

The ?Final? Incarnation of the Kalgash Tier List of Google Docs.

Concerning Youtubers

This list is here to provide the community with an idea of what to expect from any given weapon or warframe. Objective knowledge is important no matter how you spin it. Please do not slander the work done here based on your own personal views on whether or not this game "needs" a definitive tier list. Everything shown here is ranked based on raw data, and unfortunately, some weapons and warframes are simply worse variants of another, or are irredeemable without rivens.

Disclaimer

This tier list is based on emperical evidence; meaning numbers and pure data obtained in game. Some of my rankings may be subject to error, but be aware that none of the following information is based on any "meta" or community bias. Comments are enabled, so feel free to leave feedback or use my subreddit posts to get back to me with regard to changes in ranking. Please provide PROPER REASONING as to why you believe a position should be changed. Also bear in mind that some of the frames and weapons that may seem in a low tier can still be very strong, even vital, for certain niche strategies. However, because these niche strategies require (sometimes intense) coordination and gimmicks, they are not considered in the average usability of this tier list.

the fire spreads

Frames and weapons on the following lists are rated based on their scaling into endgame (level 80 to level 100) content. Warframes in particular, based on their individual usability, survivability, ease of use, and how much of a benefit/detriment they are to a team overall.

Keep in mind that, the higher an enemy's level, the higher its armour. Status becomes increasingly more effective as an end game stat as enemy armour increases. My ranking system is based on enemies with completely stripped armour, and as such, critical leaning weapons will usually stay more effective than their status counterparts.

Though this does not mean i only test vs unarmored. Testing is done vs armored, it's just not the deciding factor of the ranking.

Clearly, the time for allowing Comments has passed for this Doc.

[Link to Reddit post of Newer Tier List](#)

If you would like to request a video about a specific weapon or build; or have any general questions regarding the list: feel free to send an email to kalgash.warframe@gmail.com.

[The DISCORD LINK is here, feel free to use it](#)

[This is a link to my Patreon, for those that requested.](#)

Frequently Asked Questions

What is DPS?

Damage Per Second - How much damage is done over time by the weapon. Not a perfect metric for measuring strength, by any means. Almost everything on this list is tested with hands-on combat data. Paper DPS and Warframe-Builder are used as guidelines only, and not as an acceptable means of calculating real damage output.

What is CC?

Crowd Control - the ability impair the actions of enemies in some way and/or contain them to more desirable area, thereby preventing them from being threatening.

What is JOAT?

Jack of all Trades - an issue that occurs when a weapon or frame has acceptable stats across the board or requires effectiveness in all fields, while simultaneously being proficient in none. (IE. Saryn, where strength, efficiency, range, and duration are all equally as effective, therefore impeding optimization)

Why is x frame rated so poorly?

Look at the categories on frames- there is no trash tier because they are all decent and have some strengths and are endgame viable. Some are just weaker than others.

Where is x event variant weapon?

Event weapons that are unobtainable by newer players are not rated on this list, I've put footnotes next to the items with unobtainable base or event versions, judging their qualities.

How can you create a tier list when Rivens exist to disrupt the ranking system?

Rivens are ranked - IN HELL! So their inclusion is not accounted for. Reason being they are layered behind RNG and are not a viable means of assessing a weapon's strength. You could potentially get 400% bonus multishot, a 300% damage increase, 150% crit chance, and 200% crit damage riven for Weapon X; suddenly, weapon X is the best weapon in the game. Inversely, a player who does not have a riven with such outstanding numbers, might still find weapon X to be a complete piece of shit. Any weapon's viability can be greatly altered by Rivens, but for the most part, obtaining a specific set of stats for any given weapon is unrealistic.

What process is used to rank a weapon's viability?

All Ratings are made under 4xCP Conditions as well as Without, With each Elemental Combo + Single, Buildwise i use WFbuilder to make the highest sustained DPS build, then fine-tune that with actual playing and removing "paper-DPS" mods that end up making the weapon ineffective or at least a pain in the ass to use. After that it's off to hour-long survivals until the weapon feels as good as i can get it. I think this gives upper 90's in review accuracy. Feel free to yell at me about it if you like.

Why is Hikou Prime better than Despair?

Most mods incur a percentage increase, as such, stat gain from mods is essentially equal for both weapons. However, "Concealed Explosives" adds a flat damage increase. Hikou Prime, having twice the fire rate over Despair, receives twice as much from benefit "Concealed Explosives". 500 damage per explosion, 80% proc chance for each explosion- add multishot mods; be amazed.

Why is the Supra rated so highly? (Isn't it dogshit?)

No, it is not dog shit. It competes fairly with the highest tier primaries. If you don't like the weapon, don't use it, but goddamn stop PMing me about it.

The idea of a tier list for warframe was originally created by Zhandragon; Then Flooners created his version based off of that list, and now that list has been rebuilt and rewritten from the ground up by Kalgash

Lust is to blame for all the formatting, by the way

A link to the old Information dumpheap, which I am no longer curating.

[Link](#)

Weapon	Damage type	Firing Mechanic	Supplementary notes	MR Req	Build Links (Experimental)	Base or Event variant rankings
Tier 1 Competitive						
Soma Prime	Critical	Full-auto (spool up)	Very high damage per Bullet, Very high DPS, Hitscan weapon, Heavy Caliber causes aiming problems and a net loss of DPS (varies per faction/player skill). Magazine size is acceptable for it's Fire rate, Ammo-Econ is bad.	6		Vanilla is a small downgrade, Vanilla is close to Prisma Grakata
Tenora	Critical/Status	Full-auto (spool up)	Very high damage per Bullet, High DPS, Hitscan weapon, Gains accuracy as it spools up. Great status chance, Magazine is good for it's Fire rate, Ammo-Econ is poor. Alt-Fire is a powerful charge-shot with innate punchthrough, But can be hard to use and eats 10 ammo per shot.	10		
Ferrox	Critical/Status	Charge shot	Retarded damage per Bullet, Very High DPS, Projectile weapon, Travel time is nearly instant, Cannot make use of Heavy Caliber well, Amazing Ammo-Econ, Decent Magazine. (You may have noticed I didn't mention it's Alt-Fire. Let's keep it that way)	7		
Prisma Grakata	Critical/Status	Full-auto	Average damage per Bullet, Staggering DPS, Hitscan weapon, Horrible accuracy and recoil, Amazing status chance for it's Fire rate, Magazine is poor for it's Fire rate, Ammo-Econ is beyond horrible. Actually gains a DPS benefit in mid range (from more Headshots) when using the Stabilizer mod. Can be swapped for Ammo Mutation or Metal Auger as preferred	0		Vanilla is a noticeable downgrade, But Rating unchanged
Sybaris Prime	Critical/Status	2-Round burst	Very High damage per Bullet, Average DPS, Hitscan weapon, Headshots increase the strength of this weapon greatly, Great Ammo-Econ, Magazine is a bit small for it's Fire rate	12		Vanilla is a large downgrade, Below Harpak
Supra Vandal	Raw Damage (Status)	Full-auto (spool up)	High damage per Bullet, Very high DPS, Projectile weapon, Cannot use Punchthrough effectively, Augment provides all the status chance it needs, Gigantic Magazine, Large even for it's Fire rate, Ammo-Econ is poor at best, and horrible if you waste too many shots	10		Vanilla is a small downgrade, But Rating unchanged
Ignis Wraith	Critical/Status	Beam	High damage per Bullet, High DPS, Beam weapon, Loves Punchthrough and Heavy Caliber, Everything hit (enemies, floor, objects, allies) cause explosions that deal damage in a small area. Extreme status chance, which works despite Beam coding due to Ignis coding, Magazine is slightly small for it's Fire rate, Ammo-Econ is very bad	6	Ignis Build	
Tier 2 Viable						
Ignis	Status	Beam	Acceptable damage per Bullet, Average DPS, Beam weapon, Loves Punchthrough and Heavy Caliber, Everything hit (enemies, floor, objects, allies) cause explosions that deal damage in a small area. Extreme status chance, which works despite Beam coding due to Ignis coding, Magazine is slightly small for it's Fire rate, Ammo-Econ is very bad	4		
Quanta Vandal	Raw Damage	Beam	Very high damage per Bullet, Average DPS, Beam weapon, Loves Punchthrough, Magazine is fine for it's Fire rate, Ammo-Econ varies. Alt-Fire shoots an explosive cube for 5 ammo, When shot by the Main-Fire these cubes explode for High damage in an area. Status build loses little damage, can be built that way no problem	4		Vanilla is a small downgrade, But Rating unchanged
Amprex	Critical	Beam	Average damage per Bullet, Extreme DPS, Beam weapon, Would love Punchthrough (but has no room for it), Chains to nearby targets while hitting an enemy or a corpse. Wastes bullets often due to Beam coding, Horrible Ammo-Econ and Magazine for it's Fire rate	5		
Zenith	Status	Full-auto	Low damage per Bullet, Average DPS, Hitscan weapon, Outstanding status chance, Alt-Fire should be ignored, Magazine is good for it's Fire rate, Ammo-Econ is poor			
Braton Prime	Status	Full-auto	Low upfront damage per Bullet, Average DPS. Hitscan weapon, Layers status effects on enemies and deals high DPS through Slash procs	0		Vanilla is a huge downgrade and is built for Raw Damage, Non-Viable
Buzlok	Critical/Status	Full-auto	Devastating DPS on a single target, High damage per Bullet. Projectile weapon, Cannot use Punchthrough effectively (and should not), Alt-Fire fires a Mark, increasing the damage output and critical chance of the Buzlok and attracting it's bullets to the Marked spot (no matter what you hit, does not Mark terrain)	9		
Dera Vandal	Status	Full-auto	Average damage per Bullet, Average DPS, Projectile weapon, Cannot use Punchthrough effectively, Has great status chance of it's Fire rate, Ammo-Econ is bad	4		Vanilla is half of Vandal, Built for Raw Damage and Non-Viable
Dex Sybaris	Critical	2-Round burst	Very High damage per Bullet, Average DPS, Hitscan weapon, Headshots increase the strength of this weapon greatly, Great Ammo-Econ, small Magazine but fast Reload	0		Vanilla is a downgrade, Below Harpak
Harpak	Critical	3-Round burst	Very high damage per Bullet, Very high DPS, Projectile weapon, Cannot use Punchthrough effectively, Alt-Fire drags a target to you while knocking them down, Magazine works for it's Fire rate, Ammo-Econ is average	3		
Boltor Prime	Raw Damage	Full-auto	High damage per Bullet, High DPS, Projectile weapon, Cannot use Punchthrough effectively, Ragdolls killed enemies, dealing damage along the path. Magazine is below average for it's Fire rate, Bad enough Ammo-Econ.	2		Vanilla is a massive downgrade, The bottom of Viable
Hema	Status	3-Round burst	High damage per Bullet, High DPS, Projectile weapon, Cannot use Punchthrough effectively, Heals you when you hit Headshots with it, Magazine is fine for it's Fire rate, Ammo-Econ is good	7		
Telos Boltor	Raw Damage	Full-auto	High damage per Bullet, High DPS, Projectile weapon, Cannot use Punchthrough effectively, Ragdolls killed enemies, dealing damage along the path. Magazine is acceptable for it's Fire rate, Bad enough Ammo-Econ.	12		Vanilla is a massive downgrade, The bottom of Viable
Javlok	Critical/Status	Charge shot	High damage per Bullet, Very High DPS, Projectile weapon, Cannot make use of Heavy Caliber well, Fast Charge time, Amazing Ammo-Econ, Horrible Magazine, Alt-Fire causes an explosion, Dealing increased damage per remaining shot in the Magazine	6		
Karak Wraith	Status	Full-auto	Average damage per Bullet, Average DPS, Hitscan weapon, Great status chance, Magazine is fine for it's Fire rate, Ammo-Econ is below average.	0		Vanilla is a downgrade, Built for Raw Damage and Non-Viable
Argonak (Primary Fire)	Critical	Semi-auto				
Mutalist Quanta	Status	Full-auto	Average damage per Bullet, High DPS, Projectile weapon, Cannot use Punchthrough effectively, Acceptable Magazine, Ammo-Econ is poor. Alt-Fire shoots an Orb, anything that touches the orb will be Procd on, and allies shooting through the orb deal vastly increased critical damage.	2		
Paracyst	Status	3-Round burst	High damage per Bullet, High DPS, Projectile weapon, Cannot use Punchthrough effectively, Magazine is low for it's Fire rate, Ammo-Econ is fine. Alt-Fire drags a target to you while knocking them down	2		
Scourge	Status	Full-auto	High damage per Bullet, Average DPS, Projectile weapon, Cannot use Punchthrough effectively, Alt-Fire throws applies a small Magnetize to all targets near the impact area and knocks them down, Attracting all nearby bullets to the enemies head, Magazine is perhaps a bit small for it's Fire rate, Ammo-Econ is terrible overall	6		
Tier 3 Non-viable						
Synoid Simulor	Status	Combine, Detonate (Alt-Fire)	Average damage per Bullet, Deals damage in a small area when one orb combines with another, Detonating deals high damage in a larger area. Poor Magazine for it's Fire rate, Ammo-Econ is bad. Should not use Multishot or Punchthrough, Gains more from other mods	12		Vanilla is a downgrade, But Rating unchanged
Argonak (Alt Fire)	Status	Full-auto				
Burston Prime	Status	3-Round burst	Poor damage per Bullet, Low DPS. Hitscan weapon, Great status per burst, Horrible Ammo-Econ and Magazine	0		Vanilla is a huge downgrade. Built for Raw Damage
Stradavar (Primary Fire)	Critical	Full-auto	Acceptable damage per Bullet, Average DPS, Hitscan weapon. Needs Heavy Caliber, Magazine is slightly small for it's Fire rate, Ammo-Econ is very bad	8		
Grinlok	Critical/Status	Semi-auto	Very high damage per Bullet, Low DPS, Hitscan weapon, Great status chance per shot, Pathetic Magazine, Awkward firing animation can slow Fire rate. Ammo-Econ is great	5		
Stradavar (Alt fire)	Critical/Status	Semi-auto	Average damage per Bullet, Below average DPS, Hitscan weapon, Heavy Caliber causes aiming problems and can cause a net loss of damage. Magazine size is great for it's Fire rate, Ammo-Econ is fantastic	8		
Latron Prime	Critical/Status	Semi-auto	High damage per Bullet, Random DPS, Hitscan weapon, Acceptable status chance, Magazine is fine for it's Fire rate, Ammo-Econ is good. This weapon suffers horribly from its low Critical Chance.	0		Vanilla is a huge downgrade
Latron Wraith	Critical/Status	Semi-auto	High damage per Bullet, Random DPS, Hitscan weapon, Acceptable status chance, Magazine is fine for it's Fire rate, Ammo-Econ is good. This weapon suffers horribly from its low Critical Chance.	0		Vanilla is a large downgrade
Prisma Gorgon	Critical	Full-auto (spool up)	Low damage per Bullet, Average DPS, Hitscan weapon, Fire rate Spools-up as it fires, Bad accuracy at full Spool, Magazine is terrible for it's Fire rate, Ammo-Econ is very bad.	3		Vanilla is a large downgrade
Gorgon Wraith	Status	Full-auto (spool up)	Low damage per Bullet, Average DPS, Hitscan weapon, Fire rate Spools-up as it fires, Bad accuracy at full Spool, Status chance is high for it's Fire rate, Magazine is pathetic for it's Fire rate, Ammo-Econ is very bad.	3		Vanilla is a large downgrade
Prisma Tetra	Status	Full-auto	Low damage per Bullet, Low DPS, Projectile weapon, Cannot use Punchthrough effectively, Best built for status even with poor status chance, Magazine is fine for it's Fire rate, Ammo-Econ is horrible from how much ammo it takes to kill something	4		Vanilla is a small downgrade, Worst Rifle in game
Synapse	Critical	Beam	Terrible damage per Bullet, Low DPS, Beam weapon, Loves Punchthrough, Magazine is horrible for it's Fire rate, Ammo-Econ is horrible as well	6		
Hind	Raw Damage	5-Round burst	Low damage per Bullet, Low DPS, Hitscan weapon. Best built for status even with poor status chance, Best use is hoping for Slash procs. Magazine is fine for it's Fire rate, Ammo-Econ is horrible from how much ammo it takes to kill something	0		
Tiberon	Raw Damage	3-Round burst	Average damage per Bullet, Low DPS, Hitscan weapon, Magazine is sad for it's Fire rate, Ammo-Econ is horrible.	4		
Flux Rifle	Status	Beam	Average damage per Bullet, Average DPS, Beam weapon, Loves Punchthrough, High status chance is devalued by Beam coding, Limited to one status proc per second. Procs a great deal of Slash. Magazine is good for it's Fire rate, Ammo-Econ is bad	6		
Glaxion	Status	Beam	Pathetic damage per Bullet, Average DPS, Beam weapon, Loves Punchthrough, Extreme status chance is devalued by Beam coding, Limited to status proc per second. Magazine is bad for it's Fire rate, Ammo-Econ is a joke	6		

