- Saturn Six Ornament
- Nitain Extract x5
- Vauban parts

Daily Reward

The Daily Reward is a tribute system in Warframe, awarding players every 24 h when they log in. The Daily Reward resets at 00:00 GMT.

Q: If I skip a day, will the daily reward reset?
A: Nope, it's cumulative. This means that if you play every other day for 10 days, you'll get 5 Daily Rewards.

Q: What do I get out of it?
A: Usually a small amount of a random resource. Before 50 days, a weapon/Warframe blueprint will occasionally be awarded. Rarely you can receive a short random booster, with length determined by the amount of days played. Even more rarely you can receive a one-use Platinum discount coupon, lasting 48 h, and ranging from 20%-75% off Market priced Platinum. Every 50 days there's a milestone that will reward you with a cache (usually a potato + sigil), a special weapon, or a unique Primed mod. These caches, weapons or mods do not change from person to person and cannot be traded, so those items cannot be account farmed.

Pickups

Throughout the game, enemies and containers will drop items that can be picked up by walking over them. These range from resources, to ammo, to health and energy.

Ammo Pickups

- Grey box with orange line - Pistol Ammo
- Grey box with white line - Shotgun Ammo
- Grey box with blue line - Rifle Ammo
- Grey box with purple line - Sniper/Bow Ammo
- Grey box with no line - Universal Ammo (only found in Arena and Conclave missions, and the Simulacrum).

Replenish Pickups

- Red pulsing orb - Restores 25 Health
- Blue spiked orb - Restores 50 Energy
- Yellow diamond orb - Grants 200 Affinity

Resource Pickups

- Orange item with orange line/vertical beam of light - General resources
- Flat cylinders - Uncommon resources
- Green item with green line/vertical beam of light - Rare resources
- Dark blue/black orb - Nav coordinate
- Blue and bronze pile - Credits

Special Pickups

- Grey and blue circle - Mod
- White/purple circle with purple line - Blueprint
- Blue and grey box - Life support (only in survival missions)
- Green orb - Credit or Affinity booster, extremely rare

Interactable Pickups

These must be interacted with to pick up.

- Slightly floating medallion - Syndicate Medallions (only found in Syndicate missions).
- Tall cylinder with green line - Power core, used in Excavation and specialized missions.
- Small glowing blue or orange star - Ayatan Star

Terminals and Hacking

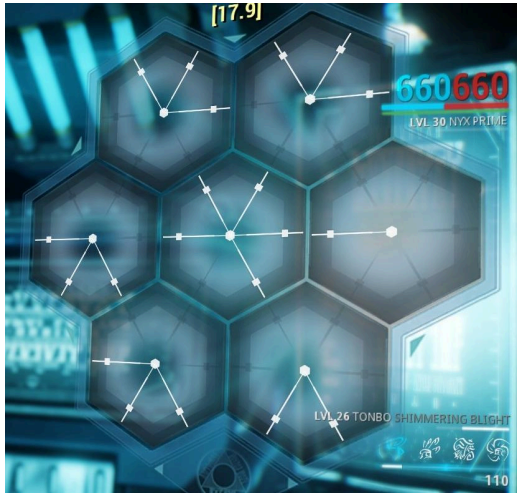
Throughout *Warframe*, you will need to utilize your reflexes and problem-solving abilities to hack through terminals. Hacking is required to open locked doors, deactivate alarms, release a hostage, retrieve items from consoles, retrieve data from vaults, and more. When hacking, there is a set time limit. If the hack is not completed successfully, you will be kicked out of the hack menu and will have to try again from the start.

There are 2 types of console problems - Grineer and Corpus.



Grineer consoles appear as a circle with 3-8 slots stretching from the center to the outside. A cursor rotates the outside of the circle at a constant rate. You must press the [SPACE BAR] when the cursor is over one of the slots to activate it. The slot will then light up yellow and move into the center slightly. Once all slots have been activated, the terminal is successfully hacked. Activating a slot again after it has already been activated will move it back out to the edge, and you will have to hit it again.

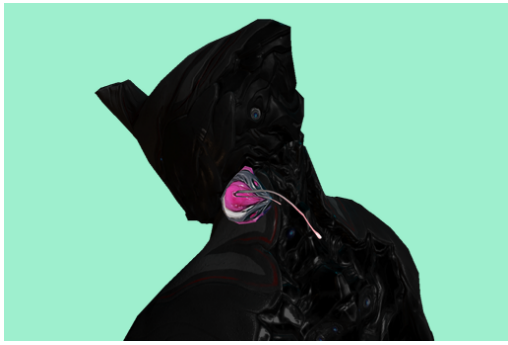
On advanced Grineer Consoles, the cursor will be faster and will change direction after each successful slot activation.



Corpus consoles appear as a series of 2-7 hexagonal pieces, each with a series of lines originating from the center. You must match the lines to each other by rotating the hexagons, so that all the lines are connected. [LEFT MOUSE CLICK] will rotate the hexagons clockwise, while [RIGHT MOUSE CLICK] will rotate them counter-clockwise. Once all lines are connected, the hack is successful.

Ciphers are buildable gear items that, when equipped in your gear wheel, can be used when activating a console to instantly complete the hack. Ciphers cannot be used in Sortie Missions and some event missions. Ciphers can be instantly used by pressing [Y] while in a hack screen.

Helminth Cyst



The Helminth Cyst is a growth that can appear on any Warframe. It appears as a small pink boil, and takes 7 real days to mature. You can tell when it is mature when a pink tendril emerges from the center of the growth. Once mature, the Cyst can be removed in your Infested room by the Helminth.

The Cyst is gained from coming into contact (playing a game) with another Warframe who has the Cyst. Once removed, however, that Warframe can never gain the Cyst again.

Draining the Cyst while breeding a Kubrow will turn it into a Helminth Charger, a unique strain.

Having the Cyst does not affect anything in your loadout, as it is just cosmetic.

Advanced Mechanics

Stealth

As Space Ninjas, many Warframes are capable of advanced stealth capabilities. While it is fun to run and gun your way through the Star Chart, it is sometimes necessary to slow down and sneak your way through enemy lines.

Sight and sound are what determines your stealth capability. The enemies have 3 levels of alertness - unalerted, on-guard, and alerted. When enemies see you, see a comrade killed by you, or hear your weapon, they will become on-guard. If no additional stimulus is given for a short time, they will return to unalerted. But if they continue to see or hear things, they will become alerted and attempt to either search you out, or activate the alarms. Once alarms are on, all enemies will become alerted, no matter what they have seen or heard. This can be disabled by hacking the alarms.

You can avoid alerting enemies in two ways - staying out of sight, or not making sound. Warframes such as Loki and Ash have the ability to turn invisible, which will keep you out of sight of enemies. Killing enemies and firing weapons will still make their comrades on-guard. Many weapons come innately silenced, and all melee weapons are considered silent. But all weapons in the game can be silenced using mods. However, projectile and explosive weapons, even if silenced, can still alert enemies once their payload is delivered or explodes. In addition, Syndicate Procs from Syndicate weapons cannot be silenced, and will alert enemies if used.

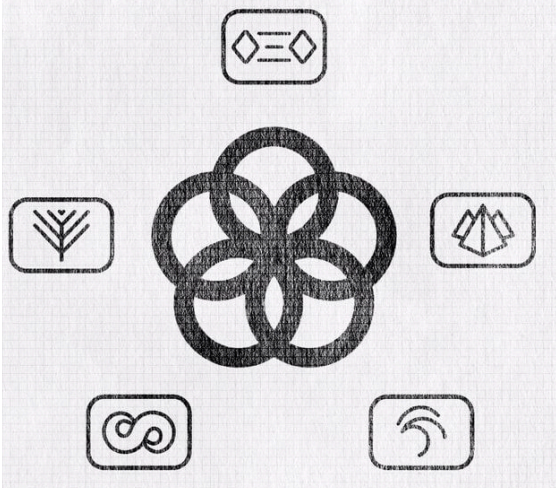
Alarms can also be triggered by tripping a sensor, camera, or trap. These can be seen from their sweeping detector beams, as bumps in the floor, or energy walls. Invisible Warframes will not trip cameras, but will trip energy walls and traps.

Disabled and unconscious enemies cannot detect anything to make them alerted. Sleep Warframes such as Equinox and Ivara can put enemies to sleep, and walk right past them.

Enemy line of sight and sound are influenced by direction and distance. If you kill an enemy when their comrade's back is turned, they won't become suspicious. If you shoot an enemy with an unsilenced weapon a distance away from other enemies, they also will not become suspicious.

Running, jumping, using abilities, and using gear items will not alert enemies.

Focus *(Spoilers)*



Q: How do I unlock the Focus trees?
A: After the completion of "The Second Dream" questline.

Q: Which is the best school?
A: That's mostly opinion based. However, as a quick rundown, here are the schools and their main benefit.

- Naramon - Combos and Speed
- Zenurik - Energy
- Madurai - Damage
- Unairu - Armor and 'Return Damage'
- Vazarin - Instant Revives & Healing

It's best to choose the school you're probably going to use the most.

Q: It says Quills need to be unlocked?
A: After the completion of the Plains of Eidolon questline Saya's Vigil, you speak to the Quills' leader (North of Konzu) in Cetus. After that you will be able to upgrade your focus tree(s).

Q: How do lenses work? Why am I not getting focus?
A: Lenses must be equipped to a Warframe or weapon, then used in a mission to gain focus. Lenses change a small percentage of affinity past lvl 30 to focus. So if you've forma'd something, or it's not level 30, it gains no focus.

Q: Where do I get lenses?
A: You can buy Greater Lens blueprints from the market for credits, or already built ones for plat. Eidolon Lens blueprints and regular lenses are rewards from PoE's bounties, while Fortuna bounties only give regular lenses. Lenses can also be traded.

Q: I have a Greater Lens, but I can't trade it and doesn't show in the trade menu. What gives?
A: Greater lenses cannot be traded in any way. They can only be obtained in the market or via bounties.

Q: Which school is best for x frame?
Q: What lens should I equip for x frame?
A: It doesn't really matter. The lenses are only there to gain focus, the effects are universal as long as you equip it. Some schools will benefit some Warframes, but no school hinders any Warframes.

Q: My passives aren't working!
A: You need to click on the passive tile in your focus menu to activate it, and for the passive to work in a mission.

Q: What is my Focus Pool?
A: The Focus Pool is your focus abilities capacity. You can increase your capacity by feeding focus into your pool. Not having enough capacity means you can't activate more abilities.

Q: Can I have more than one school or school's abilities active at the same time?
A: No, only one school's passives and abilities may be active at the same time. Your current active school is labeled as Primary and is at the bottom of the school wheel. However, each school has two nodes called Waybounds, that if unbound using a Brilliant Eidolon Shard, may be used with other schools. This means you can have up to 8 extra passives/abilities active with your primary school.

Q: Will I lose my potato/forma/lens if I forma/potato/lens it?
A: Anything that you put on, will stay on the Warframe/weapon. If it's potatoed before, it stays potatoed. The only one that changes, is if you put a lens onto a piece of equipment that already has a lens. You then lose the old lens, as it gets replaced.

Q: What are Amps? What do they do?
A: See Amps.

Q: How do I unbound a passive?
A: Firstly check if the node has 'waybound' on it. If it does, you can unbind it by maxing it out, then using 1M focus and a Brilliant Shard to unlock it for any other school. Keep in mind, you still need to activate it and you need the pool to be able to activate it.

Arcanes *(Some Spoilers)*



Arcanes are fusible upgrade items, similar to mods. They all provide an additional effect, buff, or passive when equipped. The Arcane menu can be accessed from the Foundry. Arcanes come in 3 rarities, common, uncommon, and rare. All Arcanes can be fused with copies of themselves to increase their effects.

Arcanes come in 4 levels, with each level requiring more copies to upgrade. Level 0 Arcanes need only one copy to use. Level 1 Arcanes need the original, plus 2 copies. Level 2 Arcanes need the original Level 1 Arcane, plus 3 copies. Level 3 Arcanes need the original Level 2 Arcane, plus 4 copies, for a total of 10 copies.

An Arcane can only be equipped to a specific piece of equipment. There are Arcanes available for Warframes, the Operator, Amps, Zaws, and Kit Guns.

Warframe Arcanes drop from Eidolons. Operator and Amp Arcanes can be bought from Quill Onkko or Little Duck for Standing. Zaw Arcanes can only be acquired from Plague Star. Kit Gun Arcanes can be bought from Rude Zuud for Standing.

Weapons can only hold one Arcane at a time, regardless of Arcane level. Warframes and the Operator can hold two Arcanes at max. You can equip two of the same Arcane to a Warframe or Operator for twice its effect.

All Arcanes, at any fusion level, can be traded between players.

Cephalon Simaris

Cephalon Simaris is one of the ancient Cephalon AIs created by the Orokin. He is obsessed with how living things function and fight. He can be found in his Sanctuary in any Relay.

Simaris asks the Tenno to help him with Synthesis, or the scanning and capture of beings from the Origin System, in order to study them. Simaris will have a daily Synthesis target every 24 h. Scanning a set number of these targets will award the player with Standing and a reward from Simaris' drop table, usually Endo.

Scanning targets requires a Synthesis Scanner, a modified version of the Codex Scanner. It can be bought from Simaris' offerings for credits. Simaris also offers Synthesis Traps, which will trap and suspend a Synthesis target for a short period of time.

When starting a mission with a target present, Simaris will inform you when you enter the mission. By looking through a Synthesis Scanner, you can see a trail of blue and white floating prints that will lead to the target. Each target has 4 scannable points on its body. Each one must be scanned once to fully capture the target.

Scanning anything other than the target will reward a small amount of Standing, even if the item being scanned has already been completed in the Codex.

Simaris' offerings include unique and powerful mods, weapons, mod transmute cores, Scanner modifications, and Captura Scenes. It also includes the Simulacrum access key.

The Simulacrum

Cephalon Simaris' Simulacrum is a simulator the Tenno can use to test their weapons and abilities in. You must obtain the Simulacrum access key from Simaris' offerings for 50,000 Standing in order to access it.

Within, you will find a small datascape tileset, with an Arsenal, spawning console, and infinite health, energy, and ammo pickups on a raised platform. The spawning console has the ability to spawn up to 20 enemies at once. The enemies available are ones that have been fully scanned into the Codex. You can then modify if the enemies can move or not, their level, and give yourself invincibility from their attacks.

Captura



Captura is a somewhat hidden feature for taking screenshots. It can be found in any Warframe's appearance menu, in the upper right as a camera icon. Captura allows you to enter a specific tile or location, and gives extra options for camera, lighting, filters, and angles.

Captura Scenes can be bought from Syndicates, NPCs, as rewards from missions, or traded between players. You cannot use Captura without having at least one scene.

When entering Captura, you can open the Menu with [G]. This will pause the scene and everything in it, and gives you a free camera separate from your Warframe view. From there you can edit lighting, filters, and field of view for the optimum angle. From there you can screenshot through *Warframe* or a third-party source.

A full squad can join one Captura Scene, for multi-Warframe screenshots. Only the host can access the Menu though.

Etiquette

1. Don't go into a mission without knowing what your frame can do, and what it's supposed to do.
2. Don't ignore the chat. Lots of bad things can happen when the chat is ignored.
3. Stick with your team, affinity is shared. Don't hallway-hero (sit in one hallway and kill things without your team).
4. Don't use Life Support in survival missions if it's over 70%, they all restore 30%. Preferably restore it at 40, so if 2 players try to restore at the same time, none gets wasted.
5. Wait for people at elevators/checkpoints, last in gets to send it off.
6. If you see a cephalon fragment/rare drop, mark it with your waypoint [G]. Rare drops have a large gold or green line/vertical beam of light that extends upward from them. Even if you don't see it, you can mark it's general area.
7. If you see flickering, try to regroup with allies. This usually marks an Assassin or hit-squad, hard to kill enemies that will hunt you down.
8. Unless you're playing with friends, or they say so, starting the timer on a mission in the lobby is a jackass move.
9. During Excavation missions, carry power cells with you when going to the next Excavator.
10. If you can't do a Spy, say so, it's better to learn than to constantly mess it up every time.
11. Pubs are pubs, don't expect them to play the way you want, ask if they can do something different if it's hindering the mission.
12. If you're getting ready to close the game but want to play one or two more missions, don't play endless missions. Most people want a full rotation, i.e. 20 waves / 20 mins / 4 Excavators.
13. When doing things on the Plains or Orb Vallis, if you're the host please don't exit randomly. You'll mess up other people's drops.

Quick Start Guide

Few things a newbie should do/understand:

1. Finish Vor's Prize, which unlocks all the basic segments & components you need.
2. Head to Venus Junction to receive the Taxon Sentinel and Vacuum, helps immensely in getting your loot.
3. Run Bosses (Mission Credits + Frame BP) and Dark Sectors for credits.
4. After you max (lvl 30) your weapons, try to attain their upgrades, Braton does better than the mk1, so does the Strun, etc etc.
5. Try to rush to Maroo's Bazaar on Mars, for the weekly ayatan quest. This is a massive injection of Endo early in the game.
6. Don't burn yourself out trying to climb MR too fast. Take your time and enjoy the game.

I have to say that this one is done completely solo, as in, with no one to help me. If you do get someone to help you great! However, to find and progress through the game I find this to be the most efficient route.

Colour Guide: Super Important, Important, Optional, Notes

- Tutorial - Vor's Prize
    - Arsenal Segment
    - Retrieve Comms Segment
        - Broken Pressure Point, Serration and Hornet Strike
        - Comms Segment
    - Liberate Arms Dealer
        - Broken Continuity, Intensify, Stretch, Redirection and Vitality
        - Mod Segment
    - Locate the Foundry Segment
        - Broken Bane of Grineer, Corpus and Infested
        - Foundry Segment
    - Find the Resource Cache
        - Broken Equilibrium, Enemy Sense and Flow
        - Morphics, Polymer Bundles and Salvage
    - Obtain the nav segment
        - Galleon Nav Coordinates
- While on Earth if you're having difficulty 'winning' Plains of Eidolon, simply go to Cetus, near the gate. There is a man called Konzu, finish the first bounty to 'clear' Plains of Eidolon.
- Venus Junction [Collect 20 Mods, Complete Vor's Prize, Apply 4 Mods, Upgrade a mod to R2, Defeat an Eximus on Earth]
    - 2.5k creds
    - Furis BP
    - Taxon BP
    - North Wind
    - Stormbringer

    - 500 Salvage
- Try to get a “proper” set of unbroken mods on Mercury
    - Serration via Spy 2.0 or Grineer Scorpions
    - Hornet Strike via Spy 2.0 (at this stage of the game)
    - Pressure Point - Super common, by this stage you’ll have a proper one regardless, unless you’re super unlucky
    - Point Blank - Get them from infested crawlers, will be useful if you want to use shotguns later
- Mercury Junction [Defeat Jackal on Fossa, 10 waves Tessera 1 mission, Rescue Hostage from Linea, Defeat 10 Eximi on Venus]
    - Once Awake [Quest]
    - Howl of the Kubrow [Quest]
    - Boltor BP
    - Broken Streamline, Fast Deflection
    - 1000 Salvage
- Finish all the nodes on Mercury. By unlocking all nodes on a planet, you unlock Nightmare Mode, and the ability to plant Extractors in that planet.
- Nightmare mode - A mission with a game modifier, higher level enemies and 3x damage multiplier. These missions at your level should be a challenge and should be treated as such. Do the objective, get out. These missions drops nightmare mods on completion, which are a set of rare mods with 2 stats on them, i.e. firerate & punch-through (Shred), Reload Speed & Cold (Chilling Reload), etc.
- Visit your first relay - For PC, this is Mercury, PS4 on Earth and XBone on Venus
    - Visit Cephalon Simaris, who’ll induct you into the hunt, useful for bits on endo and various other equipment.
    - Check our various - various syndicates, you’ll be getting into them soon
- Once Awake [Quest]
    - Investigate Bio Weapon - Mercury, M Prime
    - Exterminate the Infestestation - Mercury, Terminus
        - Molten Impact
    - Defend the Cascade Bomb - Mercury, Lares
        - Heat Sword
- Visit Maroo’s Bazaar - Get your first Ayatan Sculpture, something you’ll need in the early game.
    - As much as possible try to finish these as quickly as possible. Try not to deal with enemies and focus on the objective.
    - If you get the Void, hope for some rare mods in the treasure room of the Ayatan Sculpture, you’ll see more of this later when you have permanent access to the void.
    - If you get the Derelicts, stay a little bit, it’s pretty good for Neurodes, Nano Spores and O Cells for this stage of the game
        - Alternatively, if you want to use shotguns, stay awhile to farm Point Blank here!
- Mars Junction [Complete Once Awake, Defeat 150 Frontier Grineer on Earth, Collect 500 Rubedo, Complete Suisei, Mercury]
    - Codex Scanner
    - The Archwing [Quest]
    - Fragor BP
    - Void Relic Segment
    - Lith S1 Relic

- Archwing [Quest]
    - Intro
        - Odonata Blueprint
    - Recover the Orokin Archive Venus, Tessera
        - Orokin Archive
    - Extract the Odonata Archwing Wings BP Venus, Aphrodite
        - Odonata Wings BP
    - Extract the Odonata Archwing Harness BP Earth, Mantle
        - Odonata Harness BP
    - Extract the Odonata Archwing System BP Venus, E Gate
        - Odonata System BP
    - Build the Odonata
    - Find Corpus intelligence about the Balor Formorians - Venus, Montes
- Now that you've got Archwing finished, go back to Venus, Earth and Mars to complete them. To unlock extractors and nightmare mode
- Howl of the Kubrow [Quest]
- People keep asking how to find cephalon fragments, I get that and understand. Little bastards are hard to find at times. If you're having immense difficulty in locating those things, try getting Thief's Wit (Mod) or Animal Instinct (Mod) and keep a lookout on the minimap, this blue thing is what you're looking for:



Otherwise it's much better to keep a lookout for them in normal missions. They're blue polygons that are larger than energy orbs. If you're looking, you can't miss them.
- Phobos Junction [Defeat 150 enemies in a single mars mission, scan 3 cephalon fragments, open 3 lith void relics]
    - Stolen Dreams [Quest]
    - Kraken BP
    - Fast Hands
    - Cipher BP
    - Thief's Wit
- Stolen Dreams - This is your introduction to the spy game mode
    - Capture Maroo - Mars, Tharsis
    - Take an Arcane Codex - Venus, Unda
    - Take the Grineer Arcane Codices - Mercury, Pantheon
    - Take the Corpus Arcane Codices - Phobos, Roche
    - Find the Arcane Machine - Mars, Alator - Where you left off
        - Scan Arcane Boiler
        - Ether Daggers BP
        - Orokin Catalyst
- An expedition into the Void. Here's an important place to go to for your basic unbroken mods. As a checklist, you can look for the following mods, although this is optional. Treasure rooms in the void contain most of the mods that form the backbone of modding. I highly recommend you search for them.
    - Barrel Diffusion

    - Hell's Chamber
    - Split Chamber
    - Vital Sense
    - Continuity
    - Flow
    - Intensify
    - Streamline
- Your first crafted Warframe, Rhino. Go back to Venus, Fossa and farm yourself all the parts of Rhino, Neuroptics, Chassis and Systems if you haven't already. With Phobos, you'll find the last resource needed to craft Rhino, Plastids.
- Ceres Junction [Defeat the Sergeant at Iliad, Phobos, Defeat Lt. Kril at War, Mars, Defeat 300 Arid Grineer on Mars, Refine a Void Relic once] > Trinity Spectre is very tough, get a high powered weapon
    - 5k Credits
    - Vulkar BP
    - Fever Strike
    - Swirling Tiger
- Jupiter Junction [Complete Archwing Quest, Defeat Vor and Kril at Exta on Ceres, Survive 10m at Draco, Defeat a Prosecutor on Ceres.]
    - 7.5k Credits
    - Amphis BP
    - Rubedo Lined Barrel
    - Enhanced Durability
    - Cutting Edge
- Europa Junction [Complete Stolen Dreams, Complete Teshub, Void, Craft a Warframe Specter]
    - Physique
    - Cestra
    - Limbo Theorem
    - The New Strange

Right now this should really get you more than started when it comes to playing *Warframe*. If you've made it this far it's already taken you through about half the game, and puts you where it's going to start getting a bit more exciting.

Missions

Nearly everything in *Warframe* is accomplished by completing missions. Mission nodes are available on the Star Chart, and more missions become available as you complete them. There are 5 types of missions; Non-endless, Endless, Special, Bounties, and Archwing.

Non-Endless Mission Types

Common:

- Exterminate - Eliminate a set number of enemies.
- Capture - Find, damage, and capture a target.
- Mobile Defense - Carry a datamass to 3 consecutive terminals. At each terminal, install the data mass and defend until it completes its hack.
- Rescue - Locate, release, protect, and escort out a friendly NPC. (Specter blueprints are a unique drop to this mission type).
- Sabotage - Find and sabotage an enemy facility/resource/ship. (Cache hunting unique to this mission type).
- Spy - Infiltrate 3 vaults and collect the data within each.
- Assassination - Find and eliminate a VIP target (Bosses).

Uncommon:

- Assault - Infiltrate a fortified fortress and put its high-powered cannon out of commission.
- Hijack - Find and escort an enemy vehicle to extraction.
- Hive - Infested Sabotage, find and destroy the 5 tumors around a hive to destroy it. Repeat two more times. (Includes cache hunting).
- Pursuit - Archwing only, track down, pursue, and disable an enemy ship.

Unique:

- Rathuum Arena - Eliminate more of the enemy team before they do the same.

Endless Mission Types

Common

- Defense - Defend a cryopod or NPC against waves of enemies. Extraction available every 5 waves.
- Survival - Survive against a constant stream of enemies while slowly losing Life Support. Life Support is gained from enemy pickups, lockers, chests, and Life Support capsules. Extraction available anytime after 5 minutes.
- Excavation - Power and defend drills extracting precious artifacts. Each drill requires 5 power cells to fully power. Extraction available anytime after 2 drills are completed.
- Interception - Capture and defend 4 control points against a constant stream of enemies, before they do the same. Extraction available after every successful 100% hack.
- Defection - Find and escort a squad of friendly NPCs to the extraction point. Extraction available after two squads are rescued.
- Disruption - Collect colored keys dropped from Amalgam enemies, and use them to activate the 4 corresponding conduits. Protect the conduits from Demolysts that seek to destroy them. Each conduit will trigger a random effect on activation, which can buff you, create an environmental hazard, or buff enemies.

Uncommon

- Infested Salvage (Oestrus, Eris) - Power and defend 4 anti-infested modules against a constant stream of enemies to clear clouds from hacking modules. Extraction available after every successful 100% hack.
- Kuva Survival (Taveuni, Kuva Fortress) - Similar to survival. Apply kuva catalysts to Life Support capsules to harvest Kuva.

Unique:

- Index - Eliminate enemies and collect their dropped points, and turn them into your base to score before they do the same. Extraction available every time your team meets point requirement.

Special Mission Types

Special missions are similar to normal ones, but have specific modifiers applied to them, along with unique rewards.

- Alert - A limited time mission with additional loot table rewards given upon completion.
- Dark Sector - A special mission node, there is usually at least one on every planet. They are always an endless type mission, with infested enemies, and offer increased affinity and resources drops.
- Nightmare Mode - Only available once all nodes are completed on a planet. A mission with increased enemy levels and one of a specific set of modifiers active. Only mode that drops Nightmare Mods, special mods with 2 stats on them. See Warframe (Corrupted / Advanced / Nightmare Mods)
- Invasion - A series of regular missions where you join a faction to defeat another faction. The allied faction will provide NPC reinforcements. Additional loot table rewards given upon completion.
- Void Fissure - A regular mission, with the modifier of void fissures. Enemy units become corrupted and drop Reactant, which is used to unlock relics. This is the only mission type where you unlock void relics.
- Syndicate - A regular mission given by a Syndicate, where upon completion you receive standing from that Syndicate. Syndicate collectibles also spawn on these missions.
- Sortie - A special set of 3 missions with very difficult enemies. Each mission has a random game modifier. Completion of all three missions awards a random reward from the Sortie reward table.
- Kuva Siphon/Flood - A regular mission that has a Kuva Siphon spawn on the map. Destroying the Siphon awards kuva. Kuva Floods are identical to Kuva Siphons, but with enemy levels being 3x higher, and double the kuva reward.
- (Elite) Sanctuary Onslaught - Eliminate enemies to maintain kill efficiency. Zone/enemies change every 2 minutes. ESO starts at level 60, while SO starts at level 20. Has a unique reward pool that includes relics, Vandal weapon parts, and Khora parts (SO only).
- Arbitration - A version of an endless Nightmare mission, with increased enemy levels, and only available after completing every node in the Star Chart. A new Arbitration is available every hour. Every Arbitration has a random Warframe and weapon that receive a 300% strength/damage boost respectively. Revives are disabled, and rotations are twice as long. Has a unique reward pool for every instance completed. To revive, a downed player's team must collect 5 Arbitration points from drones, and bring them to the death site tower. The 5 points must be deposited at the same time. Holding points will debuff the carrying Warframe.

Mission Rotation Rewards

Some missions have specific reward tables after accomplishing/finding certain objectives. They are referred to using the letters A, B, and C. Missions like Spy and Sabotage give their rewards consecutively, meaning all 3 objectives must be found/completed to get to reward table C. Endless missions give their rewards on a rotation, meaning you must stay the full cycle to get to reward table C.

- Spy Missions: Each successfully hacked terminal will give a reward from table A, B, and C respectively.

- Sabotage Caches: Each cache found and opened will give a reward from table A, B, and C respectively.
- Defense: Rotating cycle of A, A, B, C over 20 waves, one reward from the respective table every 5 waves.
- Survival: Rotating cycle of A, A, B, C over 20 minutes, one reward from the respective table every 5 minutes.
- Excavation: Rotating cycle of A, A, B, C over 4 excavators, one reward from the respective table for every completed excavator.
- Interception/Infested Salvage: Rotating cycle of A, A, B, C over 4 100% captures, one reward from the respective table for every completed capture.
- Defection: Rotating cycle of A, A, B, C over 8 squad rescues, one reward from the respective table for every 2 squads rescued.
- Arbitrations: No matter the mission type, Arbitration missions are on the rotation A A, B B, then C until the mission ends.
- Disruption: Based on number of conduits defended and round number.

Round	**1 Conduit**	**2 Conduits**	**3 Conduits**	**4 Conduits**
1	A	A	A	B
2	A	A	B	B
3	A	B	B	C
4+	B	B	C	C

Junctions

Junctions are special missions that have prerequisites in order to complete, and allow you to progress to new planets. They are similar to Assassinations, but are only made up of a small room, and the guardian is an AI controlled Warframe.

Earth - Venus
Tasks:
Complete Quest: Vor's Prize
Collect 20 mods
Apply 4 mods to a single Warframe or weapon
Upgrade any mod to rank 2 or higher through fusion

Guardian:
Level 5 Rhino with Soma and Dual Raza.

Rewards:
2,500Cr
Furis Blueprint
North Wind (unranked)

Stormbringer (unranked)
500 Salvage

Venus - Mercury
Tasks:
Defeat Jackal at Fossa
Complete 10 waves of Defense at Tessera in a single mission
Rescue a Hostage from Linea
Defeat 5 Eximus enemies in any region

Guardian:
Level 5 Volt Specter with Magnus and Heat Sword

Rewards:
Quest: Once Awake
Quest: Howl of the Kubrow
Boltor Blueprint
Flawed Fast Deflection (unranked)
Flawed Streamline (unranked)
1,000 Salvage

Earth - Mars
Tasks:
Complete Quest: Once Awake
Defeat 150 Frontier Grineer enemies on Earth
Collect 500 Rubedo in missions
Complete Suisei on Mercury

Guardian:
Level 10 Frost Specter with Tigris and Sibear

Rewards:
Quest: The Archwing
Fragor Blueprint
Void Relic Segment
Lith A2 Relic
25 Codex Scanners
Incubator Power Core

Mars - Phobos

Tasks:
Defeat 150 enemies in a single mission on Mars
Scan 3 Cephalon Fragments on Mars
Open 3 Lith Void Relics

Guardian:
Level 20 Mag Specter with Hikou and Tipedo

Rewards:
Quest: Stolen Dreams
Kraken blueprint
Cipher blueprint
Fast Hands (unranked)
Thief's Wit (unranked)

Mars - Ceres
Tasks:
Defeat The Sergeant at Iliad on Phobos
Defeat Lt Lech Kril at War on Mars
Defeat 300 Arid Grineer enemies on Mars
Refine a Void Relic once at the console in your Orbiter

Guardian:
Level 20 Trinity Specter with Paris and Cadus

Rewards:
5,000 credits
Vulkar blueprint
Fever Strike (unranked)
Swirling Tiger (unranked)

Ceres - Jupiter
Tasks:
Complete Quest: The Archwing
Defeat Vor and Kril at Exta on Ceres
Survive 10 minutes or more at Draco on Ceres
Defeat a Prosecutor on Ceres

Guardian:
Level 25 Valkyr with Afuris and Anku

Rewards:
7,500 credits
Amphis blueprint
Enhanced Durability (unranked)
Rubedo-Lined Barrel (unranked)
Cutting Edge (unranked)

Jupiter - Europa
Tasks:
Complete Quest: Stolen Dreams
Complete Teshub in the Void
Craft a Warframe Specter

Guardian:
Level 25 Nova with Kunai and Ether Daggers

Rewards:
The Limbo Theorem blueprint
Quest: The New Strange
Cestra blueprint
Physique (unranked)

Jupiter - Saturn
Tasks:
Complete Quest: The New Strange
Defeat Alad V at Themisto on Jupiter
Complete Baal on Europa

Guardian:
Level 25 Ember Specter with Magnus and Heat Sword

Rewards:
1,000 credits
Penta blueprint

Saturn - Uranus
Tasks:
Defeat Sargas Ruk at Tethys on Saturn
Open 3 Meso Void Relics

Craft a weapon requiring Mastery Rank 1 or higher
Craft a Derelict Key

Guardian:
Level 30 Equinox Specter with Boltor and Shaku

Rewards:
Lecta blueprint
Chroma Neuroptics blueprint

Uranus - Neptune
Tasks:
Complete Quest: Natah
Defeat Tyl Regor at Titania on Uranus
Complete any 5 missions on Uranus with only your melee weapon equipped
Open 3 caches during any Sabotage mission on Uranus

Guardian:
Level 30 Loki Specter with Burston and Boltace

Rewards:
Quest: The Second Dream
Gammacor blueprint
Chroma Chassis blueprint

Neptune - Pluto
Tasks:
Complete Quest: The Second Dream
Defeat Hyena Pack on Psamathe
Complete a Corpus Spy mission with 3 successful data extractions on Neptune

Guardian:
Level 30 Excalibur with Braton Vandal and Dual Skanas

Rewards:
Drakgoon blueprint
Chroma Systems blueprint

Pluto - Sedna
Tasks:

Defeat Vay Hek at Oro on Earth
Defeat 5 Sentient enemies on Lua
Collect any 1 mod from the Orokin Principle challenge rooms on Lua
Note: Buying those mods from other players does not count towards this goal.
Craft a weapon requiring Mastery Rank 5 or higher

Guardian:
Level 35 Saryn with Vectis and Karyst

Rewards:
Quest: Hidden Messages
Fang blueprint
Quest: The War Within

Pluto - Eris
Tasks:
Find and defeat Lephantis in Orokin Derelict
Open 3 Neo Void Relics
Complete 15 waves of Defense at Stöfler on Lua in a single mission

Guardian:
Level 40 Mesa with Regulators and Redeemer

Rewards:
Patient Zero blueprint
Mire blueprint

Planets with Junction to The Void

- Phobos
- Europa
- Neptune
- Sedna

Assassinations *(SPOILERS)*

Assassination nodes are boss fights, that are usually required to get to or complete Junctions. Each boss has unique attacks and attributes, and drop Warframe and weapon parts.

Standard Assassination Nodes

Oro, Earth - Vay Hek Terra Frame

Councilor Vay Hek will appear in a drone-like state, which you will have to damage and follow through 4 phases. His face and backside have weak points that can be damaged. They will be open to attack after Vay Hek uses his red shock attack. After the third phase, Vay Hek's drone state will transform into his Terra Frame state, a large bipedal cyborg. His entire body will then be able to be damaged.

It is recommended to use puncture and corrosive damage against Vay Hek.

Vay Hek has the chance to drop the Chassis, Neuroptics, or Systems for Hydroid upon defeat.

Fossa, Venus - Jackal

The Jackal is a variant of the Corpus Hyena proxy. It has invulnerable shields covering its body. You must disable two of its legs, causing it to collapse, before being able to damage it.

It is recommended to use radiation damage against the Jackal.

The Jackal has the chance to drop the Chassis, Neuroptics, or Systems for Rhino upon defeat.

Tolstoj, Mercury - Captain Vor

Captain Vor will appear on a raised platform, surrounded by regular Grineer. Upon receiving enough damage, he will lock himself in an invulnerable shield bubble and summon more Grineer around himself. He must be damaged 3 times to be defeated.

It is recommended to use radiation and viral damage against Captain Vor.

Captain Vor has the chance to drop parts for the Seer pistol.

War, Mars - Lieutenant Lech Kril

Lech Kril will appear on a raised circular platform. He utilizes cold attacks, and has invulnerable armor. You must damage the glowing node on his back to break one of the 4 tubes connected to his body. By doing this, it will cause Kril to freeze the next time he brings his hammer down. At this time he may be damaged anywhere on his body. All 4 tubes must be destroyed similarly. Once all tubes are destroyed, Kril will burst in a fire nova, and all his attacks will now deal heat damage instead of cold. This is his final phase, and he can now be damaged anywhere on his body.

It is recommended to use radiation and viral damage against Lech Kril.

Lech Kril has the chance to drop the Chassis, Neuroptics, or Systems for Excalibur upon defeat.

Iliad, Phobos - The Sergeant

The Sergeant is arguably the weakest of all the Warframe bosses. He appears as a Corpus Eximus, but with a black suit. Upon finding him, he can be damaged anywhere and does not have phases.

It is recommended to use radiation, corrosive, and viral damage against The Sergeant.

The Sergeant has the chance to drop the Chassis, Neuroptics, or Systems for Mag upon defeat.

Exta, Ceres - Lieutenant Lech Kril and Captain Vor

Lech Kril and Vor have teamed up in this assassination node. Both act and attack, and are damaged the exact same way as they were defeated previously, only you fight them at the same time.

It is recommended to kill Vor first, as he can regularly spawn Grineer reinforcements.

Lech Kril and Vor have the chance to drop the Chassis, Neuroptics, or Systems for Frost upon defeat.

Themisto, Jupiter - Alad V

Alad V is a Corpus researcher, and is guarded by his Hyena type Zanuka Proxy. Zanuka is invulnerable while Alad's shields are up. When Alad's shields are disabled, Zanuka will rush over to him to restore his shields. During this time, Alad and Zanuka are vulnerable to attack. If Zanuka is able to revive Alad, both its shields and Alad's will be restored. Alad cannot be defeated until Zanuka is killed. Upon Zanuka's death, Alad will be open to attack.

It is recommended to use magnetic damage to disable both enemies' shields. Use radiation against Zanuka, and corrosive against Alad.

Alad V has the chance to drop the Chassis, Neuroptics, or Systems for Valkyr upon defeat.

Naamah, Europa - The Raptor

The Raptor appears as 3 large Corpus drone proxies. Each will rise out of a shielded holding cell, one at a time. Once airborne, it can be damaged at any part of its body. Once defeated, it will drop a core that can be picked up. The core must then be dropped in one of the holding cells, thus destroying it. This is then repeated for each following Raptor. It should be noted that the explosion that results from dropping the core does an immense amount of damage. It is recommended to get off the holding cell as soon as the core is dropped.

It is recommended to use magnetic and radiation damage against The Raptor.

The Raptors have the chance to drop the Chassis, Neuroptics, or Systems for Nova upon defeat.

Tethys, Saturn - General Sargus Ruk

Sargus Ruk uses fire based attacks, and has invulnerable armor. You must damage the glowing white points on his armor when they appear. There are 4 in total. After destroying the fourth, he will be able to be damaged anywhere on his body.

It is recommended to use viral and radiation damage against Sargus Ruk.

Sargus Ruk has the chance to drop the Chassis, Neuroptics, or Systems for Ember upon defeat.

Titania, Uranus - Tyl Regor

Tyl Regor is fought in 3 phases. After damaging him for one third of his health, he will jump away and spawn several Drekar Manics. Upon defeating the final Manic, Regor will appear again. After taking away the second third of his health, he will destroy the glass above the arena and flood the lower area. you must make your way to the upper catwalks at this point. He will then spawn several Drekar Manics and Bombards. Upon defeating the last Manic/Bombard, Regor will appear for the final time.

It is recommended to use viral, radiation, and magnetic damage against Tyl Regor.

Tyl Regor has the chance to drop the Day/Night Chassis, Day/Night Neuroptics, Day/Night Systems, or Day/Night Blueprint for Equinox upon defeat.

Psamathe, Neptune - The Hyena Pack

The Hyena Pack is made up of 4 Corpus Hyena proxies, each with unique attacks. They work as a team when attacking. The types are cold, electric, heat, and firearm. They do not have any special shields or invulnerability phases. All 4 must be destroyed to complete the mission.

It is recommended to use magnetic and radiation damage against the Hyena Pack.

The Hyena Pack has the chance to drop the Chassis, Neuroptics, or Systems for Loki upon defeat.

Hades, Pluto - Ambulas

To access this mission, you must have 20 Animo Nav Beacons in your inventory. These are dropped from regular Ambulas proxies on mission nodes on Pluto. On successful completion of the Assassination, 10 Animo Beacons will be refunded.

In the boss arena, Ambulas' will rise one by one from underground platforms to attack you. You must damage each until it is disabled, then hack it. A timer will display when a Corpus dropship will come to collect the Ambulas. 4-6 hacked Ambulas' are

required to complete the mission. Letting the Corpus collect 3 unhacked Ambulas' will result in mission failure. Corpus reinforcements will try to revive the Ambulas' once hacked, so each one must be defended until the dropship can take it away.

It is recommended to use Magnetic and Radiation damage against the Ambulas.

Ambulas has the chance to drop the Chassis, Neuroptics, or Systems for Trinity upon defeat.

Merrow, Sedna - Kela De Thaym

You must have 25 Judgement Points in order to access this mission. Judgement Points can be acquired from Rathuum Arena nodes.

To access the arena, 4 rotating panels in a circular room must be shot at to activate all 4 buttons. The buttons will turn from orange to green when activated. After a short time period, the buttons will revert to orange, so all must be activated quickly. Once all 4 buttons on a panel are activated, the panel will stop spinning. All 4 panels must be stopped to enter the boss arena. While activating the panels, Grineer Rollers will regularly spawn in the room.

Kela De Thaym can be damaged in 3 phases. She will immediately appear upon entering the arena. After losing one third of her health, she will jump back to her observation platform, where she is immune to damage. An orbital barrage will start, with large target marks appearing on the ground, signalling where the rockets will land. While this is happening, 4 panels identical to the ones used to enter the arena appear around the center platform. These must be activated in the same way. Rollers will also spawn at this point. Once all 4 panels are stopped, Kela De Thaym will re-enter the arena. Repeat until she is defeated.

It is recommended to use corrosive and magnetic damage against Kela De Thaym.

Kela De Thaym has the chance to drop the Chassis, Neuroptics, or Systems for Saryn upon defeat.

The Ropalolyst, Jupiter - The Ropalolyst

The Ropalolyst is a flying Sentient raid boss. In its arena, 4 large energy pillars surround the central platform. You must lure the Ropalolyst to one of the pillars, and goad it into using its laser attack. As soon as it fires, duck behind the pillar so the laser hits it. This overcharges that pillar. Next, damage the Ropalolysts shields with Void damage. Then get near enough to the Ropalolyst to be able to activate it, and mount it. After 30 seconds, the Ropalolyst will kick you off, so do this step quickly. Ride the Ropalolyst so it collides with the overcharged pillar. This will stun it and knock it back onto the central platform. Destroy one of the Synovias on its hind legs, and then use the console on the side of the platform to activate the Terran laser, damaging it. Repeat all previous steps two more times.

On the third time that the Ropalolyst is knocked onto the platform, its entire body is vulnerable to damage, and it will spawn Conculysts and Battalysts to defend itself.

It is recommended to use radiation and magnetic damage against the Ropalolyst.

The Ropalolyst has the chance to drop the Blueprint, Chassis, Neuroptics, or Systems for Wisp upon defeat.

Key Based Assassinate Nodes

Mulalist Alad V Assassinate, Eris - Mutalist Alad V *(SPOILERS)*

You must build a Mutalist Alad V Assassinate key to access this mission. The blueprint can be found in the market, and the Nav Coordinates are rewards for Infested Invasions or Orokin Derelict Survival/Defense.

Mutalist Alad V is the corrupted version of the boss found on Jupiter. He is invulnerable to damage when his collar is on. When he uses his collar to attack with his electrical beam or to control another Tenno, he can be damaged. When Alad removes his collar and throws it, and it connects with a player, that player is controlled by Alad [AI] for a short period of time. The controlled player will attack the others, with full (modded) damage from abilities and weapons. This is his most dangerous attack, as well equipped players can insta-kill their entire team if controlled.

It is recommended to use corrosive and magnetic damage against Mutalist Alad V.

Mutalist Alad V has the chance to drop the Chassis, Neuroptics, or Systems for Mesa upon defeat.

Jordan Golem Assassinate, Eris - Jordas Golem *(SPOILERS)*

The Jordas Golem can only be accessed at the end and after completing the Jordas Precept quest.

It is made up of two phases. The first phase involves killing a modified Juggernaut. It appears as a larger, green version of the standard Juggernaut, but with less health. The second phase is Archwing based. Jordas Golem appears as a huge, infested ship. Only its rear engines can be damaged. It has an immense amount of health, and takes a large amount of firepower to defeat.

It is recommended to use either the Velocitus or the Grattler, modded for Radiation damage against Jordas.

The Jordas Golem has the chance to drop the Chassis, Neuroptics, or Systems for Atlas upon defeat.

Orokin Derelict Assassinate, Orokin Derelict - Lephantis

You must build an Orokin Derelict Assassinate key to do this mission. The Key blueprint can be found in the Orokin lab in the clan dojo.

Lephantis appears as a huge, 3 headed infested entity, with each head representing a faction - Corpus, Grineer, and Infested. The fight has 2 phases. In the first phase, each head will periodically burst from the ground and attack you. When a head attacks, it becomes vulnerable to attack. Only the pink areas are able to be damaged. When a head's health is depleted, it will stop rising from

the ground. Once all 3 heads are defeated, the second phase will start. The floor will collapse, and the torso and legs of Lephantis will be visible. Each head must be destroyed in the same way as in the first phase.

It is recommended to use corrosive and blast damage against Lephantis.

Lephantis has the chance to drop the Chassis, Neuroptics, or Systems for Nekros upon defeat.

The Conclave

The Conclave is a neutral Faction led by Teshin. It is made up of the only PvP game modes of *Warframe*, along with unique Faction rewards.

Conclave Game Modes

- Annihilation - Free for all, every player killed drops a red Oro pickup. First player to collect 25 Oros, or the player with the most after 10 minutes wins.
- Team Annihilation - 4 v 4 Deathmatch, every player killed drops a red Oro pickup. First team to collect 50 Oros, or the team with the most after 10 minutes wins.
- Cephalon Capture - 4 v 4 Capture the Flag. A team must steal the enemy Cephalon from the enemy base and bring it to their base to score. First team to reach the score limit wins.
- Lunaro - 4 v 4 sport game, similar to Football (American Soccer). No weapons are used. A player must take control of the Lunaro sphere and get it into the enemy goal to score. First team to reach the score limit wins.

Conclave game modes allow for any Warframes and weapons to be used, but PvE mods cannot be used. There are special Conclave PvP mods that can be acquired through the Faction or regular gameplay that can be equipped in your Conclave arsenal.

Weapons and Warframe abilities are modified in the Conclave for balancing reasons. Some weapons and abilities may perform differently from how you are used to them in regular missions, and some abilities may be disabled entirely. Warframes also have modified health, shield, and armor values in the Conclave.

It should be noted that due to the uniqueness and lack of content in the Conclave, it is regularly under-populated and games take much longer to find than in the Star Chart.

Equipment

Warframes

Warframes function as the classes of *Warframe*. Each one comes equipped with unique passives and abilities, with different strengths and weaknesses.

Q: If I potato/use a Orokin Reactor on a Warframe, is it permanent?
A: Yes.

Q: Can I use multiple potatoes/reactors on my Warframe?
A: No.

Q: Do I have to wait until lvl 30 to potato my Warframe?
A: No, once used it will always double your mod capacity. So if you potato it at lvl 3 it gains +3, but when you level it to 30, it will give +30.

Q: Do I have to potato my frame after every forma?
A: No, potatoes are permanent. Putting a forma on an item will reset its level to 0 but it will let you add a polarity slot of your choice to it.

Q: Does a Warframe keep any potatoes or forma installed if I sell it?
A: No, selling a Warframe deletes that instance of it. Building a Warframe of the same type would just be creating a new instance, and upgrades will have to be done again.

Q: What's this locked mod slot beside the aura?
A: That's an exilus slot, unlocked by an exilus adaptor. You can only put exilus mods into it. (See modding for exilus mods)

Q: I found a Warframe that I like, where do I find the blueprints/parts for it?
A: Here is a list of places to get them from, sorted by name. They are dropped by bosses on an Assassinate node, via Quests, from missions, from specific enemies, or in your Clan Dojo.

Frame	Drop	Frame	Drop	Frame	Drop
Ash	Grineer Manics[4]	Khora	Sanctuary Onslaught (Simaris)[3]	Rhino	Jackal (Venus)[1]
Atlas	Jordas Golem	Limbo	The Limbo Theorem[2]	Saryn	Kela De Thaym

	Jordas Precept[2]				(Sedna)[1]
Banshee	Dojo (Clan)[5]	Loki	Hyena Pack (Neptune)[1]	Titania	The Silver Grove[2]
Chroma	New Strange[2]	Mag	The Sergeant (Phobos)[1]	Trinity	Ambulas (Pluto)[1]
Ember	Sargas Ruk (Saturn)[1]	Mesa	Infested Alad V Patient Zero[2]	Valkyr	Alad V (Jupiter)[1]
Equinox	Tyl Regor (Uranus)[1]	Mirage	Hidden Messages[2]	Vauban	Nora Night[3]
Excalibur	Lech Kril (Mars)[1]	Nekros	Lephantis (ODA / Orokin Derelict Assassinate)[1]	Volt	Dojo (Clan)[5]
Frost	Cap. Vor & Lech Kril (Ceres)[1]	Nezha	Dojo (Clan)[5]	Wukong	Dojo (Clan)[5]
Gara	Bounties (Earth) - Plains of Eidolon[3]	Nidus	Oestrus (Infested Salvage)[3]	Zephyr	Dojo (Clan)[5]
Harrow	Chains of Harrow[2] Kuva Fortress Spy[3] Defections[3] Void Fissure[3]	Nova	Raptor (Europa)[1]	Garuda	Vox Solaris[2] Bounties (Venus) Orb Vallis[3]
Hydroid	Vay Hek (Earth) (Must be MR4)[1]	Nyx	Phorid[1] (Infested Invasions)	Revenant	Mask of the Revenant[2] Bounties (Earth) - Plains of Eidolon[3]
Inaros	Sands of Inaros[2]	Oberon	Eximii Drop[4] see below as well		
Ivara	Spy Vaults[3]	Octavia	Octavia's Anthem[2]		

1 - Assassination, 2 - Quest, 3 - Mission, 4 - Enemy, 5 - Dojo

Q: I've been killing Eximii / Eximus / Eximuses, where's my Oberon parts?
A: It's not a really high chance. Just play through the game, you'll get the parts eventually.

Q: What are Prime Warframes?
A: Lore wise, they're prototypes (the original frames). Gameplay wise, they give minor buffs to shields / armor / health / energy, have alternate mod polarities, and come with a unique skin. Otherwise they're basically the same as the normal ones.

Q: How do I get Prime Warframes?
A: Farm for the relics where the parts are sealed in, and unlock the relic to get the part. Prime Warframes have the same parts as regular; blueprint, chassis, neuroptics, and systems. Prime Warframe blueprints can also be traded between players, or bought with

real currency in Prime Access or Prime Unvaulting packs. Occasionally, Twitch Prime will have a Prime Warframe available to subscribers.

Warframe Roles

Definition

- AOE DMG - High damage capability based on room clearing.
- Focused DMG - High damage capability based on per hit damage.
- CC - Crowd control; stuns, stops, sleep, slows, etc.
- Tank - Can take large amounts of damage.
- Defender - Can provide shields or barriers that protect allies and/or keep enemies out.
- Buff/Debuff (Support) - Roles that provide buffs to teammates and allies, and/or debuffs to enemies.
- Stealth - Can become invisible, and/or put enemies to sleep.
- Heals Self - Has the ability to give health to themselves.
- Heals Allies - Heals teammates, allies, and objectives.
- Utility - Has innate abilities (passives) that can assist in completing missions.
- Ease of use - How easy it is to play compared to other frames. Lower number means it's easier to play.

X denotes roles, A denotes Augment is required for role.

Name	AOE DMG	Focused DMG	CC	Tank	Defender	Buff Debuff	Stealth	Heals Self	Heals Allies	Utility	Ease of Use
Ash						A	X			X	4
Atlas			X	X	X			X		X	6
Banshee	X		X			X				X	7
Chroma		X		X		X					7
Ember	X		X			X					4
Equinox	X		X	X		X	X	X	X	X	10
Excalibur		X	X							X	3
Frost	X		X		X	A				X	2
Gara	X		X	X	X	X		A		X	6
Garuda				X				X	X	X	4
Hydroid			X			X			A	X	3

Harrow			X			X		X	X	X	7
Inaros			X	X				X	X	x	6
Ivara		X	X			X	X			X	7
Khora	X		X					X	X	X	4
Limbo	X		X		X	X				X	7
Loki			X			A	X			X	1
Mag	X		X			X				X	6
Mesa		X		X		X				X	2
Name	**AOE DMG**	**Focused DMG**	**CC**	**Tank**	**Defender**	**Buff Debuff**	**Stealth**	**Heals Self**	**Heals Allies**	**Utility**	**Ease of Use**
Mirage	X	X	X	X		X	X	X		X	6
Nekros			X	A						X	2
Nezha	X		X	X		A			X	X	4
Nova			X			X				X	5
Nidus		X	X	X		X			X	X	5
Nyx	X		X							X	4
Oberon	X		X			A		X	X	X	3
Octavia	X		X			X	X			X	7
Revenant	X		X	X		X				X	3
Rhino	X		X	X		X					1
Saryn	X					A		A		X	4
Titania		X	X			X				X	8
Trinity				X		X		X	X	X	6
Valkyr		X	X	X		X				X	2
Vauban			X		X					X	7

Volt	X				X	X				X	4
Wukong		X		X			X			X	3
Zephyr			X	X		A				X	5

Warframe Abilities

List of all Warframe passives, abilities, and Augments, and weapons.

(Exalted Weapon) - A weapon unique to a specific Warframe, can be upgraded with normal mods and equipment.

Signature Weapon - A weapon introduced with a Warframe that has additional effects/passives when wielded by that Warframe.

Ash

Passive - Slash procs dealt by Ash deal 25% more damage and last 50% longer.

Ability 1 - **Shuriken** - Launches a spinning blade, dealing moderate damage.
Augment - **Seeking Shuriken** - Temporarily reduces the armor of those hit by Shuriken.

Ability 2 - **Smoke Screen** - Drops a smoke bomb that stuns enemies and obscures their vision, and renders Ash invisible for a short time.
Augment - **Smoke Shadow** - Can temporarily cloak nearby enemies as well as himself.

Ability 3 - **Teleport** - Teleports to a target, bringing him into melee range and makes enemies vulnerable to finishers.
Augment - **Fatal Teleport** - Automatically performs a finisher on teleport target. If finisher kills the target, 50% of energy is refunded.

Ability 4 - **Blade Storm** - Press once to mark targets in crosshair, press again to project clones of Ash to attack marked targets. Join in by using 3.
Augment - **Rising Storm** - Increases duration of the Melee Combo Counter when Blade Storm is used.

Atlas

Passive - Atlas is immune to knockdown effects while on the ground.

Ability 1 - **Landslide** - Bash enemies with a sliding punch, and repeat to continue the combo. Petrified enemies hit with this ability drop Rubble when killed. Rubble heals Atlas and bolsters his armor.
Augment - **Path of Statues** - Leaves a petrified path for a short period.

Ability 2 - **Tectonics** - Summon a rock wall, activate again to sent the wall crashing forward.
Augment - **Tectonic Fracture** - Increases number of walls available, but can no longer crash them down.

Ability 3 - **Petrify** - Enemies targeted will become fossilized. Walls will become petrified and do increased damage when crashed forward.
Augment - **Ore Gaze** - Fossilized enemies are scanned into the Codex and have a chance to drop extra loot.

Ability 4 - **Rumblers** - Summon two elemental stone golems. Summoning petrifies enemies near Atlas. When defeated or timed out, Rumblers collapse into a pile of Rubble.
Augment - **Titanic Rumbler** - Turns the two golems into one stronger golem. Modified Rumbler has increased stats, and will occasionally smash the ground to attract enemies.

Signature Weapon - **Tekko** - Additional 6% Status Chance.

Banshee

Passive - All equipped weapons, including Gunblades and Sentinel weapons, are considered silent and do not alert enemies when fired.

Ability 1 - **Sonic Boom** - Emits a shockwave that pushes targets in range. Those not killed are stunned.
Augment - **Sonic Fracture** - Sonic Boom temporarily strips a portion of the target's armor.

Ability 2 - **Sonar** - Sends out a wave of acoustic energy that marks any enemies in range with glowing weak spots. Shooting these spots will have increased critical damage.
Augment - **Resonance** - Triggers an additional Sonar pulse when an enemy is killed by hitting a weak point. Any additional points revealed by extra pulses(s) will have remaining duration of original pulse.

Ability 3 - **Silence** - Surrounds Banshee in an aura that limits enemies' response to attacks.
Augment - **Savage Silence** - Multiplies the damage of standing finisher damage on affected enemies.

Ability 4 - **Sound Quake** - Banshee channels acoustic energy and shakes the ground, dealing constant damage and staggering enemies in range.
Augment - **Resonating Quake** - Banshee places the quake at her location instead of channeling it. Damage is increased at epicenter, but decreases as the shockwave spreads.

Baruuk

Passive - Using his abilities, Baruuk raises his restraint meter, providing damage reduction.

Ability 1 - **Elude** - Dodge all incoming projectiles when not attacking.

Ability 2 - **Lull** - Emits an energy wave that puts nearby enemies to sleep. Enemies awoken by damage remain disoriented for a short time. In addition, all waking enemies return to an unalerted state.

Ability 3 - **Desolate Hands** - Summons orbiting daggers that destroy enemy weapons. Combine with Lull to double the effective range.

Ability 4 - **Serene Storm** - Equips his fist and feet as melee weapons. This ability uses restraint meter instead of energy. *(Exalted Weapon)*

Chroma

Passive - Chroma's energy color determines his ability effects. Red, brown, and yellow hues denote Heat. Blue and purple hues denote Electric. Green, teal, and dark yellow hues denote Toxin. White, grey, and black hues denote Cold.

Ability 1 - **Spectral Scream** - Exhale a constant stream of elemental energy.
Augment - **Afterburn** - Launches an elemental projectile on ability deactivation. The longer the ability is active, the more damage the projectile deals.

Ability 2 - **Elemental Ward** - An offensive area-of-effect is created. Chroma and his allies receive defensive buffs when inside the aura.
Augment - **Everlasting Ward** - Allows Chroma and his allies to retain the buffs when moving outside the Aura.

Ability 3 - **Vex Armor** - While active, when shields are hit Chroma gains armor. When health is hit Chroma gains a damage boost. Maximum increases are dependant in damage taken and ability rank.
Augment - **Vexing Retaliation** - (Conclave Only) Vex Armor detonates upon receiving 150 damage.

Ability 4 - **Effigy** - Chroma turns his outer armor into an immovable sentry that uses Spectral Scream against enemies in range. While the sentry is active, Chroma gains speed but loses armor.
Augment - **Guided Effigy** - Allows Chroma to move his sentry. While moving, does increased damage. When it comes to a stop, the sentry stuns nearby enemies.

Ember

Passive - Whenever Ember suffers a Heat proc, she gains 35% ability strength and regenerates 10 points of Energy for every second she is ablaze.

Ability 1 - **Fireball** - Charge and release a fireball that ignites enemies and leaves behind a path of flame.
Augment - **Fireball Frenzy** - Casting Fireball on an ally grants them additional heat damage to weapons and abilities.

Ability 2 - **Accelerant** - Stuns nearby enemies with a fiery blast. Increases all fire damage dealt.
Augment - **Flash Accelerant** - Accelerant gives nearby allies bonus heat damage and increases their ability casting speed.

Ability 3 - **Fire Blast** - Slam the ground to send out a wave of plasma that damages enemies, and creates a persistent ring of fire. Add heat damage to weapons by firing through ring.
Augment - **Fire Fright** - Adds heat status chance to the ring of fire.

Ability 4 - **World on Fire** - Blast nearby enemies with a wave of fire, then continually barrage those in range with fireballs. As this ability consumes more energy, the fireballs gain damage.
Augment - **Firequake** - Fireballs have a chance to knock down enemies.

Equinox

Passive - Converts 10% of health orbs into energy, and 10% of energy orbs into health. Equinox has two forms, Day and Night. This doubles her ability count, depending on the form used. Equinox's energy color determines which form she will start with in a mission; bright hues for Day, dark hues for Night.

Ability 1 - **Metamorphosis** - Switch forms, temporarily gaining bonus shields and armor when switching to Night form, and gaining bonus damage and speed when switching to Day form.
Augment - **Duality** - When performing Metamorphosis, Equinox's other form splits off as a Specter that uses the last weapon Equinox had equipped when switching.

Ability 2 - **Rest & Rage** - In Night form, targets are put to sleep. In Day form, targets become enraged and take more damage, but can also move faster and deal more damage.
Augment - **Calm & Frenzy** - Enemies killed while asleep or enraged will spread the effect to nearby enemies.

Ability 3 - **Pacify & Provoke** - In Night form, nearby allies take reduced damage from enemies. In Day form, nearby allies gain increased Ability Strength.
Augment - **Peaceful Provocation** - Pacify converts damage done to Equinox and allies into an aura that slows enemies. Provoke converts damage done to enemies into additional Ability Strength.

Ability 4 - **Mend & Maim** - In Night form, allies are healed with each nearby enemy killed in the aura. In Day form, all enemies within the aura take constant slash damage. Damage done by Equinox is stored, and deactivating the ability deals the stored damage to all enemies within the aura, with decreasing effectiveness the farther away they are.
Augment - **Energy Transfer** - Conserves a percentage of stored hitpoints from Maim after deactivation. Ability remains active when using Metamorphosis.

Excalibur (Umbra)

Passive - Deals 10% damage and attacks 10% faster when wielding sword, dual sword, nikana, or rapier type weapons.
Passive (Umbra only) ***(SPOILERS)*** - Going into Operator mode turns Umbra into a Specter.

Ability 1 - **Slash Dash** - Rapidly rushto target with a slash attack.
Augment - **Surging Dash** - Each enemy hit adds to the Melee Combo Counter.

Ability 2 - **Radial Blind** - Emits a bright flash of light, blinding all enemies in range for a short time. Blinded enemies are susceptible to finishers.
Augment - **Radiant Finish** - Increases damage dealt by finishers to enemies affected by Radial Blind.

Ability 3 - **Radial Javelin** - Launches javelins at nearby enemies, dealing damage and pinning them to walls.
Augment - **Furious Javelin** - Increases melee damage for every enemy hit by Radiant Javelin.

Ability 4 - **Exalted Blade** - Summons an energy sword that does increased damage. *(Exalted Weapon)*
Augment - **Chromatic Blade** - Exalted Blade's damage type is changed depending on Excalibur's energy color. Status Chance is increased.

Frost

Passive - Any enemy that strikes Frost with a melee attack has a 10% chance to become temporarily frozen.

Ability 1 - **Freeze** - Launches an ice projectile that freezes targets for a short time.
Augment - **Freeze Force** - Casting Freeze on allies provides them with additional Cold damage to all attacks.

Ability 2 - **Ice Wave** - Sends a wave of ice in current facing direction, dealing damage to enemies caught in it.
Augment - **Ice Wave Impedance** - Leaves a trail of frozen ground after casting, slowing enemies who walk over it.

Ability 3 - **Snow Globe** - Creates a protective sphere around Frost that protects against projectiles. Allied projectiles also cannot pierce it.
Augment - **Chilling Globe** - Any enemies that enter the sphere have a chance of being frozen.

Ability 4 - **Avalanche** - Sends a wave of ice at all enemies in range, freezing and shattering them. Any surviving enemies lose armor.
Augment - **Icy Avalanche** - Grants allies within range of Avalanche a protective coating.

Gara

Passive - When standing in light, Gara has a chance to blind nearby enemies, making them vulnerable to finisher attacks.

Ability 1 - **Shattered Lash** - Attacks the target with a stream of shattered glass, or hold for an arcing strike.

Ability 2 - **Splinter Storm** - Gara's armor splinters into a cloud of shattered glass. Any enemies within the aura take damage and impairs their weapons. Allies who contact the cloud become fortified against damage.
Augment - Mending Splinters - Fortified allies receive healing in addition to damage resistance.

Ability 3 - **Spectrorage** - Traps enemies in a carousel of mirrors. Enemies will attack their reflections. Destroyed mirrors and collapsing the carousel causes damage.
Augment - **Spectrosiphon** - Enemies that die within Spectrorage have a 50% chance to drop an energy orb.

Ability 4 - **Mass Vitrify** - Creates an expanding ring of molten glass that crystallizes enemies it passes through. Ring can be stopped at any time until max range is reached. Crystallized enemies slow in movement and attack speed until completely frozen. Stopped ring is hardened to stop projectiles. Ring is split into sections that can be individually destroyed. Casting Shattered Lash at any point on the ring explodes it outward, causing high damage.

Signature Weapon - **Fusilai** - Increased projectile speed.
Signature Weapon - **Volnus** - Additional slam radial damage.
Signature Weapon - **Astilla** - Additional 80 ammo pool.

Garuda

Passive - The lower Garuda's health gets, the more damage she inflicts. When no melee weapon is equipped in the arsenal, Garuda will use her talons. *(Exalted Weapon)*

Ability 1 - **Dread Mirror** - Targets one enemy and turns their life-force into a shield that captures damage. Captured damage is turned into a projectile above Garuda that can be launched by holding [1].
Augment - **Dread Ward** - Become invulnerable for 5s when Dread Mirror kills a target.

Ability 2 - **Blood Altar** - Impales targeted enemy on talons and siphons health for Garuda and her allies.

Ability 3 - **Bloodletting** - Sacrifices health to generate energy.

Ability 4 - **Seeking Talons** - Charge to expand the targeting area, release to send Garuda's talons at each target in area. Surviving enemies are Bleed proc'd.

Signature Weapon - **Nagantaka** - 1m innate Punch-Through.

Gauss

Passive - Moving and reviving teammates charges Gauss' battery. Shield recharge rate is increased up to 80%, and recharge delay is reduced up to 80% based on battery charge level.

Ability 1 - **Mach Rush** - Engage a hyper sprint that knocks down enemies and charges Gauss' battery. Running into solid objects generates a shockwave that knocks down and does damage. Hold the ability to sprint continuously.

Ability 2 - **Kinetic Plating** - While active, converts a portion of Kinetic damage (physical, heat, cold, and blast) into energy. Cannot be staggered or knocked down while active. Damage resistance gained is relative to battery charge level.

Ability 3 - **Thermal Sunder** - Tap to charge Gauss' battery and inflict cold procs on nearby enemies. Hold to drain the battery and inflict heat damage.

Ability 4 - **Redline** - While active, increases fire rate, attack speed, reload speed, and holster rate based on battery charge level. When Gauss' battery is charged past the red line, electric arcs emit from Gauss causing damage, and explode when the ability is deactivated.

Signature Weapon - Acceltra - Reload speed is increased while sprinting.
Signature Weapon - Akarius - Reload speed is increased while sprinting.

Grendel

Passive - **Glutton**, Devouring his prey whole, Grendel slowly digests the enemies he swallowed. For each enemy still alive in his belly, Grendel passively gains 50 Armor points. Also adds jiggle physics.

Ability 1 - **Feast**- Grendel swallows an enemy and stores them is his gut. While in his gut they lose **2/3/4/5%** of their total armor points each second. Holding down Ability 1 will vomit up the stored enemies inside and deal toxin damage to all affected enemies

Ability 2 - **Nourish**- Grendel can consume enemies in his gut to heal himself and grant nearby squad members with a radial buff. Can be cycled between energy, armor, or strike buff.

Ability 3 - **Regurgitate-** Violently puke out a bile soaked enemy from Grendel's gut, turning the unfortunate creature into a toxic projectile.

Ability 4 - **Pulverize-** Curl into a ball and knock over anyone in your way. Must have minimum one enemy inside your gut to activate.

Signature Weapon - **Masseter** - Immune to crowd-control procs while doing Heavy Attacks.

Harrow

Passive - Harrow possesses a 200% Overshield capacity, making max shield capacity 2,400.

Ability 1 - **Condemn** - Casts a wave of chains forward that stops enemies who are contacted. Each enemy held gives Harrow shields.

Ability 2 - **Penance** - Harrow sacrifices his own shields to boost his reload and fire rate, while converting damage inflicted on enemies into health for himself and nearby allies.

Ability 3 - **Thurible** - Channel energy into the Thurible to generate an energy buff for Harrow and nearby allies. The more energy channeled, the more energy given. After channeling, every enemy killed will give the channeled amount of energy. Headshot kills will give double the amount.
Augment - **Warding Thurible** - Reduces damage taken by allies within Thurible's range when channeled, and grants extra energy charge if those allies are damaged.

Ability 4 - **Covenant** - Protects nearby allies with an energy shield that absorbs all damage and converts it into a critical chance buff for all under the Covenant. Headshots receive twice the buff. Critical chance is additive.
Augment - **Lasting Covenant** - Increases Covenant's buff duration each time an enemy is killed with a headshot.

Signature Weapon - **Knell** - Knell has a 2 round mag.

Hildryn

Passive - Damage to Shields does not affect Health. No damage bypasses Overshields.

Ability 1 - **Balefire** - Equips a chargeable launcher weapon. *(Exalted Weapon)*

Ability 2 - **Shield Pillage** - Steal shields and armor from nearby enemies to increase Hildryn's shields and overshields.

Ability 3 - **Haven** - Create a shield aura around allies. Enemies who approach the aura take damage.

Ability 4 - **Aegis Storm** - Gain the ability to fly and hover while equipping Hildryn's unique archgun. Nearby enemies are blasted into the air where they will create an Energy Orb every few seconds. When Shields runs out the enemies are smashed into the ground. *(Exalted Weapon)*

Hydroid

Passive - Melee slam attacks have a 50% chance to spawn a tentacle.

Ability 1 - **Tempest Barrage** - Area around Hydroid is bombarded with water projectiles, dealing damage and knocking enemies down. This ability can be charged.
Augment - **Corroding Barrage** - Each projectile of the barrage has a chance to inflict a Corrosive proc.

Ability 2 - **Tidal Surge** - Crash through enemies in the facing direction in a wave of water.
Augment - **Tidal Impunity** - Hydroid and any allies contacted by the wave have current status effects removed, and protects from gaining any more for a short time.

Ability 3 - **Undertow** - Turn into a water trap in a small radius that pulls in any enemy that comes into contact. Any enemy in the trap will take damage over time. Allies can shoot into the pool to deal damage to trapped enemies.
Augment - **Curative Undertow** - Heals Hydroid and any allies in the pool. Increases energy drain on Hydroid for each ally.

Ability 4 - **Tentacle Swarm** - Raises a leviathan that spawns a number of tentacles that erupt from the ground and other surfaces. The tentacles will continue to writhe and attack enemies in range. Affected enemies are impaled on the tentacles, ragdolled, and take damage over time. This ability can be charged for increased range and number of tentacles.
Augment - **Pilfering Swarm** - Each enemy affected by a tentacle has a 100% additional drop chance.

Inaros

Passive - Instead of bleeding out when downed, Inaros enters a sarcophagus. Aiming at an enemy or ally will siphon health from them, allowing Inaros to revive himself. Inaros can also be revived normally.

Inaros does not have shields.

Ability 1 - **Desiccation** - Blasts enemies in facing direction with a wave of sand, that blinds them, and causes damage over time. 25% of damage dealt over time is converted to health for Inaros. Blinded enemies are open to finishers, performance of which instantly bestows any potential health on Inaros.
Augment - **Dessication's Curse** - Killing a blinded enemy with a finisher has a 75% chance of summoning a Sand Specter.

Ability 2 - **Devour** - Hold to trap target in quicksand and devour them. This regenerates Inaros' health and ultimately creates a friendly Sand Specter.

Ability 3 - **Sandstorm** - Become a whirlwind of sand that ragdolls enemies and devours those trapped in quicksand.
Augment - **Elemental Sandstorm** - Causes Sandstorm to inflict status procs based on the damage types and mods equipped on the current melee weapon.

Ability 4 - **Scarab Swarm** - Charge to convert health into Scarab armor. Discharge to blast nearby enemies with a Scarab swarm. Survivors have their health drained and bestowed on nearby allies.
Augment - **Negation Swarm** - Scarab Swarm blocks incoming status effects, draining a percentage of bonus armor for every status effect blocked.

Ivara

Passive - Detect enemies within 20m and display their position on the minimap.

Ability 1 - **Quiver** - Ivara can cycle through her 4 tactical arrows.

- Cloak - Creates a bubble that grants invisibility to allies within it.
- Dashwire - Fires a zipline into aimed spot and directly behind. Ivara and her allies can then mount the zipline.
- Noise - Emits a loud sound on impact, attracting any nearby unattracted enemies to it.
- Sleep - All enemies around point of impact are put to sleep for a short time.

Augment - **Empowered Quiver** - Dashwire zipline grants additional critical damage to allies on zipline. Those under Cloak's bubble have a chance to resist status effects.

Ability 2 - **Navigator** - Assume control of a projectile to guide it towards its target. This applies to most projectile based weapons. Projectile is slowed and damage is multiplied.
Augment - **Piercing Navigator** - Increases projectile's critical chance after every successful hit.

Ability 3 - **Prowl** - Become invisible and steal loot from unsuspecting enemies. Headshots deal increased damage while invisible. Ivara moves slower while invisible, and cannot perform parkour tricks.
Augment - **Infiltrate** - Increases movement speed while invisible, and can pass through security barriers unharmed.