Weapon	Damage type	Firing Mechanic	Supplementary notes	MR Req	Build Links (Experimental)	Base or Event variant rankings
Tier 1						
Competitive						
Tigris Prime	Status	Duplex trigger	Unbelievable damage per Bullet, Hitscan weapon, Status chance can (and should) reach the glorious 100%, Magazine is suitable for it's Trigger type, Ammo-Econ is good	13		Vanilla is a large downgrade, Close to Hek
Sancti Tigris	Raw Damage	Duplex trigger	Very High damage per Bullet, Hitscan weapon, High status chance, Magazine is suitable for it's Trigger type, Ammo-Econ is good	12		Vanilla is a downgrade, Close to Hek
Yaykor Hek	Critical	Semi-auto	Very High damage per Bullet, Hitscan weapon, High status chance, Magazine is large for it's Fire rate, Ammo-Econ is good, Without Primed and or Acolyte critical mods, this falls behind Hek	12		
Hek	Status	Semi-auto	Very High damage per Bullet, Hitscan weapon, High status chance, Magazine is large for it's Fire rate, Ammo-Econ is good.	4		
Arca Plasmor	Critical	Semi-auto	Very High damage per Bullet, Projectile weapon with innate Punchthrough, Good status chance, Magazine is suitable for it's Fire rate, Ammo-Econ is good. Reload is annoying and Fire rate is just a bit too slow for comfort. Critical build requires headshotting and expensive mods, Deals only slightly less damage in a raw damage build with Blaze instead of Ravage, and one status mod instead of Laser Sight	10	Arca Plasmor Build (Critical)	
Tier 2						
Viable						
Sobek	Status	Full-auto	Average damage per Bullet, Hitscan weapon, High status chance, Magazine is acceptable for it's Fire rate, Ammo-Econ is very bad, Reload is horrible. Augmented it causes enemies to explode for extra damage based on their Maximum Health	4		
Astilla	Critical/Status	Full-auto				
Kohm	Status	Full-auto (spool up)	Low damage per Bullet, Hitscan weapon, High status chance, Magazine is too small for it's Fire rate, Ammo-Econ is a dumpster fire. This weapon mulches anything in it's line of fire with the sheer power of dakka-bleedz	2		
Convectrix	Status	Beam	Average damage per Bullet, Average DPS, Beam weapon, Loves Punchthrough, High status chance is devalued by Beam coding. Limited to one status proc per second (?per beam?). Foes a great deal of slash, Magazine is good for it's Fire rate, Ammo-Econ is below average	3		
Boar Prime	Status	Full-auto	Below average damage per Bullet, Hitscan weapon, Status chance can reach the glorious 100%, Magazine is tiny for it's Fire rate, Ammo-Econ is very bad	2		Vanilla is a large downgrade, Non-Viable
Phage	Raw Damage	Beam	High damage per Bullet, Beam weapon, Loves Punchthrough, Good status chance is devalued by Beam coding. Limited to status proc per second (?per beam?). Magazine is wonderful for it's Fire rate, Ammo-Econ is Outstanding	6		
Strun Wraith	Status	Semi-auto	Average damage per Bullet, Hitscan weapon, Status chance can reach the glorious 100%, Magazine is good for it's Fire rate, Ammo-Econ is good, Reloads one round at a time but can be fired again after just one reload	1		Vanilla is a huge downgrade, Non-Viable
Drakgoon	Raw Damage	Semi-auto (Charge shot)	Above average damage per Bullet, Projectile weapon, Cannot use Punchthrough effectively, Has innate Punchthrough on charged shots, Magazine is horrible for it's Fire rate, Ammo-Econ is horrible. No damage fall-off from range	3		
Tier 3						
Non-viable						

Weapon	Damage type	Firing Mechanic	Supplementary notes (Sniper Rifles themselves are not very useful in warframes content, They have to be quite powerful to reach Viable. Rated for Damage per Shot, if you want sustained DPS use something else)	MR Req	Base or Event variant rankings
Tier 1 Competitive					
Lanka	Critical/Status	Charge shot	Heavy-Cal provides little to no loss of shots before 150m range	7	
Rubico	Critical	Semi-auto		5	
Vectis Prime	Critical	Semi-auto		3	
Vulkar Wraith	Critical	Semi-auto		0	
Tier 2 Viable					
Vectis	Critical	Semi-auto		3	
Vulkar	Critical	Semi-auto		0	
Snipetron Vandal	Critical	Semi-auto		0	
Tier 3 Non-viable					
Snipetron	Critical	Semi-auto		0	

Weapon	Damage type	Firing Mechanic	Supplementary notes (Launchers are vary wildly from each other. Pick the flavor you like and make it work for you.)	MR Req	Base or Event variant rankings
Tier 1 Competitive					
Opticor	Critical	Charge shot	Amazing damage per Bullet, Innate explosions on hit, Instant-Projectile-Beam weapon, Loves Punchthrough. Magazine is acceptable for it's Fire rate, Ammo-Econ is fantastic	6	
Zarr	Critical/Status	AOE explosion [Shotgun]	High damage per Bullet, Average damage per Explosion, Ballistic-Projectile weapon. Has no room for Punchthrough, Works badly with it anyway. Magazine is fine for it's Fire rate due to Reload Type of one shell at a time. Ammo-Econ is good	7	
Tonkor	Critical	AOE explosion	Amazing damage per Bullet, Jaw-Dropping damage per Explosion, Ballistic-Projectile weapon. Punchthrough is suicidal, Magazine is acceptable for it's Fire rate, Ammo-Econ is great. Grenades bounce, Adhesive Blast is actually an option on this weapon	5	
Tier 2 Viable					
Miter	Status	Charge shot	High damage per Sawblade, Projectile weapon, Status chance can reach 100% with ease. Magazine is good for it's Fire rate, Ammo-Econ is good. Bleeds fill out it's lack of upfront damage	4	
Ogris	Status	Charge shot	High damage per Rocket, Projectile weapon, Punchthrough makes the weapon unusable, H-Cal is suicide. Augment makes for a very powerful crowdcontrol weapon. Can reach 100% status chance (applies separate per target hit by the explosion), Magazine is fine for it's Fire rate, Ammo-Econ is below average	6	
Secura Penta	Critical	AOE explosion [Detonate]	Low damage per Bullet, High damage per Explosion, Projectile weapon, Suffers from Punchthrough. Multishot is very low value on this weapon, Better to have another mod instead. Magazine is low for it's Fire rate, Ammo-Econ is average	12	Vanilla is a tiny downgrade, But Rating unchanged
Tier 3 Non-viable					
Panthera	Status	Semi-auto [Beam]	High damage per Sawblade, Average DPS for Chainsaw. Projectile weapon, Cannot use Punchthrough effectively, Magazine is small for it's Fire rate, Ammo-Econ is bad for Main-Fire, acceptable for Alt-Fire	4	
Torid	Status	Semi-auto (Status)	Very low damage per Bullet, Low damage over time for 10 seconds. Each tick has a status chance. Good status chance for it's Trigger type, Ballistic-Projectile weapon, Suffers from Punchthrough. Magazine is low for it's Fire rate, Ammo-Econ is pretty bad	4	

Weapon	Damage type	Firing Mechanic	Supplementary notes (All Bows are Projectile Weapons)	MR Req	Base or Event variant rankings
Tier 1 Competitive					
Rakta Cernos	Critical	Charge shot	High damage per Arrow. Cannot make good use of H-Cal without a lot of missed shots. Ill-advised. Lightning draw time, Ammo-Econ is great. Syndicate proc provides strong area damage+Viral and self Energy restore	12	
Lenz	Critical	Charge shot	Very high damage per Arrow, Arrows proc 100% Impact, Pulse procs 100% Cold, and the Blast deals the majority of the damage. H-Cal is a large gain. Ammo-Econ is fantastic, has innate Ammo Mutation	8	
Dread	Critical/Status	Charge shot	Amazing damage per Arrow. Cannot make good use of H-Cal without a lot of missed shots and making vital Headshots very hard to hit. Average draw time, Ammo-Econ is great. Headshots are very important	0	
Tier 2 Viable					
Attica	Critical	Full-auto	Average damage per Arrow, High DPS, Magazine is acceptable for it's Fire rate, Ammo-Econ is Fantastic. Cannot make good use of H-Cal without a lot of missed shots. Personal Choice.	0	
Cernos Prime	Critical	Arrow volley	High damage per Arrow, H-Cal will not generally be a noticable loss. Personal Choice. Ammo-Econ is good	8	
Mutalist Cernos	Status	Charge shot (Status cloud)	Low damage per Arrow, Arrows are followed by Clouds that linger in the impact area, Can reach 100% status chance. Clouds proc Toxin per second, as well as other procs.	5	Mutalist Cernos is not a Variant of Cernos
Daikyu	Status	Charge shot	High damage per Arrow. Cannot make good use of H-Cal without a lot of missed shots. Ill-advised. Slow draw time, Ammo-Econ is great	0	
Zhuge	Critical/Status	Full-auto	Average damage per Arrow, High DPS, Magazine is acceptable for it's Fire rate, Ammo-Econ is Fantastic. Status chance is very high. Cannot make good use of H-Cal without a lot of missed shots. Personal Choice.	0	
Paris Prime	Critical	Charge shot	High damage per Arrow. Cannot make good use of H-Cal without a lot of missed shots. Ill-advised. Ammo-Econ is great	4	
Tier 3 Non-viable					

Weapon	Damage type	Firing Mechanic	Supplementary Notes (If you couldn't tell, Secondary weapons have sharp scaling)	MR Req	Base or Event variant rankings
Tier 1 Competitive					
Euphonia Prime	Critical/Status	Semi-auto [Shotgun]	Extreme damage per Bullet, Very high DPS, Super Fast Ballistic-Projectile weapon, Primary Fire has great Critical stats, Secondary Fire has Amazing status chance. Magazine is a little low for it's Fire rate. Ammo-Econ is amazing. Nearly no recoil, but projectile is affected slightly by gravity. Good for up to long range but not beyond. Alt-Fire has Massive damage drop-off, but is best used point blank and for it's status procs anyway	14	Vanilla doesn't Exist (Literally)
Akstiletto Prime	Critical/Status	Full-auto	High damage per Bullet, Very High DPS, Hitscan weapon, Magazine is acceptable for it's Fire rate, Ammo-Econ is good. Very low Recoil. Very accurate. Can reach 100% status, but doesn't make any huge gains going above 2 status mods. This weapon is rated very highly due to it being "really good" at everything at once with no drawbacks	5	
Twin Grakata	Critical/Status	Full-auto	Low damage per Bullet, Insane DPS, Hitscan weapon, Great status chance with sheer Dakka. Stunning Speed advised as last mod. Magazine is a bit small for it's Fire rate, Ammo-Econ is a dumpster fire that will suck your Carrier dry and chew it's bones.	9	
Knell	Critical	Semi-auto	Very high damage per Bullet, High DPS, Hitscan weapon, Magazine is fine for it's Fire rate, Ammo-Econ is special. Gains a buff upon landing a Headshot that removes ammo cost, increases Fire rate, and adds Critical damage for a short duration. This buff is refreshed if you Headshot while it is active. If you cannot hit Headshots often enough to keep the buff active during combat, Use something else	10	
Pandero	Critical/Status	Semi-auto [Burst]	Amazing damage per Bullet, High DPS, Hitscan weapon, Magazine is fine for it's Fire rate, Ammo-Econ is great. Average Recoil and pinpoint accurate. Alt-Fire empties the remaining mag with automatic fire	7	
Aklex Prime	Critical/Status	Semi-auto	Amazing damage per Bullet, High DPS, Hitscan weapon, Magazine is fine for it's Fire rate, Ammo-Econ is fantastic. Stunning Speed mod advised for it's last slot. Massive Recoil and pinpoint accurate. Loves it's Headshots	8	
Lex Prime	Critical/Status	Semi-auto	Amazing damage per Bullet, High DPS, Hitscan weapon, Magazine is fine for it's Fire rate, Ammo-Econ is fantastic. Massive Recoil and pinpoint accurate	5	
Vaykor Marelok	Critical/Status	Semi-auto	Very high damage per Bullet, High DPS, Hitscan weapon, Status chance is great, Headshots are great, Magazine is good for it's Fire rate, Ammo-Econ is fine. Loves it's Headshots	6	
Synoid Gammacor	Critical/Status	Beam	Average damage per Bullet, Insane DPS, Beam weapon, Loves Punchthrough, Magazine cannot hope to contain enough ammo for this beast, Ammo-Econ is a dumpster fire that will suck your Carrier dry and chew it's bones. Status chance is personal choice and depends on what two elements you end up combining. This is a very poor Armor-Stripper	6	
Sonicor	Status	Semi-auto	Acceptable Damage per Bullet, Low DPS, Projectile weapon, Status chance is actually 25% base. Magazine is fine for it's Fire rate, Ammo-Econ is great. When modded for Blast and Multishot it ragdolls enemies to hell. Has limited range before projectile explodes	2	
Pyrana	Critical/Status	Semi-auto	Extreme damage per Bullet, Amazing DPS, Hitscan weapon, Magazine is low for it's Fire rate, Ammo-Econ is bad. Recoil is insane, Accuracy is fairly good. Extreme damage fall-off from range	12	
Sicarus Prime	Critical/Status	3-Round burst		1	
Akbronco Prime	Status	Semi-auto	Amazing damage per Bullet, High DPS, Hitscan weapon, Magazine is a bit low for it's Fire rate, Ammo-Econ is great. Damage fall-off at range. Status can reach 100% per pellet. Extreme damage fall-off from range	11	Vanilla is a major downgrade
Bronco Prime	Status	Semi-auto	Amazing damage per Bullet, High DPS, Hitscan weapon, Magazine is a low for it's Fire rate, Ammo-Econ is great. Damage fall-off at range. Status can reach 100% per pellet. Extreme damage fall-off from range	10	Vanilla is a major downgrade
Staticor	Status	Semi-auto (Charge shot)	Amazing damage per Bolt, Very high DPS, Projectile weapon, Cannot use Punchthrough effectively, Fantastic status chance, Magazine is huge for it's Fire rate and Reload speed, Ammo-Econ is poor. Bolts are a small Area Effect, Charged attack is not worth using but can be charged and held if moving between fights. Value of this weapon pushes it up several ranks if the enemies have Armor.	5	
Acrid	Raw Damage	Semi-auto	High damage per Dart, Very high damage over time from Innate Bonus Toxin proc on each Dart. The bonus damage of this weapon scales as 50% of the total Toxin damage on the weapon per tick, 7 ticks over 6 seconds. Projectile weapon, Cannot use Punchthrough effectively. Magazine is tiny for it's Fire rate, Ammo-Econ is poor. Pinpoint accurate and has no recoil	7	
Nukor	Status	Beam	Average damage per Bullet, Acceptable DPS, Beam weapon, Loves Punchthrough, Magazine is small for it's Fire rate, Ammo-Econ is bad. Anything hit by the Nukor takes 50% increased total damage from other sources for a short duration. Amazing weapon for a Utility frame in a squad. Also gains massive damage increase from Harrows Covenant and Arcane Avenger (any source of Flat Critical Chance really)	4	
Tier 2 Viable					
Brakk	Critical	Semi-auto	Very high damage per Pus Sack, Very high DPS, Projectile weapon, Cannot use Punchthrough effectively, Magazine is fine for it's Fire rate and Reload speed, Ammo-Econ can be a problem depending on usage. Status chance can (and should) reach 100%. Amazing Armor-stripper and area CrowdControl with Corrosive+Blast	0	
Pox	Status	Full-auto		6	
Zakti	Status	Semi-auto		6	
Kulstar	Raw Damage	Semi-auto (Pellet scatter)	Extreme damage per Bullet, Very high DPS, Projectile weapon, Grenades turn into Bomblets when they explode, Status chance is quite higher per shot due to this. Magazine is tiny for it's Fire rate, Ammo-Econ is acceptable. No recoil, But Multishot causes the projectiles to spread from the barrel, Still worth using Multishot as you want to cover an area anyway.	4	
Atomos	Raw Damage	Beam	Average damage per Bullet, High DPS, Beam weapon, Loves Punchthrough, Almost requires Ruinous Extension mod. Chains to other targets from enemies and corpses. Magazine is slightly small for it's Fire rate, Ammo-Econ is very bad. If you are on a frame that cannot live in the range the Atomos needs, this weapon is non-viable.	4	
Ballistica Prime	Critical/Status	Charge shot	Amazing damage per Arrow, High DPS, Projectile weapon, Magazine is very slightly small for it's Fire rate, Ammo-Econ is poor. Recoil is very low, Accuracy is near-pinpoint. Kills with fully Charged shots spawn a Ghost of the killed enemy for 7 seconds, These Ghosts appear to have higher aggro then normal, and spawn in an alert state (making them actually attack). Loves it's Headshots. Status chance mods is a solid benefit. Consistent Headshots push this weapon much higher in rating.	7	
Rakta Ballistica	Critical/Status	Charge shot	Amazing damage per Arrow, High DPS, Projectile weapon, Magazine is fine for it's Fire rate, Ammo-Econ is good. Recoil is very low, Accuracy is pinpoint. Uncharged shots do not exist, stop using them. Loves it's Headshots. Adding two Status chance mods is a solid benefit. Consistent Headshots push this weapon higher in rating	6	
Aksomati	Critical/Status	Full-auto	Average damage per Bullet, High DPS, Hitscan weapon, Magazine is bad for it's Fire rate, Ammo-Econ is bad. Average Recoil and Inaccurate. Status outperforms raw damage due to sheer level of Dakka. Consistent Headshots push this weapon higher in rating	6	
Arca Scisco	Critical/Status	Semi-auto		10	
Twin Kohmak	Status	Full-auto (Spool up)	High damage per Bullet, Amazing DPS, Hitscan weapon, Great status chance with sheer Dakka, Magazine is small for it's Fire rate, Ammo-Econ is a joke	6	
Talons	Raw Damage	Full-auto		5	
Spira Prime	Critical/Status	Full-auto	Extreme damage per Drill, High DPS, Projectile weapon, High status chance, Magazine is fine for it's Fire rate and Reload speed, Ammo-Econ is poor. Weapon demands Headshots to show its true power. Every other shot flies from a slightly lower launch point then the first due to animations, Can make Headshots hard without practice. If you can land consistent Headshots with this weapon, it is rated as Competitive instead.	3	
Dex Furis	Status	Full-auto	Low damage per Bullet, High DPS, Hitscan Weapon, Magazine is a bit low for it's Fire rate, Ammo-Econ is horrible	5	
Furis	Raw Damage (Self-Heal)	Full-auto	Low damage per Bullet, Acceptable DPS, Hitscan weapon, Magazine is small for it's Fire rate, Ammo-Econ is poor. Winds of Purity makes this weapon heal you for 20% of it's damage dealt. If you need Healing from a secondary, this weapon is your most reliable pick	2	
Azima	Status	Full-auto	Average damage per Bullet, High DPS, Hitscan weapon, Magazine is acceptable for it's Fire rate, Ammo-Econ is a dumpster fire. Alt-Fire empties the mag in a direction, leaving it spinning in place shooting in a medium area. Critical is a damage increase if you can headshot well	0	
Akmagnus	Critical/Status	Semi-auto	Average damage per Bullet, High DPS, Hitscan weapon, Magazine is acceptable for it's Fire rate, Ammo-Econ is acceptable. Stunning Speed mod advised for it's last slot. Average Recoil and very Accurate. Consistent Headshots push this weapon higher in rating	0	
Fusilai					
Dual Toxocyst	Status	Semi-auto	Very high damage per Bullet, High DPS, Hitscan weapon, Magazine is fine for it's Fire rate, Ammo-Econ is special. Gains a buff upon landing a Headshot that removes ammo cost and recoil, increases Fire rate, and adds Toxin damage for a short duration. This buff is not refreshed if you Headshot while it is active. Status chance is easy to get to 100%, Stunning Speed mod advised for last mod	8	
Tysis	Status	Semi-auto	Low damage per Bullet, Acceptable DPS, Projectile weapon, Magazine is small for it's Fire rate, Ammo-Econ is fine. Should always be at 100% status chance. Amazing armor-stripper, If you need a heavy targets armor removed, this weapon is a great pick	4	
Detron	Status	Semi-auto	Higher damage per Bullet, Very High DPS, Projectile weapon, Cannot use Punchthrough effectively, Magazine is acceptable for it's Fire rate, Ammo-Econ is below average	6	
Mara Detron	Status	Semi-auto	High damage per Bullet, Very High DPS, Projectile weapon, Cannot use Punchthrough effectively, Magazine is acceptable for it's Fire rate, Ammo-Econ is below average	9	
Telos Akbolto	Status	Semi-auto	Average damage per Bullet, Average DPS, Projectile weapon, Cannot use Punchthrough effectively, Ragdolls killed enemies, dealing damage along the path. Magazine is slightly small for it's Fire rate, Ammo-Econ is very poor	6	
Vasto Prime	Critical/Status	Semi-auto	Average damage per Bullet, Acceptable DPS, Hitscan weapon, Status chance is acceptable, Magazine is perfect for it's Fire rate and Reload speed, Ammo-Econ is fine. Consistent Headshots push this weapon higher in rating	3	
Akjagara	Status	Semi-auto	High damage per Bullet, Very High DPS, Hitscan weapon, Magazine is fine for it's Fire rate, Ammo-Econ is below average. Massive Recoil problems, Best in short range (or lent to an NPC)	0	
Akvasto	Critical/Status	Semi-auto	Average damage per Bullet, High DPS, Hitscan weapon, Magazine is acceptable for it's Fire rate, Ammo-Econ is good. Consistent Headshots push this weapon higher in rating	3	
Twin Rogga	Critical	Semi-auto	Massive damage per Bullet, Poor DPS, Hitscan weapon, Great status chance, Magazine is pathetic for it's Fire rate, Ammo-Econ is outstanding. Demands you be at a distance that is slightly unreasonable, for best results. Consistent Headshots push this weapon higher in rating	5	
Aklato	Raw Damage	Semi-auto	Low damage per Bullet, Average DPS, Hitscan weapon, Magazine is a bit low for it's Fire rate, Ammo-Econ is poor. Low Recoil and high Accuracy. Final two mods should be Status	0	
Lato	Raw Damage	Semi-auto	Low damage per Bullet, Average DPS, Hitscan weapon, Magazine is low for it's Fire rate, Ammo-Econ is poor. Low Recoil and high Accuracy. Final two mods should be Status	0	
Stug	Status	Semi-auto [Charge shot]	High damage per Glob, Very high damage per Explosion. Globes explode shortly after being launched, can cause self damage. Magazine is a bit small for it's Fire rate, Ammo-Econ is poor. Status chance is actually 10%	2	
Embolist	Status	Beam	Acceptable damage per Bullet, Average DPS, Beam weapon. Loves Punchthrough, Good status chance, which works despite Beam coding due to Embolist coding. Magazine is good for it's Fire rate, Ammo-Econ is very bad	8	
Tier 3 Non-viable					
Afuris	Raw Damage	Full-auto	Low damage per Bullet, Average DPS, Hitscan weapon, Magazine is a joke for it's Fire rate, Ammo-Econ is horrible. Inaccurate with moderate recoil	4	
Angstrum	Status	Charge shot	High damage per Bullet, Low DPS, Projectile weapon, Punchthrough is a bad idea, Multishot ruins the weapons accuracy. Leaving it no choice but to go full damage with one Fire rate mod. Ammo-Econ is pretty bad. Consumes 1 ammo per charge-level of the trigger and the charge cannot be "held"	4	
Bolto	Raw Damage	Semi-auto	Average damage per Bullet, Average DPS, Projectile weapon, Cannot use Punchthrough effectively, Ragdolls killed enemies, dealing damage along the path. Augment is worth using simply for the syndicate proc, Magazine is slightly small for it's Fire rate, Ammo-Econ is poor	4	
Kraken	Status	2-Round burst	Average damage per Bullet, Low DPS, Hitscan weapon, Magazine is small for it's Fire rate, Ammo-Econ is poor, Suffers from terrible recoil. Status per Burst is acceptable enough to build for	0	

Weapon	Damage type	Firing Mechanic	Supplementary Notes (If you couldn't tell, Secondary weapons have sharp scaling)	MR Req	Base or Event variant rankings
Twin Gremlins	Status	Full-auto	Below average damage per Bullet, Average DPS, Projectile weapon, Cannot use Punchthrough effectively, Ragdolls killed enemies, dealing damage along the path. Magazine is small for it's Fire rate, Ammo-Econ is bad. These weapons struggle greatly vs Armor and perform not much better without it	2	
Akzani	Raw Damage	Full-auto	Pathetic damage per Bullet, Low DPS, Hitscan weapon, Magazine is bad for it's Fire rate, Ammo-Econ is just the worst. High Recoil, Very Inaccurate	0	
Sancti Castanas	Status	Full-auto		6	
Cycron	Status	Full-auto	Poor damage per Bullet, Acceptable DPS, Beam weapon, Loves Punchthrough, and Ruinous Extension mod. High status chance is devalued by Beam coding, Magazine is small for it's Fire rate, Ammo-Econ is special. Ammo recharges based on unspent ammo (more remaining = faster recharge). Cannot pickup ammo and has no ammo pool, only magazine. Gimmick weapon not really worth using.	9	
Secura Dual Cestra	Status	Full-auto (Spool up)	Pathetic damage per Bullet, Acceptable DPS, Projectile weapon, Cannot use Punchthrough effectively, Magazine is poor for it's Fire rate, Ammo-Econ is just the worst. Terrible Recoil, Inaccurate as a hose. Only status due to sheer Dakka.	6	
Cestra	Raw Damage	Full-auto (Spool up)	Pathetic damage per Bullet, Low DPS, Projectile weapon, Cannot use Punchthrough effectively, Magazine is bad for it's Fire rate, Ammo-Econ is just the worst. Average Recoil, Inaccurate	4	
Hikou Prime	Raw Damage	Full-auto	Poor damage per Star, Acceptable DPS, Projectile weapon, Cannot use Punchthrough effectively, Magazine is small for it's Fire rate but reload is lightning fast, Ammo-Econ is horrible. Has large niche use as a Concealed Explosives stick.	4	
Despair	Raw Damage	Full-auto	Poor damage per Kunai, Acceptable DPS, Projectile weapon, Cannot use Punchthrough effectively, Magazine is fine for it's Fire rate, Ammo-Econ is below average	0	
Kunai	Raw Damage	Full-auto	Poor damage per Kunai, Acceptable DPS, Projectile weapon, Cannot use Punchthrough effectively, Magazine is fine for it's Fire rate, Ammo-Econ is below average	2	
Seer	Status	Semi-auto	Acceptable damage per Bullet, Low DPS, Projectile weapon, Cannot use Punchthrough effectively, Good status chance, Magazine is low for it's Fire rate, Ammo-Econ is good enough	0	
Spectra	Status	Beam	Average damage per Bullet, Average DPS, Beam weapon, Loves Punchthrough, High status chance is devalued by Beam coding. Limited to one status proc per second, Magazine is good for it's Fire rate, Ammo-Econ is pretty bad	4	
Twin Vipers Wraith	Critical	Full-auto	Pathetic damage per Bullet, High DPS, Hitscan weapon, Status chance is low even with sheer Dakka, Magazine is pathetic for it's Fire rate, Ammo-Econ is a joke. Critical provides the highest burst DPS, which is all you want from these. Accuracy is so bad you miss without even considering recoil. (which is very high)	4	