Ability 4 - **Artemis Bow** - Summon Ivara's bow to use as your primary weapon. Shoots 7 arrows in a line. Line orientation is dependant on charge time. *(Exalted Weapon)*
Augment - **Concentrated Arrow** - Replaces Artemis Bow's multiple arrows with a single arrow. On headshots, arrows have increased critical chance and explode. Concentrated Arrows cannot use Punch Through.

Khora

Passive - Khora has her exclusive Kavat Venari, who acts as a standalone Companion. A normal companion can be used in conjunction with Venari. *(Exalted Weapon)*

Ability 1 - **Whipclaw** - Attack enemies with a whip slash in facing direction.
Augment - **Accumulating Whipclaw** - Hitting 3 enemies will grant a stackable damage bonus that decays after 10s.

Ability 2 - **Ensnare** - Bind target in a metal trap, that will pull other nearby enemies in. Casting Whipclaw on the trap will refresh, allowing it to capture more enemies.

Ability 3 - **Venari** - Command Venari to focus on a target, enemy or ally. Hold to cycle between Attack, Protect, and Heal postures. If Venari is killed, use this ability to instantly revive her.
Augment - **Venari Bodyguard** - Venari dies in Khora's place. Respawn timer increased to 150s. Killing enemies decreases the timer by 4s.

Ability 4 - **Strangledome** - Create a dome of chain that grabs and traps any enemies in range, and does damage over time. Enemies outside the trap will shoot their trapped comrades to hasten their deaths. Cast Whipclaw on the dome to do additional damage to trapped enemies.
Augment - **Pilfering Strangledome** - Enemies held in Strangledome have a 65% chance of dropping additional loot.

Limbo

Passive - Limbo has access to the Rift Plane, an alternate dimension to the Material Plane. Use [SHIFT] to shift between planes. Limbo can remain indefinitely in either plane, but cannot attack or interact with enemies or items in the opposite plane. Limbo cannot roll.

Ability 1 - **Banish** - Casts a wave of Rift Energy that damages enemies in Limbo's facing direction, and banishes them outside of Limbo's current plane of existence.
Augment - **Rift Haven** - Allies banished to the Rift have 25% of their max health restored.

Ability 2 - **Stasis** - Freezes Rift Bound enemies. While active, enemy projectiles are frozen in mid-air, and resume their original trajectory when Stasis ends.

Ability 3 - **Rift Surge** - Affected enemies are imbued with Rift energy. When killed, the energy is transferred to a nearby enemy outside the Rift. Affected enemies that leave the Rift perform a Radial Banish, forcing nearby enemies into the Rift.
Augment - **Rift Torrent** - Increases Limbo's damage while in the Rift Plane for every enemy affected by Rift Surge.

Ability 4 - **Cataclysm** - Tears open a pocket of Rift Plane in a dome around Limbo. When duration ends or is reactivated, the dome collapses on itself, dealing damage to any enemies within. Allies regain energy while in the dome, and cannot be damaged by enemies outside the dome.
Augment - **Cataclysmic Continuum** - Extends Cataclysm's duration for each enemy killed inside it.

Loki

Passive - Loki's wall latch time is 10 times longer than any other Warframe's.

Ability 1 - **Decoy** - Deploys a holographic copy, drawing enemy fire.
Augment - **Savior Decoy** - If Decoy is active and Loki take fatal damage, the damage is absorbed by the Decoy and it switches places with Loki. Can also cast Decoy faster.

Ability 2 - **Invisibility** - Loki turns invisible for a short time.
Augment - **Hushed Invisibility** - Reduces noise level of weapons fired by Loki while invisible.

Ability 3 - **Switch Teleport** - Loki swaps places with target. Can be cast on enemies and allies. Any enemy teleported will be disoriented.
Augment - **Safeguard Switch** - After teleporting an ally, they will be invulnerable for 6 seconds.

Ability 4 - **Radial Disarm** - Releases a wave of energy, forcing all affected enemies to revert to melee combat.
Augment - **Irradiating Disarm** - Inflicts affected enemies with Radiation Procs, causing them to become confused and attack each other.

Mag

Passive - Bullet jumping pulls nearby items to Mag.

Ability 1 - **Pull** - A magnetic force pulls enemies towards Mag, stunning them and bringing them within melee range.
Augment - **Greedy Pull** - Makes Pull attract pickup items in addition to enemies.

Ability 2 - **Magnetize** - Creates a magnetic field around a target, pulling nearby enemies in and dealing damage over time. The field reacts to projectiles and shards created by Polarize to do additional damage.
Augment - **Magnetized Discharge** - Magnetize can be manually detonated by recasting the ability. Enemies within have a chance to be disarmed on detonation.

Ability 3 - **Polarize** - Emits an energy pulse that depletes enemy shields and armor, creating shards that deal damage when mixed with Magnetize. Shields of allies touched by the pulse are restored.
Augment - **Counter Pulse** - Polarize jams enemy weapons and disables Robotic enemies for a short time.

Ability 4 - **Crush** - Magnetizes nearby enemies, causing them to collapse in on themselves. Deals high damage.
Augment - **Fracturing Crush** - Crush reduces enemy armor and temporarily immobilizes survivors.

Mesa

Passive - Mesa gains a health bonus when not having a melee weapon equipped. She also gains increased efficiency with secondary weapons, gaining 10% fire rate with dual wielded sidearms and 20% reload speed with single sidearms.

Ability 1 - **Ballistic Battery** - When activated, stores damage caused by guns. When activated again, damage stored is discharged on next gunshot.
Augment - **Ballistic Bullseye** - Gives shots affected by Ballistic Battery a chance to deal Status Effects.

Ability 2 - **Shooting Gallery** - Gives an ally extra damage while jamming the weapons of nearby enemies. This power will randomly bounce between all allies.
Augment - **Muzzle Flash** - Shooting Gallery emits a flash before switching allies, blinding nearby enemies.

Ability 3 - **Shatter Shield** - Envelops Mesa in an energy barrier, reflecting back incoming bullet damage and insulating Mesa from damage.
Augment - **Staggering Shield** - Shots reflected by Shatter Shield have a chance to stagger enemies.

Ability 4 - **Peacemaker** - Mesa draws her Regulator pistols, and fires upon any target in her reticle. Reticle shrinks as more shots are fired. This ability must be controlled.
Augment - **Mesa's Waltz** - Mesa can walk at reduced speed while using Peacemaker.

Mirage

Passive - Mirage has 25% faster bullet jump speed, and 50% faster maneuver speed.

Ability 1 - **Hall of Mirrors** - Mirage creates an entourage of doppelgangers that confuse the enemy. Each doppelganger fires the same weapon as Mirage at reduced damage.
Augment - **Hall of Malevolence** - Makes doppelgangers deal more damage with every enemy killed.

Ability 2 - **Sleight of Hand** - Trap nearby objects with a jewel that bursts with Radial Blind when touched in darkness, or a Radial Explosion when touched in light. Hall of Mirrors doppelgangers will lay a smaller version of the jewel when active.
Augment - **Explosive Legerdemain** - Turns all eligible pickups into proximity mines.

Ability 3 - **Eclipse** - Standing in light, Mirage deals increased damage. Standing in shadow, Mirage becomes harder to see and gains damage resistance.
Augment - **Total Eclipse** - Graints Eclipse bonus to nearby allies.

Ability 4 - **Prism** - Emits an energy prism that fires lasers in all directions, damaging any enemy that comes into contact. Activating again detonates the prism, blinding any nearby enemies.

Nekros

Passive - Nekros regenerates 5 points of health any time an enemy dies within 10m of him.

Ability 1 - Soul Punch - Shoots a deathly blast that turns the targets soul into a piercing projectile.
Augment - Soul Survivor - Allows Nekros to use Soul Punch on downed allies to instantly revive them, at the cost of all of Nekros' energy.

Ability 2 - Terrify - Causes all nearby enemies to run away in terror.
Augment - Creeping Terrify - Affected enemies are slowed.

Ability 3 - Desecrate - Forces fallen enemies nearby to dissolve, with a chance of dropping additional loot.
Augment - Despoil - Consumes Nekros' health instead of energy when using Desecrate.

Ability 4 - Shadows of the Dead - Summons shadow versions of the most powerful fallen enemies from the current mission to fight for Nekros.
Augment - Shield of Shadows - Nekros transfers a portion of damage taken to his shadows.

Nezha

Passive - Nezha has reduced friction on the ground, allowing him to preserve momentum from movement for longer, and increases the speed and distance of his slide.

Ability 1 - **Fire Walker** - Leaves a trail of flames behind Nezha, burning enemies and cleansing allies of Status Effects. Teleporting while active will blast the landing area with a ring of fire.
Augment - **Pyroclastic Flow** - Accumulates damage done by Fire Walker and releases it in a trail of fire upon reactivating Fire Walker.

Ability 2 - **Blazing Chakram** - Throw a flaming ring that ignites enemies, making them more vulnerable to damage. Flaming enemies drop Restorative Orbs on death. Charge to amplify the power of the ring, and reactivate to teleport to the ring's location.
Augment - **Reaping Chakram** - Increases damage of the ring for each enemy hit by the attack. It also increases spawn percentage for health orbs for each enemy hit.

Ability 3 - **Warding Halo** - Creates a damage insulating ring of fire, that also stuns and damages nearby enemies. When damage prevention runs out, Nezha experiences a brief period of invulnerability.
Augment - **Safeguard** - Halo can be cast on allies with 50% effectiveness.

Ability 4 - **Divine Spears** - Impale enemies in range with spears that erupt from the ground. Activate again to send pierced enemies slamming back to the ground.

Nidus

Passive - Can gain Mutation Stacks, a unique buff that augments his abilities. If Nidus takes fatal damage with at least 15 Mutation Stacks, those 15 stacks are consumed, granting him 5s of invulnerability and 50% health restore.

Ability 1 - **Virulence** - Rupture the ground with a damaging fungal growth in a wave in the facing direction. Enemies hit restores Nidus' energy. Damage increases with Mutation Stack count.
Augment - **Teeming Virulence** - Hitting 4 enemies with Virulence grants 120% Primary weapon Critical Chance for 15s.

Ability 2 - **Larva** - Spawn an infested mass of tentacles that latches onto nearby enemies and pulls them in.
Augment - **Larva Burst** - Reactivate Larva to detonate the mass and deal toxin damage to all enemies in range. This damage is stacked for every enemy in the Larva when it is detonated.

Ability 3 - **Parasitic Link** - Bind to a enemy or allied target. For allies, the host and Nidus gain increased ability strength. Linked enemies take the damage inflicted on Nidus.

Ability 4 - **Ravenous** - A field of infestation grows around Nidus, spawning maggots that swarm nearby enemies and consume them. Maggot damage is buffed from Mutation Stacks, and each enemy consumed adds to the Mutation Stack.
Augment - **Insatiable** - Grants Nidus a chance to generate an additional Mutation Stack whenever he would regularly gain one, while standing on the spawning grounds.

Nova

Passive - Whenever Nova is knocked down, she emits a field that will knock down and damage enemies in a 6m radius.

Ability 1 - **Null Star** - Creates anti-matter particles that that orbit Nova and strike any enemies that come within range.
Augment - **Neutron Star** - Recasting Null Star will cause all remaining particles to explode, dealing Blast damage.

Ability 2 - **Antimatter Drop** - Launches a particle of contained energy that will detonate on impact. Any projectiles shot into it will be absorbed and increase its damage.
Augment - **Antimatter Absorb** - Adds a field to the particle that will absorb enemy projectiles, further increasing damage.

Ability 3 - **Worm Hole** - Creates a portal allowing instantaneous travel from the portal origin to its max range.
Augment - **Escape Velocity** - Grants Nova and her allies increased movement speed after teleporting.

Ability 4 - **Molecular Prime** - Unleashes a wave of anti-matter energy, priming all enemies caught in the wave. Primed enemies move and attack slower, and take 2x more damage. Enemies that are killed while Primed explode, inflicting Blast damage on nearby enemies.
Augment - **Molecular FIssion** - When killed, primed enemies will restore a Null Star charge, with a 100% chance of restoring another charge.
Note: Ability Strength under 100% will cause enemies to move and attack *faster*.

Nyx

Passive - Enemies affected by any of Nyx's abilities have a chance to become disarmed.

Ability 1 - **Mind Control** - Nyx takes over the mind of her target, confusing them and making them fight against their comrades.
Augment - **Mind Freak** - Enemies affected by Mind Control deal additional damage.

Ability 2 - **Psychic Bolts** - Launch a cluster of homing force bolts that deal damage on impact.
Augment - **Pacifying Bolts** - Bolts temporarily stun enemies.

Ability 3 - **Chaos** - With a psychic blast, Nyx confuses all enemies in range, causing them to attack random factions.
Augment - **Chaos Sphere** - Nyx creates a circular radius when casting Chaos. Any enemy that enters the radius become affected by Chaos.

Ability 4 - **Absorb** - Nyx extends a aura of energy that absorbs all incoming damage, and stores it. Deactivating the ability will release the damage in an area blast. Nyx cannot move or attack while Absorb is active.
Augment - **Assimilate** - Nyx can move and attack while using Absorb, and prevents friendly fire from being absorbed, at the cost of half the effective radius.

Oberon

Passive - Allied pets receive +25% health, shield, and armor links. Pets receive one instant revive per mission.

Ability 1 - **Smite** - Focuses energy within a target and then projects it, damaging both the target and surrounding enemies.
Augment - **Smite Infusion** - Allows Smite to be cast on allies, temporarily granting them additional Radiation damage to attacks.

Ability 2 - **Hallowed Ground** - Sanctifies the ground around Oberon, inflicting damage to enemies who step on it.
Augment - **Hallowed Eruption** - Casting Hallowed Ground again while a previous instance is still active will cause the old Ground to immediately expire, dealing all remaining damage in a single instance with a chance of dealing a Radiation proc.

Ability 3 - **Renewal** - Healing waves of energy emit from Oberon to allies, regenerating health over time.

Augment - **Phoenix Renewal** - If a player under the effects of renewal takes fatal damage, then will instead be healed a portion of their health and granted a period of invulnerability. This effect will not activate again for the affected player until after 90s.

Ability 4 - **Reckoning** - Lifts enemies into the air and slams them back into the ground, dealing damage. Enemies killed by this ability have a chance of dropping a health orb.
Augment - **Hallowed Reckoning** - Enemies damaged by Reckoning create energy fields that deal damage over time to enemies standing in them, while granting armor to allies.

Octavia

Passive - You can customize Octavia's Mandachord song in the Appearance menu, changing the way her abilities work and sound.

Ability 1 - **Mallet** - Beats damage into enemies in time to the percussion section of the Mandachord. Damage inflicted on the mallet increases its output damage.
Augment - **Partitioned Mallet** - Allows for two Mallets to be active at the same time, each with half of their max range.

Ability 2 - **Resonator** - Launches a rollerball that charms enemies to follow and attack it. Beat is timed to the bass section of the Mandachord. If a Mallet is active, the Resonator will pick it up and move it with it.
Augment - **Conductor** - Reactivate the ability to command the Resonator to go to the aiming point with increased speed.

Ability 3 - **Metronome** - Grants buffs to Octavia and her allies in the aura. Beat is timed to the melody section of the Mandachord. Crouch to the beat to gain invisibility, shoot to the beat to gain multishot, jump to the beat to gain a speed boost, melee attack to the beat to gain a melee damage buff.

Ability 4 - **Amp** - Draws power from sound within its aura to provide and amplify a damage buff for Octavia and her allies. Also doubles the damage and range of nearby mallets. Mallet, Resonator, Metronome, and gunshots all add to sound.

Signature Weapon - **Tenora** - Headshot kills with alt fire have a 20% chance to instantly refill magazine.
Signature Weapon - **Pandero** - Headshot kills with alt fire increase reload speed by 20%.

Protea

Passive- After casting three abilities, Protea empowers her next ability cast with an additive 100% ability strength bonus.

Ability 1 - **Grendage Fan -** (Tap) Throws out grenades in an arc. (Hold) Shield Satellites

Revenant

Passive - When Revenant's shield is depleted, he emits a Radial Blast that knocks down nearby enemies.

Ability 1 - **Enthrall** - Converts target into a thrall. Thralls turn on their comrades and can turn others into thralls. On death, they dissolve into a damaging pillar of energy.

Ability 2 - **Mesmer Skin** - Gain a sentient energy shield that redirects damage. Redirected damage stuns enemies. Stunned enemies can be Enthralled for no energy cost.

Ability 3 - **Reave** - Dash through enemies as a wall of sentient energy, stealing shields and health from those contacted. This effect is enhanced for thralls.
Augment - **Blinding Reave** - Enemies hit are blinded by fog for 10s.

Ability 4 - **Danse Macabre** - Float from the ground and emit a series of energy beams that extend from Revenant's raised hand to the ground at an angle. The beams will modify their damage type based on enemy resistances. Incoming damage is redirected into the beams. Hold the Fire Button to increase the damage and range of the beams, at the cost of more energy.

Signature Weapon - **Phantasma** - Has 15 magazine capacity.
Signature Weapon - **Tatsu** - Charge cap of 9.

Rhino

Passive - When Rhino falls from a great height, or falls quickly enough, he will create a shockwave on impact, knocking down and damaging enemies in a 6m radius.

Ability 1 - **Rhino Charge** - Rhino charges forward, causing damage and sending contacted enemies flying.
Augment - **Ironclad Charge** - Temporarily increases Rhino's armor for each enemy hit by Charge.

Ability 2 - **Iron Skin** - Rhino hardens his armor, insulating himself from all damage.
Augment - **Iron Shrapnel** - Iron Skin is detonated on reactivation, dealing Puncture damage to nearby enemies.

Ability 3 - **Roar** - Grants Rhino and all nearby allies increased damage for a short time.
Augment - **Piercing Roar** - Nearby enemies suffer from a Puncture proc when Roar is used.

Ability 4 - **Rhino Stomp** - Rhino stomps the ground, sending enemies into a stasis.
Augment - **Reinforcing Stomp** - Replenishes Iron Skin's health for each enemy affected by Rhino Stomp.

Saryn

Passive - Status Effects inflicted by Saryn and her weapons last 25% longer.

Ability 1 - **Spores** - Inflict a target with a pox of Corrosive spores. Destroying the spores or host spreads them to nearby enemies. The longer the Spores are active, the more damage they deal.
Augment - **Venom Dose** - Casting Spores on allies will grant them additional Corrosive damage to all attacks.

Ability 2 - **Molt** - Saryn sheds her skin, leaving a decoy behind to draw enemy fire.
Augment - **Regenerative Molt** - Upon casting Molt, Saryn regenerates health.

Ability 3 - **Toxic Lash** - While active, attacks deal additional Toxin damage. This effect is doubled for melee strikes. Instantly burst spores with attacks while active.
Augment - **Contagion Cloud** - Kills performed while Toxic Lash is active will leave behind a Toxin cloud. Melee kills double the damage dealt by the cloud.

Ability 4 - **Miasma** - Releases a wave of Viral damage that affects all enemies in range, dealing damage over time. Enemies infected with Spores receive more damage.

Titania

Passive - TItania has +25% bullet jump distance. Bullet jumping creates an aura on the ground that grants the same effect to allies who bullet jump from the aura.

Ability 1 - **Spellbind** - Enemies in range are suspended in the air. Nearby allies become immune to Status Effects.

Ability 2 - **Tribute** - Extract an offering from a target that becomes a random ability buff. Survivor's attacks are weakened. Buffs consist of:

- Dust - Reduces enemy accuracy
- Thorns - Reflects a portion of damage taken
- Entangle - Slows enemies
- Full Moon - Increases Companion's damage

Ability 3 - **Lantern** - Creates a swarm of razorflies that transform a target into a floating beacon, attracting enemies to it, and then exploding.
Augment - **Beguiling Lantern** - Grants 100% bonus damage to allies' melee attacks against attracted enemies.

Ability 4 - **Razorwing** - Shrink down to a pixie-like size, and gain access to Titania's dual pistols, Dex Pixia, and her sword, Diwata. While in this state, Archwing controls and mechanics are used. *(Exalted Weapon)*

Augment - **Razorwing Blitz** - Increases flight speed and fire rate when using abilities. This effect can be stacked.

Trinity

Passive - Trinity revives fallen allies 20% faster, and from further away.

Ability 1 - **Well of Life** - Turns target into a source of health. Can gain health by damaging the target.
Augment - **Pool of Life** - Enemies affected by Well of Life drop health orbs on death, and have a chance to drop an energy orb.

Ability 2 - **Energy Vampire** - Turns target into a source of energy, that emits waves of energy over time.
Augment - **Vampire Leech** - Converts excess energy from Energy Vampire into shields for Trinity and her allies. Can also grant overshields.

Ability 3 - **Link** - Any damage taken while link is activated will be inflicted on a nearby enemy instead.
Augment - **Abating Link** - Reduces the armor of all connected enemies.

Ability 4 - **Blessing** - Restores the health and shields of Trinity and all allies within Trinity's affinity range, while also giving some damage resistance.

Valkyr

Passive - Valkyr has no touchdown animation, and recovers from knockdowns 50% faster.

Ability 1 - **Rip Line** - Valkyr throws out a hook. If she hits an enemy, she pulls them to her. If she hits a surface, she pulls herself to the point of impact.
Augment - **Swing Line** - After initial cast of Rip Line, consecutive uses will cost no energy if Valkyr remains airborne and inside the combo window.

Ability 2 - **Warcry** - Valkyr lets out a cry that increases ally's melee speed while slowing down nearby enemies.
Augment - **Eternal War** - Extends Warcry's duration for each melee kill.

Ability 3 - **Paralysis** - Valkyr sacrifices her shields, stunning and damaging enemies around her.
Augment - **Prolonged Paralysis** - Increases Paralysis' stun duration, as well as slowly pulling affected enemies towards Valkyr.

Ability 4 - **Hysteria** - Valkyr becomes enraged and unleashes her claws. In this state Valkyr is invulnerable, but can only use her claws. *(Exalted Weapon)*
Augment - **Hysterical Assault** - Allows Valkyr to pounce onto enemies while in Hysteria, dealing damage on contact.

Vauban

Passive - Vauban deals 25% more damage to enemies who are incapacitated or cannot move.

Ability 1 - **Tesla** - Launches a grenade of electricity, shocking enemies that come within range.
Augment - **Tesla Link** - Makes each pair of Tesla balls form energy links between each other that deal Slash damage on contact.

Ability 2 - **Minelayer** - Cycle through 4 deployable trap mines.

- Bounce - Anyone that touches the bounce pad will be launched into the air.
- Trip Laser - Enemies that contact the laser are stunned at walking speed, or knocked down at running speed.
- Shred - Enemies that contact the mine will activate it, causing blast damage.
- Concuss - Enemies that contact the mine will activate it, stunning all nearby enemies.

Ability 3 - **Bastille** - Creates a containment field where contacted enemies are held suspended in stasis, and enemies outside the field cannot enter.
Augment - **Repelling Bastille** - Repels new enemies when Bastille reaches max amount of contained enemies.

Ability 4 - **Vortex** - Creates a whirling mass that attracts all nearby enemies, crushing them.
Augment - **Perpetual Vortex** - Casting additional Vortexes into the original will increase its duration.

Volt

Passive - Traveling on the ground will build static electricity, which is then converted into Electric damage on Volt's next attack.

Ability 1 - **Shock** - Launches an electric projectile that stuns and damages target, and chains to nearby enemies.
Augment - **Shock Trooper** - Shock can be cast on allies, giving them additional Electric damage.

Ability 2 - **Speed** - Gains a buff to movement and melee attack speed for Volt and nearby allies.
Augment - **Shocking Speed** - All players affected with Speed deal Electric damage to enemies they touch.

Ability 3 - **Electric Shield** - Deploys a barrier of electricity that blocks incoming damage. Volt can pick up and carry a smaller version of the shield.
Augment - **Transistor Shield** - Allies can pick up electric shields. A portion of blocked damage is converted into static electricity for Volt.

Ability 4 - **Discharge** - Paralyze nearby enemies with an electric wave. Electricity will chain between enemies in range, and deal damage over time.
Augment - **Capacitance** - Converts a percentage of damage dealt by Discharge into shields, split between Volt and his allies.

Wisp

Passive - Wisp is invisible while airborne.

Ability 1 - **Reservoirs** - Deploy one of three buff Motes - Haste (movement and attack speed), Vitality (health and healing over time), and Shock (stun). Each will attach to Wisp and buff herself and allies within range.

Ability 2 - **Will-O-Wisp** - Cast forward a spectral image of Wisp to distract enemies. Activate again to quickly travel to the image's position. Hold to have the image travel faster, and teleport to its position on release.

Ability 3 - **Breach Surge** - Opens a dimensional breach that stuns nearby enemies, and causes them to release Surge sparks when damaged.

Ability 4 - **Sol Gate** - Direct a plasma energy beam forward, dealing heavy damage.

Wukong

Passive - Wukong's melee combo counter has an additional 2s of duration.

Ability 1 - **Iron Jab** - Launches the Iron Staff to its full length in facing direction, knocking down hit enemies.
Augment - **Iron Vault** - Aiming Iron Jab at the ground will launch Wukong into the air, and any Slam Attack will have increased damage and range.

Ability 2 - **Defy** - Upon receiving lethal damage, Wukong is healed a portion of his maximum health and receives a period of invulnerability, while also losing a portion of his current energy. While ability is active, this effect will continue to activate, with diminishing health returns.

Ability 3 - **Cloud Walker** - Wukong evaporates into a mist cloud, rendering him invulnerable to damage. While in the cloud, Wukong cannot attack or use abilities, and moves slower.
Augment - **Enveloping Cloud** - While in cloud, nearby allies are given temporary invisibility.

Ability 4 - **Primal Fury** - Wukong summons his Iron Staff. *(Exalted Weapon)*
Augment - **Primal Rage** - Increases critical chance of Iron Staff after every kill. Additional critical chance diminishes every second.

Zephyr

Passive - Zephyr has improved midair aerodynamics, and falls slower.

Ability 1 - **Tail Wind** - From the ground, charge and release to launch into an airborne hover. While in air, tap to dash forward, or aim down and tap to dive bomb to the ground.
Augment - **Target Fixation** - Increases Tail Wind's damage for every enemy hit while airborne.

Ability 2 - **Airburst** - Generate an air burst projectile that explodes on contact and ragdolls enemies. Launch Airbursts into tornadoes to increase their size.

Ability 3 - **Turbulence** - Creates a wind shield around Zephyr, redirecting all incoming projectiles.
Augment - **Jet Stream** - Provides additional movement and projectile speed to Zephyr and nearby allies when Turbulence is active.

Ability 4 - **Tornado** - Create a series of tornadoes that seek and engulf enemies. Tornadoes will deal elemental damage based on enemies they absorb.
Augment - **Funnel Clouds** - Creates additional tornadoes while decreasing their size and removing their ability to pick up enemies.

Frame Etiquette

When playing with certain frames, try to work with them, often you'll do much better and the mission will be much easier.

- Banshee
  - Shoot the massive glowing spots. Deals quite a lot of damage.
- Chroma
  - Let Chroma run out first, much better if they shoot him rather than you. Also, stand near him to gain buffs.
- Equinox
  - If day or night, try to stay in her aura (swirly thing around her). It either gives power strength buffs, heals, or reduces enemy damage.
- Frost
  - Stay in the globe if you don't want to get shot at.
  - Can cast globe multiple times to add armor to it.
  - For Frosts, clean up your globes (by pressing 1 on it while you're on the outside) and don't globe interception points.
- Gara
  - Colour your energy less bright. Super bright colours are annoying when it comes to mass vitrify.
  - If possible, help keep allies alive. Your 2 can be cast on them so they also receive damage reduction.
- Harrow
  - If it's a team based Harrow, with a large circle around him, let him get kills. Gives everyone including him energy. If you kill them, neither you nor the Harrow will get the energy
- Hydroid
  - Shoot into the puddle. Also try to help him out by killing Nullifiers.
  - Puddles can heal you if the Hydroid has the augment.
- Inaros
  - If you're the Inaros, stop leeching health of allies while downed.

    - Try not to spam Sandstorm, it makes targets really difficult to hit and messes up melee combos.
- Ivara
    - Staying in the bubble gives you invisibility.
- Limbo
    - For Limbos, don't always stasis everything unnecessarily. It's generally not needed.
    - Rolling removes the rift.
- Nekros
    - When playing with a Nekros, use slash based weaponry. It breaks the bodies into additional pieces and that means more loot.
- Nezha
    - Staying in the fire from firewalker removes debuffs.
- Nidus
    - In longer missions, try not to mess with a Nidus and his stacks, he needs it for the later part of the game. This means not blowing up the things in his larva unless he asks you to.
    - Stand on the grass if health is needed.
- Nyx
    - Don't shoot at a Nyx's absorb unless she's trying to leech or AFK.
    - For Nyxes, when playing a defense or intercept, you can remove mind control by pressing 1. Stops the wait for the last enemy to die
- Oberon
    - Stand near him for healing, and stand on the grass to get Iron Renewal
- Octavia
    - Crouch to the beat to get invisibility, jump to get movespeed, shoot to get multishot, and melee to get extra damage.
- Saryn
    - Shoot spores on enemies.
- Titania
    - Don't knock away her lantern (glowing enemy that looks like it has a vortex on it).
- Trinity
    - For Trinities, keep your player list up by pressing [Z] and watch your allies' health.
    - For Trinities, even if you're an EV Trin or a Blessing, you can still cast the rest of your skills.
    - Stay near and protect Trinity to gain health and energy.
- Volt
    - Electric shield works 2 ways.
    - Backflipping (aim + back + roll) removes speed.

Warframes and Companions Scheduled to be Vaulted

- Currently Unknown

Prime Frames, Companions, and Archwings Rotation - Currently Available

- Zephyr Prime
- Limbo Prime
- Chroma Prime
- Mesa Prime
- Equinox Prime
- Wukong Prime
- Saryn Prime
- Valkyr Prime
- Atlas Prime
- Dethcube Prime

Vaulted Frames, Companions, and Archwings - Currently Unavailable

Excalibur Prime (Permanent)
Ash Prime
Banshee Prime
Ember Prime
Frost Prime
Hydroid Prime
Loki Prime
Mag Prime
Mirage Prime
Nekros Prime
Nova Prime
Nyx Prime
Oberon Prime
Rhino Prime
Trinity Prime
Vauban Prime
Volt Prime
Carrier Prime
Helios Prime
Wyrm Prime
Odonata Prime

Next Warframes to be Primed

This list is based on Warframe release order, then the pattern Male Male Female Female. These will be released in Prime Access.
This list is an estimate and changes may happen.

- Ivara
- Titania
- Nezha
- Inaros
- Octavia
- Gara
- Nidus
- Harrow
- Khora
- Garuda
- Revenant
- Baruuk
- Hildryn

- Wisp
- Gauss
- Grendel

Q: What does it mean for something to be “vaulted”?
A: It means the relics for the vaulted item can no longer be obtained in the regular game. However, relics and parts already owned do not go away, and Primed items can still be traded.

Q: If a frame gets vaulted, do I get to keep the frame?
A: Yes, of course!

Q: You said nothing about Excalibur Prime, is he still farmable?
A: No, he’s not in the Prime Vault and he’s not farmable. He was part of the Founder’s package back when the game was first released. He is currently unobtainable by any means. He will most likely never be obtainable ever again.

Q: How does vaulting work?
A: All relics that will be vaulted will be removed from drop tables. Anything else you have, you will keep. This includes the relics themselves, the items, parts and crafted items.

Q: Will the vault be reopened?
A: Yes, every ~3 months DE unvaults previously vaulted Warframes and items, and vaults current ones. This is called Prime Unvaulting.

Fashion Frame and Cosmetics (SPOILERS)



Fashion Frame is the act of combining different color, armor, and skin combinations on a Warframe to make it look cool and unique, or to fit a theme. The term also applies to weapons, Companions and Operators. This is considered an endgame, optional activity, as almost all of the cosmetics and colors necessary for Fashion Frame cost Plat or real currency.

When pertaining to colors, an item's secondary energy color is unlocked after a Forma is applied to that item. Primary and secondary energy is fused into a two-tone effect. Warframes, weapons, Syandanas, and companions can have secondary energy colors.

There are three types of cosmetic items; Deluxe, Tennogen, and Prime Access.

- Deluxe items are created by DE and always cost Plat. They include Warframe skins, weapon skins, armor packs, Companion armor, Operator armor, Operator accessories, Syandanas, and Sugatras.
- Tennogen items are created by digital artists with creative permissions from DE. Tennogen items always cost a predetermined amount of real currency, 30% of which goes to the artist/creator of the item. Tennogen items include Warframe skins, weapons skins, Operator accessories, and Syandanas.

- Prime Access items are always included in the Accessories Pack of a Prime Access, and are available only as long as the Prime Access is. They are not obtainable in any other way. The Accessories Pack costs real currency, and can either be bought on its own or as part of the Tier 3 Prime Access pack. Prime Access items can include helmets for the newly Primed Warframe, Prime armor sets, Primed Operator armor, Primed Operator accessories, Prime Syandanas, and Prime Sugatras.

Regalia

There are 3 types of Regalia; Emblems, Sigils, and glyphs.

Emblems are equipped in the Regalia section of the Warframe appearance menu, and include the Clan and Event emblems, along with any Event emblems earned. They appear on your Warframe's left and right shoulders. Only the Clan and Alliance emblems can be purchased.

Sigils are equipped in the Regalia section of the Warframe appearance menu, and include the Assassin and Syndicate sigils. They appear on your Warframe's chest and back. Sigils cannot be purchased, but are occasionally available in Prime Access.

Glyphs are equipped in the Profile section of the [ESC] menu. They appear next to your name and gear in the squad list. Glyphs can be earned, bought with platinum, redeemed with access codes, or awarded by other players/streamers. Your equipped glyph is also what appears when using the Glyph gear item.

Weapons

Q: Should I potato/use an orokin catalyst on x?
A: A general rule of thumb is if you feel that it's good, potato it. However, it's a pretty good idea NOT to potato/upgrade the mk 1 weapons and to experiment before you potato a weapon.

Q: If I potato / use a catalyst on a weapon is it permanent?
A: Yes.

Q: Can I use multiple potatoes / catalysts on my weapon?
A: No.

Q: Do I have to wait until lvl 30 to potato / catalyst my weapon?
A: No, once used it will always double your mod capacity. So if you potato it at lvl 3 it gains +3, and if you level it to 30, it will give +30.

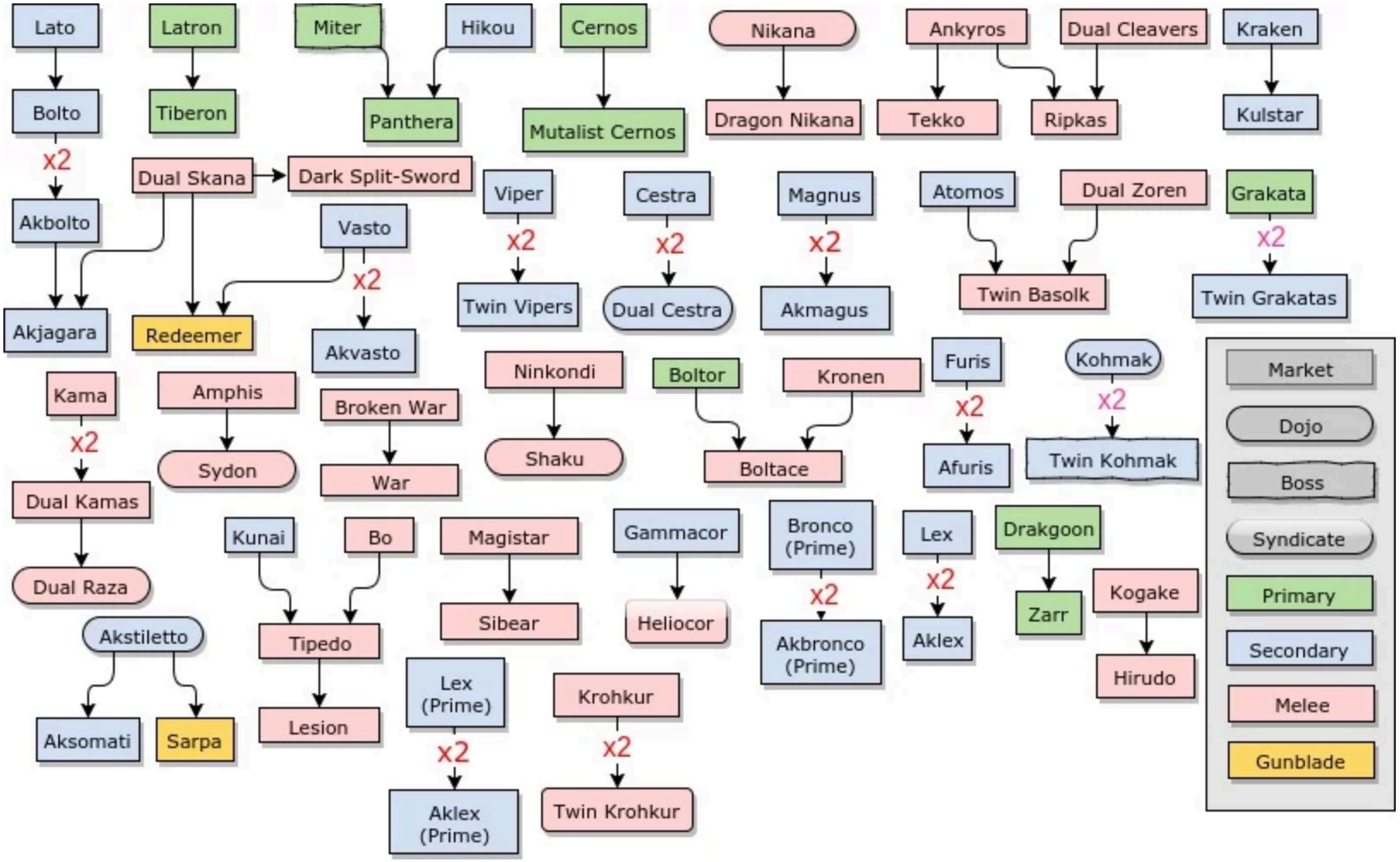
Q: How do I use forma? I heard you can upgrade weapons with it.
A: On a lvl 30 or maxed piece of equipment, go to upgrade, on the bottom right side, there should be an action button. Once you click on it, you have a choice to forma your weapon to give it another polarity.