Weapon	Damage type	Weapon Type	Preferred Usage / (Stance) <Combo/Name>	Supplementary notes (Weapon's are mainly Rated by Cold-Start power)	Supplementary notes (Stance/Combo on Weapon)	MR Req	Build Links (Experimental)	Base or Event variant rankings
Tier 1 Competitive								
Galatine Prime	Critical/Status	Heavy Blade	(Cleaving Whirlwind) <Broken Bull>	The "Room Bleeder". This is the weapon you bring when you want masses of things to die, no matter what they are or if they have armor or not. It does not matter to this weapon, they will all die. Overlapped by other weapons in specific niches, but nothing beats the Galatine Prime in overall power.	Stop <Broken Bull> after 7 spins or you will Stagger. <Sundered Tusks> provides mobility and some CC if needed	13	Galatine Prime Build	Vanilla is just above the Gram
Atterax	Critical/Status	Whip	(Doesn't Matter) <Slide Attack>	Atterax is a Slide Attack monster. If you have Maiming Strike the damage you output is staggering. But even without this weapon pulls impressive numbers. Can have a bit of a ramp-up time vs armored targets while the bleeds build up. Slide Attack has insane Range and (like every melee) Hits through Walls	Even without Maiming Strike, Spamming Slide Attacks with the Atterax is the best use for it. This weapon is not Rated for Maiming Strike as it is unobtainable outside of Trading and has a crazy price.	2	Atterax Build	
Lesion	Status	Polearm	(Bleeding Willow) <Lethal Gust>	Lesion has two forms: Corrosive, which cuts through high level armored enemies like butter, at the trade-off of being only "really strong" in damage. And it's true form: Gas, which can have problems vs armor, but will turn anything else into jelly in mere seconds. Swing Range is quite high as well	<Drifting Steel> is best used only on single targets. <The Way> proc's two Bleeds for 125% damage each	7	Lesion Build	
Jat Kusar	Critical	Blade and Whip	(Defiled Snapdragon) <Heart of the Naga>	Blade and Whip weapons are not for everyone. Try out the stances combos before investing any form into these weapons. With a large swing range and automatic Bleeds from its stance, it is easy to see why these weapons get high ratings. Sort of akin to a weaker version of the Galatine Prime. This thing is very strong in every category that matters, but falls behind it's newer edition in base damage	<Rings of the Lindwurm> and <Soul of the Leviathan> are both small gains compared to <Heart of the Naga> but are harder to pull off in combat. <Rolling Thunder> is a Ragdoll on the target	10	Jat Kusar Build	
Mios	Critical/Status	Blade and Whip	(Defiled Snapdragon) <Heart of the Naga>	Blade and Whip weapons are not for everyone. Try out the stances combos before investing any form into these weapons. With a large swing range and automatic Bleeds from its stance, it is easy to see why these weapons get high ratings. Sort of akin to a weaker version of the Galatine Prime. This thing is very strong in every category that matters, but falls behind it's newer edition in base damage	<Rings of the Lindwurm> and <Soul of the Leviathan> are both small gains compared to <Heart of the Naga> but are harder to pull off in combat. <Rolling Thunder> is a Ragdoll on the target	8	Mios Build	
Lacera	Status	Blade and Whip	(Defiled Snapdragon) <Soul of the Leviathan>	Blade and Whip weapons are not for everyone. Try out the stances combos before investing any form into these weapons. With a large swing range and automatic Bleeds from its stance, it is easy to see why these weapons get high ratings. Sort of akin to a weaker version of the Galatine Prime. This thing is very strong in every category that matters, but falls behind it's newer edition in base damage	<Rolling Thunder> is a Ragdoll on the target	7	Lacera Build	
Jat Kittag	Critical/Status	Hammer	(Crushing Ruin) <Shattered Village>	When you first start using this hammer, you'll have a hard time figuring out how much damage it deals (though it deals more than plenty), as everything hit by this hammer is sent to another planet! Great range and Massive Ragdolling from every combo and ground slam leaves this thing solidly in Competitive. Oh and the augments makes slain enemies explode for % of their health in an area. Getting it even stronger scaling.	<Raging Whirlwind> is a fine alternative if dashing would be a bad idea	5	Jat Kittag	
Destreza	Critical	Rapier	(Vulpine Mask) <Hidden Flourish>	All the other weapons above have immense to great range. Not this. This weapon is not for killing large amounts of enemies at once. This piece of art is made to kill one thing very very hard. Armor does not matter to this weapon, Shields barely matter. Health bars do not really matter either. Layers stacks of automatic Critical Bleeds onto enemies. Blazing Fast Swing Speed, and Momentum as well, making you impossible to stop as you jab your way to victory. In case you missed it, Range is very short	<Duel Secrets> is an easier to use combo for an overall loss	7	Destreza Build	
Tier 2 Viable								
Venka Prime	Critical/Status	Claws	(Four Riders) <Eternal Fall>	The distilled essence of destreza, combined with a bit of Mios. Punishing range (you can miss mid-combo from it's own impact proc.). But the sheer damage potential of these weapons cannot be denied or overstated. Anything in range will not be alive long, armor barely matters, shields matter even less. Gains extra benefit from melee combo and thus all mods affected by it.	<Hungering Encroachment> is an easy to use dash if needed. <Raging Conflict> is higher damage, but has usability issues with actually hitting.	8		Normal Venka are sad sad little things that are way down there
Ripkas	Critical/Status	Claws	(Four Riders) <Eternal Fall>	Simply weaker Venka Prime without the melee combo bonus. Much like those, anything in their (very) short range will not be alive for long. Though armor matters a bit more to these.	<Hungering Encroachment> is an easy to use dash if needed. <Raging Conflict> is higher damage, but has usability issues with actually hitting.	3		
Silva And Aegis Prime	Critical/Status	Sword and Shield	(Final Harbinger) <Dark Light>	Egg Beater Prime has no trouble murdering anything it can reach. Solid stats across the board. Stance options provide lots of multihits, letting its status chance really shine. Poor range outside of the shield throw combo, which has low range anyway	Both <Sundering Battery> and <Systemic Shred> are minimal losses. The entire stance is great.	12		Vanilla is fairly crap
Prisma Dual Cleavers	Critical/Status	Dual Swords	(Carving Mantis) <Dive Courtship>	Agonize and Bleeds make it the best Dual Sword. It's got crit and status and poor reach.	<Ambush Predator> is acceptable to just spam instead	3		Vanilla are a little weaker in damage and far slower. That is all
Dark Split-Sword (Dual Swords)	Critical/Status	Dual Swords	(Carving Mantis) <Dive Courtship>	Base damage and Criticals make it the second best Dual Sword. It's got status and poor reach.	<Ambush Predator> is acceptable to just spam instead	6		
Dual Krobkur	Critical/Status	Dual Swords	(Carving Mantis) <Dive Courtship>	Crit and Bleeds make it a great Dual Sword. It's got crit and status and poor reach.	<Ambush Predator> is acceptable to just spam instead	6		Vanilla are crap
Dual Kamas Prime	Critical/Status	Dual Swords	(Carving Mantis) <Dive Courtship>	Bleeds and Criticals make it a strong Dual Sword. It's got status and poor reach.	<Ambush Predator> is acceptable to just spam instead	6		
Volnus	Critical/Status	Hammer	(Shattering Storm) <Smashing Fury>	(Crushing Ruin)'s <Raging Whirlwind> is a small downgrade, but is also easier to pull off in combat	<Ambush Predator> is acceptable to just spam instead	11		
Nami Skyra Prime	Critical/Status	Dual Swords	(Carving Mantis) <Dive Courtship>	Status and Criticals make it a strong Dual Sword. It's got great status and poor reach.	<Ambush Predator> is acceptable to just spam instead	6		
Dual Ichor	Critical/Status	Dual Swords	(Carving Mantis) <Dive Courtship>	Criticals make it a good Dual Sword. It's got poor reach.	<Ambush Predator> is acceptable to just spam instead	6		
Dual Zoren	Critical	Dual Swords	(Carving Mantis) <Dive Courtship>	Criticals make it a good Dual Sword. It's got poor reach.	<Ambush Predator> is acceptable to just spam instead	2		
Twin Basolk	Status	Dual Swords	(Carving Mantis) <Dive Courtship>	Base damage and Status make it a good Dual Sword. It's got poor reach.	<Ambush Predator> is acceptable to just spam instead	3		
Rakta Dark Dagger	Status	Dagger	(Pointed Wind) <Striking Gale>	Syndicate proc. Status and speed make this a great Dagger. Like all daggers it can use Covert Lethality	Any of the other Combos will be a very minor loss at worst. <Butterfly Siasa> causes two Bleeds at 230% damage each	8		Vanilla is not much worse
Arca Titron	Critical/Status	Hammer	(Shattering Storm) <Smashing Fury>	Slow. Not strictly a bad thing as Galia's has good odds to miss it's combos. Deals stupid tons of damage. Has all the prompted finishers and ground finisher goodness of Fist weapons. Proc's Bleeds cuz why not. Inane Critical stats	Note that if the enemy is not going to stand there and let you wall on them for the full combo, it is better to use <River's Grief> instead	10		
Tekko	Critical/Status	Fists	(Galia's Tragedy) <Forest's Remorse>	Fast. Not strictly a good thing as Galia's already has good odds to miss it's combos. Deals plenty of damage. Has all the prompted finishers and ground finisher goodness of Fist weapons. Strong Critical stats	Note that if the enemy is not going to stand there and let you wall on them for the full combo, it is better to use <River's Grief> instead	2		Vanilla are tiny bit weaker and tiny bit slower
Ankyros Prime	Critical	Fists	(Galia's Tragedy) <Forest's Remorse>	Nasty little Crit-Status weapon. Stances lead to a lot of multihits. Range is decent and plenty of spins. Throw is strong single target damage that bounces fairly accurately. Fast High speed	<Lightning Siren> is far easier to pull off in combat, and is only a small loss	5		Vanilla isn't crit-viable and loses a shittion of status. Bad for anything other than throwing
Gazal Machete	Critical/Status	Machete	(Cyclone Kraken) <Leviathan Rain>	Nasty little Crit-Status weapon. Stances lead to a lot of multihits. Range is decent and plenty of spins. Channelled Throw is insane single target damage and stun. Unchanneled Throw is slow but otherwise fine	<Lightning Siren> is far easier to pull off in combat, and is only a small loss	3		
Cerata	Critical/Status	Glaive	(Astral Twilight) <Morning Sun>	Nasty little Crit-Status weapon. Stances lead to a lot of multihits. Range is decent and plenty of spins. Stricly Meh for Throwing.	If you actually intend to use the Gunblade in melee combat, (High Noon)'s <Desperado Zeal> may be more to your taste	8		
Sarpa	Raw Damage	Gunblade	(Bullet Dance) <Automatic Rhumba>	Very High damage per Bullet. Hitscan weapon. Acceptable status chance. Magazine is Infinite. Has Damage Fall-off at range, and can miss when the target is too close (sub-2 meters). Oh and you can swing it in melee if yer mental.	If you actually intend to use the Gunblade in melee combat, (High Noon)'s <Desperado Zeal> may be more to your taste	4		
Redeemer	Raw Damage	Gunblade	(Bullet Dance) <Automatic Rhumba>	Very High damage per Bullet. Hitscan weapon. Acceptable status chance. Magazine is Infinite. Has Damage Fall-off at range, and can miss when the target is too close (sub-2 meters). Oh and you can swing it in melee if yer mental.	(Crushing Ruin)'s <Raging Whirlwind> is a small downgrade, but is also easier to pull off in combat	7		Vanilla is slow and low damage, but still usable if you want
Fragor Prime	Critical	Hammer	(Shattering Storm) <Smashing Fury>	Big hammer. Smash enemy. Slow swing. Crit good. Status okay. Pretty much a Fragor Prime that traded about half of it's stats and 10% of it's damage for a Healing Wave on every Charged Attack (that hits). The healing wave is useful for sustain, but it's not gonna save lives. View it as a perk if you happen to be using the Sancti Magistar, but not a reason to use the weapon.	(Crushing Ruin)'s <Raging Whirlwind> is a small downgrade, but is also easier to pull off in combat	7		Vanilla is super slow and low damage, ignore it
Sancti Magistar	Critical/Status	Hammer	(Shattering Storm) <Smashing Fury>	This sucker is a fantastic... bleed weapon! After using it's charged attack, the swing damage will change to Slash, while keeping the same status chance. Broken Bulbhit allows for strong Bleeds. Range on swing is decent. The Disk it launches provides massive utility in an area.	Stop <Broken Bull> after 7 spins or you will Stagger. <Sundered Tusks> provides mobility and some CC if needed	10		
Zenistar	Status	Heavy Blade	(Cleaving Whirlwind) <Broken Bull> <<Charge Attack>>	This hulking slab of metal is used for smashing things. Great critical chance and status chance, range is good. Broken Bulbhit makes it scale well. Only drawback is the Impact damage, which won't let you stack Bleeds	Stop <Broken Bull> after 7 spins or you will Stagger. <Sundered Tusks> provides mobility and some CC if needed	10		
War	Critical	Heavy Blade	(Cleaving Whirlwind) <Broken Bull>	Gram 1.2. It's just slightly better at everything than the gram is.	Stop <Broken Bull> after 7 spins or you will Stagger. <Sundered Tusks> provides mobility and some CC if needed	4		Vanilla is good due to crit, status, and stances. Vanilla has one of those things. It's terrible.
Scindo Prime	Critical/Status	Heavy Blade	(Cleaving Whirlwind) <Broken Bull>	A Shorter Range heavy blade, but otherwise the stats support it. Broken Bulbhit as usual. Stacks large Bleeds easily	Stop <Broken Bull> after 7 spins or you will Stagger. <Sundered Tusks> provides mobility and some CC if needed	2		
Gram	Critical/Status	Heavy Blade	(Cleaving Whirlwind) <Broken Bull>	Weight Status-HeavyBlade with good range. Broken Bulbhit allows it to still deal high damage, and critical chance is just high enough to use Berserker, giving it acceptable speed. Still prolly the worst heavy blade	Stop <Broken Bull> after 7 spins or you will Stagger. <Sundered Tusks> provides mobility and some CC if needed	5		
Dark Split-Sword (Heavy Blade)	Status	Heavy Blade	(Cleaving Whirlwind) <Broken Bull>	Hits very hard, fantastic stats across the board, poor range but has easy to use long dashes in the stance.	<Guiding Light> is a small increase, but is harder to pull off in combat	0		Vanilla is acceptable but nothing worth writing home about. Build that into the Dragon Nikana.
Nikana Prime	Critical/Status	Nikana	(Blind Justice) <Heeding Call>	Status weapon with no range. Criticals and Slash damage help it greatly. Stance kicks it into overdrive.	<Lightning Siren> is far easier to pull off in combat, and is only a small loss	0		
Nami Solo	Critical/Status	Machete	(Cyclone Kraken) <Leviathan Rain>	This is a status weapon with no range to speak of. That pretty much says all you need to hear. Otherwise has decent stats. Stance kicks it into overdrive.	<Lightning Siren> is far easier to pull off in combat, and is only a small loss	0		Normal Prova is worse by a bit, who da thought. Loses the vital status chance.
Prova Vandal	Status	Machete	(Cyclone Kraken) <Leviathan Rain>	Hits very hard, great stats across the board, poor range but has easy to use long dashes in the stance. Worth noting that if you want a Raven for a Nikana, this is the one.	(Blind Justice) is very close, but has more unwieldy combos and the gain is very small for the cost	8		Dragon Nikana is not a Variant of Nikana
Dragon Nikana	Critical/Status	Nikana	(Decisive Judgement) <Silent Acumen>	Massive Range, great Critical stats, and Damage is good. Sorely lacks Status.	<Drifting Steel> is best used only on single targets. <The Way> proc's two Bleeds for 125% damage each	4		
Guandao	Critical	Polearm	(Bleeding Willow) <Lethal Gust>		<Dying Light> can be used instead for a small loss, as <Shadow Wind> can be very hard to pull off in combat. <Fading Hope> causes a Bleed for 300% damage	2		Ether Reaper is much much worse
Reaper Prime	Critical/Status	Scythe	(Stalking Fan) <Shadow Wing>		<Drifting Steel> is best used only on single targets. <The Way> proc's two Bleeds for 125% damage each	2		Vanilla orthos loses too much speed and the vital crit that allows for berserker as well.
Orrhos Prime	Critical/Status	Polearm	(Bleeding Willow) <Lethal Gust>	The RANNINGE. Good stats across the board but the RANGE man. Suffers from polearm stances.	<Drifting Steel> is best used only on single targets. <The Way> proc's two Bleeds for 125% damage each	2		
Tonbu	Status	Polearm	(Bleeding Willow) <Lethal Gust>	Slash heavy Status polearm with good Range. Suffers from polearm Stances and being in the same Niche as Lesion only worse.	<Drifting Steel> is best used only on single targets. <The Way> proc's two Bleeds for 125% damage each	3		

Weapon	Damage type	Weapon Type	Preferred Usage (Stance) <Combo/Name>	Supplementary notes (Weapon's are mainly Rated by Cold-Start power)	Supplementary notes (Stance-Combo on Weapon)	MR Req	Build Links (Experimental)	Base or Event variant ranking
				Being unable to slot a stance mod without deleting your warframe foder can cause problems during modding. Acceptable range, crit and status. The gimmick of 'Block 15 attacks and get a free Radial Blind' is fairly useful, but the steps needed to trigger are not often met during a mission when you would need the effect.				This thing has a vanilla version? Huh, well it's completely meh as it loses it's critical breakpoint, and is left as a puncture-status polearm with poor range.
Vaykor Sydon	Critical/Status	Polearm	(Stanceless) <Nameless Spam>	Slash Heavy, barely crit viable, lowish status, poor range for a polearm, kinda slow, shit stances. But look at that damage. Edges by with the power of Blood Rush.	<Drifting Steel> is best used only on single targets, <The Way> procs two Bleeds for 125% damage each	8		
Keshg	Critical/Status	Polearm	(Bleeding Willow) <Lethal Gust>	This is a glave that happens to look like a scythe: the only reason to use this is for the wave it launches on it's <Charge Attack>. Things in the wave will be Saggered and Proc'd, opening them up to prompted finishers as well	<Rising from Ashes> opens enemies up to Prompted Finishers. If the enemy is immune to those, use <Burning Desire> instead. <Slide Attack> is an insane ragdoll	7		
Causatycst	Status	Scythe	(Doesn't Matter) <Charge Attack>	Sparring weapons across the board have amazing combos, tons of forced Finishers and amazing <Slide Attack>. They also all have shit for range. Horrible base damage but super fast with high status chance.	<Crushing Ruin>'s <Raging Whirlwind> is a small downgrade, but is also easier to pull off in combat <Infernal Maelstrom> is very hard to get perfect timing on, using <Blazing Vortex> is a small loss for easier use, or <Molten Whirlpool> for the easiest use and a medium loss	7		
Hirudo	Critical	Sparring	(Grim Fury) <Rising from Ashes>	This weapon has a very slow start, and no range to speak of. Plenty of animation lock on it's stance too. Upside is the ability to hit 100% Status chance easily while also being a Critical weapon.	<Rising from Ashes> opens enemies up to Prompted Finishers. If the enemy is immune to those, use <Burning Desire> instead. <Slide Attack> is an insane ragdoll	7		
Helicor	Critical	Hammer	(Shattering Storm) <Smashing Fury>	Sparring weapons across the board have amazing combos, tons of forced Finishers and amazing <Slide Attack>. They also all have shit for range. Terrible base damage and a slow sparring weapon. Doesn't matter really, it's a sparring weapon in the end	<Crushing Ruin>'s <Raging Whirlwind> is a small downgrade, but is also easier to pull off in combat <Infernal Maelstrom> is very hard to get perfect timing on, using <Blazing Vortex> is a small loss for easier use, or <Molten Whirlpool> for the easiest use and a medium loss	9		
Ninkondi	Critical/Status	Nunchaku	(Atlantis Vulcan) <Infernal Maelstrom>	Bladestaff can reach very impressive numbers with good range	<Rising from Ashes> opens enemies up to Prompted Finishers. If the enemy is immune to those, use <Burning Desire> instead. <Slide Attack> is an insane ragdoll	0		Loses a lotta status and a buncha speed, doesn't really hurt it too much
Prisma Obex	Critical/Status	Sparring	(Grim Fury) <Rising from Ashes>	Sparring weapons across the board have amazing combos, tons of forced Finishers and amazing <Slide Attack>. They also all have shit for range. Terrible base damage and a slow sparring weapon. Doesn't matter really, it's a sparring weapon in the end	<Rising from Ashes> opens enemies up to Prompted Finishers. If the enemy is immune to those, use <Burning Desire> instead. <Slide Attack> is an insane ragdoll	0		
Kogake	Critical	Sparring	(Grim Fury) <Rising from Ashes>	Bladestaff can reach very impressive numbers with good range	<Rising from Ashes> opens enemies up to Prompted Finishers. If the enemy is immune to those, use <Burning Desire> instead. <Slide Attack> is an insane ragdoll	0		
Tispido	Critical/Status	Staff	(Clashing Forest) <Resolute Fury>	The upstart king of single swords, due to it's staggering base damage. Range is poor	Note that if the enemy is not going to stand there and let you wall on them for the full combo, it is better to use <Crimson Orbit> instead	3		
Krohkur	Critical/Status	Sword	(Crimson Dervish) <Colling Impale>	The current king of single swords, due to it's staggering base damage. Range is poor	Note that if the enemy is not going to stand there and let you wall on them for the full combo, it is better to use <Crimson Orbit> instead	3		
Broken War	Critical/Status	Sword	(Crimson Dervish) <Colling Impale>	This rusted of thing used to be the king of swords. Still holds a decent spot through the use of Crimson Dervish and Criticals. Range is poor	Bo Prime is pretty much a single-target Staff. <Skyward Limb> is usable for minor aoe.	5		Bo is much weaker, otherwise it's still proly fine
Bo Prime	Critical/Status	Staff	(Clashing Forest) <Resolute Fury>	These finally break the point of becoming a Blood Rush weapon, and have a saicy 30% base status to go with that. Bonus (purely visual) lightning arcs too. Ground Slam attack is a medium area Electric proc, no matter what mods ya get. <Rogue Edict> will shred anything in close range. Best build for Get or Let us Bleed Weeping Wounds. Range is poor	Note that if the enemy is not going to stand there and let you wall on them for the full combo, it is better to use <Crimson Orbit> instead	0		Normal skana is a piece of shit
Prisma Skana	Critical/Status	Sword	(Crimson Dervish) <Colling Impale>	Lower base damage then the Dakra is countered by it's Augment and the solid Critical stats.	Note that if the enemy is not going to stand there and let you wall on them for the full combo, it is better to use <Crimson Orbit> instead	6		There is no Vanilla Dakra
Sibeat	Critical	Hammer	(Shattering Storm) <Smashing Fury>	This weird little sword can reach 100% status chance, is slash heavy, and can equip Crimson Dervish. Range is poor	Both <Hanging Battery> and <Systemic Shred> are minimal losses. The entire stance is great.	3		
Dakra Prime	Critical/Status	Sword	(Crimson Dervish) <Colling Impale>	Solid stats across the board aside from range. These will proc often despite the low status, due to Stances.	<Slide Attack>'s always work too	8		
Heat Sword	Status	Sword	(Crimson Dervish) <Colling Impale>	These finally break the point of becoming a Blood Rush weapon, and have a saicy 30% base status to go with that. Bonus (purely visual) lightning arcs too. Ground Slam attack is a medium area Electric proc, no matter what mods ya get. <Rogue Edict> will shred anything in close range. Best build for Get or Let us Bleed Weeping Wounds. Range is poor	<Ambush Predator> is acceptable to just spam instead	0		There is no Vanilla Dakra
Ack and Brunt	Critical/Status	Sword and Shield	(Final Harbinger) <Dark Light>	Like 15 base damage away from being Viable. This weapon would be so nice if it just had a bit more oomph to it. Augment can make it squeeze by as a statstick in Endgame if you are in love with this weapon	<Dying Light> can be used instead for a small loss, as <Shadow Wind> can be very hard to pull off in combat. <Fading Hope> causes a Bleed for 300% damage	2		
Ohma	Critical/Status	Tonfa	(Sovereign Outcast) <Rogue Edict>	Barely makes the cut as a Critical weapon, Range is decent.	<Slide Attack>'s always work too	8		
Dex Dakra	Critical/Status	Dual Swords	(Carving Mantis) <Dive Courtship>	Barely makes the cut as a Critical weapon, Range is decent.	<Slide Attack>'s always work too	3		
Hate	Critical/Status	Scythe	(Stalking Fan) <Shadow Wing>	Barely pulls above the Kronen. Losing the natural Bleed proc, but gaining some base damage and status chance, as well as the only real reason to use this over the Kronen: it's slide attack. Sliding the first time will vacuum all nearby enemies into a pile. Sliding a second time within 10 seconds will send those enemies flying. This ability has a 2-second cooldown. Critical is high enough to use Berserker, giving it a small edge over Kronen and it's Primed Fury. Range is poor outside of it's special Slash heavy Status status. Speed stance and base damage all add up to a good weapon, though not fantastic. Range is poor	<Slide Attack>'s always work too	3		
Telos Boltace	Status	Tonfa	(Sovereign Outcast) <Rogue Edict>	Barely makes the cut as a Critical weapon, Range is decent.	<Slide Attack>'s always work too	3		Vanilla is slower and loses the ability to use berserker, it's bad
Kronen	Status	Tonfa	(Sovereign Outcast) <Rogue Edict>	Barely makes the cut as a Critical weapon, Range is decent.	<Slide Attack>'s always work too	3		
Furax Wrath	Critical	Fists	(Gaija's Tragedy) <Forest's Remorse>	It's a Status whip with no critical. But it does have high slash and speed. Manages to kill things in good time, and has good range	Note that if the enemy is not going to stand there and let you wall on them for the full combo, it is better to use <River's Grief> instead	6		The Vanilla Furax lose quite a bit of critical output, but it's not too harsh from the starting line.
Scoliac	Status	Whip	(Burning Wasp) <Sparking Torture>	Scrapes a Viable with its blazing speed and ability to reach 100% status chance with a good range. Otherwise has nothing going for it aside from the Credit+ Passive.	<Slide Attack>'s are always an option as well	0		Vanilla is slower by a fourth and loses nearly half the damage. Worthless.
Secura Lecta	Status	Whip	(Burning Wasp) <Sparking Torture>	Edges into Viable with its stance and base stats managing to kill things in good time. This is not a strong weapon. This is a usable weapon.	<Slide Attack>'s are always an option as well	8		
Amphis	Raw Damage	Staff	(Clashing Forest) <Resolute Fury>	Edges into Viable with its stance and base stats managing to kill things in good time. This is not a strong weapon. This is a usable weapon.	<Skyward Limb> is usable for minor aoe. <Pincer Strike> can be very hard to pull off in combat. (Sinking Talon)'s <Lashing Panther> is a fine alternative. <Savage Tiger> causes two Bleeds at 125% damage each	5		
Okina	Status	Dual Daggers	(Gnashing Payara) <Pincer Strike>			5		
Tier 2.5 Niche-viable								
Karyst	Critical/Status	Dagger	(Pointed Wind) <Striking Gale>	If you are not using this weapon for it's throwing mechanic. Do not use this weapon. Knockdowns and Syndicate proc are both useful, but it's doubtful it'll be in your hands long enough to proc the Syndicate thing, much less wait out it's cooldown.	Any of the other Combos will be a very minor loss at worst, <Butterfly Slash> causes two Bleeds at 250% damage each	0	Karyst Build	
Kestrel	Raw Damage	Glave	(Doesn't Matter) <Charge Attack>	If you are not using this weapon for it's throwing mechanic. Do not use this weapon. Knockdowns and Syndicate proc are both useful, but it's doubtful it'll be in your hands long enough to proc the Syndicate thing, much less wait out it's cooldown.	Stance means little	7		
Halikar	Raw Damage	Glave	(Doesn't Matter) <Charge Attack>	Diarm is a fantastic CC effect, and the bounces can trigger it as well. Don't ever switch to this weapon, just keep it in the air during combat.	Stance means little	7		
Mire	Status	Sword	(Crimson Dervish) <Colling Impale>	Like 15 base damage away from being Viable. This weapon would be so nice if it just had a bit more oomph to it. Augment can make it squeeze by as a statstick in Endgame if you are in love with this weapon	Note that if the enemy is not going to stand there and let you wall on them for the full combo, it is better to use <Crimson Orbit> instead	0		
Tier 3 Non-viable								
Anku	Critical	Scythe	(Reaping Spiral) <Eternal Nocturne>	Only this high due to the Augment and stance options. Augment is amazing and stances provide strong multipliers. This weapon is a bit slow for Status use but still is best built for that.	Anku has poor range and does not rely on natural Bleed proc. Leading it to favor speed over damage. <Abyssal Automaton> is very close, but also harder to use for most. <Fading Hope> causes a Bleed for 300% damage	3		
Jaw Sword	Status	Sword	(Crimson Dervish) <Colling Impale> OR (Vengeful Revenant) <Drowning Despair>	Barely not Viable. If it had just a bit more Crit chance or Range, it might make it. Oh yeah and can drain health orbs from organic corpses and energy orbs from robotic corpses. Animation takes too long, gain from said draining is very low.	(Crimson Dervish) slows the weapon a lot and provides a small gain of Status per-Second	0		
Broken Scepter	Status	Staff	(Clashing Forest) <Resolute Fury>	Animation takes too long, gain from said draining is very low.	Broken Scepter is pretty much a single-target Staff. <Skyward Limb> is usable for minor aoe. <Drifting Steel> is best used only on single targets, <The Way> procs two Bleeds for 125% damage each	2		
Serru	Status	Polearm	(Bleeding Willow) <Lethal Gust>	Animation takes too long, gain from said draining is very low.	Any of the other Combos will be a very minor loss at worst, <Butterfly Slash> causes two Bleeds at 250% damage each	0		
Sheev	Status	Dagger	(Pointed Wind) <Striking Gale>	Acceptable stance, good stats. And slow as shit.	Any of the other Combos will be a very minor loss at worst, <Butterfly Slash> causes two Bleeds at 250% damage each	3		
Ceramic Dagger	Raw Damage	Dagger	(Pointed Wind) <Striking Gale>	Acceptable stance but meh stats.	<Pincer Strike> can be very hard to pull off in combat. (Sinking Talon)'s <Lashing Panther> is a fine alternative. <Savage Tiger> causes two Bleeds at 125% damage each	0		
Ether Daggers	Status	Dual Daggers	(Gnashing Payara) <Pincer Strike>	Scrapes a Status rating and still fails to be Viable with Crimson Dervish and Bleeds.	Note that if the enemy is not going to stand there and let you wall on them for the full combo, it is better to use <Crimson Orbit> instead	2		
Ether Sword	Raw Damage	Sword	(Vengeful Revenant) <Drowning Despair>	If Vengeful Revenant didn't exist..	(Crimson Dervish) slows the weapon too much and provides little gain.	0		
Dark Sword	Raw Damage	Sword	(Vengeful Revenant) <Drowning Despair>	If Vengeful Revenant didn't exist..	(Crimson Dervish) slows the weapon too much and provides little gain.	0		
Plasma Sword	Critical/Status	Sword	(Vengeful Revenant) <Drowning Despair>	Too god damn slow, even with it's fine stats. Didn't make the cut for Viable even with a near-perfect Riven (Not rated, Only Trivia). This sword is far too slow.	(Crimson Dervish) slows the weapon too much and provides little gain.	0		
Cromus	Raw Damage	Sword	(Vengeful Revenant) <Drowning Despair>	If Vengeful Revenant didn't exist..	(Crimson Dervish) is a reasonable alternative. <Infernal Maelstrom> is very hard to get perfect timing on, using <Blazing Vortex> is a small loss for easier use, or <Molten Whirlpool> for the easiest use and a medium loss	0		
Shaku	Critical/Status	Nunchaku	(Atlantis Vulcan) <Infernal Maelstrom>	Stances have far far too much animation lock and stats are meh	<Pincer Strike> can be very hard to pull off in combat. (Sinking Talon)'s <Lashing Panther> is a fine alternative. <Savage Tiger> causes two Bleeds at 125% damage each	0		Vanilla Fang is Tier 4.
Fang Prime	Raw Damage	Dual Daggers	(Gnashing Payara) <Pincer Strike>	Stances have far too much animation lock and stats are terrible	<Lightning Siren> is far easier to pull off in combat, and is only a small loss	1		Vanilla Machete ranks below Vanilla Fang
Machete Wrath	Status	Machete	(Cyclone Kraken) <Leviathan Rain>	Godly stance but stats are actually bad enough to outweigh it.	(Crushing Ruin)'s <Raging Whirlwind> is a small downgrade, but is also easier to pull off in combat <Dual Secrets> is an easier to use combo for an overall loss	8		
Synoid Helicor	Channeling	Hammer	(Shattering Storm) <Smashing Fury>	Godly stance but stats are actually bad enough to outweigh it.	<Lightning Siren> is far easier to pull off in combat, and is only a small loss	1		
Endura	Status	Rapier	(Vulpine Mask) <Hidden Flourish>	Godly stance but stats are actually bad enough to outweigh it.	Any of the other Combos will be a very minor loss at worst, <Butterfly Slash> causes two Bleeds at 250% damage each	0		
Kama	Raw Damage	Machete	(Cyclone Kraken) <Leviathan Rain>	Godly stance but stats are actually bad enough to outweigh it.		0		
Heat Dagger	Raw Damage	Dagger	(Pointed Wind) <Striking Gale>	Acceptable stance but godawful stats.		0		

Weapon	Damage type	Weapon Type	Preferred Usage / (Stance) <ComboName>	Supplementary notes (Weapon's are mainly Rated by Cold-Start power)	Supplementary notes (Stance+Combo on Weapon)	MR Req	Build Links (Experimental)	Base or Event variant rankings
Dual Heat Swords	Status	Dual Swords	(Carving Mantis) <Dive Courtship>	Meh stances and combos, Bad stats. Not much else to say. Salvages a Status chance rating	<Ambush Predator> is acceptable to just spam instead	0		
Dual Ether	Raw Damage	Dual Swords	(Carving Mantis) <Dive Courtship>	Meh stances and combos, Bad stats. Not much else to say	<Ambush Predator> is acceptable to just spam instead	0		
Dual Skana	Raw Damage	Dual Swords	(Carving Mantis) <Dive Courtship>	Meh stances and combos, Bad stats. Not much else to say	<Ambush Predator> is acceptable to just spam instead	0		

Frames	Summary of frame use [1]	Supplementary notes (This list will be the hardest to balance, given niche usage and frequent change by DE). [2]
<p>NOTE: This list focuses on the total personal damage output of each frame, Area Damage favored over Single Target. Frames on this list are rated based on their relevance in end-game content. Some of these frames may be stronger than listed when used in niche compositions. For the purpose of this list, niche and otherwise obscure usage will not be accounted for in overall usability.</p> <p>This rating schema is valid assuming a randomized team of 4 players, with no specific goal in mind. No voice chat, no communication. Additionally, keep in mind that the non-primed variant of any given frame will not be accounted for, as the primed variant is always statistically superior. This needs revision.</p>		
Tier 1 Competitive		
Banshee Prime	Long-Term AoE DPS	Sound Quake deals constant area damage in a huge radius, Staggering everything hit. Augmenting pushes it even farther, Dealing far more in an even larger area, at the tradeoff of more energy spent. Fares very badly without a team covering her. Defense mods are fairly pointless. Augment is nearly always worth it. Makes a poor DPS for survival, due to slowing down enemy spawns indirectly, and generally killing things too far away
Mesa	Exalted Dual Pistols, Excessive Single Target Damage	Peacemaker deals jaw-dropping levels of critical damage and status to a single target. Fires faster the longer you fire in one go, Aiming circle becomes smaller per kill, Best used in quick bursts. Requires Line of Sight. Shatter Shield allows her to skip defense mods, Shooting Gallery provides even more damage for herself as well as CC and a buff for one of her teammates. Strong Soloist frame
Equinox	Ultra-Light Area Bleeds, Scaling Area Burst Damage	Maim deals very light damage with a 100% chance to proc Bleed on every enemy that first enters the radius. Anything that dies within this radius has 75% of it's health stored as damage. Recasting Maim will deal the stored damage to every enemy within the radius. Can also use Augmented Rage without impacting the build for some extra damage
Titania	Exalted Primary, Exalted Melee	Razorwing deals immense damage and is easy to mod for to boot. Critical-Status-Slash Primary and a kind of sad Puncture mele. Melee can finish something off but don't try to use it for anything else. Very fragile but countered by her razorflies, 50% evasion and smaller hitbox. Oh and she can fly. Other abilities are not worth mentioning
Octavia	Sustained Area Damage over Time	Deals Eye-watering levels of damage over time. Mallet absorbs all damage dealt to it by enemies and then spits it back in an area over time. Resonator moves it around and charms enemies into standing within while also increase it's radius. Amp improves both your own damage, the range of Mallet, and your teams damage as well. Critical Weakness is the randomness of where Resonator goes, If it runs into a nullifier or just leaves the area for no reason, you'll have to recast both it and Mallet. Keep an eye on it
Nidus	Sustained Area Burst Damage, Summoned Minions	An amazing damage dealer, Virulence dishes out more damage per Mutation stack, up to 101X the base damage at maximum. Note that getting to and maintaining the maximum is unlikely, but keeping fairly high stacks is easy to do. Other abilities provide safety and crowdcontrol, as well as healing and a buff to your teammates. Still advised to use Vitality and Rage, though you can swap out of those for Steel Fiber if you find you don't need as much energy, or if you want armor over health. As long as you have 15 stacks or more, Deaths instead will consume those 15 stacks to prevent your death/down and grant 5 seconds of invulnerability, as well as healing you for 50% of your max health
Saryn Prime	Sustained Area Damage	Google a spore build and guide, i have never gotten it to work but that's on me.
Tier 2 Viable		
Nova Prime	Area Burst Damage	Antimatter Drop absorbs damage with a multiplier, up to a maximum of 50000, upon impacting anything it will deal all stored damage as Radiation in a massive area. There is no limit to how many AMDs you may have at one time, it is all a matter of how good you are at juggling your balls. AMD does not charge from your own AMD explosions. When "Full" the Drop will change color and speed up. AMD's will attempt to head towards where your aim is, sometimes impacting on things you didn't want them to. Best in larger areas. Molecular Prime Slows (or Speeds up) all enemies it touches, as well as making them take double damage from all sources and explode in a small area upon death.
Ash Prime	Melee Scaling, Forced Finishers, Scaling Forced Bleed Procs	Deals immense melee damage, can use augmented teleport to force Prompted Finisher attacks on pretty much anything. Blade Storm scales with and adds to melee combo and applies Bleeds with each strike. Shuriken deal acceptable damage and can be augmented to strip armor for solo or pug teams.
Excalibur	Exalted Melee, Mid-Range Damage	Exalted Blade provides high damage output with piercing beams on every swing. Blind opens enemies up to Prompted Finishers and Slash Dash can be used to both deal and avoid damage. Radial Javilin is not energy effective and requires it's own build. Exalted Blade does not benefit from Body Count or Drifting Contact. Exalted Blades beam damage drops off badly after mid range.
Ivara	Exalted Bow, Excessive Headshot Damage	Artemis Bow deals amazing ranged damage and fires very quickly. Charging only changes the aim of the shot, not the damage. Prowl allows Ivara to stay safe and thus ignore defense mods, as well as increasing all Headshot damage by over 200%. Dashwire and Cloak Arrow are still useful even when built for damage
Mag Prime	Medium AoE Damage over Time, Excessive Area Burst Damage	Magnetise takes 25% of ALL ranged attacks that hit the sphere, deals some of it over time for the duration, and the total stored as an explosion when the effect ends. Pull is terrible, Crush is Terrible, Polarise is Terrible
Mirage	Weapon Scaling, Area Burst Damage	Eclipse increases her damage by roughly 500%, Followed by Hall of Mirrors giving an extra 210% total. Very fragile warframe. Hall of Mirrors provides minor safety with it's illusions attracting enemy fire
Chroma	Scaling Damage	Increases the damage output of his own weapons by around 400% (in a normal build), Can be built for a Toxin Elemental build for riskier higher DPS. This is not recommended. Best built as Ice and used as a tank that happens to deal damage
Gara	Melee Scaling Ability Damage, Damage Reflection, Area Burst Damage	Can deal huge bursts of damage with her 1 and 4 combo, Damage dealt by her 4 is added to her 2, stacking.
Atlas	Melee Scaling, Ragdoll Cheese Deaths	Landslide scales with mele combo and mele mods, Leading to insane numbers. Landslide also ragdolls in an area on every third hit, If an enemy falls into a spot it reads as "impossible to get up" sometimes it just flat out dies instantly. Often enough to note. Rumbler provides good damage while they live, and explode on death. Best used with a 1-2 Landslide followed by Melee. Ragdolling is less useful then one would think
Nekros Prime	Summoned Minions	Shadows of the Dead minions deal around 500% more damage, as well as being far tougher with nearly 4 times the health. Major cons are that the AI-minions may not always attack what you want them to. Completely safe frame as long as you have your army, allowing you to ignore defense mods.
Limbo	Weapon Scaling, Area Burst Damage	Provides a large damage self-buff while in the rift, for each enemy in the rift. Complex and easy to mess up gameplay, with lacking payoff for the trouble. Very vulnerable
Harrow	Fire Rate and Headshot Multiplier	Penance increase fire rate and reload speed by a very large amount for himself, Covenant increases Headshot damage by 4x for all friendly hits, Condemn allows harrow to pretty much ignore defense mods, due to massive shield gain and double overshield cap
Oberon Prime	Area Burst Damage and Damage over Time	Deals very nice sustained damage through the use of stacking Augmented Reckoning, and Hallowed Ground. Melts everything within the radius with constant damage, Suffers from energy problems as a result of a JOAT build. Can be a little fragile. Falls behind other frames in terms of DPS
Valkyr Prime	Melee Scaling, Exalted Melee, Forced Prompted Finishers	Hysteria's Exalted Weapon has amazing damage and scales strongly. The major problem being the increasing costs the longer you stay in it, Best used to heal up or deal with a big target, not as "always on". War Cry provides a gigantic boost to melee speed and armor for you and your squad, and when augmented it will never wear off due to adding duration per enemy kill. Paralysis opens enemies up to Prompted Finishers as well as staggering for a short bit, Costs next to nothing. Rip Line exists and can be used for giggles
Loki Prime	Stealth Melee Scaling	Deals 8 times the normal mele damage while Unseen. Nerf Incoming. Very safe frame due to invis, still needs quick thinking due to splash damage. Stealth Damage Multiplier can be very wonky. Can use Switch Teleport point-blank to open the enemy up to a Prompted Finisher
Volt Prime	Melee Scaling, Reload Speed Increase	With a massive energy pool. Quick Thinking, and augmented max power speed, you'll be able to zip into a crowd of enemies, stunning them for a good 1-3 seconds while you slice and dice with nearly 200% increased total mele speed. Less safe then other mele options, but more fun too imho (disclaimer: placement on list has no relation to fun level). Note that you can grant your allies a taste of your godly power if they are near enough when you cast speed. With the same build but augmenting Shield instead, can make a powerful gunner as the shield buffs everything fired through it with +50% Electrical damage as well as doubling the Critical Multiplier. The electrical damage bonus stacks additively if you fire through more than one shield at once
Wukong	Exalted Melee, Forced Prompted Finishers	For Primal Fury, The scaling on a "perfect" power strength build that also allows for use of Defy is plenty enough to rival valkyr in terms of power. Iron Staff gains range as it swings as well, not much in a normal build though. The crippling problem is the damn stance. This weapon has such a bad stance it is nearly unusable, if you can make the stance work or are only fighting single tough targets, this is a strong damage dealing mele frame
Tier 3 Non-viable as Core		
Inaros	Very Light AoE Damage over Time, Forced Prompted Finishers	All of his abilities deal low damage at best, But Pocket Sand opens enemies up to Prompted Finishers
Ember Prime	Sustained Single Target Damage, Area Burst Damage	World on Fire deals low constant damage to a random target within range, High chance of proccing Heat on any target hit. Deals a burst of damage to all targets within range when first cast. Accelerer increases all Heat damage taken by targets hit, Fire Blast deals acceptable damage and ragdolls enemies in short range, the lingering ring of fire deals low damage and has a small area of effect. Fireball deals acceptable damage per energy and explodes on the target for a small area effect.
Hydroid Prime	Sustained Area Damage	Undertow slowly crushes anything inside it while it lasts, dealing % of the targets maximum health per second, increasing by the same, each tick. Has poor range but can pull things into the puddle with left click. Tentacle Swarm deals acceptable damage if fully charged, and strong damage if fully charged from inside Undertow (though this limits the area of effect). Tempest Barrage deals low damage randomly in a medium area, Costs too much energy for what it does. (Tidal Surge is only used to gather enemies up for Undertow, and only if there are a lot of semi-spread enemies.)
Nezha	Trail of Damage over Time, AoE Burst Damage	Awkard to use and low overall damage output while having major energy problems. Fire Walker provides low damage to enemies standing in the trail. Blazing Chakram provides an acceptable area burst when triggered, but is awkward to use and energy inefficient. Divine Spears suffers from animation lock, low damage per cast, and high energy cost
Nyx Prime	Controlled Enemy, Targeted Damage, Burst Area Damage	Absorb stores all damage taken into a pool at the cost of energy. Dealing this damage back in an area when toggled or if you run out of energy. Requires good range and efficiency. Has a mediocre effect at best due to the time taken, the inability to move without the augment, and energy costs being excessive. Psychic Bolts deals pathetic damage, and is even more insulting when you consider the energy cost. Mind Control with the Augment provides very high damage output.. As long as your new minion feels like attacking, and hasn't dropped his gun. Shock and Arson Eximus can provide good results, but this is not dependable.
Frost Prime	Area Burst Damage	A poor Nuking frame, Deals lowish damage on every button. Removes armor from enemies during the freeze of Avalanche
Rhino Prime	Area Burst Damage	Low base damage on abilities, even accounting for the synergy bonuses. Range can also be a problem. Roar provides a great selfbuff, but that's more of a Utility then anything else
Vauban Prime	Burst Area Damage, Sustained Area Damage	Poor scaling on all abilities, as well as requiring a very clumsy build to reach those numbers. Much better suited as a crowdcontrol god instead of a direct damage wimp
Zephyr	Random Area Damage, Cone Damage	Deals poor damage and doesn't like to build for it anyway
Trinity Prime	Single Target Damage over Time	Energy Vampire deals 6.25% of the targeted enemies Current Health per tick. This is really the only way trinity has to deal damage. Cannot be cast on another target until the first has died or the effect ends
Incomplete Further testing required		