Q: What are Prime weapons?
A: Lore wise, they're prototypes (the original weapons). Gameplay wise, they give minor buffs to its stats. Otherwise they're basically the same as the normal ones with a different aesthetic.

Q: How do I get Prime weapons?
A: Farm for the relics where the parts are sealed in, and unlock the relic to get the part. Prime weapons have a multitude of parts needed to build, depending on the weapon and type. Prime weapon blueprints can also be traded between players, or bought with real currency in Prime Access or Prime Unvaulting packs. Occasionally, Twitch Prime will have a Prime weapon available to subscribers.

Q: What does it mean for something to be "vaulted"?
A: It means the relics for the vaulted item can no longer be obtained in the regular game. However, relics and parts already owned do not go away, and Primed items can still be traded.

Q: Which weapons do I need to build other weapons?
A: See this chart:



Q: What weapons should I get first?
A: See the suggested List below.

The Suggested Beginner Weapon List

These weapons are handpicked for 3 distinct categories. They are easy to obtain, easy to mod and easy to use. When I say this, it means that stuff like the Prisma Grakata don't belong, since they aren't always available. Neither are weapons with immensely expensive mod requirements (ie Maiming Strike > 2 Primed mods). Preference should be paid to weapons that are available early (Pre MR7).

The Following is a Suggested list of beginner weapons and do not represent the best weapons in the game.

Primaries

- **DMR - Latron *MR 0 &* Veldt *MR 8***
  The Latron is a good all around starter weapon, it boasts high accuracy and fire rate but has a high recoil. Veldt on the other hand is more akin to a sniper without being one, high dmg and fire rate make it a no brainer for the Tenno marksman.
- **Rifle - Baza *MR7 &* Soma *MR 6***
  The Baza is a low damage, high fire rate smg that has damage fall off like a shotgun but has a high crit chance and is innately silenced, and is solid for most of the Star Chart.
  The Soma is a cross between an assault rifle and an LMG, a small spool up but high fire rate and good crit rate like the Baza, in addition to a high mag size.
- **Shotgun - Hek *MR4* & Tigris *MR 7***
  The Hek and its variants are a great early game shotgun that don't require much to make it work. Good mag size and decent damage make it a good choice for early game. The Tigris is a double barrel pain train, fast reload speed and low spread are only a few things that make this shotgun good.
- **Bow - Dread *MR5* & Rakta Cernos *MR12***
  The Dread is one of the easiest bows to get but it still packs a huge punch. With a single crit mod, high crit chance and slash damage. The Rakta Cernos on the other hand fires much faster than the dread, but has the impact damage type which isn't as good as slash.
- **Sniper - Rubico *MR6 &* Vectis *MR 2***
  The Rubico is a good all around sniper, boasting one of the highest crit multipliers of any gun, as well as a decent mag size.
  The Vectis and its Prime counterpart have the highest status of any sniper but have to be constantly reloaded.

Secondaries

- **Shotgun - AkBronco *MR2* & Bronco *MR0***
  The Bronco and its dual series are the only pocket shotguns pre-MR7 that are easy to get. It packs a punch with decent all rounder stats, with the exception of a really small clip. With the resources that are needed to craft it, Neurodes, Alloy Plates, Ferrite and Polymer Bundles, it's pretty feasible to obtain it early.
- **Burst Pistol - Sicarus *MR3* & Kraken *MR 0***
  The Sicarus is a burst fire, highly accurate pistol that also has a good crit chance. The only downside to the Sicarus is the low mag capacity. The kraken on the other hand is a status pistol that fires a double shot on every trigger pull with the downside being high recoil.
- **SMG - Afuris *MR2 &* Akstiletto *MR 8***
  Both secondary smgs that are recommended have fast fire rate, and they boast solid damage with good accuracy.
- **Beam Weapon - Atomos *MR5 &* Nukor *MR 4***
  Both weapons are extremely good early game and have the potential to be taken into late game with certain mod loadouts.

Melee

- **Polearm - Orthos (Prime) *MR2* & Tonbo *MR3***

Both the Orthos and Tonbo have good range and are fast, great for clearing a group of enemies. They also have good status, and should be modded for slash procs.

- **Whip - Lecta *MR0* & Atterax *MR2* & Scoliac *MR6***
  All whips are a great melee choice, as they have high attack speed and extremely long range with good damage.
- **Hammer - Jat Kittag *MR5***
  Great with quick attacks, continuous use, finishers etc. High damage, moderate range.
- **Greatsword - Galatine *MR3* & Gram *MR 2***
  Extremely high damage, very slow attack speed.
- **Fist Weapon - Hirudo *MR7 &* Ankyros *MR 0***
  The Hirudo can deal lifesteal attacks and is extremely fast. The Ankyros is a gateway weapon that you need to turn into other fist weapons.
- **Nikana - Nikana *MR4 &* Nikana Prime *MR 0***
  Overall great stats, especially attack speed and crit. Easily usable throughout any mission. Use it to finish off enemies easily, as it blends combat together very well. Moderate damage, speed, and range. The Prime version of the nikana is better in almost every stat but is just harder to farm for.

Prime Weapon Rotations [Current]

*Everything is assumed Prime

Permanent		
Primaries	**Secondaries**	**Melee**
Braton	Akbronco	Fang
Burston	Bronco	Orthos
Paris	Lex	
On Rotation		
Tiberon	Aklex	Tipedo
Rubico	Akjagara	Gram
Stradavar	Spira	Redeemer
Cernos	Pyrana	Kronen
		Destreza
		Venka

		Nikana
		Tekko

Next weapons to be vaulted

- Currently Unknown

Vaulted Weapons

Lato Prime (Permanent)
Skana Prime (Permanent)
Akbolto Prime
Akstiletto Prime
Ankyros Prime
Ballistica Prime
Bo Prime
Nami Skyla Prime
Boar Prime
Boltor Prime
Dakra Prime
Dual Kamas Prime
Euphona Prime
Fragor Prime
Galatine Prime
Glaive Prime
Hikou Prime
Kogake Prime
Latron Prime
Reaper Prime
Scindo Prime
Sicarus Prime
Silva & Aegis Prime
Soma Prime
Sybaris Prime
Tigris Prime
Vasto Prime
Akvasto Prime
Vectis Prime

Q: Will the vault be reopened?
A: Yes, every ~3 months DE unvaults previously vaulted Warframes and items, and vaults current ones. This is called Prime Unvaulting.

Q: How does vaulting work?
A: All relics that will be vaulted will be removed from drop tables. Anything else you have, you will keep. This includes the relics themselves, the items, parts and crafted items.

Companions

There are 3 different types of companions that can accompany you and your Warframe on missions. Each type has special precept mods that provide unique abilities and passives. You may only have one active companion at a time. Precept mods will be used most in the order they are placed starting with the top left being the most used and the bottom right being the least used.

Beasts

There are two species of Beast companions, Kubrows and Kavats. They are bred and managed in the Incubator segment of your Orbiter. Each new Beast requires an Incubator Power Core, the blueprint for which is found in the Market.

Only one Beast companion may be active and available to use at a time. The others you own are stored in Stasis.

When a Beast companion is bred, it will appear as a puppy or kitten. The Beast can be kept in this state indefinitely. It must be matured for combat in order to take on missions.

Once a Beast is matured, it will degrade in DNA integrity each day, affecting overall health, and loyalty, affecting damage. Applying a DNA Stabilizer will increase DNA Integrity, and interacting with the Beast will increase loyalty.

When breeding a Beast, imprints can be used instead of a random incubation. Imprints are taken from an already existing Kubrow and Kavat. A max of two imprints can be taken from every unique Beast. These imprints can then be traded and/or reused. Two imprints are required to breed a focused Beast. Depending on genetics from the original Beast, you can determine the new Beast's gender, breed, size, and fur pattern.

The Nutrio Incubator Upgrade Segment can be obtained from the Clan Dojo. It provides the following effects:

- Instant Stasis Recovery
- Free Stasis Recovery
- DNA Stabilizer cost reduced from 75,000Cr to 5,000Cr
- Egg Incubation reduced by a day
- Daily DNA degradation reduced from 10% to 5%

Kubrows

Kubrows resemble large, sturdy canines. They are unique in that they lay eggs instead of giving live birth. To breed a Kubrow, the Howl of the Kubrow Quest must be completed, a Kubrow egg must be obtained, and the Incubator segment installed. Kubrow eggs only drop from Kubrow Dens on Earth. They can also be bought in the Market for 10p.

Kubrow Breeds

- Huras - Stealth
  Hunt - Performs lunging attacks.
  Stalk - Can cloak itself and its master.
- Raksa - Support and CC
  Howl - Growls, frightening nearby enemies.
  Protect - Replenishes its master's shields when they are depleted.
- Sahasa - Recon and Recovery
  Dig - Sniffs and digs up buried items.

Ferocity - Performs finisher attacks.
- Sunika - Combat
  Savagery - Performs finisher attacks.
  Unleashed - Knocks down VIP targets.
- Chesa - Disarm and Fetch
  Neutralize - Makes enemies drop weapons.
  Retrieve - Sniffs out loot in crates and on enemies.
- Helminth Charger - Unique strain bred by draining the Helminth Cyst
  Proboscis - Harpoons enemies and pulls them back.
  Trample - Tackles nearby enemies.
  Strain Mod Set - Set of 4 mods that use a cyst-stacking passive to buff their effects.

Kavats

Kavats resemble large, slim, and lanky cats. They roam wild in only the Orokin Derelict. To breed a Kavat, 10 DNA strands and the Kavat Incubator Upgrade segment must be obtained. The segment can be found on Hyekka Masters, and the DNA strands must be scanned off of live wild Kavats, or bought from the Market for 5p.

Kavat Breeds
- Adarza
  Cat's Eye - Grants increased Crit Chance to all nearby Tenno for a short time.
  Reflect - Occasionally reflects amplified damage back at the enemy.
- Smeeta
  Mischief - Becomes invisible and deploys a decoy to draw fire.
  Charm - Occasionally gives its owner one of a variety of buffs for a short time.
    - ➢ Critical Chance set to 200%
    - ➢ Warframe ability costs are refunded on cast
    - ➢ Pickups are doubled
    - ➢ Reload instantly once
    - ➢ Negates damage received from next incoming hit, and rewards 150 overshields
    - ➢ Creates and gives one instance of current planet's rare resource
- Venari - Khora's unique Kavat. Can be used in conjunction with any other companion.
- Vasca - Vampire Kavat. Can be obtained by going to the Plains of Eidolon during the night cycle and finding a Vasca Kavat to infect your equipped kavat with Vasca Virus. Then returning to your orbitor and obtaining a genetic code from it twice.
  Draining Bite - Deals 400 damage and heals 10% health to the kavat.
  Transfusion - When downed Vasca kavat sacrifices 20% of its health to raise down master.

Sentinels

Sentinels are the first type of Companions available to the player. They have varied precepts and weapons depending on the Sentinel used. Each Sentinel will come with a Sentinel weapon, but that Sentinel is not limited to using that weapon. They do not need to be maintained and their weapons can be swapped in the arsenal, however they do take mods from the same weapon types as primaries. This means that any mods used on a rifle cannot be used on a Sentinel rifle.

Sentinels - Weapons

- **Taxon** - Artax
  Molecular Conversion - Attacks an enemy and converts the damage to shields.
  Retarget - Attacks the first visible enemy.
- **Carrier & Carrier Prime** - Sweeper & Sweeper Prime
  Ammo Case - Increases max ammo and will convert other types of ammo into current weapon ammo after a time.
  Striker - Attacks the first visible enemy.
  Looter - Will attack nearby breakable containers to suck up loot.
- **Shade & Prisma Shade** - Burst Laser
  Ghost - Shade will cloak itself and the owner when both get close to an enemy and have line of sight, the cloak will break when the owner or shade attacks.
  Ambush - Increases damage after breaking invisibility from ghost.
  Revenge - Ghost will not attack an enemy unless its owner is damaged, will also not attack while ghost is active.
- **Dethcube** - Deth Machine Rifle
  Energy Generator - After assisting in a kill Dethcube may drop an energy orb.
  Swift Deth - Attacks the first visible enemy.
  Vaporize - Dethcube will make a high damage attack to an enemy that gets close.
- **Helios & Helios Prime** - Deconstructor & Deconstructor Prime
  Investigator - Will scan objects and enemies in range at the cost of one codex scanner per scan.
  Targeting Receptor - Attacks the first visible enemy.
  Detect Vulnerability - Will reveal weak spots on targets already fully scanned.
- **Wyrm & Wyrm Prime** - Laser Rifle & Laser Rifle Prime
  Negate - Shields the owner from statuses.
  Warrior - Attacks the first visible enemy.
  Crowd Dispersion - Stuns in an AOE.
- **Djinn** - Stinger
  Reawaken - The sentinel will revive itself after a certain time.
  Thumper - Attacks the first visible enemy in range.
  Fatal Attraction - Pulls enemy closer and does an AOE
- **Diriga** - Vulklok
  Arc Coil - Unleashes a shock attack to enemies in range.
  Calculated Shot - Charges and shoots the first enemy seen with a powerful shot.
  Electro Pulse - Will continuously stun an enemy in range.

- **Oxylus** - Multron
  Scan Matter- Marks the minimap with a random breakable container.
  Scan Lifeforms - Gives the player an additional four conservation encounters

MOAs

MOA companions are a modular Companion introduced with Fortuna. They are repurposed Corpus Proxies. All MOA part blueprints can be bought from Legs for Standing.

MOAs are built from 4 different components - the Model, Core, Gyro, and Bracket. There are currently 3 Models, 3 Cores, and 7 Gyros to choose from, with only one Bracket. Models determine the MOA's precept mods, the Core and Gyro determine additional health, shield, and armor buffs. The Bracket determines the MOA's legs.

Each of the MOA Models can give 6k standing after Gilding.

Like Kit Guns and Zaws, MOA Companions must be Gilded in order to further upgrade and customize them. Gilding requires a max level MOA, 10 Training Debt-Bonds, and 5k Standing. You cannot install a Potato or Forma, or customize colors until the MOA is Gilded.

MOA Models

- Lambeo - Defensive
  Stasis Field - Creates a defensive bubble that reduces enemy projectile speed and damage.
  Shockwave Actuators - Occasionally emits a shockwave that knocks down surrounding enemies.
- Oloro - Tactical
  Tractor Beam - Increases Warframe aim glide duration and reduces their gravity.
  Security Override - Allows MOA to hack consoles, and gives it a chance to mind control robotic enemies within 30m after a successful hack.
- Para - Offensive
  Whiplash Mine - Deploys a mine that tethers all enemies in range. After 3s, all tethered enemies get pulled into the mine.
  Anti-Grav Grenade - Fires a grenade that reverses gravity in an area, inflicting Impact damage and causing enemies to float upwards.

Note: MOA precept mods are not locked by type, meaning all MOAs can use any precept mods.

MOA Cores

	Health	**Shields**	**Armor**
Drex	+5.0%	+7.5%	+2.5%
Alcrom	+5.0%	+5.0%	+5.0%

Krisys	+5.0%	+2.5%	+7.5%

MOA Gyros

	Health	Shields	Armor
Aegron	-2.5%	+2.5%	+5.0%
Atheca	+10.0%	-2.5%	-2.5%
Harpen	+2.5%	+5.0%	-2.5%
Hextra	+5.0%	+2.5%	-2.5%
Munit	+5.0%	-2.5%	+2.5%
Phazor	-2.5%	+5.0%	+2.5%
Trux	+2.5%	-2.5%	+5.0%

MOA Brackets

	Effect
Drimper	A basic bracket with no polarized Mod slots.
Gauth	A armoured bracket featuring a Mod slot with a Naramon polarity.
Jonsin	A flexible bracket featuring a Mod slot with a Madurai polarity.
Tian	An armoured bracket featuring a Mod slot with a Vazarin polarity.

Archwing

Archwing is a unique mission type involving a special vehicle, called Archwing. There are 4 different Archwing flight suits, and one Primed one, along with a roster of primary and melee weapons. The Archwing suit acts like a Warframe, with 4 unique abilities.

Archwing missions are spread throughout the Star Chart, and resemble regular missions, such as exterminate, interception and mobile defense. During these missions only Archwing abilities, weapons, and mods can be used. Your Warframe and weapon loadout does not matter, and can't be used. The only way to get Archwing mods is by doing Archwing missions.

Archwing parts and blueprints can be found in your Clan Dojo. Archwing weapon parts and blueprints can be found in Syndicate reward tables.

Archwings:

- Odonata - General use
- Itzal - Speed and Defense
- Amesha - Support and Healing
- Elytron - Damage

The only Primed Archwing currently is Odonata Prime.

Archwing Primaries:

- Cyngas - Burst fire
- Fluctus - Plasma waves, punch through up to 250m
- Grattler - Explosive shell based flak cannon
- Imperator - Automatic hitscan rifle
- Imperator Vandal - Variant with increased stats
- Corvas - Chargeable shotgun blasts
- Dual Decurion - Dual wield SMGs
- Phaedra - Automatic hitscan rifle
- Velocitus - Charge shot sniper weapon
- Larkspur - Chain weapon with explosive projectile alternate fire.

Archwing Melee:

- Centaur - Sword and shield
- Veritux - Greatsword
- Prisma Veritux - Variant with increased stats
- Rathbone - Hammer
- Agkuza - Hooked longsword
- Kaszas - Large Scythe
- Knux - Extendable fist gauntlets
- Onorix - Greataxe

Gear

Gear items are buildable equipment that can be used in-game. Some notable gear items include health, energy, and ammo restores, ciphers, fishing spears, mining lasers, and Specters.

Q: How do I access my gear?
A: The default binding is “Q”

Q: How much gear can I bring along?
A: You have 12 main slots which can be hotkeyed, and infinite slots after that which have to be rotated to in missions. Technically, you can have every piece of gear with you on a mission. However, consumable gear items have a limit to how many you can bring on one mission. For example, ciphers max out at 200, so if you own 500, only 200 will be delegated to your gear wheel in a mission.

Q: What should I normally bring?
A: Generally, bring ciphers (for hacking consoles), energy, health, and ammo consumables (aka pizzas or pancakes), and codex scanners. Everything else is determined by preference or need.

Q: What are Specters?
A: Specters are a deployable AI that can be used in missions. They will follow and defend you until killed or the missions ends, or you can set them to defend an area using [E]. Warframe Specter blueprints are rewarded from Rescue missions, while other Specters come from Syndicates. Warframe Specters can copy your loadouts, and will use the weapons you assign them when deployed.

Mods

Collecting and upgrading your arsenal with mods allows for ultimate customization. Mods appear as cards, and can be found, earned, and traded in-game.

Q: What are mods?
A: Mods are items that you can slot into your weapons, frames and companions that augment stats or add additional effects. Modding can be as simple as giving additional crit to a weapon, adding health to a frame, or as complex as building a frame for a certain ability. Mods are your power through the game, and are the reason why basically anything will scale. Without them, you're immensely weak compared to the enemies you face.

Q: Can I get more than x slots to hold mods?
A: There is no way to increase the amount of mods your Warframe/ Weapon can hold, the only exception would be via Exilus Slots, however those are only usable once.

Q: I have a brown mod, is there a silver or gold mod that's better than it?
A: Better versions of any specific mods are uncommon. Mods are designed to each have a unique ability. Instead of having better versions of a mod, mods are upgradeable through fusion. However, all Primed mods are direct upgrades to their non-prime counterparts.

Q: How does Status and Elements work? Are they optional?
A: Elements are very highly recommended, and Status procs are immensely helpful. See Damage for more information.

Q: Should I max 'x'? (Primed mod/mod/rank 10)
A: Generally, you don't need to max mods especially if you're starting out. Getting to a R6-R8 is slightly better since it provides you more bang for your buck. (See question right below why R6's don't need as much Endo).

Q: How does mod ranking work?
A: A mod will have a base Endo and Credit cost according to its rarity (Common, Uncommon, Rare and Legendary). This cost roughly doubles for every rank that you upgrade it to, so it's exponential. This means that the last 2 ranks of a R10 mod usually takes about 75% of the mod's total cost.

Endo Cost

	0	1	2	3	4	5	6	7	8	9	10
Common	0	10	30	70	150	310	630	1,270	2,550	5,110	10,230
Uncommon	0	20	60	120	240	480	960	1,920	3,840	7,680	15,360
Rare	0	30	90	210	450	930	1,890	3,810	7,650	15,330	30,690
Legendary	0	40	120	280	600	1240	2,520	5,080	10,200	20,440	40,920
Percentage	0	.1953125	.390625	.78125	1.5625	3.125	6.25	12.5	25	50	100

Credit Cost

	0	1	2	3	4	5	6	7	8	9	10
Common	0	483	1,449	3,381	7,245	14,973	30,429	61,341	123,165	246,813	494,109
Uncommon	0	966	2,898	6,762	14490	29946	60858	122682	246330	493626	988218
Rare	0	1,449	4,347	10,143	21,735	44,919	91,287	184,023	369,495	740,439	1,482,327
Legendary	0	1,932	5,796	13,524	28,980	59,892	121,716	245,364	492,660	987,252	1,976,436

By ranking something to R6, you get 7/11ths (63.63%) of the benefit for only 6.25% of the cost. It's similar to R8, having 9/11th (81.81%) of the benefit for 25% of the total cost.

Q: What's that mod slot right above the main modding slots on melee weapons?
A: That's the stance mod slot. Think of it similar to an Aura for Warframes. It gives you more mod capacity and changes the way that your melee works in terms of combos and attacks.

Q: What are some of the important mods?

A: See charts below.

Warframe Mods (Basic)

Mod Name	Effect	Drops from
Redirection	+Shields	• Corpus Scavenger Drone • Grineer Draga • Grineer Darek Draga • Grineer Shock Draga • Grineer Elite Arid Lancer • Grineer Elite Frontier Lancer • Grineer Elite Lancer • Infested Ancient Disruptor • Infested Brood Mother • Infested Juggernaut Behemoth • Infested Tar-Mutalist MOA • Orokin Void Containers
Vitality	+Health	• Alad V • Captain Vor • Lynx Osprey • Lynx Turret • Mutalist Alad V • Tyl Regor • Corpus Drone • Corpus Nemes • Corpus Oxium Osprey • Grineer Arid Hellion • Grineer Arid Lancer • Grineer Carabus • Grineer Drekar Elite Lancer • Grineer Drekar Lancer • Grineer Drekar Scorpion • Grineer Frontier Heavy Gunner • Grineer Frontier Hellion • Grineer Frontier Lancer • Grineer Frontier Regulator • Grineer Hellion • Grineer Lancer • Grineer Regulator • Orokin Void Containers • Spy 2.0 Reward
Steel Fiber	+Armor	• Tyl Regor • Infested Crawler • Tier 1/2/3 Survival Reward
Flow	+Energy	• Grineer Bailiff • Grineer Bailiff Defector • Grineer Arid Butcher • Grineer Butcher • Grineer Frontier Butcher • Grineer Drahk Master • Grineer Hyekka Master • Grineer Manic • Grineer Drekar Manic

		• Infested Chroma • Infested Mesa • Orokin Void Containers • Tier 3 Survival Reward
Intensify	+Power Strength	• Alad V • Mutalist Alad V • Captain Vor • Stalker • Shadow Stalker • Infested T3 Defense Reward • Tier 1 Survival Rotation C • Tier 1 Excavation Rotation C • Orokin Void Containers
Stretch	+Power Range	• Councilor Vay Hek • Lieutenant Lech Kril • Phorid • Raptor • Corpus Leech Osprey • Corpus Sapping Osprey • Corpus Shockwave MOA • Orokin Void Container • Corpus T3 Defense Reward • Grineer T3 Defense Reward • Tier 3 Survival Reward • Spy Reward
Streamline	+Power Efficiency	• Jordas Golem • Grineer Arid Heavy Gunner • Grineer Arid Lancer • Grineer Drekar Lancer • Grineer Drekar Elite Lancer • Grineer Drekar Scorpion • Grineer Frontier Heavy Gunner • Grineer Frontier Hellion Grineer Frontier Lancer • Grineer Hellion • Grineer Lancer • Orokin Void Containers • Grineer T3 Defense Reward • Spy 2.0 Reward
Continuity	+Power Duration	• General Sargas Ruk • Orokin Void Containers • Corpus T3 Defense Reward • Spy 2.0 Reward
Rush	+Sprint Speed	• Corpus Fusion MOA • Orokin Void Container • Tier 1 Defense • Grineer Capture Reward • Spy 2.0 Reward

Corrupted, Advanced and Nightmare Mods

Mod Name	Effect	Location	Type
Vigor	+Shields +Health	Nightmare Missions	Warframe
Armored Agility	+Sprint Speed + Armor	Nightmare Missions	Warframe
Constitution	+Knockdown Recovery	Nightmare Missions	Warframe
Fortitude	+Knockdown Resist +Shield recharge rate	Nightmare Missions	Warframe
Streamlined Form	+Weapon swap speed +Slide speed -Friction	Nightmare Missions	Warframe
Hammer Shot	+Crit Damage +Status Chance	Nightmare Missions	Rifle
Shred	+Punch Through +Fire Rate	Nightmare Missions	Rifle
Accelerated Blast	+Fire Rate +Puncture Damage	Nightmare Missions	Shotgun
Seeking Fury	+Reload Speed +Punch Through	Nightmare Missions	Shotgun
Wildfire	+Magazine Capacity +Heat Damage	Nightmare Missions	Rifle
Chilling Reload	+Cold +Reload	Nightmare Missions	Shotgun
Blaze	+ Damage +Heat	Nightmare Missions	Shotgun
Ice Storm	+Cold Damage +Magazine Capacity	Nightmare Missions	Pistol
Stunning Speed	+Status Chance +Reload Speed	Nightmare Missions	Pistol
Lethal Torrent	+Multishot +Fire Rate	Nightmare Missions	Pistol
Drifting Contact	+Melee Combo +Status Chance	Nightmare Missions	Melee
Focus Energy	+Channeling Efficiency	Nightmare Missions	Melee

	+Electricity		
Rending Strike	+Puncture Damage +Slash Damage	Nightmare Missions	Melee
Animal Instinct	+Loot Radar +Enemy Sense	Nightmare Missions	Beast
Transient Fortitude	+Strength -Duration	Orokin Derelict Vault	Warframe
Overextended	+Range -Strength	Orokin Derelict Vault	Warframe
Narrow Minded	+Duration -Range	Orokin Derelict Vault	Warframe
Fleeting Expertise	+Efficiency -Duration	Orokin Derelict Vault	Warframe
Blind Rage	+Strength -Efficiency	Orokin Derelict Vault	Warframe
Vile Acceleration	+Fire Rate -Damage	Orokin Derelict Vault	Rifle
Heavy Caliber	+Damage -Accuracy	Orokin Derelict Vault	Rifle
Critical Delay	+Crit Chance -Fire Rate	Orokin Derelict Vault	Rifle
Vile Precision	-Recoil -Fire Rate	Orokin Derelict Vault	Rifle
Depleted Reload	+Reload -Mag capacity	Orokin Derelict Vault	Sniper
Tainted Mag	+Mag cap -Reload	Orokin Derelict Vault	Shotgun
Tainted Shell	-Spread -Fire Rate	Orokin Derelict Vault	Shotgun
Frail Momentum	+Fire Rate -Damage	Orokin Derelict Vault	Shotgun
Critical Deceleration	+Crit Damage -Fire Rate	Orokin Derelict Vault	Shotgun
Burdened Magazine	+Mag Cap + Reload	Orokin Derelict Vault	Shotgun
Vicious Spread	+Damage +Spread	Orokin Derelict Vault	Shotgun
Magnum Force	+Damage -Accuracy	Orokin Derelict Vault	Pistol
Tainted Clip	+Mag Cap -Reload	Orokin Derelict Vault	Pistol
Creeping Bullseye	+Crit Chance -Fire Rate	Orokin Derelict Vault	Pistol
Anemic Agility	+Fire Rate -Damage	Orokin Derelict Vault	Pistol

Hollow Point	+Crit Damage -Damage	Orokin Derelict Vault	Pistol
Spoiled Strike	+Damage -Attack Speed	Orokin Derelict Vault	Melee
Corrupt Charge	+Channeling Damage -Channeling Efficiency	Orokin Derelict Vault	Melee
Rage	Energy when Damaged	Grineer Napalms Orokin Void Containers	Warframe
Adaptation	+Damage Resistance on damaged, stackable	Arbitrations	Warframe

60/60 Elemental Mods

Mod Name	**Effect**	**Location**	Type
High Voltage	+Electric +Status Chance	Hive Caches: Rotation C	Rifle
Rime Rounds	+Cold +Status Chance	T2 Spy or Lua Spy: Rotation C	Rifle
Thermite Rounds	+Heat +Status Chance	T3 Spy or Kuva Fortress Spy: Rotation C	Rifle
Malignant Force	+Toxin +Status Chance	Corrupted Vor	Rifle
Shell Shock	+Electric +Status Chance	Hive Caches: Rotation C	Shotgun
Frigid Blast	+Cold +Status Chance	T3 Spy or Kuva Fortress Spy: Rotation C	Shotgun
Scattering Inferno	+Heat +Status Chance	T2 Spy or Lua Spy: Rotation C	Shotgun
Toxic Barrage	+Toxin +Status Chance	Corrupted Vor	Shotgun
Jolt	+Electric	Baro Ki Teer	Pistol

	+Status Chance		
Frostbite	+Cold +Status Chance	T3 Spy or Kuva Fortress Spy: Rotation C	Pistol
Scorch	+Heat +Status Chance	Baro Ki Teer	Pistol
Pistol Pestilence	+Toxin +Status Chance	Corrupted Vor	Pistol
Voltaic Strike	+Electric +Status Chance	Baro Ki Teer	Melee
Vicious Frost	+Cold +Status Chance	T1 Spy	Melee
Volcanic Edge	+Heat +Status Chance	T1 Spy	Melee
Virulent Scourge	+Toxin +Status Chance	Corrupted Vor	Melee
Charged Bullets	+Electric +Status Chance	Profit-Taker Orb	Arch Gun
Hypothermic Shell	+Cold +Status Chance	Profit-Taker Orb	Arch Gun
Magma Chamber	+Heat +Status Chance	Profit-Taker Orb	Arch Gun
Contamination Casing	+Toxin +Status Chance	Profit-Taker Orb	Arch Gun
Ion Infusion	+Electric +Status Chance	Fomorian Sabotage	Arch Melee
Cryo Coating	+Cold +Status Chance	Fomorian Sabotage	Arch Melee
Searing Steel	+Heat +Status Chance	Fomorian Sabotage	Arch Melee
Infectious Injection	+Toxin +Status Chance	Fomorian Sabotage	Arch Melee

Shock Collar	+Electric +Status Chance	Orb Vallis Hyena	Beast
Frost Jaw	+Cold +Status Chance	Orb Vallis Hyena	Beast
Flame Gland	+Heat +Status Chance	Orb Vallis Hyena	Beast
Venom Teeth	+Toxin +Status Chance	Orb Vallis Hyena	Beast

Weapon mods (Basic)

These are the much more basic mods, and once you get all of these, you're basically able to mod any weapon into the late game.

Effect	Primary	Shotgun	Pistol	Melee
Damage	Serration	Point Blank	Hornet Strike	Pressure Point
Multishot	Split Chamber	Hell's Chamber	Barrel Diffusion	N/A
Crit Chance	Point Strike	Blunderbuss	Pistol Gambit	True Steel
Crit Damage	Vital Sense	Ravage	Target Cracker	Organ Shatter
Fire Rate	Speed Trigger	Shotgun Spazz	Gunslinger	Fury
Punch Through	Metal Auger	Seeking Force	Seeker	N/A
Range	Sinister Reach	N/A	Ruinous Extension	Reach
Flight Speed	Terminal Velocity	Fatal Acceleration	Lethal Momentum	Whirlwind
Silencing	Hush	Silent Battery	Suppress	N/A
Elementals	Infected Clip Hellfire Cryo Rounds Stormbringer	Contagious Spread Incendiary Coat Chilling Grasp Charged Shell	Pathogen Rounds Heated Charge Deep Freeze Convulsion	Fever Strike Molten Impact North Wind Shocking Touch
Element + Stat	Malignant Force Thermite Rounds Rime Rounds	Toxic Barrage Scattering Inferno Frigid Blast	Pistol Pestilence Scorch Frostbite	Virulent Scourge Volcanic Edge Vicious Frost

	High Voltage	Shell Shock	Jolt	Voltaic Strike

Elementals are color coded Toxin,Heat,Cold,Electric

Weapon Mods Advanced

These mods are harder to get and are generally used for specific builds or to replace beginner mods in some cases.

Effect	Primary	Shotgun	Secondary	Melee
Crit chance	Argon Scope	Laser Sight	Hydraulic Crosshairs	Maiming Strike **(Slide attack only)**
Crit damage	Bladed Rounds	Shrapnel Shot	Sharpened Bullets	None
Punch Through	Shred **(Adds fire rate)**	Seeking Fury **(Adds reload speed)**	Seeker	Reach
Multishot	Vigilante Armaments	None	Lethal Torrent **(Adds Fire rate)**	None
Fire Rate/ Attack Speed	Shred **(Adds punch through)**	Accelerated Blast **(Increases Puncture)**	Lethal Torrent **(Adds Multishot)**	Berserker Gladiator Vice

Primed Mods

Q: Where do I get them?
A: Generally, you buy them from Baro Ki'Teer or you trade for them.

Q: Do I need them?
A: You can progress through the game without them, so no. These are mainly just for min-maxers and optimizers to squeeze every little bit out of a build.

Q: I can't trade for or get Primed Vigor or Fury, what gives?
A: Those can only be gained from the Daily Login reward and are locked to prevent people from making smurfs to farm it.

Q: How expensive are they to upgrade?
A: All Primed Mods can go to Rank 10, and will cost 40,920 Endo and 1,976,436 credits each to go from 0-10. It is recommended to save Legendary Fusion Cores for Primed mods.

Q: What are the ones that have already been released?
A: All blue come from Baro, the green ones come from the daily tribute

- Primed Continuity
- Primed Flow
- Primed Vigor - 200 days ,400 days, or 600 days
- Primed Ravage
- Primed Point Blank
- Primed Shotgun Ammo Mutation
- Primed Reach
- Primed Heavy Impact
- Primed Fury - 200 days ,400 days, or 600 days
- Primed Fever Strike
- Primed Pressure Point
- Primed Cryo Rounds
- Primed Fast Hands
- Primed Rifle Ammo Mutation
- Primed Bane of Infested
- Primed Bane of Corpus
- Primed Bane of Grineer
- Primed Heated Charge
- Primed Pistol Ammo Mutation
- Primed Pistol Gambit
- Primed Slip Magazine
- Primed Target Cracker
- Primed Morphic Transformer
- Primed Regen
- Primed Shred - 200 days ,400 days, or 600 days

How to Mod - Warframes

Muffin's over-oversimplified guide to modding Warframes. (Starchart only, Endurance has some different builds for minmaxxing)

1. Determine it's best stats, and what it's most suited for.
    a. i.e. a Valkyr has high innate armor and health, but very little shield.
    b. Inaros has a tons of health, but no shields, so don't mod for shields.
    c. Volt generally has a ton of shields, so maxxing it, would be helpful.
2. Get your survivability mods.
    a. These refer to mods which help you survive. If you feel that you don't die too much feel free to skip.
    b. Quick Thinking, Vitality, Redirection, Vigor, Steel Fiber, Armored Agility, Adaptation, Health Conversion
    c. If your job is to tank, or your abilities depend on either Armor or Health, it's wise to mod for that first.
3. Get your core mods.

    a. These refer to the mods that make or break a certain build.
    b. If your build calls for an augment, then that will be its core mod. If it does not, then skip this section.
4. Check the stats your skill needs then upgrade your Power Strength, Range, Duration and Efficiency.
    a. Determine which of the skills need the most modding. This determines the order of how you'll mod.
        i. Modding an EV means -Duration>+Range>+Strength where efficiency doesn't matter too much.
        ii. A Hysteria Valkyr only benefits from +Efficiency and -Range, +Strength should come second to that.
        iii. It's possible to get under 100% on any given stat. Play around with your build to see which stats are less needed than others.

How to Mod - Weapons

1. Start with your "mandatory" mods (Damage & Multishot)
2. Check out the stats, if it's above 15% crit chance build for crit, if above 15% status build for status
    a. Hybrid builds exist, although it might be easier to forego and focus on one side
3. Build it either for Pure Damage, Crit, Status, Hybrid
    a. Damage - Add Elementals, tons of them
    b. Crit - Crit chance & Damage
    c. Status - Preferably the dual stat elemental + status.mods
    d. Hybrid - Mix and match until you run out of mod space
4. If there are still slots not full, add utility mods, reload, punch through and whatever else you might want.