Frames	Summary of frame use [3]	Supplementary notes (This list will be the hardest to balance, given niche usage and frequent change by DE). [4]
<p>This list focuses on the ability of a frame to survive as long as possible under fire. Invulnerability and Absorbs are favored over raw Effective Health NOTE: Frames on this list are rated based on their relevance in end-game content. Some of these frames may be stronger than listed when used in niche compositions. For the purpose of this list, niche and otherwise obscure usage will not be accounted for in overall usability. This rating schema is valid assuming a randomized team of 4 players, with no specific goal in mind. No voice chat, no communication. Additionally, keep in mind that the non-primed variant of any given frame will not be accounted for, as the primed variant is always statistically superior.</p>		
Tier 1 Competitive		
Nidus	Auto-Revive+Invulnerability, Regeneration, Redirection of Damage	As long as Nidus has 15 stacks or more of Mutation, upon "death" he'll simply be healed to 50% of maximum health and granted 5 seconds of invulnerability (at the cost of 15 stacks). His fourth ability creates a meatmoat carpet that restores health over time to all friendly targets within. And Nidus himself has natural health regeneration. In a target-rich hard mission, Nidus can easily gain the 15 stacks back before the 5 seconds are up, simply by casting Larva and spamming Virulence on the resulting glob of enemies. Using his Parasitic Link on an enemy will redirect damage to them instead of Nidus, at the cost of merely 1 stack per cast
Wukong	Auto-Revive+Invulnerability, Stealth	As long as Defy is active, each "death" will simply grant him invulnerability for a duration and heal him for a portion of maximum health. Gains less health per "death" until the effect is toggled off, though it can be turned back on right away. Cloudwalker is a strong flight+stealth ability that opens enemies to prompted finisher in an area when the effect ends. Can easily be used to get to safe places to refresh Defy if you have to
Chroma	Ludicrous Effective Health	Can soak up unbelievable amounts of damage while dishing out likely even more then he took. Has next to no team utility outside of his Elemental Ward if someone is hugging him. Almost Requires some form of healing from items/weapons/companions/squad
Inaros	High Effective Health, Lifesteal, Second Wind	With Scarab Swarm fully charged, Inaros has a massive health pool and a hefty damage reduction to go with it. Can heal for a great deal killing with Prompted Finishers- which his Pocket Sand ability opens enemies up to in a cone. Scarab Swarm can be thrown at people to lifesteal and crowdcontrol in an area. Augment for Scarab Swarm also makes him immune to all status effects as well as staggers at the cost of 3% of it's charge. Worth noting while he has a massive health pool and very high damage reduction, it is completely possible to get oneshot or just borked. His Passive allows him to drain life from nearby targets during bleedout, filling a meter. if the meter is filled before he bleeds out, he'll simply get up again like nothing happened
Tier 2 Viable		
Atlas	Limited Invulnerability, High Effective Health	Cannot have his health damaged nor get status effects while using Landslide. Deals out CrowdControl and can keep Rumlbers up to provide even less chance of your team getting targeted. Can also place walls to provide cover for himself and his team
Valkyr Prime	Extreme Effective Health, Limited Invulnerability	With a War Cry build, Valkyr can reach a crazy 94% damage reduction that is always active. Add in some form of healing and she will not die. Hysteria provides a backup way to survive, with invulnerability and 5% lifesteal during the duration, though you are restricted to her Exalted Melee. Energy cost of hysteria increases the longer you keep it active. If any enemies are alive and within your aura when Hysteria deactivates, you will take a portion of all the damage you took during Hysteria
Nekros Prime	Redirection of Damage	Simply has his minions take damage for him. When augmented, Nekros redirects up to 90% of damage to his minions instead. If even one minion dies without you noticing, you'll realise how low his health and shields are
Mesa	Extreme Ranged Effective Health	Shatter Shield makes her take only 5% of the damage from all ranged attacks, and can use Shooting Gallery to jam nearby enemies weapons, making melee attacks impossible as well. Can often reflect ranged attacks as well. Status effects can be deadly. Many many explosions ignore her shatter shield effect
Nyx Prime	Damage Absorb	Absorb soaks up all damage in the area of effect at the cost of energy. But renders Nyx immobile unless augmented. If augmented it will slow her to walking but allow use of weapons. You'll live as long as your energy bar lets you, which is pretty damn long. At the end of the effect it deals all stored damage in an explosion around you
Rhino Prime	Damage Absorb	Iron Skin absorbs all damage taken for 3 seconds, then adds that damage to it's total health pool. When augmented can be recast while active to deal all its remaining health in an explosion around Rhino, Ragdolling everything to hell and removing Iron Skin. Which allows it to be recast.
Nezha	Damage Absorb	Warding Halo absorbs all damage taken for 3 seconds, then adds that damage to it's total health pool. Provides constant area stagger in a short radius as long as the Halo is up. Cannot refresh the Halo if it is low, and has low health and shields. When you have sub-10% left on Halo, jump into a pit or something. When Augmented Warding Halo can be cast on almost any friendly target for half of the total effect
Gara	High Effective Health	Splinter Storm gives a long lasting damage reduction to any friendly target, including gara herself. Health and Shields combined with 90% Damage Reduction makes for a fairly tanky frame.
Excalibur	Good Effective Health, Parrying	During Exalted Blade and it's auto-block, Excalibur is actually rather hard to take down. Combined with some healing he can make a serviceable "tank" for your squad
Harrow	Amazing Shields, Lifesteal	Spamming the one-handed Condemn provides a crazy amount of shielding during combat, While Penance provides high sustain with it's lifesteal effect. Causes CrowdControl just as a side effect of existing. Worth noting his normal build and tank build are one mod apart. Stopping to revive someone can be troublesome though not always
Tier 3 Non-viable as Core		
Trinity Prime	Redirection of Damage	Link redirects 75% of all damage taken to up to 3 enemies within range, Blessing provides Healing and a 75% damage reduction buff on top of this
Zephyr	Ranged Accuracy Reduction, High Shields	Any enemy ranged attack entering Turbulence's Area of Effect is given a massive hit to accuracy, Does not prevent damage in any other way. Zephyr has high health and shield values
Oberon Prime	High Effective Health, Regeneration	Has very high damage reduction and an acceptable amount of health, but cannot cut it at level 100. Renewal provides health regeneration
Frost Prime	Snow Globe, Very High Shields	Has strong CrowdControl and massive Utility, but as a "Tough" frame he lacks greatly. Base health is meh, Shields aren't good enough. Snow Globe is a "protection" type ability, not a tank ability. Icy Avalanche is also far more Utility than Toughness, but provides a small increase in toughness for him and his squad, if built around the augmented ability.
Saryn Prime	High Effective Health, Regeneration, Very High Energy Pool	Even fully built for being as tough as possible. Cannot take many shots from almost anything. Augmented Molt provides strong self healing, but she won't live long enough to need it. Quick Thinking advised
Volt Prime	High Shields, Very High Energy Pool	His Augmented Discharge can provide quite a bit of shields over time, and he has naturally huge shield and energy pools. Quick Thinking is a good idea here. Can create barriers to provide cover for himself and his team
Mag Prime	Very High Shields	Can spam Polarize to quickly recharge the shields of herself and her squad. Otherwise has no way to avoid or reduce damage
Equinox	High Shields, Effective Health, Pacify Aura	With a bastard of a build that should not see the light of day, She can gain an acceptable amount of effective health- for the duration of her "Night" transformation. Nights Pacify can also reduce enemy damage dealt, But is disabled everytime you swap forms
Limbo	Rift	Can only avoid damage by hiding in the Rift and not letting any enemies in. Still draws normal aggro even while untargetable
Ash Prime	Stealth, Invulnerability (Bladestorm)	Can only avoid damage through the use of stealth and bladestorm.
Loki Prime	Stealth, Decoy	Can only avoid damage through the use of stealth and augmented decoy
Ivara	Stealth, Dashwire	Can only avoid damage through the use of stealth. Dashwire can be used to hide above enemies
Octavia	Stealth	Can only avoid damage through the use of stealth.
Hydroid Prime	Invulnerability	Can hide in a puddle when threatened, and turn into a wave of water that cannot take health damage for a super short period. Otherwise nothing
Titania	Evasion	Razorwing provides 50% Evasion, Tribute can be stacked to 25% more accuracy loss for enemies as an aura, which is pretty much just 75% total Evasion in the end. The higher the enemy level, the less they care as their accuracy gets bonuses as they scale
Nova Prime	Unreliable Damage Reduction	Gains reduced damage taken for every Null Star currently floating around her, up to 80% (5% per Star, not affected by Strength). Possible to reach 85%(17) under very specific squad and planet choice.
Mirage	Unreliable Damage Reduction	When in the perfect darkness, can reduce all damage taken by 95%. Perfect darkness is not something to rely on, and Mirages health and shields are pathetic to begin with
Vauban Prime	Very Low Effective Health	Gains armor for each nearby squad mate. Otherwise has nothing
Banshee Prime	Nothing	Has no way to reduce or absorb damage. Draws less aggro due to her passive
Ember Prime	Nothing	Has no way to reduce or absorb damage.