Distant Observer has one of the most easily understandable guides for this

Riven Mods

Q: What are Riven mods? How do I unveil them?
A: Riven Mods are rare and powerful mods that appear as purple mod cards. They start out as a veiled riven. You must complete the challenge on the riven in order to unlock it. Riven mods come in 7 variants, each a specific weapon type; melee, zaw, pistol, kitgun, rifle, shotgun, and archgun. A riven can only be equipped to a weapon of its type. When the riven is unveiled, a random weapon of that type is rolled. With the weapon comes a minimum of 2, and up to 4 random stats; a maximum of 3 positive stats and a maximum of 1 negative stat. Fusing the mod will increase these stats, and all rivens cap at 8 fuses.

Q: How do I get them?
A: You get one by finishing TWW, the rest are via Sorties, Arbitrations, Events, Twitch Drops, or trading.

Q: What's this number at the bottom right of the Riven?
A: The number of times it has been rerolled using kuva.

Q: If I complete a Riven challenge, do I have to finish the mission?

A: No, you can abort the mission and still unveil the Riven if you have completed its challenge.

Q: Does having a negative effect make the positives better?
Q: Does having multiple positives but no negative make them worse?
A: Yes, and yes. Positives and negatives are mixed and make a Riven stronger than another. A riven with 2 positives and 1 negative gives the strongest positives of that kind, while 3 positives with no negative give the weakest positives of that kind.

Q: My Riven has a higher/lower X than his, is this a bug?
A: Rivens stats are completely random, and fall within a range of possible numbers based on disposition. One riven might get +101.3% damage and another might get +99.8% damage. This means that it's virtually impossible to have a Riven that's exactly the same as another.

Q: How can I reroll Rivens?
A: Farm kuva from kuva siphon and flood missions, from kuva survival, bounties, and Sorties, and reroll the riven in the mod menu.

Q: Can I continue to reroll it forever or is there a cap?
Q: Does the Kuva scale infinitely?
A: There is no cap to how many times a riven can be rolled. However, the kuva costs will keep increasing until 9 rolls, where it caps at 3500 kuva.

Q: Can I reroll the weapon they're for?
A: No, but you can get Riven Transmuters to roll 4 unveiled rivens into a new random veiled riven.

Q: Does the MR lock on the Riven mod do anything?
A: MR requirement is just that, an MR requirement. The riven cannot be equipped until the player who owns it is the MR listed on the card. The MR requirement on a Riven also raises the base Endo and credit trade-in value.

Q: How do I trade a Riven?
A: Trading Rivens works just like all other trading. The MR requirement on a Riven does not affect tradeability. However, players cannot receive any type of riven until they are MR8, veiled or otherwise.

Q: If I own a veiled riven and a new weapon shows up, can it roll into the new weapon?
A: No, a veiled riven obtained before a new weapon comes out will not have the new weapon in its roll table.

Q: What are the various stats of the Riven?
A: See the table below. All of these stats can be both positive and negative.
Asterisks show melee exclusive stats.

Base Damage	Reload Speed	Dmg to Grineer	Channeling Damage*

Multishot	Punch Through	Dmg to Corpus	Channeling Efficiency*
Crit Chance	Weapon Recoil	Dmg to Infested	Combo Duration*
Crit Damage	Zoom	Slash	Finisher Damage*
Fire Rate	Flight Speed	Impact	Crit on Slide*
Status Chance	Status Duration	Puncture	Range*
Ammo Max	Heat	Toxin	
Magazine Capacity	Cold	Electricity	

Q: What are the best stats for a riven?
A: This depends on the weapon and your preferences, but it's generally agreed upon that damage, multishot, crit chance, and crit damage are the best. For melee weapons, crit on slide and range are highly sought after as well.

Q: How to I display Rivens in chat?
A: Just type [Riven Mod] to bring up a screen or type the whole name out with brackets [Braton Lexicon]

Q: What can and cannot change when you roll a Riven?

Can change	**Cannot Change**
Type of stats	MR Cap
Number of stats, i.e. 2 Stats becoming 4	Polarity
Values of stats	Weapon

Q: Can I get rivens for Zaws and Kit Guns?
A: Yes. Rivens are available for all the Zaw strike and Kit Gun chambers. They will be displayed as Zaw Riven and Kitgun Riven.

Trading and Loot

Trading is the act of swapping items and premium currency between players in-game. Trading can be started through the Trade Chat, a personal message, or some third party sites.

The requirements to trade are being at least MR2, and having access to Maroo's Bazaar on Mars or a Clan Dojo.

Trading in *Warframe* is referred to as a Free-Market. This means the developers of the game have no say or influence on the price of player owned in-game items, besides the ones in the Market. Prices are entirely dictated by the player-base, and will often change without notice depending on rarity, availability, supply, and demand.

Trade Terms

You'll need to learn the way the traders talk!

- WTS - Want to sell
- WTB - Want to buy
- WTT - Want to trade (usually for equal value).
- WTTF - Want to trade for
- HM / hm - How much
- PC - Price check, if you know the price, give that guy a heads up!
- p / plat / :platinum: - Plat, the in-game trade currency (and premium currency).
- PM - Personal message , right click their name and select message or type /w [name] [message].
- PMO - PM offers
- OBO - Or best offer, willing to take offers less than listed price.
- [item / item name] - shows a clickable link for said item / mod / part.
- ea - each
- Prime Junk - Mostly any Prime part you don't care about, they're usually sold in sets of 5 (Prices range from 2-4p per part, written 5:10p or 5:20p).
- b/o or Buyout - Usually a very high price, used in tandem with offers. Just means they will immediately sell the item to you, if you meet the buyout price.
- Maxed - Referring to a mod or Arcane that is the max level or fusion.
- Unranked - Referring to a mod or Arcane that has not been leveled.
- Low Roll - Any roll count of a riven as long as it's lower than the 9th roll.
- Junk / Trash Riven - Any Riven with terrible 'junk' stats, possibly overrolled past 9.
- Riven w/ Negative - Rivens with a negative have better stats, generally 'good' negatives are zoom & occasionally recoil.
- Sweets / Sweeteners - Deal sweeteners, anything from another mod or some Primed junk, to an Ayatan sculpture or star.

Examples: **(NOT AN ACCURATE REPRESENTATION OF PRICES)**
WTS > [Bronco Prime Blueprint] 5p ea
WTB > [Volt Prime] Set PM offers
PC > [Trinity Prime Systems]
/w BestTraderEver How much for that Ash Prime BP?
/w ThatOneTenno WTB your Primed Flow for 50p
WTT > Maiming Strike for Maxed Vitality
WTS > Prime Junk 5:15p
HM for Arcane Grace Set?
WTTF > Unranked [Prime Flow] PM offers

WTS > Great low roll Braton Riven mod [Braton Zeti-saticron] +Damage +Multishot +Reload -Zoom PM offers or Buyout @ 500p

As a general rule of thumb, format your posts. You can type them into a browser or Notepad and paste them into the Trade Chat. The better looking and legible your post, the higher chance someone will notice it. Now that we have chat filters, it is immensely important that you spell things correctly. For example, if someone has a filter of [Nova Prime] Chassis, then having 'Nova P Chass' in your sale post will not trigger it.

Trading Etiquette

1. Don't say WTB Plat, that's basically saying, "Want to buy money/currency". Try selling something instead.
2. If someone offers you something but you don't like it, say "No" or "No thanks" don't leave other people waiting. If it seems decent, try to haggle.
3. When someone asks for something at a specific price, don't ask them for offers. They already gave you a price
4. Don't spam people if they don't reply immediately, odds are, they might be in a mission or trading with someone else, or have decided they're not interested. Around 3 minutes would be a good time to reask.
5. Do thank the buyer/seller. At the least, say it in chat.
6. When buying something, don't ask multiple people for the same thing, or inform them if you've already bought it.
7. Haggling is fine, but If you've settled on a price, don't try to change it.
8. If you're the one hosting a trade, don't leave the dojo immediately after it's done. Host Migration errors can sometimes force restarts and delete traded items (even on your side). Wait for the person to leave first as often as possible.
9. The seller is the host. He/she will be the one to invite.
10. Do not try to work around other people's filters. For example, the people that exclude WTB, generally don't want to buy anything, so why waste your time trying to sell to them?
11. If you see someone saying PMO or Offers, don't reply with hm or how much. That goes against the entire point of offers. Research the item they're selling, and make them a fair offer.
12. Optional good deed - if you see someone selling something for well below the accepted price, i.e. selling a Primed Mod for 10p, ask them if they know the actual price of the item. If they don't, tell them the item's current price. Otherwise you're setting them up to get robbed.

Trading

Q: Where do I go to trade?
A: Maroo's Bazaar (on Mars) or in your Clan Dojo.

Q: What are tradable things?
A: Check this table

Tradeable	**Not Tradeable**
Relics and Keys	Built Warframes

Arcanes	Built weapons
Mods (except daily reward mods)	Potatoed / Forma'd/leveled Event/Syndicate Weapons
Fish and Gems (not alloys)	Any parts for a non-Prime/specialized Warframe/weapon
Event/Syndicate Weapons with 0 Affinity (no potato/forma)	Resources not involved with mining or fishing
Prime Parts **UNBUILT**	Crafted Prime Parts
Prime Blueprints	Cosmetics
Landing Craft Blueprints **UNBUILT**	
Legendary Cores	
Ayatan Sculptures and Stars	
Captura Backgrounds	

Q: Can I trade syndicate syandanas?
A: No, you can only obtain those for syndicates you've personally maxed out.

Q: What is trading tax?
A: It's the tax on the buyer and seller on what they're trading. It's usually pretty low, however some clans have a premium tax.
IT IS NOT A HIDDEN FEE, NOR IS IT HACKED IN.
Primed mods and legendary tier items (Legendary Core and Legendary Arcanes) are the only items with 1M tax.

Q: Can you trade across regions?
A: Yes, as long as you can invite them to a Dojo or Maroo's Bazaar and meet the trade prerequisites (mr2+ & have more than 1 trade) they can trade with you.

Q: How many trades do I get?
A: You get as many trades as your MR. Your trade count will reset to your MR at the Daily Reset.

Q: How many items can I trade?
A: You can trade up to 6 items per trade instance. Items (except platinum) are not stackable and must be placed one at a time.

Q: Why does this item I'm trying to trade for say MR locked?
A: Many items, particularly Prime parts, are MR locked to players. This means they are not buildable until the player reaches the MR shown for the item. This also means you cannot receive items that are above your MR level. Note that this only occurs for Prime blueprints, not the individual parts of the Prime item. For example, if you are MR8, you can receive the stock for Tigris Prime, but not the Tigris Prime blueprint.

Q: What is this blue text on the screen?
Q: How do I link items?
A: Simply try to type it with brackets [], a small popup will show you what is allowed to be linked.

Q: How to I display Rivens in chat?
A: Just type [Riven Mod] to bring up a screen or type the whole name out with brackets [Braton Lexicon].

Platinum

Q: What is Platinum? And what do I do with it?
A: Platinum is *Warframe's* premium in-game currency, which means it can be bought with real life currency and used in-game. Its primary purpose is for purchasing items, equipment, and cosmetics in the Market (it is not recommended to buy items, as all items and equipment excluding some cosmetics are farmable in-game). Platinum can also be traded between players, usually for items (see Trading above).

Q: Why should I pay money for Plat?
A: Technically you shouldn't, but if there's a particular Warframe/weapon/cosmetic/equipment that you want immediately, then you use Plat for that. Also, since *Warframe* is free to play and doesn't run advertisements, buying Plat and premium cosmetics is Digital Extreme's primary revenue source. So buying anything directly supports the Devs.

Q: My first 50 Plat is untradeable, what gives?
Q: Why do I have untradable Plat?
A: Any starting Platinum will be untradable. This is to prevent account creation for Plat farming. Most if not all other Plat that you earn will always be usable for everything, including trading.

Q: What should I use my starting Plat on?
A: Generally, slots, potatoes (orokin reactors / catalysts) then cosmetics in that order. You'll be able to get more Plat via trading with others later.
A good choice is 1 Warframe slot (20p) and 1 Weapon slots (12x2=24) Thus equaling 44 Plat.

Here's a basic priority list

- Slots (Weapons and Warframe)
- Potatoes (Get a good set of comfort weapons with potatoes)
- Color Packs (Some good first palettes are the rest of Classic, Classic Saturated, Tenno, and Orokin)
- Cosmetics (These are visual changes only and offer no benefit to gameplay)
- Everything else; Weapons, frames, forma packs, etc.

Q: Should I buy Plat for the game immediately? I'm enjoying the game and I want to help support it.

A: Go ahead and buy, however it's much better for you to wait for a 50% or 75% discount from the daily login reward. But still, if you feel the need to contribute, it's better for the game as a whole. Alternatively, if you do want to support the game, the Prime Accesses are an option.

Q: How do I "earn" Plat? How do I "farm" Plat?
A: Plat is the in-game premium currency and the only way to get it, is to either buy it from DE with real money or trade for it. There is no way to "farm Plat", in the strictest sense of the phrase. See Trading for ways to gain Plat through trading.

Q: Should I spend plat on rushing items in the foundry?
A: Short Answer is no. Taking the time and waiting for items to finish building in the foundry is great incentive to take a break and helps you not get burned out by rushing the game.
A: If you are stretched for time, or are generally impatient, then rush what you think is important.

Resources

Q: Where can I get "x" resource?
A: Every planet has 4 set resources that can drop from enemies on that planet's nodes.

General Resources

Planet	Resource 1	Resource 2	Resource 3	Resource 4
Earth	Ferrite	Rubedo	Detonite Ampules	Neurodes
Venus	Polymer Bundles	Circuits	Alloy Plates	Fieldron Samples
Mercury	Ferrite	Polymer Bundles	Detonite Ampules	Morphics
Mars	Salvage	Gallium	Morphics	Fieldron Samples
Phobos	Alloy Plates	Plastids	Rubedo	Morphics
Ceres	Alloy Plates	Circuits	Detonite Ampules	Orokin Cells
Sedna	Alloy Plates	Salvage	Rubedo	Detonite Ampules
Jupiter	Alloy Plates	Salvage	Hexenon	Neural Sensors
Saturn	Nano Spores	Plastids	Detonite Ampules	Orokin Cells
Uranus	Polymer Bundles	Plastids	Detonite Ampules	Gallium
Europa	Rubedo	Control Module	Morphics	Fieldron Samples
Eris	Nano Spores	Plastids	Mutagen Samples	Neurodes

Neptune	Ferrite	Nano Spores	Control Modules	Fieldron Samples
Pluto	Alloy Plates	Plastids	Rubedo	Morphics
Void	Ferrite	Rubedo	Argon Crystals	Control Modules
Derelicts	Nano Spores	Mutagen Samples	Orokin Cells	Neurodes
Kuva Fortress	Salvage	Circuits	Neural Sensors	Detonite Ampules

Rare Resources
Tellurium - Any Archwing mission (which also includes most of Uranus).
Nitain Extract - Nora Night (3-4 every 24 h), Sabotage (Third cache has an absurdly low chance), Ghouls Bounties.
Cryotic - Excavations.
Oxium - Oxium Ospreys.
Kuva - Special missions near or in the Kuva Fortress, Cetus Bounties, and Sorties.
Endo - Uncommon drop for some enemies, reward from missions, Ayatan Treasures.
Hexanon - Uncommon drop from Amalgams, tiered reward for Disruption.

Special Resources
Ducats - Given by selling Prime parts and blueprints, consoles can be found in relays.
Ayatan Stars - Cyan and Amber variants, found in crates, boxes, or lockers in any mission. Can be traded for Endo or placed in Ayatan Sculptures. The Amber Star is much rarer than the Cyan.
Ayatan Sculpture - A rare and beautiful artifact of Orokin origin. Can be filled with Ayatan Stars to animate it and be used as a decoration, or sold to Maroo for Endo.
Lephantis Nav Coordinates - Resource needed to craft the Orokin Derelict Assassination key. Dropped from enemies and containers in the Orokin Derelict.
Mutalist Alad V Nav Coordinates - Resource needed to craft the Mutalist Alad V Assassination key. Awarded for completing Infested Invasions, Rotation B on Orokin Derelict Survival/Defense missions, and a low chance of dropping from the third cache in Hive.

Market/Event Resources
Forma - Changes the polarity of a mod slot on an item. Resets the item to unranked when used.
Exilus Adapter - Unlocks the Exilus slot on Warframes.
Umbral Forma - Changes the polarity of a mod slot on an item to the Umbral polarity. Resets the item to unranked when used.
Aura Forma - Allows the Aura slot of a Warframe to accept any Aura mod, and have the polarity drain boost. Resets the item to unranked when used.

Plains of Eidolon Resources
Nistlepod - High areas (usually north eastern mountain) in the Plains
Iradite - Everywhere in the plains, however, they are affected by level. Higher bounties reward more Iradite per formation broken.

Maprico - On bushes everywhere in the Plains.
Kuaka Spinal Claw - On kuaka thistles everywhere in the Plains.
Grokdul - Anywhere in a Grineer base on the plains.
Cetus Wisp - Small totem-like creature that can be found near Plains water sources, or as rewards from Bounties. Spawns more often at night.
For resources regarding fish, see Plains Fishing.
For resources regarding mining, see Plains Mining.

Orb Vallis Resources
Mytocardia Spores - Found in sacs on the floors of giant mushroom forests.
Gorgaricus Spores - Found by shooting off purple sacs from underneath the giant mushrooms.
Tepa Nodule - Taken from plants that grow on the mountainsides and caves of the Vallis.
Thermal Sludge - Found in Corpus bases and outposts.
Debt Bonds (training, shelter, medical, advances, familial) - Ticker clients, Bounties, Profit-Taker.
Toroids (Calda, Sola, Vega) - Enemies at Enrichment Labs, Temple of Profit, Spaceport respectively. Also drops from Scyto, Kyta, and Mite Raknoids respectively.
Gyromag, Atmos, Repeller Systems - Rewards from Heist bounties, Vox Solaris offerings.
For resources regarding fish, see Vallis Fishing.
For resources regarding mining, see Vallis Mining.

Q: My booster isn't doing anything help!
Q: Difference between Resource Booster and Resource Drop Booster?
A: Resource Boosters will always apply a 2x multiplier to whatever resource you get. This includes fishing, mining, and kuva missions. They do not affect rewards from mission drop tables.
Resource Drop Booster doubles the chance resources will drop from enemies, boxes etc. A Resource Drop booster will **not** double kuva. Resource Drop boosters have no noticeable effect on fish or mining point spawns.

Q: I farmed Argon Crystals and they're suddenly missing. What happened?
A: Argon naturally decays. It basically halves every day. So if you have 12 on the first day, on the second you'll have 6, then 3 then 2 then 1 then none.

Q: Where's the best place to farm x?
A: Generally the answer will always be the Dark Sector of the planet you need the resource of, and if it doesn't have any, just do a survival.

Q: What are ducats?
A: Ducats are another form of currency in the game, however you can only use them with Baro Ki'Teer, the Void Trader. You get ducats from going to the relays and trading Prime parts in for them at the Ducat Kiosk on either side of the central aisle.

Q: Can Kavats increase the amount of Kuva you get?

A: Yes, but only the Smeeta Kavat breed with the Charm mod has a chance to double the Kuva you receive.

Void Relics

Void Relics are special, upgradeable containers that can be found throughout the Star Chart. They predominantly drop Prime Warframe and Weapon parts, but can also drop Forma blueprints.

Q: Where do I find relics?
A: Relics are a common drop on most endless missions. Relic packs can also be bought from the Market and from all 6 main Syndicates. Relics can also be traded between players.

Q: What does it mean for parts to be common and rare?
A: Every relic contains 3 common parts (bronze), 2 uncommon parts (silver), and 1 rare part (gold).

Q: What does refining a relic mean?
A: When doing Void missions, you collect Void Traces from dead Corrupted enemies. You can use these Traces to refine a Void relic and increase the chances of getting uncommon and rare drops, while decreasing the chances for getting common drops. It takes 25 Traces for an Exceptional relic, 50 for a Flawless, and 100 for a Radiant.

Chances of getting one specific Drop

	Common Drops x3	Uncommon Drops x2	Rare Drops x1
Intact	25.55%	11%	2%
Exceptional (25 VT)	23.33%	13%	4%
Flawless (50 VT)	20%	17%	6%
Radiant (100 VT)	16.67%	20%	10%

Relic Drop Tables

All parts are essentially Prime, and thus will not have the “Prime” for redundancy purposes. Simply search your desired part with no Prime necessary. All lines indicated with red are vaulted until further notice,

Item = In Rotation
Item = Vaulted

Lith

	Common	Common	Common	Uncommon	Uncommon	Rare
A3	Rubico Receiver	Orthos Handle	Lex BP	Tiberon BP	Akbolto Barrel	Akjagara Barrel
C4	Burston BP	Forma BP	Paris Lower Limb	Braton Stock	Orthos Blade	Chroma Neuro
C5	Forma BP	Saryn Neuro	Spira BP	Valkyr Neuro	Venka BP	Cernos Lower Limb
K2	Braton Barrel	Rubico Receiver	Zephyr Neuro	Braton Receiver	Forma BP	Kogake Gauntlet
L1	Destreza Handle	Kogake Boot	Forma BP	Equinox Neuro	Zhuge BP	Limbo Neuro
M4	Akjagara BP	Equinox Chassis	Paris BP	Destreza BP	Stradavar Barrel	Mesa Neuro
V6	Cernos Grip	Nikana BP	Venka Blades	Forma BP	Saryn BP	Valkyr Chassis
W1	Gram Blade	Mirage Neuro	Forma BP	Fang Handle	Akbolto Link	Wukong BP
A1	Braton Barrel	Forma BP	Vasto Receiver	Vectis BP	Saryn Neuro	Akstiletto BP
A2	Lex Barrel	Forma BP	Valkyr BP	Cernos BP	Akbronco Link	Akstiletto BP
B1	Mag Neuro	Ankyros BP	Forma BP	Boltor Receiver	Rhino Neuro	Boar Stock
B2	Forma BP	Paris Lower Limb	Tigris Stock	Orthos Blade	Braton Receiver	Ballistica BP
B3	Burston BP	Forma BP	Limbo Systems	Orthos Blade	Cernos String	Ballistica BP
B4	Ankyros BP	Forma BP	Nyx BP	Rhino Neuro	Scindo BP	Boltor BP
B5	Banshee Neuro	Lex Receiver	Oberon Chassis	Rubico Stock	Orthos Blade	Ballistica BP
B6	Fang BP	Lex Barrel	Limbo Systems	Orthos BP	Redeemer BP	Ballistica BP
C1	Fang Blade	Nova Neuro	Nova Systems	Forma BP	Kavasa Band	Carrier Cerebrum
C2	Bronco Receiver	Paris Upper Limb	Venka Blades	Nami Skyla Handle	Akbolto Barrel	Cernos Lower Limb
C3	Lex BP	Silva & Aegis Hilt	Sybaris BP	Helios BP	Braton BP	Chroma Neuroptics
F1	Forma BP	Paris BP	Fang Blade	Odonata BP	Scindo BP	Fragor BP
F2	Odonata Systems	Hikou Stars	Paris Upper Limb	Fang Handle	Burston Barrel	Vauban BP
G1	Latron BP	Frost Chassis	Reaper Handle	Forma BP	Ember Systems	Glaive BP
G2	Bo BP	Latron Stock	Wyrm Cerebrum	Loki Chassis	Frost Systems	Glaive BP
H1	Bronco BP	Paris BP	Saryn Systems	Nami Skyla Handle	Akstiletto Barrel	Helios Cerebrum
H2	Lex Barrel	Forma BP	Zephyr Neuro	Orthos BP	Oberon BP	Helios Cerebrum
K1	Fang BP	Burston Stock	Odonata Harness	Trinity BP	Tigris Barrel	Kavasa Buckle

M1	Lex Receiver	Boar Receiver	Forma BP	Dakra BP	Soma BP	Mag BP
M2	Dakra Handle	Nova Neuro	Soma Barrel	Boar Barrel	Forma BP	Mag BP
M3	Forma BP	Paris BP	Silva & Aegis Hilt	Oberon BP	Rubico Stock	Mesa Neuro
N1	Nekros Chassis	Bronco BP	Fang Blade	Forma BP	Akbronco Link	Nova Chassis
N2	Paris Upper Limb	Spira BP	Carrier Systems	Kavasa Band	Helios BP	Nekros Systems
N3	Sybaris Stock	Burston Receiver	Valkyr BP	Forma BP	Braton BP	Nekros BP
O1	Rubico Receiver	Burston BP	Ballistica Lower Limb	Forma BP	Akbolto Barrel	Oberon Neuro
O2	Volt BP	Bo Ornament	Wyrm Cerebrum	Forma BP	Loki Chassis	Odonata Wings
P1	Fang Blade	Helios Carapace	Sybaris Stock	Forma BP	Braton Receiver	Pyrana BP
P2	Burston BP	Forma BP	Tipedo BP	Ballistica Receiver	Gram BP	Pyrana BP
S1	Paris String	Hikou BP	Bronco BP	Forma BP	Paris Grip	Spira Pouch
S2	Carrier Systems	Akbronco BP	Nyx BP	Kavasa Band	Forma BP	Soma Stock
S3	Carrier Systems	Akbronco BP	Paris String	Soma Receiver	Ash BP	Spira Pouch
S4	Lex BP	Forma BP	Paris BP	Kavasa Collar	Trinity Chassis	Saryn BP
S5	Carrier Carapace	Burston Receiver	Fang Blade	Galatine Handle	Akbronco Link	Spira Blade
S6	Forma BP	Fang Blade	Dual Kamas BP	Valkyr Neuro	Kavasa Band	Spira Pouch
S7	Galatine Blade	Lex BP	Mirage Chassis	Paris Grip	Akbolto Link	Sybaris Barrel
T1	Akbronco BP	Burston BP	Forma BP	Valkyr Neuro	Ballistica Upper Limb	Tigris BP
T2	Forma BP	Valkyr BP	Lex Barrel	Silva & Aegis BP	Braton BP	Tiberon Stock
V1	Paris Upper Limb	Paris Lower Limb	Burston Stock	Forma BP	Volt Systems	Fragor Handle
V2	Fang BP	Lex Barrel	Paris Lower Limb	Paris Upper Limb	Forma BP	Vauban Systems
V3	Paris Lower Limb	Cernos Upper Limb	Braton BP	Helios Systems	Tigris Barrel	Valkyr Systems
V4	Spira BP	Nekros Chassis	Venka Blades	Helios BP	Tigris Barrel	Vauban Chassis
V5	Akbronco BP	Banshee Neuro	Lex BP	Ballistica Upper Limb	Akbolto Barrel	Valkyr Systems
Z1	Fang Handle	Akbronco BP	Mirage Neuro	Cernos BP	Forma BP	Zephyr Systems
Z2	Akbronco BP	Nami Skyla BP	Forma BP	Helios Systems	Silva & Aegis BP	Zephyr Systems

Meso

	Common	Common	Common	Uncommon	Uncommon	Rare
A2	Zhuge Grip	Tipedo BP	Forma BP	Zephyr Chassis	Equinox BP	Akbolto Receiver
E2	Bronco BP	Destreza Handle	Pyrana Barrel	Akbolto Link	Rubico Stock	Equinox Systems
K2	Mirage Chassis	Paris String	Orthos Handle	Chroma Chassis	Wukong Systems	Kronen Blade
N7	Limbo Systems	Pyrana Barrel	Kronen BP	Forma BP	Gram BP	Ninkondi Handle
N8	Valkyr BP	Forma BP	Cernos Upper Limb	Cernos String	Valkyr Neuro	Nikana Hilt
T1	Fang BP	Braton Stock	Burston Receiver	Forma BP	Paris Upper Limb	Tiberon Barrel
T3	Lex Barrel	Forma BP	Paris Lower Limb	Limbo BP	Chroma Chassis	Tiberon Stock
Z3	Chroma BP	Forma BP	Stradavar Receiver	Akjagara Link	Rubico Barrel	Zephyr Systems
A1	Ballistica Lower Limb	Orthos Handle	Sybaris Stock	Forma BP	Kronen Handle	Akjagara Barrel
B1	Dakra Handle	Orthos Handle	Forma BP	Mag Chassis	Orthos BP	Boar Stock
B2	Braton BP	Oberon Chassis BP	Silva & Aegis Hilt	Kronen Handle	Hydroid BP	Banshee Chassis
B3	Forma BP	Nova Systems	Soma BP	Darka BP	Mag Chassis	Boar Stock
C1	Nova Neuro	Forma BP	Saryn Systems	Scindo Handle	Ash BP	Carrier Cerebrum
C2	Cernos Upper Limb	Bronco BP	Galatine Blade	Valkyr Neuro	Odonata BP	Carrier Cerebrum
C3	Burston Stock	Lex BP	Nami Skyla BP	Helios BP	Saryn BP	Cernos Lower Limb
D1	Orthos Handle	Lex BP	Forma BP	Forma BP	Orthos Blade	Dual Kamas Blade
D2	Forma BP	Lex Receiver	Paris Lower Limb	Helios Systems	Valkyr Neuro	Destreza Blade
D3	Akbolto BP	Fang Handle	Braton Stock	Kronen Handle	Nami Skyla Handle	Destreza Blade
E1	Bo Ornament	Frost Chassis	Latron Barrel	Forma BP	Wyrm Systems	Ember BP
F1	Bronco Receiver	Paris Lower Limb	Saryn Systems	Nekros Neuro	Dual Kamas Handle	Fragor BP
F2	Latron Stock	Ember Chassis	Sicarus Barrel	Reaper Blade	Forma BP	Frost BP
F3	Ember Neuro	Loki BP	Reaper Handle	Forma BP	Glaive Disk	Frost BP
G1	Braton Barrel	Forma BP	Venka Blades	Ballistica String	Silva & Aegis Blade	Galatine BP
H1	Hydroid Chassis	Mirage Neuro	Paris BP	Fragor BP	Oberon BP	Helios Cerebrum
K1	Cernos Upper Limb	Nekros Chassis	Orthos Handle	Akstiletto Barrel	Tigris Receiver	Kogake Gauntlet

M1	Dakra Handle	Boltor Barrel	Ankyros Gauntlet	Boar Barrel	Rhino Chassis	Mag BP
M2	Fang Blade	Kogake Boot	Paris String	Akjagara Link	Silva & Aegis Blade	Mirage BP
M3	Ballistica Lower Limb	Gram Blade	Paris String	Kogake BP	Equinox Neuro	Mirage BP
N1	Fang Handle	Braton Stock	Fang BP	Forma BP	Dual Kamas Handle	Nyx Neuro
N2	Hikou BP	Bronco BP	Fang Handle	Ash Neuro	Forma BP	Vauban Neuro
N3	Burston Stock	Bronco BP	Braton Barrel	Euphona Barrel	Carrier Cerebrum	Nekros BP
N4	Paris Upper Limb	Saryn Neuro	Orthos Handle	Forma BP	Oberon BP	Nikana Blade
N5	Braton Stock	Forma BP	Lex Receiver	Hydroid BP	Tigris Receiver	Nekros Systems
N6	Boltor Barrel	Forma BP	Hikou Pouch	Rhino Chassis	Scindo Handle	Nyx Neuro
O1	Forma BP	Akbronco BP	Paris Lower Limb	Akstiletto Link	Cernos String	Oberon Neuro
O2	Tiberon Receiver	Paris Lower Limb	Cernos Upper Limb	Mirage Systems	Akbronco Link	Oberon Neuro
O3	Forma BP	Loki Neuro	Odonata Systems	Wyrm Systems	Volt Chassis	Odonata Wings
P1	Bronco Receiver	Chroma BP	Oberon Chassis	Ballistica Receiver	Silva & Aegis BP	Pyrana BP
R1	Tiberon Receiver	Paris Upper Limb	Braton BP	Ballistica String	Akbronco Link	Rubico BP
S1	Nova Systems	Paris BP	Tigris Stock	Paris Upper Limb	Odonata BP	Soma Stock
S2	Paris String	Bronco BP	Galatine Blade	Paris Grip	Forma BP	Saryn Chassis
S3	Valkyr BP	Nekros Chassis	Akbronco BP	Ash BP	Forma BP	Spira Pouch
S4	Fang BP	Banshee Neuro	Galatine Blade	Fang Handle	Trinity BP	Saryn BP
S5	Burston Stock	Braton Barrel	Lex Barrel	Forma BP	Saryn Neuro	Sybaris Barrel
S6	Galatine Blade	Helios Carapace	Valkyr BP	Cernos Strings	Tigris Receiver	Spira Blade
S7	Cernos Upper Limb	Forma BP	Venka Blades	Nami Skyla Handle	Paris Grip	Sybaris Barrel
S8	Gram Blade	Forma BP	Bronco Receiver	Burston Barrel	Ballistica Upper Limb	Sybaris Barrel
S9	Lex Barrel	Spira BP	Braton BP	Forma BP	Saryn Neuro	Spira Pouch
T2	Lex Barrel	Paris Lower Limb	Forma BP	Tigris Receiver	Banshee BP	Tiberon Stock
V1	Burston BP	Spira BP	Carrier BP	Braton BP	Forma BP	Vectis Receiver
V2	Vasto Receiver	Paris BP	Ash Chassis	Forma BP	Volt Chassis	Nikana Blade
V3	Carrier BP	Forma BP	Spira BP	Kavasa Band	Volt Chassis	Valkyr Systems
V4	Carrier BP	Lex Barrel	Forma BP	Valkyr Neuro	Ash Neuro	Vauban Chassis

V5	Bronco BP	Cernos Grip	Spira BP	Euphona Barrel	Silva & Aegis BP	Venka Gauntlet
Z1	Burston Receiver	Forma Blueprint	Fang Blueprint	Limbo BP	Helios BP	Zephyr BP
Z2	Braton BP	Redeemer Blade	Sybaris BP	Hydroid BP	Rubico Barrel	Zephyr Systems

Neo

	Common	**Common**	**Common**	**Uncommon**	**Uncommon**	**Rare**
A2	Pyrana Barrel	Kronen BP	Limbo Systems	Forma BP	Zephyr Chassis	Akbolto Receiver
C1	Limbo Systems	Kronen BP	Mesa Chassis	Pyrana Receiver	Redeemer BP	Chroma Systems
M2	Akbronco BP	Burston Stock	Forma BP	Bronco Barrel	Limbo BP	Mesa Systems
R2	Ninkondi BP	Braton Stock	Forma BP	Tiberon BP	Paris Grip	Rubico BP
S12	Fang Blade	Redeemer Blade	Paris Upper Limb	Mirage Systems	Wukong Chassis	Stradavar BP
S13	Saryn Systems	Spira BP	Nikana BP	Cernos BP	Forma BP	Saryn Chassis
Z2	Akbolto BP	Braton Stock	Lex BP	Mesa BP	Pyrana Receiver	Zephyr BP
Z3	Bronco Receiver	Zephyr Neuro	Forma BP	Akjagara Receiver	Mesa BP	Zhuge Barrel
A1	Carrier Systems	Braton Barrel	Forma BP	Cernos String	Vectis BP	Akstiletto BP
B1	Paris String	Trinity Systems	Bronco Receiver	Vectis Stock	Burston Barrel	Banshee Chassis
B2	Tigris Stock	Braton Stock	Fang BP	Venka BP	Forma BP	Banshee Chassis
B3	Boar BP	Forma BP	Rhino Systems	Mag Chassis	Dakra Blade	Boltor BP
B4	Hydroid Chassis	Burston Stock	Forma BP	Kronen Handle	Tigris Barrel	Banshee Systems
B5	Braton Barrel	Ballistica Lower Limb	Forma BP	Oberon BP	Destreza BP	Banshee Systems
D1	Mag Systems	Vasto Barrel	Boar BP	Trinity Neuro	Forma BP	Dakra Blade
E1	Frost Neuro	Loki Neuro	Wyrm BP	Forma BP	Reaper Blade	Ember BP
F1	Ember Chassis	Sicarus Barrel	Sicarus BP	Bo Handle	Forma BP	Frost BP
G1	Mirage Neuroptics	Forma BP	Kogake Boot	Hydroid Neuroptics	Paris Grip	Gram Handle
H1	Burston Receiver	Fragor Head	Orthos Handle	Banshee BP	Tigris Barrel	Hydroid Systems
H2	Euphona BP	Burston Stock	Fang BP	Ballistica Receiver	Rubico Barrel	Hydroid Systems
K1	Euphona BP	Silva & Aegis Hilt	Valkyr BP	Helios BP	Zephyr Chassis	Kogake Gauntlet

K2	Chroma BP	Braton Barrel	Banshee Neuroptics	Akbolto Link	Mirage Systems	Kogake Gauntlet
L1	Mirage Chassis	Euphona BP	Kronen BP	Ballistica Receiver	Silva & Aegis Blade	Limbo Chassis
M1	Paris String	Akbolto BP	Bronco BP	Euphona Barrel	Helios BP	Mirage BP
N1	Hikou Stars	Vectis Barrel	Forma BP	Soma Receiver	Kavasa Collar BP	Nyx Chassis
N2	Lex BP	Fang BP	Vasto Barrel	Forma BP	Nova BP	Vauban Systems
N3	Lex Barrel	Odonata Systems	Paris String	Fang Handle	Ash Neuro	Nekros Systems
N4	Paris String	Ash Chassis	Braton Stock	Forma BP	Venka BP	Nikana Blade
N5	Saryn Systems	Forma BP	Helios Carapace	Ash Systems	Akstiletto Link	Nikana BP
N6	Bronco Receiver	Galatine Blade	Cernos Upper Limb	Sybaris Receiver	Trinity BP	Nikana Hilt
N7	Trinity Neuro	Euphona BP	Venka Blades	Banshee BP	Valkyr Neuro	Nekros Systems
N8	Paris String	Hydroid Chassis	Sybaris BP	Forma BP	Akbolto Link	Nami Skyla Blade
N9	Boar BP	Dakra Handle	Mag Neuro	Forma BP	Soma Receiver	Nova Chassis
N10	Forma BP	Redeemer Blade	Zephyr Neuro	Ballistica Upper Limb	Tipedo Ornament	Nami Skyla Blade
O1	Forma BP	Odonata Harness	Volt BP	Aklex BP	Volt Systems	Odonata Wings BP
R1	Ankyros Gauntlet	Forma BP	Hikou BP	Boltor Receiver	Nyx Chassis	Rhino BP
S1	Carrier Carapace	Lex Barrel	Soma BP	Trinity Chassis	Forma BP	Saryn BP
S2	Burston Stock	Paris Lower Limb	Nova Systems	Nyx Systems	Paris Upper Limb	Saryn Chassis
S3	Soma Barrel	Carrier BP	Burston Receiver	Forma BP	Vasto BP	Spira Blade
S5	Latron Receiver	Ember Neuro	Reaper BP	Glaive Disc	Frost Systems	Sicarus Receiver
S6	Burston BP	Forma BP	Trinity Neuro	Tigris Receiver	Kavasa Buckle	Silva & Aegis Guard
S7	Banshee Neuroptics	Fang Blade	Helios Carapace	Ballistica Receiver	Sybaris Receiver	Silva & Aegis Guard
S8	Bronco Receiver	Forma BP	Hydroid Chassis	Fragor BP	Nikana BP	Spira Pouch
S9	Akjagara BP	Bronco BP	Mirage Neuro	Destreza BP	Forma BP	Silva & Aegis Guard
S10	Lex BP	Saryn Systems	Braton Stock	Spira Blade	Nikana Blade	Saryn Chassis
S11	Bronco Receiver	Fang Blade	Hydroid Chassis	Forma BP	Kronen Handle	Stradavar BP
T1	Forma BP	Dual Kamas BP	Burston BP	Banshee BP	Fragor Handle	Tigris BP
V1	Nyx BP	Forma BP	Dual Kamas BP	Bronco Barrel	Volt BP	Nova Chassis
V2	Fang Handle	Braton Stock	Galatine Blade	Galatine Handle	Forma BP	Vauban BP

V3	Galatine Blade	Paris String	Carrier Systems	Tigris Receiver	Forma BP	Vauban Neuro
V4	Cernos Grip	Tigris Stock	Bronco Receiver	Saryn Neuro	Ash Neuro	Venka Gauntlet
V5	Helios Carapace	Paris String	Silva & Aegis Hilt	Forma BP	Burston Barrel	Vauban Neuro
V6	Burston Stock	Cernos Grip	Forma BP	Fragor Handle	Mirage Systems	Vauban Chassis
V7	Akbolto BP	Forma BP	Pyrana Barrel	Banshee BP	Cernos BP	Valkyr Chassis
V8	Loki BP	Odonata Harness	Wyrm BP	Forma BP	Bo Handle	Volt Neuro
Z1	Orthos Handle	Nekros Chassis	Paris BP	Forma BP	Galatine Handle	Zephyr BP

Axi

	Common	Common	Common	Uncommon	Uncommon	Rare
D1	Braton BP	Chroma BP	Tiberon Receiver	Forma BP	Zhuge Receiver	Destreza Blade
G2	Wukong Neuro	Akbolto BP	Burston Receiver	Redeemer BP	Tipedo Ornament	Gram Handle
L5	Fang BP	Burston BP	Rubico Stock	Kronen Handle	Akbronco Link	Limbo Chassis
M1	Zhuge String	Lex Barrel	Mesa Chassis	Rubico Barrel	Orthos BP	Mirage BP
P1	Forma BP	Equinox Chassis	Akjagara BP	Kogake BP	Ninkondi Chain	Pyrana BP
R2	Destreza Handle	Forma BP	Lex Receiver	Chroma Chassis	Mirage Systems	Redeemer Handle
S5	Saryn Systems	Venka Blades	Cernos Grip	Forma BP	Nikana Blade	Spira Pouch
T2	Kogake Boot	Mirage Neuro	Stradavar Stock	Burston Barrel	Forma BP	Tipedo Handle
V9	Valkyr BP	Saryn Neuro	Mirage Neuro	Spira Blade	Valkyr Systems	Venka Gauntlet
A1	Trinity System	Fragor Head	Braton Stock	Akstiletto Barrel	Dual Kamas Handle	Nikana BP
A3	Braton Barrel	Helios Carapace	Kogake Boot	Cernos String	Hydroid Neuro	Akbolto Receiver
A4	Braton Stock	Forma BP	Zephyr Neuro	Ballistica String	Fang Handle	Akbolto Receiver
A5	Forma BP	Vasto Barrel	Vasto Receiver	Akvasto Link	Vasto BP	Akvasto BP
B1	Euphona BP	Ash Chassis	Fang Blade	Cernos BP	Kavasa Buckle	Banshee System
B2	Fragor Head	Sybaris BP	Fang Blade	Forma BP	Orthos BP	Banshee System
C1	Trinity Neuro	Vectis Barrel	Lex Receiver	Orthos BP	Forma BP	Cernos Lower Limb
C2	Forma BP	Trinity Systems	Braton BP	Silva & Aegis Blade	Fragor Handle	Cernos Lower Limb
C3	Helios Carapace	Forma BP	Hydroid Chassis	Pyrana Receiver	Banshee Blueprint	Chroma Systems

C4	Braton BP	Hydroid Chassis	Pyrana Barrel	Kogake BP	Sybaris Receiver	Chroma Systems
E1	Latron Barrel	Sicarus BP	Frost Neuro	Glaive Blade	Forma BP	Ember BP
E2	Paris BP	Lex Receiver	Braton Stock	Forma BP	Bronco Barrel	Euphona Receiver
G1	Nekros Chassis	Saryn Systems	Paris BP	Kavasa Collar	Forma BP	Galatine BP
H1	Forma BP	Fragor Head	Vectis Barrel	Akstiletto Receiver	Trinity Chassis	Helios Cerebrum
H2	Oberon Chassis	Lex Receiver	Fang Handle	Trinity Chassis	Akstiletto Barrel	Helios Cerebrum
H3	Kronen BP	Cernos Grip	Helios Carapace	Burston Barrel	Forma BP	Hydroid System
H4	Mesa Chassis	Mirage Chassis	Paris Upper Limb	Akbolto Link	Forma BP	Hydroid Systems
K1	Odonata Harness	Hikou Pouch	Lex Barrel	Forma BP	Akstiletto Receiver	Kavasa Buckle
K2	Orthos Handle	Sybaris BP	Forma BP	Cernos String	Galatine Handle	Kronen Blade
K3	Cernos Grip	Paris BP	Tiberon Receiver	Banshee BP	Pyrana Receiver	Kronen Blade
K4	Paris BP	Forma BP	Sybaris Stock	Destreza BP	Kogake BP	Kronen Blade
K5	Ballistica Lower Limb	Braton BP	Forma BP	Equinox BP	Hydroid BP	Kronen Blade
L1	Latron BP	Reaper BP	Wyrm Carapace	Forma BP	Glaive Blade	Loki System
L2	Orthos Handle	Braton BP	Nami Skyla BP	Tiberon BP	Forma BP	Limbo Neuroptics
L3	Fang Handle	Kronen BP	Nami Skyla BP	Akjagara Receiver	Zephyr Chassis	Limbo Chassis
L4	Forma BP	Bo Ornament	Wyrm Carapace	Odonata BP	Volt Systems	Loki Systems
N1	Braton BP	Forma BP	Fang Blade	Akstiletto Link	Odonata Wings	Ash System
N2	Carrier Carapace	Lex Receiver	Bronco BP	Forma BP	Ash Neuro	Nikana Hilt
N3	Paris Upper Limb	Dual Kamas BP	Forma BP	Volt BP	Bronco Barrel	Nekros BP
N4	Cernos Upper Limb	Galatine Blade	Nekros Chassis	Fragor Handle	Hydroid Neuro	Nikana Hilt
N5	Euphona BP	Lex Barrel	Oberon Chassis	Helios Systems	Nekros Neuro	Nami Skyla Blade
N6	Lex Receiver	Nikana BP	Braton Barrel	Braton Receiver	Saryn BP	Nikana Hilt
O1	Euphona BP	Paris BP	Forma BP	Akstiletto Receiver	Galatine Handle	Oberon System
O2	Galatine Blade	Paris String	Fang Blade	Tiberon BP	Helios Systems	Oberon System
O3	Burston Stock	Destreza Handle	Forma BP	Venka BP	Zephyr Chassis	Oberon System
O4	Destreza Handle	Zephyr Neuro	Lex BP	Tiberon BP	Gram BP	Oberon Systems
R1	Boltor Stock	Mag Systems	Boar Receiver	Dakra BP	Ankyros Blade	Rhino BP
S1	Forma BP	Bronco Receiver	Bronco BP	Akbronco Link	Trinity BP	Scindo Blade

S2	Latron Receiver	Loki BP	Wyrm BP	Ember System	Forma BP	Sicarus Receiver
S3	Boltor Stock	Hikou Stars	Rhino Systems	Ankyros Blade	Nyx Systems	Scindo Blade
S4	Boar Receiver	Forma BP	Mag Systems	Dakra Blade	Nova BP	Soma Stock
T1	Vectis Barrel	Odonata Harness	Saryn System	Akstiletto Receiver	Burston Barrel	Tigris BP
V1	Odonata System	Carrier Systems	Dual Kamas BP	Volt Neuro	Forma BP	Vauban Chassis
V2	Hikou Pouch	Trinity Systems	Mag Neuro	Braton Receiver	Boar Barrel	Vectis Stock
V3	Trinity Neuro	Vasto Barrel	Trinity System	Orthos BP	Braton Receiver	Vectis Stock
V4	Paris BP	Trinity Systems	Odonata Harness	Cernos BP	Forma BP	Vectis Stock
V5	Venka Blades	Dual Kamas BP	Forma BP	Braton Receiver	Tigris Receiver	Valkyr Chassis
V6	Ballistica Lower Limb	Braton BP	Forma BP	Fang Handle	Galatine Handle	Valkyr Chassis
V7	Lex Barrel	Nami Skyla BP	Valkyr BP	Kogake BP	Silva & Aegis BP	Venka Gauntlet
V8	Forma BP	Lex Receiver	Odonata System	Volt Chassis	Odonata BP	Volt Neuro

Factions

Friendly Factions

There are a number of factions and people willing to help you on your journey through the Solar System. These can include the factions listed below, however Syndicates can be friend or foe, and aren't included here..

Tenno

The Tenno are you, the Warframes, under the care and guidance of the Lotus. It is your privilege and your burden to keep the balance of power in the Origin system.

Ostron

The hardy people of the Plains of Eidolon, they've made a community in the shadow of an abandoned Orokin tower and called it Cetus. They ask you for assistance in their constant struggle against the Grineer. Talk with Konzu.

Quills

Led by Quill Onkko, the Quills study the sentients who still roam the Plains. Onkko seeks your fighting prowess in getting closer to these dangerous beings. Talk with Onkko.

Solaris United

The people of Fortuna are forever enslaved in debt to their Corpus overlords. The Solaris United have banded together to push back. These cybernetically modified rebels request your help in furthering their cause. Talk with Eudico.

Vox Solaris

Where Solaris United is the face of the rebellion, Vox Solaris is the hidden, anonymous personnel group that handles the underground dealings and shady operations. Their true purpose is yet to be revealed. Talk with Little Duck.

NPC

There are a number of friendly NPCs throughout the game that provide the Tenno with different forms of aid or services.

- The Lotus - A mysterious being who guides Tenno on their journey.
- Ordis - A Cephalon who assists in ship and mission operations.
- Darvo - A Corpus rebel who resides in Relays. He sells various items for Platinum at a discount from Market cost.
- Baro Ki'Teer - Known as the Void Trader, he appears every 2 weeks on a Friday with a large selection of items to buy for Ducats and/or credits. He is the only in-game purveyor of Primed Mods and Prisma Weapons.
- Maroo - A shady thief who has a heavy interest in Ayatan artifacts. She will buy your Ayatan Treasures for Endo.
- Clem - One of Darvo's connections, he is an undercover soldier who spies on the Grineer. Will give you unique missions.
- Nora Night - Host of the Nightwave radio station.

Enemy Factions

The Solar System is awash with large, dangerous, fanatical groups that all want to see the Tenno as a long forgotten memory.

Grineer

The Grineer are a vast army of genetically modified, cloned humans, who are plagued by debilitating defects from over extension of DNA. They are born and raised into fanatical dedication to the two Grineer Queens, and wish to exploit Warframes as superweapons. They use mass produced, simple but deadly weaponry, and have heavy armor that can block the majority of damage they receive. Grineer never use proto-shields. Recommended to use puncture and corrosive damage types.

Enemies to Prioritize

- Heavy Gunner - High armor, high health, high damage.
- Hyekka Master - Very high armor, high health, can spawn up to 4 Hyekkas.
- Bombard - Very high armor and health, fires homing rockets.
- Napalm - Very high armor and health, fires incendiary grenades that leave a burning orb on impact.
- Manic - High armor and health, can teleport and ignore damage, very high damage melee attacks.

- Nox - Extremely high armor and health, wields a sticky grenade launcher that applies toxin and cold procs. Only weak spot is its head, which is protected by a fortified glass helmet. Breaking the helmet releases the noxious gasses within.
- Prosecutor - The Grineer specialty unit, with very high health and the only unit with a shield. There are 4 types of prosecutors, each one uses a specific elemental shield, of heat, cold, toxin, or electricity. Whichever element the shield is is the only damage type that will hurt them.

Grineer Controlled Planets

- Earth (including Plains of Eidolon)
- Mercury
- Mars
- Ceres
- Saturn
- Uranus
- Sedna
- Kuva Fortress
- Lua (contested)

Corpus

The Corpus are slaves to their greed. The highest ranking Corpus leaders are merchants and traders, who deploy an army of crewmen and moa proxies to both work for them and fight for them. The Corpus prefer high tech energy based weapons, and use high capacity, damage absorbing proto-shields. Corpus units rarely if ever have any type of armor. Recommended to use slash, impact, toxin, gas, radiation, and magnetic damage.

Enemies to Prioritize

- Nullifier Crewman - Deploys an energy bubble around them, which stops or negates any Warframe abilities if exposed to it.
- Comba/Scrambus - These units are taller than regular crewman, and have specialized hover shoes allowing them to move very fast. They have an aura around their helmets that disrupt Warframe abilities and HUD.
- Shield Osprey - A flying support unit, this osprey will regenerate nearby allies' shields very quickly. Take out this unit before engaging the rest.
- Bursa - The Corpus specialty unit, there are three types of bursas, which are a heavy defensive proxy. Each one sits low to the ground, and has a shield equipped to its front which negates all damage. It can only be damaged reliably from the back. Once it is disabled, you can hack the console on its back and have it fight for you.

Corpus Controlled Planets

- Venus (including Orb Vallis)
- Phobos
- Jupiter
- Europa
- Neptune
- Pluto

- Lua (contested)

Infested

The Infested are the remains of Corpus, Grineer, and other biological organisms that have been infected by the Technocyte Virus, a pathogen that wiped out the ancient Orokin civilization. The Technocyte is a hive mind, and relentlessly attacks anything that invades its spawning nests. Nearly every unit attacks exclusively with melee, though a few units have ranged attacks. Infested units have very high health, rarely armor, and never have proto shields. They are weak to slash, puncture, heat, corrosive, and gas damage.

Enemies to Prioritize

- Volatile Runner - An orange Corpus crewman shaped infested that will charge you and explode in a suicide bomb style.
- Swarm Mutalist Moa - A blue and purple Corpus proxy shaped infested that launches swarms of infested spores that cause minor damage and reduce invisibility. Any infested units that hit the spores gain armor.
- Tar Mutalist Moa - A blue, red, and purple Corpus proxy shaped infested that launches globs of bright yellow mucus, that slows you down and causes heavy damage when in contact.
- Ancient - A heavy infested melee unit, it comes in three types; healer, disruptor, and toxic. The healer (green) provides damage resistance to allies, the disruptor (dark green and pink) drains your Warframe's energy, and the toxic (dark green and neon green) creates toxic clouds that deal heavy damage and buffs allies' toxin damage.
- Juggernaut - The infested specialty unit, and arguably the most dangerous unit in the game. It is a quadruped infested tank, with armor so high that any damage done to the exterior does zero damage. It has high damage ranged and charge attacks. The only way it can be damaged is when it rears up on its hind legs. Its stomach is its weak point.

Infested Controlled Planets

- Eris
- Orokin Derelict

Corrupted

The Corrupted are the remnants of the ancient Orokin civilization. They are brainwashed, augmented forms of Corpus, Grineer, and Infested units, roaming the abandoned halls of Orokin towers, protecting that which they were programmed to. And they will defend their masters' homes savagely.

All corrupted act like their normal counterparts, but are upgraded with higher health, armor, and shields. Their weapons are also upgraded to Orokin Prime energy weapons. Each unit is still susceptible to their faction's weaknesses. Corrupted units can only be encountered in the Void, or Void Fissure missions.

Recommended to target the same enemy types of their original faction.

The only Corrupted controlled area is The Void.

Sentients *(SPOILERS)*

The Sentients are ancient beings that were a large part of the destruction of the Orokin Empire. They have several variants, and all have either damage resistance or damage adaptation. They can be encountered on the Plains of Eidolon, Uranus, and Lua. Some Sentients include the Oculysts, Battalysts, Eidolons and the Shadow Stalker.

Amalgams *(SPOILERS)*

The Amalgams are a hybrid of Corpus and Sentient Technology, developed by Alad V. They employ mixed attacks similar to their Corpus and Sentient counterparts. Amalgams can only be found on Jupiter. They are susceptible to corrosive, radiation, and magnetic attacks.

Syndicates

Syndicates are Factions that can be joined by the Tenno, and provide unique purchasable rewards. There are 6 main Syndicates, each with their own goals, friends, and enemies. Each Syndicate considers 3 other Syndicates as Allied, Opposed, or Enemy. The 2 remaining are neutral.

A Syndicate's standing is based on Reputation, and each Syndicate has their own Reputation ranking system. You can join as many Syndicates as you'd like, but keep in mind that if a Syndicate is Opposed or an Enemy with another, then gaining Reputation with that Syndicate will lose Reputation in the other. If your Reputation with a Syndicate drops below 0, you become an Enemy to them and they will periodically send out hit squads to kill you in missions, much like Assassins.

To advance in a Syndicate, you must max out Reputation with each of the 5 levels. You gain reputation by equipping the chosen Syndicate's sigil to your Warframe. Only one sigil may be equipped on a Warframe at a time. A portion of the affinity you earn will then be converted into Reputation. Each level will require an offering to advance. These offerings range from credits, resources, potatoes, and Prime parts. Each level unlocks more rewards from that Syndicate's reward table.

Steel Meridian
The Steel Meridian are made up of deserters and opposers to the Grineer Regime. They constantly fight a guerilla war against them, and are sworn protectors of the few colonies that still survive on Earth.

Arbiters of Hexis
The Arbiters of Hexis are a disciplined, dogmatic, ruthless cult of warriors and clerics who seek justice and order in the Origin System. They see the Tenno as the ultimate key to this goal.

Cephalon Suda
Suda is one of the ancient artificial intelligences created during the Great War, a Cephalon. She despises violence and destruction, and her thirst for knowledge is unparalleled. She finds the Tenno intriguing.

The Perrin Sequence
The Perrin Sequence are a splinter group of brilliant and powerful merchants, who shun the Corpus to further their own goals. They wish to bring prosperity and direction to the Origin System.

Red Veil
The Red Veil are an organization dedicated to destruction. They see mass corruption all around them, and wish to heal the system through a great and violent purge. Bound by honor to their cause, they do not regard life as precious, but as an obstacle.

New Loka
New Loka are worshipers of the Human life and what it once was. They wish to see the restoration of humanity and the repopulation of Earth. Their belief is that humanity will rise once again and end the age long conflict that plagues the Origin System.

Syndicate Alignments

Syndicate	**Allied (+50% Rep)**	**Opposed (-50% Rep)**	**Enemy (-100% Rep)**
Steel Meridian	Red Veil	New Loka	Perrin Sequence
Arbiters of Hexis	Cephalon Suda	The Perrin Sequence	Red Veil
Cephalon Suda	Arbiters of Hexis	Red Veil	New Loka
Perrin Sequence	New Loka	Arbiters of Hexis	Steel Meridian
Red Veil	Steel Meridian	Cephalon Suda	Arbiters of Hexis
New Loka	Perrin Sequence	Steel Meridian	Cephalon Suda

Because of these Alignments, it is recommended to ally with 3 Syndicates, the 3 on the left of the menu, or the 3 on the right, for ease of use.

Q: What do syndicates do?
A: Syndicates allow Tenno access to their reward lists, which include important things like Warframe/weapon augment mods, gear consumables, relic packs, Archwing weapon parts, Spectres, unique Syndicate weapons, Captura scenes, and more.

Q: Can I trade syndicate syandanas?
A: No, you can only obtain those for syndicates you've personally maxxed out.

Q: If I drop below my rank after paying tribute, do I still have to pay tribute again?
A: Yes, if you lose a rank then you will have to pay tribute to get it back.

Q: Which is the best syndicate? What syndicate do I choose?
A: That's subjective, choose which one you like the most, or which one you like the rewards for most.

Q: How many syndicates can I max?
A: 5, however that takes intense micromanagement. 4 is the easiest to max without extreme effort. The combinations are as follows:
Steel Meridian, Cephalon Suda, Arbiters of Hexis and Red Veil
or
Red Veil, New Loka, Steel Meridian and Perrin Sequence
(Bolded are the ones most used to retain 4)
Keep the SM/RV sigil and do CS/NL missions respectively.

Q: Is there any downside to getting Syndicates mad/angry/negative?
A: The slighted Syndicate will occasionally send Death Squads after you, similar to Assassins. You can tell which Syndicate is attacking from flickering lights and a message from the attacking Syndicate. You also don't have access to their rewards.

Q: What's the difference of the "x Squad" vs the "x Platoon"?
A: Just numbers, usually the squad has 6, while the Platoon has 12+.

Q: I joined this syndicate, but the other one has the mod I want. Can I switch over?
A: Anytime. Just pay the tribute and advance to the other goal. Alternatively you can just trade for the mod.

Q: If I reach my daily standing cap and do a Syndicate mission do I get more standing?
A: Yes. Syndicate missions reward standing regardless of your cap.

Q: What do Insignia / Seed / Quittance / Datum / Medallion / Mark do?
Q: What do Defender Insignia / Bountiful Seed / Executive Quittance / Intriguing Datum / Lawful Medallion / Honored Mark do?
Q: What do General Insignia / Flawless Seed / Partner Quittance / Genius Datum / Maxim Medallion / Exalted Mark do?
Q: How do I find them? How do I get them?
A: Collectively, they're called Syndicate Medallions, and they can be redeemed at any non Earth relay at their respective Syndicates for standing in their particular syndicate. You can get them by doing Syndicate missions, they usually spawn 8 per mission.

Q: How do I start earning standing with my Syndicate?
A: Start their initiation and receive their sigil. Go to your arsenal, Warframe → appearance → regalia then choose the sigil. When equipped it converts some of your affinity to standing. (Does not drain your affinity for your equipment).

Q: Why did my Syndicate weapon suddenly explode?
A: All Syndicate weapons, and weapons that can be upgraded with a Syndicate mod, have what is called a Syndicate Radial Effect. Each effect gives buffs and damage depending on the Syndicate the weapon/mod is from. To gain the effect, you must gain affinity

with the weapon that will then be converted into points and fill a gauge in the lower right hand of your HUD. Once the weapon's gauge is filled, usually 1,000 points, the effect will be released and the gauge reset.

Syndicate	Effect Name	Damage Type	Restore Type	Temporary Buff
Steel Meridian	Justice	Blast	25% Health	+25% Base Armor
Arbiters of Hexis	Truth	Gas	25% Health	+25% Base Parkour Speed
Cephalon Suda	Entropy	Magnetic	25% Base Energy	+25% Base Energy
The Perrin Sequence	Sequence	Radiation	25% Shield	+50% Base Shields
Red Veil	Blight	Viral	25% Base Energy	+10% Base Movement Speed
New Loka	Purity	Corrosive	25% Health	+25% Base Health

Field Bosses (Assassins)

A Field Boss is a specialized enemy that can randomly appear in any standard mission, similar to Syndicate Death Squads (mission exceptions are Syndicate missions, Archwing missions, Free Roam missions, Arenas, (Elite) Sanctuary Onslaught, and Assassinations). Assassins appear with the sole intent of killing their target. Even if you have others in a squad, an Assassin will only attack its target, unlike Syndicate Death Squads which attack everyone. You can check which Assassin is after you on the front page of your Profile, in the Marked for Death section.

Shadow Stalker

The Shadow Stalker is the most common Assassin. He will occasionally mark you for death after completing any Assassination mission, of any faction. This appears as a message in your Inbox. Once marked for death, the Stalker has a chance to appear on any mission node or type at any time.

The Stalker appears as a modified dark grey and orange Excalibur, wielding a greatsword. He attacks similarly to Excalibur as well. Similar to Sentients, the Stalker gains resistance to damage as it is received. Switch up your tactics as you take him down. If the Stalker succeeds in defeating his target, he will disappear without dropping any rewards and the defeated player will need to be revived.

The Stalker has a chance of dropping a number of powerful weapons, mods, landing craft parts, and resources.

Zanuka Hunter

The Zanuka is a proxy controlled by Alad V. It is an Assassin whose death mark appears after completing 5 Invasions against the Corpus in a row. It will only appear in missions where you are fighting the Corpus.

The Zanuka appears as a grey, medium sized proxy similar in size to a Hyena, but smaller than a Jackal. It employs an automatic plasma gun and a frost bomb, along with melee attacks.

Should the Zanuka Hunter damage its target enough, it will pounce upon its victim and transport them to a holding facility, where a hidden mini-mission will begin. You must escape Alad V's facility and recover your confiscated equipment.

The Zanuka has a chance of dropping Detron blueprints and parts, Orokin cells, and landing craft parts.

Grustrag Three

The Grustrag Three are a team of enhanced, insane Grineer super-soldiers. They are an Assassin whose death mark appears after completing 5 Invasions against the Grineer in a row. They will only appear in missions where you are fighting the Grineer.

The Three appear as large Grineer Marines, with streamlined armor and open helmets. They each employ different fighting tactics.

- Leekter carries a large axe and flashbangs
- Shik Talk uses a handheld rocket launcher and a riot shield
- Vem Tabook carries a shotgun that fires electro-traps

Each of the Three also has a Carabus Sentinel, armed with a laser rifle.

Should the Three succeed in defeating their target, their Sentinels will form a shield around the victim, preventing team revives. A Grustrag Bolt will then be attached to the victim's Warframe. The Bolt reduces that frame's damage against Grineer by 50%. A blueprint for a Bolt Release will be in the victim's inventory upon leaving the mission.

The Grustrag Three have a chance of dropping rare mods, Brakk blueprints and parts, Endo, and landing craft parts.

Kuva Liches

Kuva Liches are Grineer Assassin enemies that are unique to the player who created them. They are very powerful, and are designed to be a challenge for mid to end game players. Only players who have finished The War Within quest can spawn a Lich by killing a Lich Larvling (see below). They are weakened through solving an icon puzzle (trial and error). Upon solving the puzzle, they are defeated in Railjack missions.

Its menu, upon creation, is in the lower right corner of the Menu or Navigation UI, next to the Nightwave/Resource box.

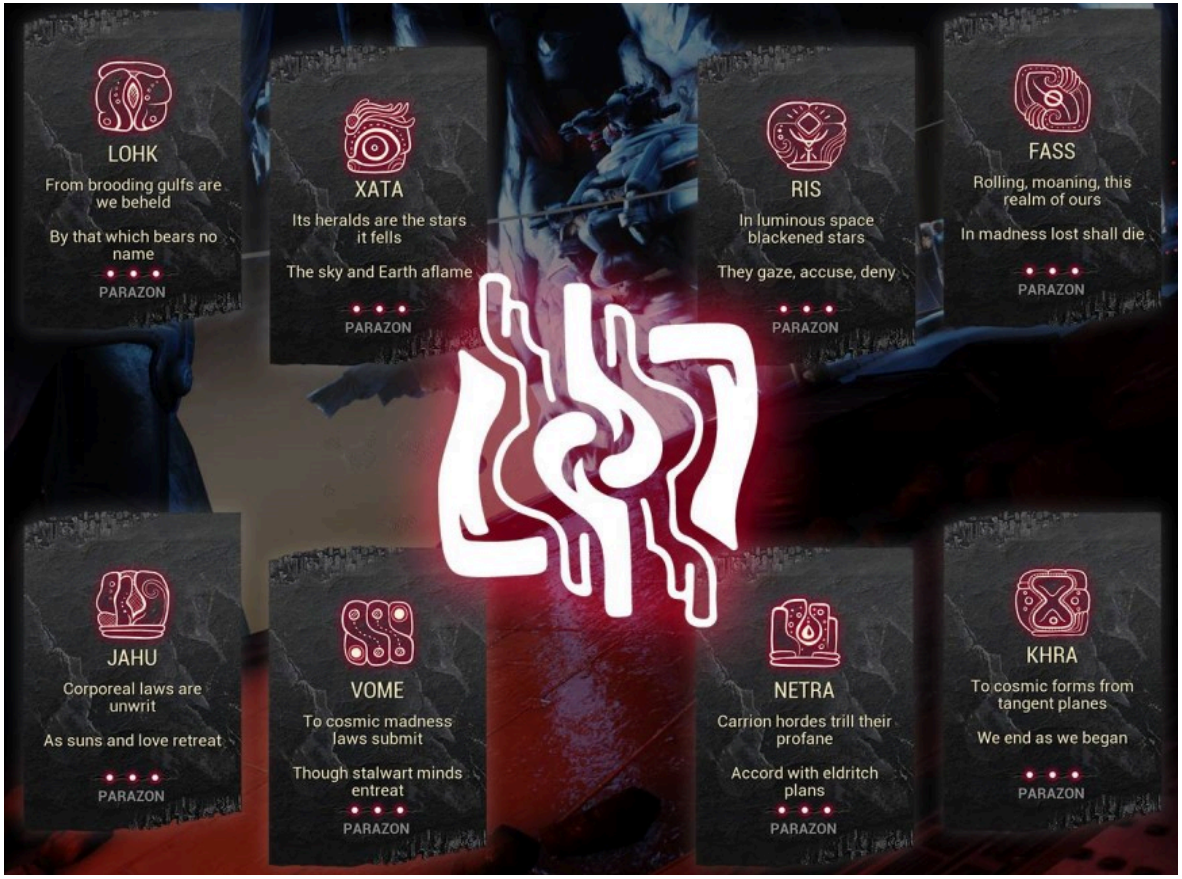
Sisters of Parvos

Sisters of Parvos are Corpus super soldiers that work under Parvos Granum, they are corpus versions of kuva liches and are defeated similarly. Completion of the Call of the Tempestari quest is additionally required to spawn a sister by killing a Candidate (see below).

The Parazon

The Parazon is a unique gear item that is given to players during the tutorial of the game. It is always automatically equipped in all missions. It can be found and altered in the Arsenal section of your Orbiter. It can hold up to 3 mods that give bonuses to hacking and mercy kills. Mercy kills can be performed on any regular enemy with the activate button (default [X]) once their health is almost depleted. They are similar to sneak attacks, however a mercy kill will always instantly kill the enemy. The Parazon also holds up to 3 Requiem Mods, which are required to kill Kuva Liches.

Requiem Mods and Relics



Requiem Mods are 8 unique mods that can only be slotted into the Parazon. They are obtained from Requiem Relics. Requiem Relics have a chance to drop from Lich Thralls and Kuva Siphons, and are a guaranteed drop from Kuva Floods. They are opened similarly to Prime Relics, on select Kuva Fortress missions. They can be refined like normal relics as well. Requiem Relics drop the Requiem Mods (Which are always an uncommon drop), as well as Riven Slivers, Kuva, Ayatan Amber Stars, and Exilus Adapter blueprints.

Lich Larvlings

Lich Larvlings have a chance to spawn on any level 20+ Grineer mission. They are marked by a unique red icon, and are preceded by yellow flashing lights. Damaging them completely then mercy killing them with the Parazon will create a Lich. If in a party, only the player who lands the final blow on the larvling will have the option to mercy kill it.

Candidates

Candidates only spawn upon qualifying for Rank 1 rewards of the Nightmare difficulty (using a Zenith Granum Crown) in the Granum Void of any mission in the Corpus Ship tileset.

Collecting Requiem Murmur

Requiem Murmur is a resource required to determine which Requiem Mods (to solve the puzzle) are needed to weaken the Lich/Sister. In your Lich/Sister's influenced zones, Thralls (Liches) or Hounds (Sisters) will have a chance to spawn. These can be damaged as normal, but will not die upon losing all their health. Instead they will drop to a knee, allowing you to mercy kill them with the Parazon. If not mercy killed, they will remain on the map indefinitely until the mission ends. Upon death, the Thrall will provide a Requiem Murmur, which is needed to discover which Requiem Mod is needed to weaken your Lich or Sister.

Warframe Progenitors

IMPACT	HEAT	TOXIN	ELECTRIC	COLD	RADIATION	MAGNETIC
Baruuk	Wisp	Atlas	Banshee	Frost	Ash	Harrow
Gauss	Vauban	Ivara	Excalibur	Gara	Equinox	Hydroid
Grendel	Nezha	Khora	Limbo	Hildryn	Loki	Mag
Rhino	Inaros	Nekros	Nova	Revenant	Mirage	Mesa
Wukong	Ember	Nidus	Valkyr	Titania	Nyx	
Zephyr	Chroma	Oberon	Volt	Trinity	Octavia	
		Saryn				

Depending on the Warframe used to kill the Kuva Larvling, the subsequent Lich will have modified stats. It will have randomized resistances and weaknesses, and the Kuva weapon they wield will gain an elemental stat bonus, from 25-60%, that corresponds to the Warframe used to kill the larvling. The Lich will also gain visual attributes based on the chosen Warframe, namely that Warframe's helmet mounted on the Lich's shoulder pauldron.

Kuva and Tenet Weapons

There are 19 Kuva weapons (Liches) and 12 Tenet weapons (Sisters). They level similarly to the Paracesis, reaching mastery at level 40 (as opposed to 30). The additional levels are gained through Forma, with each added raising the weapon's max level by 2, until reaching 40 (5 total Forma required). Each level will give 100 mastery points as normal, with the weapon providing a max of 4,000 mastery points.

Fighting the Kuva Lich

Once you have a Lich created, it will have a chance to appear like other Assassin enemies, and is preceded by yellow flashing lights. However, it can only appear in Lich controlled missions.

The Kuva Lich has 4 damage bars, one shield and 3 health. Once the shield is depleted, the first damage bar (right side) can be drained. Once a damage bar is completely drained, the Lich will go to one knee and start rapidly regaining health. The player who the Lich belongs to must attempt to mercy kill the Lich during this phase, else the Lich will rise again with that damage bar replenished, and will have to be fought again. If the player has the correct Requiem Mod slotted into their Parazon, the Lich will stand back up and the next damage bar can be attacked. If the player has the incorrect Requiem Mod, then the Lich will instantly kill that player and disappear, bypassing bleedout and revive opportunities.

To defeat their Lich, the player must get all 3 Requiem Mods correct, in order. Each time the player is killed by their Lich, a log will be recorded in the Lich Menu of which Mods were used, and which one failed. If for instance the first mod was incorrect, it will be highlighted red with a slash through it. If a mod was not tested, it will be grey. If a mod succeeded, it will be gold. Through trial and error, a player can discover the correct mods and their order simply by getting killed by their Lich. However, the correct mods can be discovered quicker.

By killing Thralls, players will receive Requiem Murmurs. Gaining 130 murmurs in 3 stages will reveal all 3 required Requiem Mods to kill the Lich. The first stage requires 30 murmurs, the second another 30, and the third 70. The mods will not be given in the correct oder though, that has to be tested and found by the player through combat with their Lich.

Each time a player is defeated by their Lich, it will level up, gaining increased damage and health, and increases the level of enemies on influences nodes. The Lich maxes out at level 5. Lich missions start at level 65 and max out at level 120. It will also spread their influence to an adjacent planet, and their rage level will increase. The higher a Lich's rage level, the more likely it is to spawn in a mission. The rage levels are Annoyed - Fuming - Furious - Enraged.

Upon completion of a Lich influenced mission, the player's Lich will steal some of the player's loot. This is random, and can include up to 50% of resources and credits, mods, items, blueprints, and rewards. Upon defeat, the Kuva Lich will reward the player with all stolen loot up to that point.

It should be noted that if in a party, only one member of the group has to have the selected mission be influenced by their Lich for it to become an influenced node for the entire party. Killing a Thrall will provide a murmur to each player, and any of the player's Liches have a chance to spawn.

When all 3 Requiem Mods are correct in the Parazon, and the Lich has been completely defeated, players have two options. They can either Vanquish or Convert it. Vanquishing the Lich awards the player with the Lich's Kuva weapon and all stolen loot. Converting the Lich awards the player with all the stolen loot, and gives it the chance to appear in missions as an ally. PLayers will not be awarded the Kuva weapon if the Lich is converted.

Relays

Throughout the Star Map exists Relays, friendly outposts that all Tenno can utilize. They appear as a mission node, and must have all missions before it completed for it to be accessible.

Current Relays

- Strata, Earth
- Larunda, Mercury
- Kronia, Saturn
- Orcus, Pluto

Unique Relays

- Maroo's Bazaar, Mars

Destroyed Relays

- Vesper, Venus
- Leonov, Europa
- Kuiper, Eris

*These relays pertain to the PC version of Warframe, not the console versions.