Frames	Summary of frame use	Supplementary notes (This list will be the hardest to balance, given niche usage and frequent change by DE). [5]
<p>This list focuses on the ability of a frame to Disable the enemy. Total Disables are favored over Partials, and Higher uptime is favored over ones that require upkeep NOTE: Frames on this list are rated based on their relevance in end-game content. Some of these frames may be stronger than listed when used in niche compositions. For the purpose of this list, niche and otherwise obscure usage will not be accounted for in overall usability. This rating schema is valid assuming a randomized team of 4 players, with no specific goal in mind. No voice chat, no communication. Additionally, keep in mind that the non-primed variant of any given frame will not be accounted for, as the primed variant is always statistically superior.</p>		
Tier 1 Competitive		
Banshee Prime	Channeled Area Stagger, Area Deafen, Ragdoll	Sonic Boom ragdolls and knocks down all enemies hit by it in a cone, Silence staggers all enemies when they first enter the area of effect, then screws with their AI. Sound Quake staggers all targets hit by it until the effect ends. Worth noting some enemy types completely ignore stagger effects, rendering Sound Quake and Silence useless against them
Yauban Prime	Area Deafen, Area Ragdoll, Area Suppress, Area Vacuum	Tesla does not proc enough to warrant using. Bounce has too few charges to matter, but ragdolls an enemy while proccing magnetic on them. Trip Laser knocks down anything that goes through it. Very hard to use in any meaningful way. Shred ragdolls things to hell when it goes off, also shredding armor by an amount no one cares about. Concuss will Confuse and Deafen all enemies hit for a duration, can be fairly useful. Bastille Lifts and Suppresses all enemies that enter, up to a limit. When augmented it'll repel anything trying to enter once it reaches it's limit, Ragdolling it and dealing some magnetic damage. Vortex Pulls and Ragdolls all enemies in it's area of effect, Suppressing them and holding them in a tight glob at the center. Corpses will be compressed into nothing.
Frost Prime	Freeze, Cold Proc, Stackable Slow, Area Knockback, Chance to Freeze, And Area Freeze	Freeze, shockingly, Freezes an enemy hit. More surprisingly it also procs Cold in a small area around the impact zone. If the enemies health drops below 50% of what it had when it was frozen, Freeze will end early. Hitting the ground or a wall will create a patch of ice that slows by 75%, this stacks with Cold procs. Ice Wave procs Cold on all targets hit, and if augmented also slows in the area for a duration. This stacks with the cold proc. Snow Globe freezes and pushes enemies away from the cast area, if they hit a wall they take 50% of their max health as Finisher damage. When augmented enemies entering the snowglobe have a 50% chance to freeze. Avalanche Procs Cold on all targets in an area, Staggers them, Then freezes them for a duration. Armor is reduced while frozen. When the effect ends the targets proc cold in a small area. Casting Freeze upon a target frozen by Avalanche will refresh Avalanche on that target.
Nidus	Giant Area Vacuum, Suppress, Stagger	Larva sucks all targets within its range into a glob at the point of impact, Parasitic Link suppresses one target for a long duration, and Ravenous spawns maggots that jump on and stagger enemies.
Inaros	Cone-Area Blind, Single Target Suppress, Channeled Area Ragdoll, Targeted Area Auto-Spreading Suppress	Pocket Sand Blinds and opens enemies up to Prompted Finishers in a Cone, Spammable. Consume Suppresses one target, if the button is held Inaros will drag it to him and then consume it. Consumes damage isn't even a joke it is so bad. If the enemy is consumed, a sand-shadow of it will spawn and assist you. Sandstorm picks up and ragdoll all enemies in a huge area for as long as inro can pay the energy cost. Reduces damage taken by 50% for the duration. Scarab Swarm will suppress all targets affected and spread to nearby enemies if inro as long as the duration lasts. Allies and Inaros standing nearby an affected enemy will be healed for a % of the damage dealt.
Tier 2 Viable		
Excalibur	Area Blind	Simple but powerful. Casting Radial Blind blinds everything in line of sight and range, Opening them up to Prompted Finishers.
Rhino Prime	Cone Ragdoll, Area Suppress	Stomp has good range, great effect, and good duration. Costs a bit but is plenty spammable. Charge ragdolls anything in his way when he does it. Simple and Strong is rhino's thing
Limbo	Rift-Wide Stasis, Area Knockdown	Stasis stops all things inside the Rift, including bullets, including allied bullets. Catalcym is really the only good way to get lots of enemies into the Rift at once. Also knocks down any enemies entering or exiting the Rift. Competitive on an all-Melee Squad, and more valuable on a squad with multiple Channeled abilities. If the Projectile Limit is hit Inside the Rift during Stasis, Stasis will END.
Ivara	Area Sleep	Very simple and powerful. Sleep Arrow puts a target area to sleep, Opening them up to Prompted Finishers. Spammable
Ember Prime	Random Single-Target Knockdown, Tons of Heat Procs, Area Stagger, Area Ragdoll	World on Fire when augmented will knockdown anything hit, Fire Blast ragdolls things hit, Accelerant staggers all things hit, and pretty much all her stuff has good odds to proc Heat, stunning things.
Equinox	Auto-Spreading Area Sleep, Massive area Slow	Rest puts all targets to Sleep in a small area, opening them up to Prompted Finishers. When augmented, anything that dies will cause the ability to "cast again" centered on the enemy that died. Pacify reduces damage dealt by enemies in the aura, this effect has falloff from range. When augmented it also slows up to 80%, this also has falloff from range. Augmented Pacify requires equinox to take damage from any source to "stack up" the effect.
Octavia	Charm	Mallet has high aggro in a large area, when shot it will deal part of that damage back to all enemies in the aura within line of sight, in time with the beat. Resonator seeks out enemies and Charms those that get near, making them stop attacking and follow it, for every enemy charmed, the range of the aura increases up to nearly 3 times the base. Resonator will pick up Mallet and carry it around, but as charmed enemies do not attack, it is best to stagger the casts (Mallet first, charge a bit, then Resonator) to get the best effect. Amp simply doubles the range and damage of these abilities
Volt Prime	Chain Electric Procs, Area Electric Procs, Electric Barrier, Area Sustained Electric Procs	Shock will proc Electric on an enemy, then chain to more enemies, also proccing Electric on them, If the enemy isn't doing anything it feels is more important, it'll be staggered for a bit. Augmented Speed will proc Electric on anything you run into. Electric Shield will proc Electric on anything trying to walk through it, as long as it has a charge from having Shock cast on it. Discharge will lock down all enemies hit until they take a certain amount of damage based on power strength. Not recommended unless you live and breathe Volt.
Nyx Prime	Mind Control, Radiation, Stun, Confusion, Knockdown	Mind Control does exactly what it says, making an enemy fight by your side for the duration. Horrible AI. Sometimes. Psychic Bolts will cause Slash or Radiation on targets hit, when augmented the bolts will also stun the target for a long duration. Chaos afflicts all enemies with Confusion, making them attack the nearest visible target to them. All enemies affected by Confusion treat and are treated as hostile by everything. Absorb Knocks down enemies hit when it goes off
Mirage	Sleight of Hand stuff, Area Blind	Sleight of Hand: Makes Ark Traps hostile to enemies instead. Knockdowns and Deals damage to an enemy using a SoH'd Control Console. All containers Blind in a large area when destroyed, Corpus Laser Barriers activate but only harm enemies and will recharge any warframes energy by 10 per second up to 50 total before turning back off. Lockers instantly kill any Enemy that tries to open one, and attracts enemies to it. Cameras and Scanners turn off for the duration. All Turrets become allied and activated. Orokin Laser Consoles in defense have their cooldown reduced by 50%. Pickups in the area explode, dealing damage and status effects, and Ziplines shock enemies that try to use them with an Electric proc. Her Prism Blinds enemies in line of sight when it is detonated. Line of sight check is very sharp
Atlas	Knockdowns, Ragdoll, Petrify	Landslide staggers enemies, every third strike ragdolls in a small area, recasting Tectonics will send a boulder rolling, knocking down all targets hit. Petrify does exactly what you think in a large area. Rumbler cause plenty of distraction and Knockdowns themselves
Zephyr	Area Knockup, Area Knockdown, Area Ragdoll	Tail Wind lifts (slightly) and knocks down all enemies in the area when she takes off. Dive Bomb knocks down in a large area when it hits. Tornadoes ragdoll everything to shit, making it almost impossible to attack said enemies unless you are in an area with a low ceiling
Nekros Prime	Ragdoll, Area Fear	Soul Punch sends an enemy flying in a line, Terrify makes all targets affected run like idiots and stop attacking. Viable but not recommended due to how Terrify works.
Nova Prime	Slow, Speed, Nova Things	If knocked down Nova will knockdown all enemies nearby. Null Star staggers enemies hit. Molecular Prime will Slow or Speed up all enemies affected by it (depending on build).
Gara	Area Petrify, Area Ragdoll	Mixing use of Charged Shattered Lash with uses of Mass Vitrify, as well as combining the two makes for fairly good spammable area crowdcontrol. Short Range overall. Keep moving in and out of light to trigger Glint.
Tier 3 Non-viable as Core		
Titania	Area Ragdoll-Suppress-Disarm, Area Charm, Knockdown	Spellbind Disarms enemies, Ragdolls them, then makes them weightless and helpless. When the effect ends the enemies will ignore everything and run back to where they first started float- to get their guns back. Tribute sucks but knocks things around. Lantern is a great ability in an area with a ceiling. Floating the enemy up into the air, making them immune to damage, and charming everything in a huge radius (when it works) making them slowly walk toward the Lantern'd enemy, ignoring everything else until the effect ends. Razorwing provides a great CC called "Death"
Saryn Prime	Decoy, Area Stagger	Flat out the decoy is useful only for a momentary distraction even at just level 30. Miasma staggers all targets for the duration, making it decent as crowdcontrol. Can be refreshed unlike some others to chain the CC
Hydroid Prime	Random Area Knockdown, Cone Knockdown, Stasis, Ragdoll	Tempest Barrage calls down bolts of water that will knockdown all targets in a medium area, each bolt has half the radius of the total cast area. Tidal Surge knocks down and drags enemies hit by the wave in a small area. Undertow pulls all enemies in range into the pool of water, holding them there as long as hydroid can pay the energy cost. Does not disable any special abilities or auras from the enemies, and the enemies cannot be directly targeted by allies during Undertow. Enemies inside Undertow will take 50% of the damage dealt to the Puddle of water by Allies. Tentacle Swarm spawns 10 tentacles beneath enemies in the small area of effect, grabbing them (hopefully) and stunning things hit for the entire duration while ragdolling them around slowly. An enemy can be targeted and pulled into the Puddle during Undertow by aiming at them and Left Clicking (or pressing Fire for you Consolers). Tempest Barrage can be charged for nearly no extra effect and double energy cost. Tentacle Swarm should always be charged. Tidal Surge should be used to gather up semi-spread groups of enemies. Then cast Undertow before Tidal Surge ends. Hydroid is Viable as CC on Infested mission or combined with a Disarm Loki
Nezha	Heat Procs, Area Heat Procs, Constant Short-Range Stagger, Area Suppress	Toggleing on Fire Walker leaves a pool of fire every few steps (enough to make it a solid "trail") that lasts for a duration. Anything inside Fire Walker's area of effect will have Heat procs applied to it every second. If you trigger Blazing Chakrams teleport while Fire Walker is active, you deal an explosion upon arrival, Proccing Heat on everything hit. Blazing Spears ragdolls and suppresses all targets hit for a long duration. Warding Halo constantly Staggers enemies near the ring. This also affects it's augment. Nezha suffers from Animation lock and poor base stats. Cannot recast Blazing Spears to catch more enemies, it must be canceled first
Oberon Prime	Radiation, Knockdown, Area Radiation, Area Blind, Constant Area Radiation, Area Suppress	Smite knockdown and Radiates the target. Hallowed Ground constantly Radiates everything in the area of effect, Reckoning lifts up and slams down enemies, blinding nearby enemies and proccing Radiation.
Mag Prime	Cone-Area Ragdoll, Root, Area Vacuum, Area Suppress, Area Root	Pull does exactly what you'd think it does, pulling all enemies hit in your general direction and ragdolling them. Magnetize stops an enemy in place, redirects all projectiles and such to the center of the sphere, and lightly vacuums all enemies towards the center for the duration as well. Crush lifts and suppresses all enemies in the area when cast, and if augmented, roots them when Crush ends. This effect also will reduce their armor by 50% for the duration of the root. All of her effects are fairly short for a CC frame, with animation lock alongside
Mesa	Weapon Jam, Stagger, Death	Enemies within Shooting Gallery's aura have their weapons jammed, effectively a Stagger. Enemies within Peacemakers Cone are afflicted by Death, removing them from the game
Yalkyr Prime	Ragdoll, Area Slow, Cone Stagger	Ripline ragdolls an enemy, can be hard to aim. Warcy wops all enemies in a large area - but can't be recast until it wears off. Paralysis staggers all enemies hit and opens them up to Prompted Finishers for a short duration.
Harrow	Cone-Area Stun	Condemn locks all targets hit in place and stuns them. Not much else to be said, Spammable but does not refresh on targets already hit. Opens most humanoid enemies up for easy Headshots
Loki Prime	Decoy, Area Disarm, Area Radiation	Radial Disarm does exactly what it says. Including to Infested (in a literal sense). If augmented it will also proc Radiation on all targets in the area.
Wukong	Ragdoll, Area Stagger	Iron Jab ragdolls an enemy. Cloud Walker staggers all enemies in an area when the effect ends, opening them up to Prompted Finishers
Chroma	Short Cooldown Area Stagger, Short Range Area Ragdoll	Effigy staggers all targets in a large area when it Screams, and if enemies are too close it'll so a thunderclap-like ability, ragdolling everything in a small area.
Ash Prime	Area Stagger	Using Smoke Screen staggers all nearby enemies briefly. Using unaugmented Teleport will stagger a single enemy. Also opening it up for Prompted Finishers
Trinity Prime	Suppress, Suppress	Well of Life Suppresses a target. Energy Vampire Suppresses a target.

Frames	Summary of frame use [6]	Supplementary notes (This list will be the hardest to balance, given niche usage and frequent change by DE). [7]
<p>All Rankings inside this list are EXTREMELY CLOSE.</p> <p>This list focuses on the ability of frames to improve their squads in some way. Be it by healing or buffing damage. Stackable Buffs are favored over Non. NOTE: Frames on this list are rated based on their relevance in end-game content. Some of these frames may be stronger than listed when used in niche compositions. For the purpose of this list, niche and otherwise obscure usage will not be accounted for in overall usability.</p> <p>This rating schema is valid assuming a randomized team of 4 players, with no specific goal in mind. No voice chat, no communication. Additionally, keep in mind that the non-primed variant of any given frame will not be accounted for, as the primed variant is always statistically superior. Even more notes: Utility (or Support) Frames are the picture of Niche. If your team is full of channeled power users, Limbo is suddenly amazing, if your squad has all maximum Effic, perhaps Trinity won't be the best choice. If your CrowdControl frame choice is Frost, you prolly won't need a second one as Utility, Etc.</p>		
Tier 1 Competitive		
Trinity Prime	Restores Health, Restores Energy, Restores Shields, Provides Damage Reduction	Well of Life isn't worth talking about, Energy Vampire restores Energy in an area over 4 ticks, If Augmented excess energy is converted into Shields. Blessing restores Shields and Health to all friendlies within Affinity Sharing Range, And provides a Damage Resistance buff for a duration
Frost Prime	Increases damage dealt by a friendly target as Cold, Can create 360 degree Cover with Snow Globe, Can have up to 4 Globes at once	Augmented Freeze increases the friendly targets total damage output by Frosts Power Strength, Snow Globe blocks all incoming fire for 3 seconds, Then adds all damage taken during that time to it's health bar. Snow Globes last until their health is exhausted or a Nullifier bubble collides with it
Octavia	Restores Energy, Boosts Damage, Armor, Multishot, Melee Damage, Movespeed, and provides Cloaking	Every Ability cast will restore 1 energy per second over 30 seconds to nearby Tenno. Metronome boosts all Friendly targets within it's aura with Armor, Jumping in time with the beat grants Movespeed, Crouching in time with the beat provides Cloaking. Shooting in time with the beat grants Multishot, and striking with Melee in time with the beat grants a Damage Boost to Melee. Amp increases the damage dealt by all Friendly targets within it's area by a large amount, based on the noise level in said area
Banshee Prime	Increases damage taken by Enemies, Deafens Enemies, Can Reduce Armor	Places marks on enemies that increase their damage taken by a huge amount, These marks stack if they overlap and have no cast limit. Sonar can be Augmented to spread every time an enemy dies from a mark hit. Silence Deafens, Staggers briefly and then screws with the AI of all enemies inside the area of effect. If needed, Sonic Boom can be augmented to Reduce armor in a cone for a duration
Ember Prime	Increases damage dealt by a friendly target as Heat, damage dealt by a friendly target (again) as Heat, casting speed of friendly targets, and increases damage taken by enemies from Heat damage	Augmented Fire Ball increases the friendly targets total damage output by Embers Power Strength, Accelerant increases the Heat damage taken by affected Enemies, Augmented Accelerant increases the damage output of nearby Tenno by half of Embers Power Strength as well as Casting Speed of Abilities
Gara	Provides High Damage Reduction	Splinter Storm can reduce damage taken by up to 90%, for a long duration at very little cost. Other abilities are still usable in this build
Tier 2 Viable		
Nova Prime	Creates Wormholes that allow one-way travel to anywhere she can see, Doubles damage taken by Enemies touched by M-Prime	Using Wormhole creates a portal with 4 charges, Allies and Enemies can use this portal to be instantly sent to the other end, one-way. If augmented the portal boosts movespeed of friendlies after exiting the portal. Molecular Prime causes all enemies touched to take Double Damage from any source, stacks with other multipliers and is applied last. Enemies also explode on death for some small damage
Equinox	Increases damage taken by Enemies, Increases Tenno Power Strength in an area	Rage increases the targeted group of enemies damage taken and total speed, Provoke increases Power Strength by a large amount, only partially effective on Equinox herself
Nidus	Boosts Power Strength of a single ally, Heals over Time in an area during Ravenous	Parasitic Link increases the Power Strength of a targeted Tenno (and Nidus) by a large amount, Ravenous provides good healing over time while inside it's area
Harrow	Heals nearby Friendlies for a portion of his damage dealt, Restores Energy to nearby Friendlies whenever he gets a kill (increased on headshot kills), Grants Friendlies in range Invulnerability, Increases Flat Critical Chance and Headshot Multiplier	Penance provides a large reload speed and fire rate buff to Harrow himself, and causes all damage dealt to heal Friendlies in a large area. Thurible will restore Energy-per-Kill by Harrow (400% on Headshot-Kills) to allies within the aura, Energy amount is based on Channel time of the Thurible. Covenant makes any friendly within it's area of effect Invulnerable for a medium duration, All damage taken during this time is converted into a Critical Chance buff for twice the duration after the invulnerability ends, Cannot be recast while either buff is still present
Rhino Prime	Boosts Total Damage of All Allies	Roar is a very strong increase to damage.. But the real shine is that it stacks with every other form of buffing in the game.
Ivara	Can Cloak Allies, Can create Ziplines	Ziplines are nice, Keeping your allies cloaked is a hard but rewarding task
Ash Prime	Cloaks all nearby Friendlies with Smoke Shadow, Can Reduce Armor	When Augmented, Smoke Shadow Cloaks all targets hit by it. Cannot be recast until the effect runs out on Ash. Augmented Shuriken can Reduce Armor for a duration
Chroma	Provides one of four Buffs to nearby Tenno	Elemental Ward provides buffs based on what element chroma is using. Heat provides a large increase to Health, Cold provides a large increase to Armor and a chance? to reflect ranged attacks back to their source, Electric provides a good increase to Shields and discharges at nearby enemies dealing an eye watering amount of damage to them, Toxin provides a medium bonus to Reload Speed and Weapon Swap Speed. Each Ward will deal it's Elemental damage in a small area, But Toxin deals 5% of the targets maximum health. When Augmented the Ward will stick to any friendlies it hits, giving them the same effects as Chroma
Nezha	Can cast Warding Halo on any non-hostile target, Cleanses Status Effects from Allies	Warding Halo (when Augmented) will make a target invulnerable for 1.5 seconds, then add any damage taken during that time to the Halo's Health. As long as the Halo exists anything close to the target will be staggered, Fire Walker's trail of flames cleanse and prevent status effects for any friendly target standing in them
Oberon Prime	Strong Healing over Time, Can prevent the death of a Friendly every 90 seconds (target has it's own cooldown), Can Strip Armor	Provides great sustain and a little protection during missions. Not reliable as a true healer, but provided your squad are a buncha squishies that are either full or bleeding out, Oberon works great
Volt Prime	Increases the damage output of one friendly, Increases Movespeed, Melee Speed and Reload Speed by a huge amount to nearby friendly targets, Can provide Cover with Electric Shield (Shield can also be carried by Volt, Or even Allies when Augmented)	Place shields around the Mesa, Stimpack the Excalibur, Wall off areas.. Volt does quite a few useful things for a squad. He just doesn't do them better then others.
Tier 3 Non-viable		
Valkyr Prime	Grants Friendly targets a large boost to Armor and Melee Speed	
Saryn Prime	Increases the damage output of one friendly target as Toxin	
Mag Prime	Restore Friendly Shields, Can Strip Armor, Can Reduce Armor	
Limbo	Can place Friendlies into the Rift, Tenno Regen Energy while inside the Rift, Can Heal a single Friendly target	
Inaros	Can feed Enemies to his Allies to restore their Health with Devour, Scarab Swarm Heals in an area over time	
Nekros Prime	Generates extra Health Orbs (And other Loot) from Corpses	Desecrate will turn Corpses into Health Orbs and other loot, Leading to a decent amount of passive healing
Hydroid Prime	Can Strip Armor, Makes Friendlies immune to Status Effects, Heals all Friendlies standing on Undertow over time	
Loki Prime	Can make an Ally Invulnerable	
Zephyr	Boosts all projectile speed within Turbulence when Augmented, Turbulence protects from Ranged attacks inside its area	
Nyx Prime	Allies can stand inside Unaugmented Absorb for Protection	Unaugmented Absorb can be used to protect friendly targets, but will likely sap Nyx's energy very fast
Atlas	Creates Cover with Tectonics	Creates a somewhat small Rock Wall that blocks enemy movement and attacks, Augmenting allows for up to 3 walls at once
Mirage	Buffs the Damage output of all Allies she is currently Hugging under a strong Light by a large amount, Protects by up to 95% while in the Dark	
Mesa	Buffs a single random Tenno's Gun Damage and Jams weapons of nearby enemies	

Frames	Summary of frame use [6]	Supplementary notes (This list will be the hardest to balance, given niche usage and frequent change by DE). [7]
Titania	Can cleanse and grant status immunity to friendly targets in an area	
Vauban Prime	Nothing	Cannot provide any buffs or protection to his team in any way
Wukong	Nothing	Cannot provide any buffs or protection to his team in any way
Excalibur	Nothing	Cannot provide any buffs or protection to his team in any way

Archwing	Summary of use	Supplementary notes (This list is rated for level 45 Archwing)	Base or Event variant rankings
Tier 1 Competitive			
Amesha	Limited-Charge Damage Immunity, Area Damage Absorb, Area Healing, Area Status Immunity, Area Slow, Area Power Strength+Range+Duration Buff, Limited-Invulnerability	Watchful Swarm completely blocks a limited number of attacks on a targeted ally or amesha itself. Benevolent Decoy creates a giant sphere that redirects all ranged attacks to its center, Healing Friendlies for a percent of total damage absorbed, per second. Warding Grace is a toggle that slows all enemies in range by a large amount, and prevents status effects on allies within the aura. Vengeful Rush Converts all damage taken into Energy instead, while boosting Range Duration and Strength by 10% for all allies in range. When Energy is full, Amesha becomes vulnerable until some energy is spent	
Itzal	Area Stun, Teleportation, Area Cloaking, Vacuum, Minions	Blink teleports the Itzal forward a long distance, or until it hits something it cannot pass through. Stunning all enemies in a large area for a long duration upon arrival. Penumbra is a toggled ability that Cloaks the Itzal and all nearby allies as long as they do not move. Cosmic Crush Pull all enemies in a large area to the Itzal then deals a burst of damage. If augmented this also Freezes all targets hit for a duration. Fighter Escort summons a bunch of little drones that zap nearby enemies and explode on death or the ability expires, Drones will not fire while Itzal is Cloaked.	
Tier 2 Viable			
Odonata Prime	Mobile Cover, Damage Boost, Critical Boost, Stagger, Projectile Destruction, Area Nuke, Area Knockback+Disarm+Stun	Energy Shell creates a mobile shield in front of the Odonata (if augmented, nearby allies as well) that blocks all ranged attacks, boosts damage by adding 50% of your weapons base damage as Heat, and increases critical damage by 200%. Disarray destroys all enemy projectiles by launching flares, if an enemy gets it by a flare it may be staggered. Seeking Fire launches a bunch of rockets at nearby enemies, dealing little damage. Repel knocks back, stuns for a duration, and disarms forever, any enemy in it's range when cast	Base is really flimsy. Upgrade to anything else when you can
Elytron	Nuke, Projectile Destruction, Area Sustained Damage, Area Knockback	Bloomer sends a missile out to seek enemies, upon finding one it will attach itself to them (or failing that, any object), recast to detonate. Core Vent leaves a trail of smoke behind the Elytron, destroying enemy projectiles that collide with it. If augmented the smoke can be lit with Blast damage to cause Heat damage over time to anything inside it. Thumper launches a beacon in a straight line, if recast or if it collides with something, it will begin pulsing random explosions in an area over time for a long duration. Warhead launches a missile that will follow your aim, upon impacting anything it will explode, dealing damage and knocking enemies FAR back from the point of impact.	
Tier 3 Non-viable			

Archgun	Summary of use	Firing Mechanic	Supplementary notes (This list is rated for level 45 Archwing)	Base or Event variant rankings
Tier 1				
Competitive				
Fluctus	Critical	Semi-auto	Shoots a large wave that cuts through enemies and some objects. Has good Fire rate, Reload Time and Magazine. Pinpoint Accurate	
Grattler	Critical/Status	Full-auto	Shoots a grenade that can deal selfdamage, Fire rate is a bit high for it's Magazine, Reload Time hurts. Fire in bursts as needed. Deals excessive damage, slightly inaccurate (can be fatal, often)	
Cyngas	Status	3-Round burst	Fires bursts of hitscan bullets, deals very high damage but is mainly a status monster. Reload Time is far faster then listed. Very accurate	
Velocitus	Critical	Charge shot	Opinions vary on wether to fire charged or spam non-charged shots, but either way that differs by one mod. Deals fantastic damage and it is almost impossible to run out of ammo in combat. Pinpoint accurate. Beam is not hitscan but has such a fast travel time it might as well be	
Tier 2				
Viable				
Vandal Imperator	Critical	Full-auto (spool up)	Hitscan, Spool-up, Gigantic Magazine, Reload Time is more then double it's Fire rate, Low damage per bullet.	Vanilla is below the Decurion
Phaedra	Status	Full-auto (spool up)	It's soma's drug-riddled big sister. Hitscan with Spool-up. This weapons deals alright damage and has a fantastic status chance. Reload Time is half the time it takes to Empty the Magazine. Barely Accurate at mid range, which is fine since it also has damage drop-off at mid range anyway.	
Dual Decurion	Critical	Full-auto	Sub-par dual pistols that manage to fall off by level 40. Screen Shake, Inaccurate, Recoil, Tiny Magazine. Lightning Reload Time and Hitscan. Low base damage	
Corvas	Critical	Charge shot	Deals a little under half the damage of the Velocitus (in half the charge time) while also being nearly melee range. There is no reason to use this gun. Barely passes as a critical weapon simply due to archwing not having enough mods to fill all 8 slots.	
Tier 3				
Non-viable				

Archwing Melee	Summary of use	Supplementary notes (This list is rated for level 45 Archwing)	Base or Event variant rankings
Tier 1			
Competitive			
Centaur	Critical	Great stats in Attack speed, Base damage, Fantastic Critical stats and has a good innate stance	
Kaszas	Raw Damage	Poor critical stats, but you'll be filling in the last few slots with critical mods anyway. High base damage and good speed and stance	
Agkuza	Raw Damage	Critical stats are not recoverable, But still has high enough base damage, speed and stance to make it worthy	
Knux	Status	A status monster. Base damage is high, Speed is good, Stance will feel clunky	
Tier 2			
Viable			
Prisma Veritux	Critical	a Centaur with much less crit and slightly higher base damage. Good weapon in the end, Stance is smooth	Vanilla is worst Archmelee
Rathbone	Critical	Stance is amazing. Poor stats otherwise. If hammering down a large target that isn't going to die for a while, this actually pulls great numbers from MeleeCombo of all things.	
Tier 3			
Non-viable			
Onorix	Critical	A critical weapon with a sad 1.3x multiplier. Second worst archmelee by far. Still an upgrade to the Veritux	

Companion	Summary of Abilities	Supplementary notes	Base or Event variant rankings
All Kavats and Kubrows can be Revived when Downed, Kavats are fragile and can equip Kavats-only Utility mods, All Sentinels can equip Vacuum and other Sentinel-only Utility mods.			
Tier 1 Strong			
Smeeta Kavats	Self-Cloaking+Decoy, Random Buff	Mischief creates a fake copy of the Smeeta, which will run around for 9 seconds (or until it dies). During these 9 seconds the kavats is Cloaked. This ability has a 7 second cooldown. Charm has a 27% chance to grant a random buff out of a pool, every 27 seconds. This buff can be 200% Flat Critical chance for 30 seconds, 100% Energy Costs Refunded for 10 seconds, Double Affinity and Resource pickups for 120 seconds, Reload Instantly (Lasts until you next reload), Ignores the damage of the next hit you take and gives 150 shields (Lasts until hit), Or to generate 1 rare resource from the planet you are on.	
Diriga	Single-target Stunlock OR Area Damage Pulse	Electro Pulse will pick a target within 10 meters and stun them until the enemy is beyond 15 meters, or the target dies. When the enemy dies or is out of range, there is a 5 second cooldown before it will pick another target. Arc Coil will zap p to 7 enemies within range every second, dealing minor damage with a 10% chance to stun. Both These effects prevent the Diriga from firing during, Arc Coil and Electro Pulse overwrite each other, Only equipping one is advised.	
Helios Prime	Scans enemies, Provides weakspots on already scanned enemies	Investigator will scan anything that is not completed in the codex within 50 meters, provided you have a scanner equipped (this consumes a charge of your scanner). Detect Vulnerability will create weakspots for 10 seconds on any enemy that has already been completed in the codex. Increasing damage taken by that enemy by 275%. Both of these abilities take 2 seconds to activate. If not using Deconstructor Prime, Helios Prime drops below Carrier Prime	Vanilla is just more fragile
Tier 2 Viable			
Sahasas Kubrow	Digs up extra Loot, Finishes downed enemies	Dig causes the Sahasa to stand in one spot and dig for 5 seconds, at the end of this a pile of items will be created. Items can be anything that could be dropped in the mission from containers or lockers. This ability has a 15 second cooldown and appears to be less likely to occur if standing in a previous dig site. Ferocity simply allows the Sahasa to deal bonus damage to downed enemies. If non-fatal the kubrow will be stunned for a few seconds. The value of this Doge goes down the more Loot Frames you have with you. If no Loot Frames at all, This Doge is Strong Tier	
Carrier Prime	Increases Ammo Pool, Breaks nearby Containers	Ammo Case grants a 25% increase to the Ammo Pool of all your weapons, And converts any unused ammo drops into usable ammo for your currently equipped weapon, This takes 2 seconds to process. Will shoot at and break nearby Containers if equipped with the Looter mod. If using a bullet-hose type weapon (or two), Carrier Prime goes up to Strong tier	Vanilla is just more fragile
Adarzas Kavats	Grants Area Flat Critical Chance and has a chance to Reflect damage taken	Cats Eye grants 60% Flat Critical Chance to all Friendly Targets for 10 seconds every 20 seconds. Reflect gives a 40% Chance to Reflect damage taken, dealing 160% of it back to the target instead.	
Chesas Kubrow	Disarms Enemies, Breaks nearby Containers, Picks up Loot	Neutralize will cause the Chesa to seek out and Disarm an enemy within 20 meters every ?? seconds, Retrieve causes the Chesa to seek out any dropped Mods, Energy Orbs, Health Orbs, Scannable Plants, Ayatan Sculptures, Ammo and Resource drops within 18 meters, then bring them back to it's Tenno. This occurs every ?? seconds	
Wyrm Prime	Area Ragdoll	Crowd Dispersion deals 10 magnetic damage and ragdolls everything within 10 meters, This ability has a 15 second cooldown and only triggers if there is more than one enemy within range	Vanilla is just more fragile
Huras Kubrow	Cloaking, Rams enemies	Stalk grants Cloaking to the Huras and it's Tenno for as long as an enemy is in line of sight to the Huras, and no hostile actions are taken. After being broken the ability has an 8 second cooldown before it can be recast. Hunt causes the Huras to ram towards an enemy, dealing heavy damage to everything in the way. Hunt has an 8 second Cooldown.	
Prisma Shade	Cloaking	Ghost will Cloak the Shade and it's Tenno for as long as an enemy is in line of sight to the Shade, and no hostile actions are taken. After leaving any form of Cloaking, This ability cannot be used for 10 seconds.	Vanilla is just more fragile
Raksa Kubrow	Area Fear, Shield Restore	Howl Fears up to 15 enemies within 24 meters for 16 seconds, This ability has a 40 second cooldown. Protect restores up to 300 shields to the Raksa and it's Tenno, Cooldown is hard to pin down, Believed to be 5 or 10 seconds	
Tier 3 Weak			
Taxon	Generates Shields/Overshields	Molecular Conversion will blast an enemy within 10 meters for 200 radiation damage, Generating Shields equal to damage dealt. This ability has a 12 second cooldown	
Djinn	Charms enemies in an area, Staggers	Fatal Attraction causes all enemies within 24 meters to walk harmlessly (most times) towards the Djinn over 5 seconds, If at the end of the effect there are 2 or more enemies within 6 meters, It will deal an explosion of Corrosive damage with a 100% Proc chance to everything within the 6 meters, Slagging them for a short duration. If there are not 2 or more enemies within 6 meters at the end of the effect, The ability goes on cooldown instead. This ability has a 30 second cooldown	
Helminth Charger	Pulls enemies, Tramples enemies	Probscits will pull a single target within 30 meters to the Helminth, dealing minor damage. Trample causes the Helminth to ram towards an enemy, dealing heavy damage to everything in the way. Trample has an 8 second Cooldown	
Sunika Kubrow	Stunlocks a single target, Finishes downed enemies	Unleashed causes the Sunika to charge forward up to 60 meters and pin down anything it views as a VIP. Including but not limited to Capture Targets, Synthesis Targets, and some Bosses. Savagery simply allows the Sahasa to deal bonus damage to downed enemies, If non-fatal the kubrow will be stunned for a few seconds	
Dethcube	Stuns a single target in short range	Vaporize will blast a target within 4 meters for minor damage, stunning them for a short duration, This effect has a 30 second cooldown	
Incomplete Further testing required			

Companion	Summary of use	Weapon Type	Supplementary notes	Base or Event variant rankings
Tier 1 Competitive				
Deconstructor Prime	Status + Bounce	Glaive Melee	Very high damage and very high status chance. Each shot deals Impact/Puncture/Slash depending on what part of Helios it is. Sticks to it's Fire Rate even if the pieces come back early. Cannot be used with anything other than a Helios or Helios Prime	
Sweeper Prime	Status	Automatic Shotgun	Low fire rate, damage fall-of, large magazine for a shotgun, high spread. Hitscan. High base damage	
Vulklok	Critical/Status	Automatic Sniper	Pathetic fire rate, double or even triple fire rate mods advised. Fantastic stats across the board otherwise. Projectile time is fast as well	
Tier 2 Viable				
Artax	Raw Damage	Beam Rifle	Procs Cold on any target hit by the beam, Scales poorly with everything by DDesign.	
Deth Machine Rifle	Raw Damage + Double Fire Rate Mods	Spool-up Rifle	Low damage per bullet, Spool-up time and acceptable DPS. Hitscan. Fires so many bullets it procs status often. Can often get "stuck" firing at something that it may never kill or can't even hit. breaking line of sight will reset this	
Primed Laser Rifle	Raw Damage	Automatic Rifle	Non-Hitscan, Pinpoint accurate but has horrible recoil. Deals low damage per bullet that actually hits.	
Prisma Burst Laser	Status + Double Fire Rate Mods	3-Round Burst Pistol	Horribly inaccurate projectile pistol, But has a reload time of 0 and can reach blazing firerates with great status-per-bullet.	
Tier 3 Non-viable				
Stinger	Raw Damage	Semi-auto Rifle	Horrible accuracy, bad damage, bad status chance, bad critical stats, Procs Toxin per hit	

Focus School	Summary of effects on Warframe	Summary of effects on Operator	Supplementary notes	Flavour text
Tier 1				
Competitive				
Madurai	Increased Physical Damage, Increased Elemental Damage	Increased Operator Energy Pool and Regeneration for Amps	Both Dash nodes suck. Both of the Blast nodes are great and will only get better with stronger amps. Void Radiance is actually decent, Void Strike is pathetic for it's cost.	For Weapon Damage
Tier 2				
Viable				
Naramon	Increased Affinity gain from Melee, Preserves MeleeCombo for longer	Increased Operator MoveSpeed and Void Dash Speed	You will pretty much never find a time or place to actually use Void Stalker. Executing Dash is actually useful with how smooth the new operator change is, Surging Dash notso much. Both of the Blast nodes are acceptable, due to how spamable it is.	For Melee
Zenurik	Increased Energy Orb pickups, Area Energy Restore over time, Increased Melee Channeling Efficiency	Increased Operator Energy Pool and Regeneration	Pretty much every single thing here that has a flat number value is useless garbage. Temporal Blast is acceptable, Voltaic Blast could be useful later when better amps are available.	For Energy
Vazarin	Increased Affinity Radius, Limited Instant Revives	Increased Operator Health and Health Regeneration	The Dash nodes are great, provided you are in content hard enough to even find focus useful. Sadly the Blast nodes suck. Horribly. (Void nodes not tested, Look ffy.)	For Protecting, Healing and Reviving
Tier 3				
Non-optimal				
Unairu	Returns part of Damage Taken, Increased Warframe Armor	Increased Operator Armor, Increased Operator Armor (a second time)	Void Shadow is quite nice if you can use it at the right time, the other Void node is laughable. Magnetic Blast is acceptable, but durations a bit short. Good with shotguns. Wisps suck. Dash Nodes suck.	For Surviving
Incomplete				
Further testing required				

[1] Ability, Melee or Ranged
Area, Splash or Single
Burst, Sustained or Damage over Time

[2] List is chosen around what performs the best in general missions, Squad play valued more then Solo play, i admit

[3] EHP, Invulnerability, Ect

[4] List is chosen around what performs the best in general missions, Squad play valued more then Solo play, i admit

[5] List is chosen around what performs the best in general missions, Squad play valued more then Solo play, i admit

[6] Buffs, Debuffs, Ect.

[7] List is chosen around what performs the best in general missions, Squad play valued more then Solo play, i admit