Maroo's Bazaar is where you go to turn Ayatan Treasures into Endo. It is also a public trading hub, but doesn't contain any elements of other relays.

Relays are destroyed when a Razorback Armada or Balor Fomorian are not defeated.

Each Relay has a number of NPCs, interactables, and locations within them. These include Syndicate NPCs, where you can trade in Syndicate Medallions for Standing, Darvo and Clem, Cephalon Simaris' Sanctuary (which includes the Simulacrum), the Conclave Access, a Navigation room, and Ducat trading posts. Every existing Relay (besides the Bazaar) can be visited by Baro Ki'Teer on his biweekly visit. Tenno cannot trade with each other in Relays (besides the Bazaar).

Clans, Dojos, and Alliances

Clans

A clan is a foundable group in-game that any player can join. All clans have a Clan Dojo with many useful rooms that can be built. Clans also contain the Trading Hub, allowing for trades to be done with anyone in the Dojo.

The Research Labs only exist in Dojos, where over 180 weapon, Warframe, and equipment blueprints can be purchased. These blueprints must be researched using resources, which any clan member can donate.

Labs

- Tenno Lab - Allows for research of Warframes and Tenno-based weaponry.
- Energy Lab - Allows for research of energy and Corpus-based weaponry.
- Chem Lab - Allows for research of firearm and Grineer-based weaponry.
- Bio Lab - Allows for research of elemental and Infested-based weaponry.
- Orokin Lab - Contains the Dragon Keys and Solar Rail parts (Solar Rails are discontinued).

To start a clan, go to the Clan Tab in the Communication Menu. To join a clan, a member of an already established clan with the recruiter permission sends an invite to your inbox. Ask in Recruiting Chat or on forums to find the right clan for you.

Clan leaders have the ability to create and submit a unique clan emblem. This emblem can then be equipped on your Warframes and companions, in the Regalia section of the Appearance tab.

Note that DE does not interfere with Clan affairs, all activity happens between Clan members and staff.

There are 5 capacity levels for Clans, each one affecting maximum member count and research costs.

- Ghost: All clans start at this level, have a max member count of 10, and has the lowest research cost.
- Shadow: Max member count of 30, has 3x the research cost of a Ghost.
- Storm: Max member count of 100, has 10x the research cost of a Ghost.
- Mountain: Max member count of 300, has 30x the research cost of a Ghost.
- Moon: Max member count of 1,000, has 100x the research cost of a Ghost.

It is highly recommended to finish the research for a new clan while in the Ghost or Shadow sizes, as obtaining resources at higher Clan levels is extremely expensive.

A Clan can have up to 9 unique Hierarchies, with each one having access to 12 roles. The Hierarchy names and roles can be customized by the Clan Founder, or those with the Ruler role.

Clan Roles

- Ruler - Can add/remove permissions of others.
- Recruiter - Can invite people to the clan.
- Regulator - Can kick member from the clan.
- Promotor - Can promote members up to their own rank or below.
- Architect - Can add new rooms to the Dojo.
- Dojo Decorator - Can add new decorations to rooms in the Dojo.
- Treasurer - Can use the Clan Vault and change the Clan Tax.
- Tech - Can start a research project in labs.
- Tactician - Can start research of Solar Rails and deploy them (currently discontinued).
- Chat Moderator - Can kick or suspend members from clan chat.
- Herald - Can edit the Message of the Day (MOTD) for the clan.
- Fabricator - Can purchase blueprints from clan labs.

The Clan Vault is a buildable decoration that allows any member to donate credits, resources, or decorations to be used in research projects or building projects. Anything put in the Vault cannot be refunded, and cannot be used for any player's personal needs.

The Clan tax is a secondary trade tax that can be employed. Any credits gained from the Clan Tax in a trade go into the Clan Vault. The Clan Tax can be 0-100% of the regular trade tax.

As Clan Chat is the only available chat medium for a Clan, many Clans use third party sites for communication. The most popular of these is Discord. It is common for Clans who are recruiting to require a member to also have a Discord account.

Alliances

An Alliance is a group of clans. Alliances used to be able to battle each other using Solar Rails to try to win Dark Sector Missions, but that feature has since been removed. Currently the only benefits to being in an Alliance is access to the Alliance Chat, and the ability to donate resources to other allied clans. Alliances are created as large communities for players to access and socialize in.

Creation of an Alliance is done in the Clan Menu. Like Clans, Alliances can have unique emblems that can be equipped on your Warframes and companions. The maximum size of an Alliance is 4,000 members, based on clan sizes within the alliance. For example, a Ghost Clan will count as 10 members, while a Mountain Clan will count as 300 members, regardless of the actual number of members within the given clan.

Main Storyline Quests (*spoilers*)

Vor's Prize

Vor's Prize is the very basic and first Quest given to you once you launch the game for the first time. Awaken from cryosleep, rebuild the segments of your Orbiter, and free yourself from Vor's clutches.

Requirements: First Login

NOTE: For returning players, If you skipped this quest when the quest system was introduced, it will be considered completed and will not affect future quest unlocks.

Rewards:

- One of three starter Warframes (Excalibur, Volt, or Mag)
- Starter Primary Weapon (Mk1 Braton or Mk1 Paris)
- Starter Secondary Weapon (Lato or Mk1-Kunai)
- Starter Melee Weapon (Skana or Mk1-Bo)
- Orbiter Ship Segments
- Flawed Mods
- 25,000 Credits

Once Awake

Once Awake is the second main storyline Quest that also introduces new players to the infested faction, spy missions, and defense missions.

Requirements: Completion of the Mercury Junction

Rewards:

- Molten Impact
- Heat Sword Blueprint

The Archwing

The third main Quest is The Archwing that introduces players to Archwings. This questline also introduces Orokin Sabotage and Excavation missions.

Requirements: Completion of the Mars Junction

Rewards:

- Odonata Archwing
- Imperator (Archwing Weapon)
- Veritux (Archwing Weapon)
- Access to the other Archwings

Stolen Dreams

The fourth main Quest is Stolen Dreams. Search for Arcane Codices artifacts that several factions have a great interest in. The Lotus learns that the Grineer have unearthed some treasure and promptly gets it stolen by Maroo.

Requirements: Completion of the Phobos Junction

Rewards:

- Ether Daggers Blueprint
- Orokin Catalyst

The New Strange

The fifth main Quest is The New Strange and continues after the events of the Stolen Dreams quest.

Requirements: Complete Stolen Dreams and the Europa Junction

Rewards:

- Chroma Blueprint
- Access to the Sanctuary Onslaught

Natah

The sixth main Quest is Natah and involves the mystery behind a strange drone and hints to the identity of the Lotus.

Requirements: Be at least Mastery Rank 3

Rewards:

- Exilus Adapter
- Access to Exilus Adapter blueprint

The Second Dream

The seventh main Quest and first cinematic Quest is The Second Dream. This quest is a continuation of Stolen Dreams and Natah. The Second Dream yields a large amount of lore and is suggested by many to do with both sound and music turned on.

Requirements: Completion of Natah quest, Neptune Junction and be at least Mastery Rank 5

Rewards:

- Broken War
- Unlocks the Focus Tree
- Access to Lua
- Scar Sigil
- Shadow Stalker

The War Within

The eighth main Quest and the second cinematic Quest is The War Within. This questline continues the events of The Second Dream, and explores the origin of the Twin Queens, Teshin, and the Zariman Ten-Zero Incident. Like The Second Dream, this Quest contains a large amount of lore and is suggested to do with both sound and music on.

Requirements: Complete The Second Dream, the Sedna Junction, and be at least Mastery Rank 5

Rewards:

- Broken Scepter
- Orvius Blueprint
- Riven Mod
- Grineer Queens Glyph
- Personal Quarters Segment blueprint

Apostasy Prologue

A mini Quest and prologue to The Sacrifice, with new insight into Margulis, Ballas, and the Lotus.

Requirements: Complete Chains of Harrow and install the Personal Quarters Segment.

Rewards: None

The Sacrifice

The ninth main Quest is The Sacrifice, where the Operator tracks down and unlocks the secrets of the Umbra Warframe, while contesting with his memories of Ballas and the Old War.

Requirements: Complete Apostasy Prologue

Rewards:

- Excalibur Umbra
- Skiajati
- Umbral Mods
- Excalibur Umbra Sunder Helmet
- Umbra's Courtyard Captura Scene
- Excalibur Umbra's animation sets for all Warframes.

Chimera Prologue

A short main Quest and prologue to *Warframe's* next main quest installment. It explores the fate of Ballas after the events of the Sacrifice.

Requirements: Complete The Sacrifice

Rewards:

- Paracesis Blueprint

Side Quests

These are optional quests that can be done at any time after being unlocked.

Howl of the Kubrow

Tasks the Tenno with finding all the equipment and resources necessary to create a Kubrow.
Awards the Incubator Upgrade segment and a Kubrow egg.

A Man of Few Words

The Tenno are contacted by Darvo, a Corpus defector who works as a merchant in the Relays. He asks for your help in rescuing a Grineer contractor who works for him.
Awards a new weekly mission and access to the Clem Clone Specter.

Warframe Quests

Each of these quests rewards a Warframe blueprint, and some will reward the entirety of the Warframe.

Hidden Messages

Attempt to decipher the meaning behind a series of cryptic poems discovered from an ancient Orokin artifact.
Awards the Mirage Warframe.

The Limbo Theorem

Piece together the meaning behind a mysterious theorem.
Awards the Limbo Warframe.

Patient Zero

Find and locate the infected Alad V to stop his plans of dominating the Origin System.
Awards the Mesa Warframe blueprint.

The Jordas Precept

Investigate the distress calls of a lone Cephalon, who seeks to eradicate the infestation.
Awards the Atlas Warframe blueprint.

Sands of Inaros

Search out hidden treasures buried on Mars for Baro Ki'Teer.
Awards the Inaros Warframe.

The Silver Grove

New Loka calls the Tenno for aid in uncovering an ancient, mysterious power.
Awards the Titania Warframe.

The Glast Gambit

Ergo Glast of The Perrin Sequence pits the Tenno against Nef Anyo's schemes as they attempt to unearth the mysteries behind the people known as the Mycona and the Infested.
Awards the Nidus Warframe Blueprint.

Octavia’s Anthem

Cephalon Suda seeks the Tenno’s assistance in satisfying her music obsession.
Awards the Octavia Warframe blueprint.

Chains of Harrow

The Red Veil contract the Tenno to reveal the mysteries of an abandoned Steel Meridian ship, and the horrors that lie within.
Awards the Harrow Warframe blueprint.

Saya’s Vigil

Investigate the mystery behind a long lost Eidolon researcher and the Ostron People.
Awards the Gara Warframe blueprint.

Mask of the Revenant

Discover the secrets behind a decorative mask, and a Warframe left behind in the Plains.
Rewards the Revenant Warframe blueprint.

Vox Solaris

Reignite the Solaris United rebellion against Nef Anyo and the Corpus on Venus.
Awards the Garuda Warframe blueprint.

Events

Events are limited time, cycling missions with unique rewards, mission types, and lore. All events are scheduled, and once finished will usually start again after a few months.

Fomorian Invasion

The Fomorian Invasion is one of two constantly revolving events. Their status is increased when a player completes a Grineer Invasion. Their status can be viewed in the navigation menu.
A Fomorian is a massive Grineer battleship. During the event, Tenno must defeat a Balor Fomorian, the strongest class of the ship. When the event starts, a Fomorian Disruptor blueprint will be delivered to your inventory. It must be built and equipped in your gear wheel. Omega Isotopes are a required resource to build it, and these can be farmed on whichever planet the Fomorian is orbiting. All players must have an equipped Disruptor to start the mission. One Disruptor is used per mission attempt.

This mission is Archwing only. It is recommended to have decent gear before attempting.

Procedure:

1. Approach Balor Fomorian while avoiding its laser cannon. Warning signs will appear on HUD when the cannon is charged.
2. Avoid the enemy units and Zeplens. Zeplens will try to trap you in an impenetrable bubble to be targeted by the cannon. Destroying the Zeplen allows for escape.
3. Destroy the two shield generators on either side of the Fomorian's fuselage.
4. Fly into the Fomorian and active your Fomorian Disruptor to disable the shields around its power core.
5. Inflict as much damage as possible to the core for 30 seconds. The 16 nodes around the core can be destroyed for an additional damage multiplier.
6. A warning signal will initiate, fly out of the Fomorian as quickly as possible. You have 30 seconds before it explodes to get at least 1400m away. However, only one Tenno needs to escape for the mission to finish successfully.
7. The damage dealt in a single run will be subtracted from the Fomorian's total health. The event ends when the Fomorian's health hits zero.

If the Fomorian is not destroyed by the time the event timer is up, the closest relay will be destroyed by it.

Rewards:

- Completing the mission 3 times results in 200,000 credits and an orokin catalyst/reactor
- Completing the mission once results in one reward from the Fomorian drop table. This includes Endo, Imperator Vandal parts, and dual stat elemental mods for Archwing.

Razorback Armada

The Razorback Armada is the second of two constantly revolving events. Their status is increased when a player completes a Corpus Invasion. Their status can be viewed in the navigation menu.
The Razorbacks are upgraded Corpus proxies. During the Event, the Tenno must defeat as many of them as possible.
When the event starts, a Razorback Cipher will be delivered to your inventory. It must be built and equipping in your gear wheel. Cryptographic Alu is required to build it, and these can be farmed from any Corpus Archwing mission.
All players must have the Cipher to start the mission. One Cipher is used per mission attempt.

Procedure:

1. Use Cipher to enter battle arena
2. Disable laser barriers around borders of arena using consoles on balconies to release Bursas
3. Damage bursas, and hack them
4. Wait for Bursas to incapacitate Razorback, then attack as normal.
5. Repeat until Razorback is defeated
6. With each successful run, the Armada health will go down. The event ends when the Armada's health hits zero.

If the Razorback Armada is not destroyed by the time the event timer is up, the closest relay will be destroyed by it.

Rewards:

- Completing the mission 3 times results in 200,000 credits and an orokin catalyst/reactor
- Completing the mission once results in one reward from the Razorback drop table. This includes Gorgon Wraith parts, puncture damage mods, and dual stat heat elemental mods for Archwing.

Plague Star

"The Plains are being overrun by the Infested, we must destroy the Boil to save Cetus!"

What you need to know:
Doing the bounty given by Konzu rewards 1k Standing for the event. You may increase it by getting Eidolon Phylaxis and Infested Catalysts and using them during the second stage (mixing). Adding Phylaxis increases enemy level, and adding Catalysts spawns additional Hemocytes during the final stage, allowing it to drop Hunter Set mods and giving increased Standing. For every Phylaxis or Catalyst added, the bounty will reward an additional 250 standing, for a maximum of 3,000 standing. A maximum of 4 of each mixer can be added.

Procedure:

1. Start the bounty by talking to Konzu.
2. Phase 1 - Enter the Plains, and grab the toxin from the marked cave.
3. Phase 2 - Wait for a Grineer camp to be marked, and open the vault in it.

4. Insert the toxin. This is when the Catalysts and Phylaxis can be inserted as well.
5. Defend the mixer against Grineer reinforcements.
6. Phase 3 - Take the completed toxin out, and bring it to the marked Grineer drone.
7. Insert the toxin into the drone, and escort it to the boil.
8. Phase 4 - Kill infested around the boil to raise the bounty gauge. Depending on the amount of Catalysts used, the gauge must reach a certain percentage to spawn a Hemocyte.
9. Kill the Hemocyte.
10. Repeat steps 8-9 until the gauge reaches 100%.

Tips:
-The Hemocytes are weak to corrosive damage.
-They can be slowed down/sped up by Nova's Molecular Prime ability.
-They can be stunned by Rhino's stomp.
-You can deal massive amounts of damage and stay out of range of its attacks by using Titania's Razorwing.
-The Grineer drone can be teleported by Nova's portals.

Q: Where do I get Eidolon Phylaxis?
A: From Nakak (little mask girl in Cetus), it's an infinitely reusable BP.

Q: Where do I get Infested Catalysts?
A: Research in your clan, it's an infinitely reusable BP.

Q: Standing needed for event?
A: Ranks:

- 1k - to Collaborator (Pick Eidolon Phylaxis from Rank up rewards)
- 3k - to Defender
- 6k - to Champion

Rewards:

- 5k - Exodia Epidemic x10
- 5k - Exodia Contagion x10
- 1.5k - Fulmination
- 1.5k - Sacrifice
- 500 - Emblem
- 3k - Snipetron
- 3k - Ether Daggers
- 2k - Plague Awkin BP
- 2k - Plague Kripath BP
- 2k - Plague Keewar BP
- 2k - Plague Bokwin BP

Total: 37.5k = 38 Runs without any Phylaxis / Catalysts OR 13 fully modified runs to receive all rewards.

Acolytes

The Stalker's Acolytes are back and ready to kill some Tenno. Fight back and claim glorious glorious mods

What you need to know:

- Each Acolyte will first need to be located before they can be fought.
- Head to *any* mission on the Starchart and start exploring. When you enter an Acolyte room, it will flicker and a fight will start.
- Now that the node where the acolyte is located, everyone can start fighting it. Deal damage to it until it 'dies' and after a certain threshold, it will disappear and will need to be found again.
- After killing the Acolyte (on the Starchart 's nav menu) that Acolyte (ie Angst, Misery etc) will not be found in the event again, until the event returns.

Note

- If the player being targeted by an Acolyte is killed, there will be no reward.
- If the player / team takes too long to kill it, it will drop no reward.

Droplist

	Common 51.52%	Uncommon 22.22%	Uncommon 22.22%	Rare 4.04% Not Found
Angst Fire Rate Mods	Body Count - Melee - Combo Duration	Spring Loaded Chamber - Rifle - On Reload - Fire Rate while Aiming	Repeater Clip - Shotgun - On Reload - Fire Rate while Aiming	Pressurized Magazine - Pistol - On Reload - Fire Rate while Aiming
Mania Status Mods	Catalyzer Link - Rifle - On Ability Use - Status Chance while Aiming	Weeping Wounds - Melee - Status Chance % Multiplied by Combo Counter	Embedded Catalyzer - Pistol - On Ability Use - Status Chance while Aiming	Nano Applicator - Shotgun - On Ability Use - Status Chance while Aiming
Torment Crit Chance Mods	Hydraulic Crosshairs - Pistol - On Headshot - Crit Chance while Aiming	Laser Sights - Shotgun - On Headshot - Crit Chance while Aiming	Blood Rush - Melee - Crit Chance % multiplied by Combo Counter	Argon Scope - Rifle - On Headshot - Crit Chance while Aiming
Violence Crit	Shrapnel Shot - Shotgun - On Kill	Sharpened Bullets - Pistol - On Kill	Bladed Rounds - Rifle - On Kill	Maiming Strike - Melee - On Slide

Damage Mods*	- Crit Damage while Aiming	- Crit Damage while Aiming	- Crit Damage while Aiming	- Crit Chance
Malice Accuracy Mods^	Focused Defense - Melee - Channeling Efficiency - Armor on Channel	Targeting Subsystem - Pistol - On Hit - Accuracy while Aiming	Guided Ordnance - Rifle - On Hit - Accuracy while Aiming	Narrow Barrel - Shotgun - On Hit - Accuracy while Aiming
Misery	Drops all of the above mods. Very very diluted pool.			

* Except for Maiming Strike
^ Except for Focused Defense

The Pyrus Project

The Tenno and Steel Meridian have banded together against Vay Hek and Sargus Ruk to rebuild what was lost long ago.
This event was created to rebuild the Strata Relay orbiting Earth. It is not known now if this event will be repeated.



What to do:

- Find and donate 30 Pyrus Essence. Can be dropped by Essence Carriers on Earth, Mercury, Saturn and Ceres.

- Defeat the Grustrag Three. The Three can spawn in any regular mission on Earth, Mercury, Saturn and Ceres, but do not drop anything from their reward table during the event.
- Complete a Simaris Daily Synthesis Task
- Contribute 5 Relay Struts. Reusable blueprint for the struts is delivered on start of the event. Trembera Essence, required to build the struts, can be found on Earth, Mercury, Saturn and Ceres.
- Win back the relay from Sargus Ruk



Rewards:

- Ember Reprise Noggle
- Veiled Pistol Riven Mod
- Zylok Pistol

Buried Debts

The Buried Debts involves using coolant cells to seal Thermia Fractures that have broken out across the Vallis. It also grants access to the Exploiter Orb raid boss fight, where the parts for Hildryn can be acquired.

Thermia Fractures

Standard Procedure:

1. Kill a coolant Raknoid. These spawn around the Exploiter Orb.
2. Pick up the coolant cell and take it to an open fissure on the Vallis.
3. Insert the cell and defend it while it seals the fissure.
4. Remove the cell when the fissure is sealed and take it to the next open fissure.
5. Repeat until 4 fissures have been sealed, or the coolant cell is destroyed.

Each sealed fissure will give one fissure point. Sealing four fissures using one coolant cell will award three bonus points, for a total of seven. Every four fissures sealed will give one Diluted Thermia (this is influenced by boosters).

Players have the option of increasing the difficulty of the fractures, while also reducing defense time and increasing points gained.
Advanced Procedure:

1. Kill a coolant Raknoid. These spawn around the Exploiter Orb.
2. Pick up the coolant cell and take it to an open fissure on the Vallis.
3. Within 30 seconds, add additional coolant cells to the fissure (maximum of 4).
4. With each additional canister, 50 seconds will be removed from the fracture timer. It will also increase your Vallis alert level and increase the frequency of Burps (see below).
5. Remove the cell(s) when the fissure is sealed and take it the next open fissure.
6. Repeat until 4 fissures have been sealed, or the coolant cell is destroyed.

When adding additional coolant cells, the fracture will occasionally (every 5-15 seconds) emit a random Burp.
Burp effects:

- Creates a Nullifier bubble around the fracture.
- Emits a damage burst with 100% radiation proc chance.
- Increases the damage of nearby enemies.
- Spawns Thermic Raknoids.
- Spawns Eximus units.
- Increases the current Vallis enemy level.

In addition, for every coolant cell added to a fracture, it will increase the mission score by 1 (max of 4).

Fracture Point Rewards:

- Buried Debts Emblem @ 5 points
- Amalgam Shotgun Spazz and Amalgam Serration @ 25 points
- Amalgam Barrel Diffusion and Amalgam Organ Shatter @ 50 points
- Buried Debts Sigil @ 75 points
- Opticor Vandal @ 100 points

*Amalgam mods cannot be equipped on Exalted Weapons.

Exploiter Orb

Procedure:
1. (Requirements for fight) Collect at least one Diluted Thermia.
2. Go into the cave at the end of the arch above Harindi Crater.
3. Go through the door into Deck 12. The second closed door will be the mission start point.
4. Make your way into the facility. In the main room, on the upper deck, right next to where the Vent Kid door would be in Fortuna, is a console. Insert a Diluted Thermia to start phase one of the fight.

5. The Exploiter will drop in from an opening in the ceiling, and cling to the walls. Shoot the rocks supporting her to make her come down.
6. Damage one of the four vents on her back. This will cause her to ice over the remaining vents, making them impervious to damage.
7. Pick up Thermia capsules from one of the three boilers on the ground floor of the main room.
8. Use [ALTERNATE FIRE] to throw the canister at the frozen vents on the Exploiter. As soon as a capsule is thrown, shoot it with a weapon to make it explode. The vent will now have less ice on it.
9. Repeat steps 7 and 8 again to remove all the ice (two capsules per vent). Destroy the vent using your weapons.
10. Repeat steps 7-9 on the remaining vents.
11. After a period of time, the Exploiter will jump up onto the middle balconies and hang suspended, unable to be damaged. She will then spawn Coolant Raknoids to attack you. Kill the Raknoids and wait for her to come down.
12. Destroy the last of her vents.
13. The Exploiter will escape to the outside. Leave Deck 12 from the way you came.
14. The Exploiter will spawn outside the entrance to the cave, and phase two of the fight will begin. A small gauge will appear underneath your minimap. This is her heat sensor. It must be fully filled to damage her again.
15. Kill Coolant Raknoids that approach the Exploiter to keep them from cooling her systems.
16. The Exploiter will occasionally slam her torso on the ground, creating Thermia fractures. Pick up Coolant Capsules from slain Raknoids and place them in the fractures to create Thermia capsules. As in step 8, throw these at the Exploiter and shoot them to increase her temperature. It is best to aim for her leg joints and central turret.
17. Once her temperature gauge is completely filled, jump onto her body. An animation will play showing your Warframe removing one of her processing units.
18. Damage the area where you removed the processing unit.
19. Repeat steps 15-18 for the second processing unit.
20. Repeat steps 15-18 for her central processing unit.
21. Once the third unit is removed and the area destroyed, the Exploiter is defeated. Loot will drop from the back of the Orb.
22. Once the loot is dropped, the Exploiter will self-destruct after 10 seconds, downing anybody in range. It is recommended to let the Orb explode before collecting the loot.
23. Return to Fortuna.

The mission to fight the Exploiter can be started by visiting Eudico in the back room.

It is recommended to bring quick frames to navigate the large fighting area of the second phase. It is also recommended to bring secondary weapons with either high fire rates or spreads to make shooting the Thermia capsules easier.

Due to the Exploiter's cold-based attacks, it is recommended to use the Insulation mod and/or Arcane Warmth to resist the slowing effects.

During the first phase, the Exploiter will continuously spawn swarms of the small raknoids. Bring an AOE frame or AOE weapon to deal with them easily.

Rewards:

- One of Hildryn's parts (Chassis, Neuroptics, or Systems)
- One Lazulite Toroid
- Random assortment of Fortuna based items, including parts from fish, gems, minerals, and spores
- Exploiter Orb Articula
- Shocking Step Ephemera Blueprint

Expansions

Plains of Eidolon and Cetus

The Plains of Eidolon is DE's first open-world expansion for *Warframe*. It features a large, explorable, non-procedurally generated map with tons of activities and missions to do, along with an all new Relay in the form of a town. The Plains are controlled by the Grineer.

Q: How does one get standing?
Q: Why are there no sigils for me to equip for standing?
A: Do bounties (essentially PoE missions), fish or mine. The former gives straight up standing, while the latter gives resources you can trade for standing.

Q: What is that massive thing that roams around at night? Can I kill it?
Q: Can I kill the large thing that moves around at night?
Q: What are the small blue things that roam around at night? Why can't I deal enough damage? ***(SPOILERS)***
A: Those are all sentients, and you need your Operator to kill them. They drop cores, which are used to trade for standing at the Quills.

Q: What are the Quills, and where are they? ***(SPOILERS)***
A: You need to have finished the quest Saya's Vigil first. Go to Hok's anvil and take the path around the left, when you see the rocks, hug them until you see a door similar to TWW, go into Operator Mode and the door will open.

Q: What are those small things that float around?
A:  If these are the ones you're talking about, they're Cetus Wisps. You cannot hurt or scan them, but you can pick them up by walking on/through them. They're used as a resource.

Q: Where do I obtain 'x'?
A: Odds are it's all fishing/mining parts. Otherwise it's a resource found on the Plains in plants or containers. Just try your hand in those and see where it leads. (See lists below)

Q: How do I exit the Plains?
A: Go out the way you came. Go back to the door to Cetus and it will load you back into the town.

Q: What's this Ghoul Purge alert?
A: The Ghoul Purge is a mini-event for the Plains of Eidolon that comes around every couple of weeks or so. It adds two new bounties to Konzu's list, and spawns the Grineer Ghoul enemy on the Plains. These bounties and enemies have unique rewards, weapons, and lore that can be looted and found.

Plains Bounties

Bounties are offered by Konzu. There are 5 different levels available, each with increased difficulty, more Standing, and better rewards. The Bounty board will change every 24 h. A Bounty mission can be repeated while it is active to gain its reward drops, but after doing it the first time, you will no longer gain Standing for that level of mission. Each Bounty will range from having 3 to 5 tasks in order to complete the Bounty, depending on difficulty. After each task, a reward will be given. You can leave the Plains in the middle of a Bounty and still receive the rewards gained so far.

Plains Fishing

Fishing is an activity done at nearly any water source in the Plains. It provides resources and standing for the Ostron.

Q: How do I fish?
A: Go get a spear from Fisher Hai-Luk near the start of Cetus, and equip it in your gear wheel (only one spear needs to be present in the wheel, the other spears, bait, and dye are included with it). Stand by any body of water in the plains with the spear out and listen. When you hear a bubbling noise, start looking. When you see a fish, simply spear it.

Q: Are the dyes worth it?
A: Yes. Dyes illuminate fish in fishing sources, and last for 3 minutes. Being able to see fish helps you learn how they swim and where they spawn, which is invaluable experience. It also helps immensely when fishing at night.

Q: How does bait work?
Q: How long does bait last?
A: It simply increases the spawn rate, making fish spawn more often when the bait is out. It also increases the spawn rate of much rarer fish, of which some still spawn without bait, and some that spawn only with bait. Throw bait into hotspots, which are small white bubbling patches on the surface of the water, that move around constantly. Bait lasts 3 minutes, and do not work outside hotspots.

Q: Is there any benefit to getting more spears?
A: Yes, each fish is weak to a certain spear, and can be one-hit by it. Using the wrong spear on a fish will cause it to only take damage, and additional hits are needed for a successful catch.

Q: Does the resource booster work with fish?
A: Yes. Having a resource booster will give two fish for every one caught. However, having a resource drop chance booster has no radical effect on fish spawns.

Q: Why are the fish different sizes?
A: There are 3 different sizes of fish; small, medium and large. Each size increase gives slightly more resources than the last, and are worth more standing.

Q: Why can't I find a certain fish?
A: It's probably because you're either using the wrong bait, or you're looking for the fish at the wrong time of day. Check the chart below if you're still lost.

Q: What do you get from fishing?
A: Fish give resources necessary for making many Ostron items, and can be a source of standing for the Ostron. Each fish has their own unique resource drop, but all drop fish scales, fish meat, and fish oil.

List of all fish

Fish	Biome	Activity Time	*Spear	^Bait Needed	Unique Resources	Standing Small	Standing Medium	Standing Large
Mawfish	Lake	Day	Any	No	Mawfish Bones	25	35	50
Charc Eel	Lake	Day/Night	Any	No	Charc Electroplax	25	35	50
Khut-Khut	Pond	Day	Any	No	Khut-Khut Venom Sac	25	35	50
Yogwun	Pond	Day	Any	No	Yogwun Stomach	25	35	50
Mortus Lungfish	Pond	Day/Night	Lanzo Peram	No	Mortus Horn	100	125	200
Goopolla	Ocean	Day/Night	Any	No	Goopolla Spleen	25	35	50
Tralok	Ocean	Day	Tulok Peram	No	Tralok Eyes	100	125	200
Sharrac	Ocean	Day/Night	Lanzo	Twilight	Sharrac	100	125	200

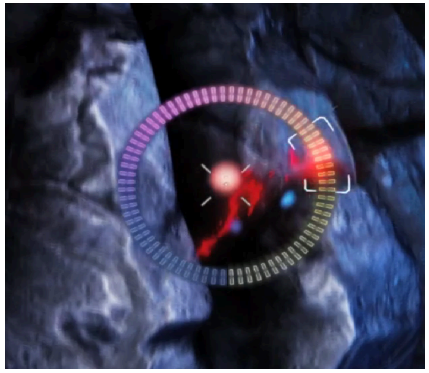
			Tulok		Teeth			
Karkina	Ocean	Day/Night	Lanzo Tulok	Twilight	Karkina Antenna	100	125	200
Murkray	Ocean	Day/Night	Lanzo	Murkray	Murkray Liver	500	650	1000
Norg	Lake	Night	Peram	Norg	Norg Brain	500	650	1000
Cuthol	Pond	Night	Lanzo	Cuthol	Cuthol Tendrils	500	650	1000
Glappid	Ocean	Night	Peram	Glappid	Seram Beetle Shell	1200	1500	2000

*Note: Cetus fish cannot be caught with Fortuna spears, but Cetus spears will capture a damaged fish in Fortuna. The Fortuna Stunna spear, however will shock Cetus fish into submission.
^Note: Peppered bait will attract any fish that are active during the day, but is usually not needed.

Plains Mining

Mining is an activity that can be done anywhere on the Plains. It provides resources and standing for the Ostron.

Q: How do I mine?
A: Obtain a mining laser from Old Man Suumbaat in Plains of Eidolon (a pickaxe icon on the map), and equip it in your gear wheel. When equipping it on the plains; a new UI will appear. On the left, number of ores in range, on the right, how far or close you are to an ore. Simply listen to the beeping, the faster it gets the closer your crosshair is to the ore. Red streaks on rocks are ores, blue streaks are gems. When you see one, aim, and a series of glowing spots will appear on the ore. Hold down the Fire button, and try to get the rising gauge into the middle of the white box, and release (see picture below). The closer the gauge is to the middle of the box, the better the mining rating.



Q: What is the mining rating?
A: The mining rating is what appears when you finish mining an ore spot. It is rated on a scale of 5. It is based on how well you match the gauge to the white boxes. The higher the rating, the more resources are gained. A perfect rating of 5 will give double the typical resources, and has a chance of additionally dropping a rare gem on blue spots.

Q: Why do some spots have two boxes, one big and one small?

A: The small box is an optional hitbox to the larger one. If it is successfully hit, a rare gem is guaranteed upon completing the mining spot.

Q: Are there any differences between the mining lasers?
A: Each laser has a different range to detect ores, with the standard being 20m, the focused being 40m, and the advanced being 60m. Only the advanced laser can trigger the smaller optional hitboxes to obtain rare gems. {The Fortuna mining laser can also be used, and acts identically to the advanced laser).

Q: Why are the ores and gems I'm getting different from the ones I need in my blueprint?
A: The ores and gems you mine are the unrefined versions. You have to obtain blueprints from Suumbaat to refine the base resources into usable resources.

Ores in Plains

- Auron
- Coprun
- Ferros
- Pyrol

Gems in Plains - Standing

- Azurite, Devar - 50
- Veridos - 75
- Crimzian - 100
- Sentirum, Nyth - 400

Plains Animal Conservation

Animal conservation involves the tracking and capture of various wild species found on the Plains. Master Teasonai offers gear items called Echo Lures that can mimic the calls of endangered wildlife that roam the Vallis. Track, call, and tranquilize the animals to save them.

Procedure

- Buy a Tranquilizer Rifle from The Business on Fortuna for 500 Standing.
- Buy an Echo Lure from Master Teasonai with Standing.
- Equip the Tranq Rifle to your Gear Wheel. The Lures will be included with it.
- Equip your Tranq Rifle in the Plains. New purple points will be added to your map. These are animal tracking points.
- Find a point and activate it.
- Follow the faintly glowing tracks to the rainbow colored rock. This is the call point.
- Use the correct lure by pressing and holding the Fire Button. Move your viewpoint up and down to change the pitch.
- The animal will call back. Match its call by using your Lure to emit a pitch that stays in the white box.

- If successful, pull out your Tranq Rifle and zoom in. The rifle will emit a seeking pulse that will illuminate the animal through the scope, allowing you to see it through objects.
- Shoot the animal with the Tranq Rifle or use Warframe abilities to subdue it. Activate it to capture it.

Rewards
Each successful capture will award a Tag from each animal, and an amount of Ostron Standing depending on Capture Rating. 5 Tags of one species can be traded in to Master Teasonai to receive stuffed animal decorations, also known as Floofs. Having one tag of every species and type can be traded for an emblem.

Capture Rating
Each capture will be rated as Perfect, Good, or Bad. This does not influence Tags gained, but will influence Standing. Capture rating is based on speed at which animal is captured after return call is received, and whether or not the animal was alerted to your presence.

Animal Types
- Kuakas - *"A timid rodent that is easily frightened."*
- Condrocs - *"A carrion-eater and opportunistic bird-of-prey. Condrocs gather, feed upon carrion, and occasionally, hunt in groups known as 'committees'. Several committees will be led by an Emperor."*
- Mergoos - *"An avian of ridiculous appearance found along coastal regions and around large bodies of water. Mergoo circle and squawk at the sight of marine predators. Many an Ostron fisher owes their lives to these odd little birds. Killing one is considered very bad luck."*

Standing per Animal

Species	**Perfect**	**Good**	**Bad**
Plains Kuaka	400	300	200
Ashen Kuaka	600	450	300
Ghost Kuaka	1,200	900	600
Common Condroc	800	600	400
Rogue Condroc	1,200	900	600
Emperor Condroc	1,800	1,350	900
Coastal Mergoo	1,200	900	600
Woodland Mergoo	2,400	1,800	1,200
Splendid Mergoo	3,600	2,700	1,800

Notes

- Animals can be killed, and will not provide any Standing or tags if they are.
- Shooting the Tranq Rifle and missing will NOT alert animals.
- Sleep based Warframes can use their abilities in place of the Tranq Rifle.
- Equinox's Rest and Ivara's sleep arrow can pacify all 3 Pobbers in one use.
- Volt's passive will generate enough damage to kill animals while using the Tranq Rifle. Do not use him.
- Invisibility abilities will hide your presence from animals.
- By equipping a certain Lure, only tracking points of that species will appear on your map.
- If using location-based sound equipment or headphones, the direction of the animal's call will be the direction where it will appear.

Zaws

A Zaw is a modular melee weapon with customizable stats influenced by the parts used to build one. Most Zaw parts blueprints are bought with Standing from Hok in Cetus. The rest are obtained from Plague Star. Your Ostron Standing determines which parts are available.

Zaws are made from 3 parts - the Strike, Hilt, and Link. One of each of these is needed to build a Zaw, along with a small amount of Credits. The Strike determines the damage of the Zaw, the Hilt determines the type of weapon, and the Link determines the modifiers of speed, damage, crit chance, and status chance.

Every Zaw Strike can give 3k MR, but must be Gilded first. Gilding a Zaw is done by Hok, and requires a level 30 Zaw. Gilding costs 5k Standing and 2 Cetus Wisps, and slightly increases its base stats. A Zaw cannot be upgraded with a Forma or Potato until it is Gilded.

Plague Zaw parts only come from the Plague Star reward tables, and are not purchasable from Hok.

Zaw Strikes

Strike	Type	Damage	Impact	Puncture	Slash	Viral Damage	Speed	Crit Chance	Crit Multi	Status Chance
Balla	Dagger/Staff	68	3.4	40.8	23.8	N/A	+0.083	18%	2.0x	18%
Cyath	Machete/Polearm	72	14.4	3.6	54.0	N/A	+0.000	18%	2.0x	18%
Dehtat	Rapier/Polearm	68	6.8	34.0	27.2	N/A	+0.083	18%	2.0x	18%
Dokrahm	Scythe/Heavy Blade	68	10.2	23.8	34.0	N/A	+0.083	18%	2.0x	18%
Kronsh	Machete/Polearm	86	60.2	N/A	25.8	N/A	-0.067	18%	2.0x	18%
Mewan	Sword/Polearm	86	21.5	30.1	34.4	N/A	-0.067	18%	2.0x	18%

Ooltha	Sword/Staff	72	7.2	28.8	36.0	N/A	+0.000	18%	2.0x	18%
Rabvee	Machete/Hammer	86	51.6	4.3	30.1	N/A	-0.067	18%	2.0x	18%
Sepfahn	Nikana/Staff	72	7.2	18.0	46.8	N/A	+0.000	20%	2.0x	20%
Plague Keewar	Scythe/Staff	79	22.0	11.0	26.0	20.0	-0.033	18%	2.0x	22%
Plague Kripath	Rapier/Polearm	70	10.0	25.0	15.0	20.0	+0.033	22%	2.2x	18%

Zaw Grips

Grip	Type	Damage Bonus	Base Speed
Jayap	Two-handed	+14	0.917
Korb1	One-handed	+28	0.783
Kroostra	Two-handed	+14	0.850
Kwath	One-handed	+14	0.850
Laka	One-handed	+0	0.917
Peye	One-handed	-4	1.000
Seekalla	Two-handed	-4	1.000
Shtung	Two-handed	+28	0.783
Plague Akwin	One-handed	-2	0.950
Plague Bokwin	Two-handed	+7	0.883

Zaw Links

Link	Speed Bonus	Critical Chance Bonus	Status Chance Bonus	Damage Bonus
Jai	+0.083	N/A	N/A	-4
Ruhang	-0.067	N/A	N/A	+14
Jai II	+0.167	N/A	N/A	-8
Ruhang II	-0.133	N/A	N/A	+28

Vargeet Jai	+0.083	+7	-4	-4
Vargeet Ruhang	-0.067	+7	-4	+14
Ekwana Jai	+0.083	-4	+7	-4
Ekwana Ruhang	-0.067	-4	+7	+14
Vargeet II Jai	+0.083	+14	-8	-4
Vargeet II Ruhang	-0.083	+14	-8	+14
Ekwana II Jai	+0.083	-8	+14	-4
Ekwana II Ruhang	-0.083	-8	+14	+14
Vargeet Jai II	+0.167	+7	-4	-8
Vargeet Ruhang II	-0.133	+7	-4	+28
Ekwana Jai II	+0.167	-4	+7	-8
Ekwana Ruhang II	-0.133	-4	+7	+28

Tusk Thumpers

Tusk Thumpers are a Grineer quadruped vehicle that spawns on the Plains during the Day cycle, either in free roam or in bounties. They are heavily armored and quite agile, able to leap great distances. They employ blaster cannons and ground-based seismic attacks. They will pop up from underground much like Ghouls, or spawn randomly during Plains bounty phases.

There are 3 variants of Thumpers; standard, Bull, and Doma. Each additional variant is larger, and has additional health and armor.

To defeat a Thumper, the plates on each of its knees must be damaged and knocked off. A green spot will be exposed. Damage the green area until it closes itself. Repeat with all 4 legs.

Thumpers drop a random variety of common, uncommon, and rare Plains resources on death. The standard thumper has 400% resources drop, the Bull has 600%, and the Doma has 800%. The Bull and Doma also have a chance to drop the Korrudo blueprint. All Thumpers have a chance to drop Augur, Gladiator, and Vice set mods.

Thumper floof variants can be bought from Nakak in Cetus for standard resources.

Eidolon Hunting *(SPOILERS)*

Eidolons are huge sentients that roam the Plains at night. They are a very difficult enemy and should not be taken lightly.

Q: How does one hunt an Eidolon?
A: Procedure:

1. Get Eidolon lures (2 for Teralyst, 3 each for Gantulyst and Hydrolyst) and power them up by killing Vomvalysts (until they're ethereal, being near the lure sucks them in) or by killing the vomvalyst and picking up the small orb it drops, and delivering it to the lure. Skipping this step makes the Eidolon teleport when you destroy a weak point, and denies a brilliant eidolon shard at the end of the fight.
2. Break the Eidolon's purple shield with your Operator's amp, until the Eidolon flashes red.
3. Shoot with normal weapons the weak spots, or Synovias. The Teralyst's are located on its biceps and knees. The Gantulyst and Hydrolyst are similar, but have 6 Synovias, with additional ones being located around the shoulder joints. Only one may be destroyed at a time, and damage done to other Synovias do not carry over.
4. Once a Synovia is destroyed, the Eidolon will fall to its knee and emit a 5 pulse magnetic wave, and will then regenerate its shield. Repeat step 2~3 until all Synovias are destroyed.
5. Once all Synovias are destroyed, the Eidolon will lay down and emit a scream, attracting Vomvalysts to its location. Destroy the Vomvalysts as they approach, as the more that fuse with the Eidolon, the more health it will have in the final battle.
6. When the healing phase is complete, the Eidolon will stand, and continue to attack. At this point, any part of the Eidolon can be damaged by normal weapons. Damage it until its health bar disappears. This ends the hunt and rewards are spawned.

Q: What attacks does the Eidolon use?
A: All 3 Eidolons have a set list of attacks:

- Ground Stomp - Sends out a yellow pulse that pushes back Warframes and Operators up to 100m. Can be avoided by jumping.
- Gun Swing - Quickly sweeps its arm in a 270 degree arc, while shooting out blue projectiles from its hand that explode on impact.
- Ground Smash - Stomps down on the ground, emitting glowing blue streaks in the ground that will damage and stagger. This attack can track you.
- Seeking Bullets - Emits a ball of energy above its head, which then splits into many small blue seeking missiles.
- Tree Swing - Quickly swings its arm in a wide arc. Deals heavy damage and knocks down.
- Star Fall - Raises its arm upward and fires into the sky, causing a rain of seeking projectiles to fall down.
- Energy Spikes - Upon destruction of a limb, the Eidolon will emit 5 wave pulses of magnetic energy. High damage and removes all Warframe energy.

The Gantulyst and Hydrolyst have addition attacks. The Gantulyst gains alternate laser attacks and a large shield, and can easily destroy lures. The Hydrolyst gains alternate lightning attacks and can create Vomvalyst spawning portals.

Q: What Warframes do I use to hunt an Eidolon?
A: Warframes that provide innate damage boosts or give passive abilities to allies, like Rhino and Harrow, are the best to use against the Eidolons. Healing frames like Trinity and Oberon are useful in keeping allies alive and protecting the lures. Damage

frames like Mesa and Saryn cannot target the Eidolon Synovias, and should not be used. Melee frames like Wukong and Atlas should also be avoided, as the Synovias are very difficult to hit with melee attacks.
It should be noted that shooting through Volt's shields will double Amp damage.

Q: What Weapons do I use to hunt an Eidolon?
A: Any weapon with high burst damage, such as DMRs (Latron, Tiberon) or Snipers (Lanka, Rubico). Eidolons have Alloy Armor, and are weak to Radiation damage, so mods and weapons that provide Radiation are highly recommended. Weapons with low range, such as Shotguns or Beam weapons are not recommended, due to the danger and bad angle of getting close to the Eidolon. Automatic weapons are not recommended, due to the Eidolon's erratic movements making consecutive shots difficult, lowering DPS.

Q: What Amps do I use to hunt an Eidolon?
A: The old meta is the 2 2 3 Amp, the Schwaak, Shraksun, and Lohrin. The new meta after Fortuna update 2 is 6 2 7, the Lega, Shraksun, and Certus. Otherwise, any Amp combination other than the Mote Amp will work when hunting Eidolons.

Q: The Eidolon got its shields back while fighting it, what gives?
A: The Vomvalysts can regenerate the Eidolon's shield when not dealt with. Make sure to kill them when you see them.

Q: How does one do a Tridolon?
A: It's the same as the above, only you fight 3 Eidolons instead of one. To spawn the next Eidolon, go to the shrine on the final rock on Gara Tote Lake, and place the Brilliant Eidolon Shard from the previous fight on the shrine. Once all players in the instance place their shards, the next Eidolon will spawn in the water in front of the rock. Keep in mind the other two Eidolons require 3 lures to capture and have 6 Synovias to destroy, along with different attacks.

Q: What does killing an Eidolon give?
A: Defeating an Eidolon in any way awards an Eidolon Shard and a number of Sentient Cores, usually around 20-30. Capturing an Eidolon awards a Brilliant Eidolon Shard. Capturing a Hydrolyst awards an extra Brilliant Eidolon Shard. Capturing a Gantulyst or Hydrolyst also awards a Radiant Eidolon Shard. All 3 Eidolons have a chance to drop a physical damage mod for weapons, and an Arcane from the standard Arcane list. Teralysts have a very low chance to drop a rare Arcane, a low chance to drop an uncommon Arcane, and a high chance of dropping a common Arcane. Gantulysts and Hydrolysts have a moderate chance to drop rare Arcanes, a high chance to drop uncommon Arcanes, and a low chance to drop common Arcanes. The Gantulyst and Hydrolyst also drop one Riven Transmuter each. In addition, completing the Teralyst Bounty awards 1,000 Ostron Standing, while completing the three Teralyst bounty awards 5,000 Ostron Standing.

Q: What do I do with Eidolon shards?
Q: What do I do with Brilliant/Radiant Eidolon shards?
A: Regular Eidolon Shards are used in ranking up with the Quills, and for crafting some blueprints.
Brilliant Eidolon Shards can be converted into 25,000 focus for your current school, or used to unlock Waybound Nodes.
Radiant Eidolon Shards can be converted into 40,000 focus for your current school.

Q: What do the terms in recruiting chat mean?
A: Players use many different terms when creating squads for Eidolon hunting. One of these is H 5x3. The H stands for Hosting, and the first number is how many times that player wants to kill all three Eidolons, which is the second number. So a 5x3 is 5 sets, or 5 Tridolons. A 4x3 is hunting 4 Tridolons, and so on.
VS stands for Void Strike, an ability in the Madurai school. It increases your damage for a set number of following shots, and works with amps. UW or UW Chroma stands for Unairu Wisp, an ability in the Unairu school. It spawns a tiny wisp when you hit an enemy with void blast. When picked up, the wisp provides double damage for your amp. CP stands for Corrosive Projection, the aura mod that lowers enemy armor. CD stands for Coaction Drift, which increases aura effectiveness.

Amps *(SPOILERS)*

Amps are a modular weapon wielded by your Operator. They replace the default void beam that is used after The War Within. Amps and their part blueprints are obtained from Quill Onkko in Cetus.

Amps are built using three parts - the Prism, Scaffold, and Brace. The Prism determines primary fire, the Scaffold determines alternate fire, and the Brace gives augments and passives. The Mote Amp is the default Amp, and can be built as one complete unit. It fires similarly to the void beam.

Amp Prisms

Tier	Name	Description
1	Raplak	Semi auto, accurate long range void beams.
2	Schwaak	Semi auto, limited range, wide angle flak blast, has innate Punch Through.
3	Granmu	3 round burst arcing void grenades, explodes on impact.
4	Rahn	Rapid fire automatic void beams.

Amp Scaffolds

Tier	Name	Description
1	Pencha	Chargeable void beam.
2	Shraksun	Double shot short range flak grenade, explodes on impact or at range limit.
3	Klebrik	Continuous tendril of void energy, seeks and connects to the nearest target.
4	Phahd	Powerful glaive shots seek and bounce off targets.

Amp Braces

Tier	Name	Description
1	Clapkra	+40 Amp energy pool
2	Juttni	-1 second Amp Recharge delay
3	Lohrin	+12% Amp Crit and Status chance
4	Anspatha	+20% Amp energy pool, -0.5s Amp Recharge delay, +45/s Energy recharge rate

Numbers represent Amp level. Each set of Prism, Scaffold, and Brace are unlocked as Quill Ranking progresses. So the first set unlocked is considered the 1 1 1, the second set is 2 2 2, and so on. When making a mixed Amp, numbers are mixed and ordered as needed, such as 3 2 4, which is the third Prism, the second Scaffold, and the fourth Brace. All Amps are referred to in this number system, for speed and convenience.

Amps are primarily used for fighting Sentients, as Void damage ignores Sentient damage resistance. Also, the Eidolon's shields are only affected by Operator Amps. For this reason, the most commonly used Amps are X 2 3, as in any Prism, the Shraksun Scaffold, and the Lohrin Brace, as this combination provides the most damage when hunting Eidolons. In addition, Amps can be used to destroy Kuva Clouds in Kuva Siphon missions.

Amps, like Zaws and Kit Guns, can be Gilded for a slight increase in stats, and the ability to apply custom colors and Arcanes. Each of the Prisms will provide 3k MR after Gilding.

Orb Vallis and Fortuna

Fortuna is *Warframe's* second and most recent open-world expansion. It features another large, open map that is not procedurally generated. Orb Vallis' map is roughly 5 times the size of Plains of Eidolon, and features many of the same activities. Orb Vallis is controlled and operated by the Corpus.

Vallis Bounties

Bounties are offered by Eudico. There are 5 different levels available, each with increased difficulty, more Standing, and better rewards. The Bounty board will change every 24 h. A Bounty mission can be repeated while it is active for its reward drops, but after doing it the first time, you will no longer gain Standing for that level of mission. Each Bounty will range from having 3 to 5 tasks in order to complete the Bounty, depending on difficulty. After each task, a reward will be given. You can leave the Vallis in the middle of a Bounty and still receive the rewards gained so far.

Vallis Fishing

Fishing is an activity done at nearly every water source in Orb Vallis. The servofish found in these sources can be used for resources, or traded for Fortuna Standing.

The process of hunting for fish remains largely the same as the Plains of Eidolon, however the spear technique is slightly changed. Once you hit a servofish, a horizontal gauge with a red target box appears, with a line moving from left to right. You must press the [FIRE BUTTON] when the line is within the box to shock the fish, allowing you to collect it. If you miss, the fish will be set free, and you must spear it again.

Q: How do I fish?
A: Talk to The Business in Fortuna and buy the Shockprod fishing spear for 500 Standing, equip it in your gear wheel, and pull it out near a water source in the Vallis.

Q: Do Cetus Dyes work in Fortuna?
A: Yes, they work the exact same.

Q: How does bait work?
Q: How long does bait last?
A: It simply increases the spawn rate, making fish spawn more often when the bait is out. It also increases the spawn rate of much rarer fish, of which some still spawn without bait, and some that spawn only with bait. Throw bait into hotspots, which are small white bubbling patches on the surface of the water, that move around constantly. Bait lasts 3 minutes, and do not work outside hotspots.

Q: What's the difference between the Shockprod and Stunna Spear?
A: The Stunna spear works the same as the Shockprod, except when you successfully shock a fish, any nearby fish are stunned by its blast for a short period of time (about 30 seconds). These fish will slowly float and can't be startled, and when speared, their target box is twice as large as normal. (This effect works on fish in the Plains, however the target fish will not be successfully speared).

Q: Does the resource booster work with fish?
A: Yes. Having a resource booster will give two fish for every one caught. However, having a resource drop chance booster has no radical effect on fish spawns.

Q: Why can't I find a certain fish?
A: It's probably because you're either using the wrong bait, you're looking in the wrong water biome, or you're looking for the fish at the wrong temperature time. Check the chart below if you're still lost.

Q: What do servofish points mean?
A: There are 3 different kinds of servofish; basic, adorned, and magnificent. Each type increase gives slightly more common resources than the last, and are worth more standing.

Q: What do you get from Fishing?
A: Servofish give resources necessary for making many Fortuna items, and can be a source of standing for Fortuna. Each servofish has their own unique resource drop, but all drop scrap.

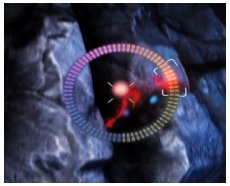
List of All Fish

Servofish	Biome	Activity	Bait Needed	Unique Resources	Standing Basic	Standing Adorned	Standing Magnificent
Eye-Eye	Pond	Warm	Narrow Spectrum	Rotoblade	45	60	100
Scrubber	Cave	All	Broad Spectrum	Exa Brain	35	45	70
Echowinder	Lake	Warm	Broad Spectrum	Anoscopic Sensor	35	45	70
Mirewinder	Cave	All	Mirewinder	Parallel Biode	45	60	100
Longwinder	Lake	Warm	Longwinder	Lathe Coogulant	200	300	500
Brickie	Pond, River	Warm	Broad Spectrum	Muon Battery	35	45	70
Tink	Pond, River	Cold, Freezing	Broad Spectrum	Dissipator Coil	35	45	70
Sapcaddy	Lake	Cold, Freezing	Broad Spectrum	Venedo Case	35	45	70
Kriller	Lake	Warm	Kriller	Thermal Laser	45	60	100
Recaster	Pond	Cold, Freezing	Narrow Spectrum	Neural Relay	45	60	100
Tromyzon	Pond	Cold, Freezing	Tromyzon	Entroplasma	200	300	500
Charamote	Cave	All	Charamote	Sagan Module	200	300	500
Synathid	Cave	All	Synathid	Ecosynth Analyzer	600	800	1000

Vallis Mining

Mining in Orb Vallis is identical to mining in the Plains. A cutter drill is required to be equipped in your gear wheel in order to mine. Fortuna and Cetus cutters will work in either location. Mining provides resources that can be used in building items from Fortuna or traded for standing.

Q: How do I mine?
A: Obtain a mining laser from Smokefinger in Fortuna, and equip it in your gear wheel. When equipping it on the Vallis; a new UI will appear. On the left, number of ores in range, on the right, how far or close you are to an ore. Simply listen to the beeping, the faster it gets the closer your crosshair is to the ore. Red streaks on rocks are ores, blue streaks are gems. When you see one, aim, and a series of glowing spots will appear on the ore. Hold down the Fire button, and try to get the rising gauge into the middle of the white box, and release (see picture below). The closer the gauge is to the middle of the box, the better the mining rating.



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A: The small box is an optional hitbox to the larger one. If it is successfully hit, a rare gem is guaranteed upon completing the mining spot.

Q: Why are the ores and gems I'm getting different from the ones I need in my blueprint?
A: The ores and gems you mine are the unrefined versions. You have to obtain blueprints from Smokefinger to refine the base resources into usable resources.

Ores in Orb Vallis

- Axidite
- Travoride
- Venerol
- Hesperon

Gems in Orb Vallis - Standing

- Phasmin, Noctrul - 50

- Goblite - 200
- Amaryst - 500
- Zodian, Thyst - 1000

Vallis Animal Conservation

Animal conservation involves the tracking and capture of various wild species found on the Vallis. The Business offers gear items called Echo Lures that can mimic the calls of endangered wildlife that roam the Vallis. Track, call, and tranquilize the animals to save them.

Procedure

- Buy a Tranquilizer Rifle from the Business with 500 Standing.
- Buy an Echo Lure from The Business with Standing.
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- Equip your Tranq Rifle in the Vallis. New purple points will be added to your map. These are animal tracking points.
- Find a point and activate it.
- Follow the faintly glowing tracks to the rainbow colored rock. This is the call point.
- Use the correct lure by pressing and holding the Fire Button. Move your viewpoint up and down to change the pitch.
- The animal will call back. Match its call by using your Lure to emit a pitch that stays in the white box.
- If successful, pull out your Tranq Rifle and zoom in. The rifle will emit a seeking pulse that will illuminate the animal through the scope, allowing you to see it through objects.
- Shoot the animal with the Tranq Rifle or use Warframe abilities to subdue it. Activate it to capture it.

Rewards

Each successful capture will award a Tag from each animal, and an amount of Solaris United Standing depending on Capture Rating. 5 Tags of one species can be traded in to The Business to receive stuffed animal decorations, also known as Floofs. Having one tag of every species and type can be traded for an emblem.

Capture Rating

Each capture will be rated as Perfect, Good, or Bad. This does not influence Tags gained, but will influence Standing. Capture rating is based on speed at which animal is captured after return call is received, and whether or not the animal was alerted to your presence.

Animal Types

- Pobbers - "Native to the fungal forests of Venus, the Pobber is a skittish rodent possessed of an objectionable odor. Always found in groups, they flee at the slightest hint of trouble. They are a primary food source for the Virmink and Sawgaw."
- Virminks - "Sleek and silky, the adorable appearance of the Venusian Virmink belies its aggressive demeanor. Favoring rocky landscapes Virmink packs nose the air, scenting for Pobbers - their primary food source."
- Sawgaws - “Soar Gore, as the Solaris call it, this crimson-faced bird of prey circles and stalks the cliffs and fungal groves of Venus, searching for rodent prey.”

- Bolarolas - "Favoring thunder, lightning and cratered-out areas Bolarolas are all about defense. Their armored plates protect them from most predators, tucking-and-rolling to make good their escape.
- Horrasques - “This hideous creature is terrible to behold but will not attack unless provoked. When it does, its roar will shake the bowels of even the most steadfast tracker.”
- Stover - "The Stover is a kind of proto-Kubrow that resurrected when Venus thawed. When grouped in a pack, Stovers are relentless opponents."
- Kubrodons - "The apex predator of the Venusian plains. These massively framed beasts travel in groups and mark the territory surrounding Orokin cooling towers as their own. Kubrodons are a danger best avoided."

Standing per Animal

Species	Perfect	Good	Bad
Sunny Pobber	400	300	0
Delicate Pobber	600	450	300
Subterranean Pobber	800	600	0
White Breasted Virmink	600	450	0
Dusky Headed Virmink	800	600	400
Red Crested Virmink	1,000	750	0
Flossy Sawgaw	800	600	400
Alpine Monitor Sawgaw	1,200	900	600
Frogmouthed Sawgaw	1,800	1,350	900
Spotted Bolarola	1,000	750	0
Black Banded Bolarola	1,500	1,250	0
Thorny Bolarola	2,500	1,875	0
Dappled Horrasque	1,200	900	600
Swimmer Horrasque	2,400	1,800	0
Stormer Horrasque	3,600	2,700	1,800
Sentinel Stover	1,600	1,200	800
Fuming Dax Stover	3,200	2,400	1,600

Fire-Veined Stover	6,400	4,800	3,200
Brindle Kubrodon	2,000	1,500	1,000
Vallis Kubrodon	4,000	3,000	0
Kubrodon Incarnadine	8,000	6,000	0

Notes

- Animals can be killed, and will not provide any Standing or tags if they are.
- Shooting the Tranq Rifle and missing will NOT alert animals.
- Sleep based Warframes can use their abilities in place of the Tranq Rifle.
- Equinox's Rest and Ivara's sleep arrow can pacify all 3 Pobbers in one use.
- Volt's passive will generate enough damage to kill animals while using the Tranq Rifle. Do not use him.
- Invisibility abilities will hide your presence from animals.
- By equipping a certain Lure, only tracking points of that species will appear on your map.
- If using location-based sound equipment or headphones, the direction of the animal's call will be the direction where it will appear.

Kit Guns

Kit Guns are the modular weapons of Fortuna, similar to Zaws in Cetus. Kit Gun parts blueprints are offered by Rude Zuud for Solaris United Standing. New parts are available as Solaris United rank is increased. Kit Guns are made from 3 parts; Chamber, Grip, and Loader.

Kit Gun Chambers will provide 3k MR each. Like Zaws, Kit Guns must be Gilded to gain MR. Gilding is available to any Kit Gun that has been maxed at level 30, and costs 5k Standing and 10 Shelter Debt-Bonds. Gilding also allows you to rename your Kit Gun. Unguilded Kit Guns cannot have Potatoes, Formas, or Arcanes installed on them.

Chambers - Determines how the Kit Gun fires.

- Catchmoon - Semi-automatic, fires a large, wide explosive blast with innate punch through.
  Damage type: Impact, Heat
- Gaze - Automatic, fires a constant laser beam.
  Damage type: Puncture, Radiation
- Rattleguts - Automatic, fires a rapid stream of energy projectiles.
  Damage type: Slash, Puncture, Radiation
- Tombfinger - Semi-automatic, fires a large, heavy energy projectile.
  Damage type: Impact, Puncture, Radiation

Grips - Determines the Kit Gun's damage, fire rate, and beam range.

+ good, ++ great, - bad, -- very bad

	Damage	Fire Rate	Beam Range
Ramble	-	+	+
Lovetap	+	-	-
Gibber	--	++	++
Haymaker	++	--	--

Loaders - Determines the Kit Gun's magazine size, reload speed, Crit Chance and Status Chance.
+ good, ++ great, - bad, -- very bad

	Magazine Capacity	Reload Speed	Critical Chance	Status Chance
Bashrack	+	-	+	-
Bellows	++	--	N/A	N/A
Deepbreath	+	-	N/A	N/A
Flutterfire	-	+	--	++
Killstream	-	+	++	--
Ramflare	+	-	--	++
Slap	-	+	N/A	N/A
Slapneedle	-	+	+	-
Sparkfire	+	-	-	+
Splat	+	-	++	--
Stitch	++	--	+	-
Swiftfire	-	+	-	+
Thunderdrum	++	--	-	+

Zip	--	++	N/A	N/A
Zipfire	--	++	-	+
Zipneedle	--	++	+	-

K-Drive & Ventkids

K- Drives are hoverboard vehicles that were added in the Fortuna Update. These K-Drives are slower than Archwing, so if you're looking for the best mobility vehicle go with Archwing. That being said, K-Drives are one of the most fun ways to kill time in *Warframe*.

Q: How do I get a K-Drive?
A: Once you complete the initial Fortuna quest Vox Solaris you will receive a K-Drive Launcher. You will be able to equip this in your gear wheel. Once it is equipped in your gear wheel you should be able to launch a K-Drive in both open world areas.

Q: Where do I get more K-Drives?
Q: How do I get Ventkid standing?
A: The Ventkids can be accessed after completing Vox Solaris. Their main vendor is Roky. Ventkid standing is earned by completing tricks in the Vallis or by winning races found on the map. The standing can then be used to buy K-Drive parts and mods. A K-Drive is made up of four parts; a board, reactor, nose, and jet. These must be crafted then brought to and assembled by Roky. Boards with random parts can alternatively be bought already completed for Platinum.

Q: Do K-Drive parts matter?
A: Parts do not have any impact on how the K-Drive performs. Only the board matters as it provides MR.

Q: Can I level up my K-Drive?
Q: Do K-Drives get MR?
A: Yes, the board of a K-Drive is what earns MR, a maximum of 3k per board. K-Drives receive affinity from doing tricks and completing races on the Vallis, and like all other pieces of equipment, can level to 30.

Q: Can I mod my K-Drive?
A: Yes, all K-Drive mods can be bought from Roky for standing. The K-Drive itself can be modded in your Arsenal's vehicle section.

Profit Taker

Orb Mothers are giant Corpus Raknoids that protect key operational sites. They are the raid boss fight of the Orb Vallis, similar to Eidolons. There are currently two, the Profit-Taker Orb that can be found at the Enrichment Labs, and the Exploiter Orb that patrols around the Temple of Profit. Only the Profit-Taker can currently be fought.

In order to fight the Profit-Taker, you must first be at the rank of Old Mate with Solaris United. From there, you go to the hidden back room behind Eudico to receive the Heist bounty missions. There are 4 bounties currently, that must be completed subsequently. The fourth bounty is fighting the Profit-Taker itself. After completing all 4 once, you may go back and play them again in any order to receive their drop rewards.

The third bounty awards the Gravimag System, which is a gear item that allows you to equip one primary Archwing weapon while in missions. The Gravimag may be equipped to only one weapon, and is not cycleable. The weapon must have an Orokin Catalyst equipped to equip the Gravimag. Archwing weapons are the only weapons that can damage the Orb. The Gravimag must be equipped in your gear wheel to use in missions.

Additional Gravimags can be researched and purchased in the Tenno Lab in Clan Dojos, or bought from the Market for 20p.

Procedure:

1. Find Profit-Taker on the Orb Vallis map.
2. Take out shields using displayed element(s) (See below).
3. Completely damage all 4 legs with Archwing weapon.
4. Damage the head with Archwing weapon.
5. At 75% health, the Orb will launch 4 pylons into the ground around itself, within 100m. The pylons are protected by a physical barrier that nullifies all gunfire, but can be passed through with no effect.
6. Destroy all pylons, Orb is invulnerable while pylons are intact.
7. Take out shield and legs again, continue to damage head.
8. At 50% health, the Orb will fully regain its shields and will deal more damage.
9. Take out shield, take out legs, damage the head.
10. At 25% health, the Orb will deploy 6 pylons with the same properties as the previous 4.
11. Once the 6 pylons are destroyed, the Orb will fully regain its shields again.
12. Take out shield, take out legs, destroy the head and defeat the Orb. This step must be completed in 5 minutes or less.
13. The Orb overcharges from its shielding satellite, and self destructs, instantly downing anything in a 300m radius. Run to a safe distance then return to collect drops. There is a delay of one minute between defeating the Orb and its self destruction.

The Orb Mother's shields have a unique damaging procedure, due to Sentient resistance. The shields can be damaged by any regular weapon; normal, Archwing, or Exalted, but cannot be damaged by True or Void damage. Displayed on the Orb's front faceplate will be a symbol of a specific damage type. The shield will be invulnerable to all damage except the displayed damage type. The type encompasses all physical and elemental damage, but does not include Void or True damage. This includes dual elemental types. Keep in mind that dual elemental types will not work if a single element is displayed, even if the single element is

included in the dual element. For example, if the displayed element is toxin, then the shield will only be damaged by toxin, not corrosive or gas or viral.

The shield damage type can be changed in 3 ways. If enough damage is dealt from one damage type, the Orb will rapidly shift to another. Shooting the Orb with any type of Void damage, Amp or otherwise, will change the damage type. There is a cooldown of 10 seconds after using this method before the type can be changed again. If enough time passes without either of these changes, the damage type will change by itself.

Warframe abilities that target or deal AOE damage do not affect the Orb's shields or body whatsoever. This includes Mesa's Peacemaker, Banshee's Soundquake, Saryn's Miasma, etc. Warframe abilities that are weaponized do work, such as Excalibur's Exalted Blade, Titania's Dex Pixia, and Ivara's Artemis Bow. This can be used as an advantage, as these weapons can hold additional damage types. Warframe abilities/augments that provide damage buffs, such as Rhino's Roar and Chroma's Vex Armor, work against the Orb. Warframe abilities/augments that apply status effects to allies' weapons, such as Saryn's Spores or Frost's Freeze, do work in providing additional elemental damage types against the shield.

It should be noted that the Profit-Taker will summon Corpus reinforcement to help defend itself. These enemies will move and attack around the Profit-Taker, and will put up reinforcement beacons as normal. The enemies range from level 40-60 and should be dealt with regularly.

Amps *(SPOILERS)*

See Plains of Eidolons Amps for general information on Amps.

Upon completing Vox Solaris, the player will unlock a secret backroom behind Eudico's chair. This is the same room where the Profit-Taker bounties are found. Here you can talk to Little Duck in Operator form to view Vox Solaris standing, trade Toroids for Standing, and purchase Operator cosmetic blueprints, Arcanes, and Amp parts.

With the Profit-Taker update, Vox Solaris added 3 new Amp Prisms, Scaffolds, and Braces.

Amp Prisms

Tier	Name	Description
5	Cantic	3-round burst, accurate long range beams.
6	Lega	Automatic energy flamethrower.
7	Klamora	Automatic, limited range, wide angle energy blast.

Amp Scaffolds

Tier	Name	Description
5	Exard	Rapid fires explosive projectiles, will use entire Amp energy pool in one fire instance.
6	Dissic	Lobs an explosive charge, that explodes and launches child grenades around the initial impact zone.
7	Propa	Launches an explosive that travels a short distance, stops, then explodes in a wide radius. Can be triggered early by enemies within the travel radius.

Amp Braces

Tier	Name	Description
5	Suo	+100 Amp energy pool, +2s Amp recharge delay
6	Plaga	-20 Amp energy pool, -1.5s Amp recharge delay
7	Certus	+20% Amp critical chance

Other Resources and Information

Twitch Prime

By connecting your Twitch Prime account to your *Warframe* account, you will periodically receive Twitch rewards for *Warframe* in the form of free gear and items. In addition, during scheduled *Warframe* streams, you can receive a Twitch Drop or randomly selected reward if you watch while signed into your connected accounts.

Prime Access

Prime Access occurs whenever a Warframe's Prime variant is revealed. This typically happens every 4 months. Prime Access brings with it the new Primed Warframe, new Primed weapons, and new Primed cosmetic items. The Warframe and weapon parts are added to the current relic drop tables, and the Prime Access pack becomes available for purchase with real currency.

The Prime Access pack always comes in 4 different levels:

- Level 1 includes the two new Prime weapons, and 1050p
  ($49.99 USD, $100 value)

- Level 2 includes the new Prime Warframe, both Prime weapons, two glyphs of the Primed Warframe, and 2625p
  ($79.99 USD, $205 value)
- Level 3 includes the new Prime Warframe, both prime weapons, two glyphs of the Primed Warframe, 3990p, and the Prime Accessories Pack (see below)
  (139.99 USD, $380 value)
- The Prime Accessories Pack includes a new Primed Syandana/Sugatra, a new Primed Armor Set or Operator Armor Set, a 90 day affinity booster and a 90 day credit booster.
  ($49.99 USD, $110 value)

Note that while the weapons and Warframes are in the drop tables and do not require purchase to attain, the glyphs and cosmetics in the Access Pack are unique to it and can only be obtained by purchasing the correct level of the Pack.

Once a level of Prime Access is purchased, you may return and buy additional levels at the cost they would be in total. For example, if you bought the level 1 pack for $49,99, then returned to buy the level 2 pack, the level 2 pack would cost $29.99 instead of $79.99, and would not include the items and Plat that were already in the level 1 pack.

Helpful Sites

https://warframe.com	Main site for *Warframe*
https://digitalextremes.zendesk.com	Support page for DE
https://warframe.fandom.com/wiki/WARFRAME_Wiki	Primary wiki page for *Warframe*
https://warframe.market	Main buying/trading site
https://riven.market	Best riven trading site
https://hub.warframestat	Displays alerts, fissures, events, timers, and other helpful info
framedex.net	Interactable table of every MR related item in the game
http://warframe-builder.com	Experiment with weapon and Warframe builds in this interactive site
https://tenno.zone	Up to date relics list, Prime parts, platinum values, and ducat pricing

https://semlar.com	Multi-use site, includes game updates, riven pricing, kitgun/zaw builds, item pricing, fishing info, and more
https://www.reddit.com/r/Warframe/	The Warframe Reddit page.

About the Handbook

This handbook is written with the new or returning player in mind, but can be used by any Tenno, old or new. It's design is to give the need to know/good to know information with as little fluff as possible. It's purpose is for quick information access, instead of sifting through pages of Wiki articles or long drawn out YouTube videos.

The Warframe Handbook was originally created and written by DapperMuffin back in the early days of *Warframe*. After some sharing around Reddit, it became the most used and accessed unofficial guide for *Warframe*. Around 2016, *Warframe* server outages began popping up in Muffin's area, and he wasn't able to access the game. Since then the old Warframe Handbook hasn't been updated, but was still seen by hundreds of players every day.

In mid-2018, Je2ture gained creative rights from DapperMuffin to revise the old Handbook to match the current game build. After some initial editing and updating, he recruited help from his clan, ZER0 TW0, who helped him finish it. It was then released for public viewing in early December of 2018, with an able team behind it ready to update as needed.

In october of 2021, Je2ture stated that the hanbook will no longer be supported, as such reddit user and r/Warframe moderator xomikron took the task to maintain the handbook updated.

The Warframe Handbook remains the most used unofficial text guide for Warframe. We hope you find it useful, and pass it on to your friends and fellow players. From all of us here on the team, we wish you happy farming, Tenno!

If you'd like to contribute or suggest changes, please message the current maintainer/contributor.

Acknowledgments & Credits

This Handbook was a labour of love passed down and written by many players. Thanks must be given to the people that sacrificed their time and knowledge to teach and help others.

Version 1.0	**DapperMuffin**	Original Warframe Handbook Author
Version 2.0	**Je2ture**	Project Leader, Writer, and Editor
Version 2.0	**-Apocalypto-**	Lead Writer and Editor
Version 2.0	**King Acainen**	Co-Writer and Editor
Version 2.0	**T2k5**	Contributor
Version 2.0	**AmicusBob**	Contributor
Version 2.0	**Decaying Dreamer**	Contributor
Version 2.0	**BurntBladeBruno**	Contributor
Version 2.0	**Spartenwarp0**	Contributor
Version 2.0	**Of_The_Fearless**	Contributor
Version 3.0	**xomikron**	Contributor

Special thanks to the clan of ZER0 TW0 and Digital Extremes.