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Railjack/Intrinsics

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For Drifter Intrinsics, see [Drifter#Intrinsics](#).

Intrinsics Points are earned simply by playing Railjack missions and earning Affinity within. Earn Affinity by killing enemies or exploring/completing mission Points of Interest. Use your Points to unlock Progression across all Intrinsics categories!

—Upon first interacting with the Intrinsics

Intrinsics is a skill point based system that

determines how adept the player is in

utilizing all the systems aboard their

Intrinsics



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unlocked by Intrinsics even
can access their Intrinsics via

**WARFRAME Wiki**

the [Dry Dock](#) console, the front railjack console in the orbiter or from the [Orbiter's](#) menu, Esc → Railjack → Intrinsics.

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General

There are five main Intrinsic classes that the player can invest in, with each class having a max rank of 10: **Tactical**, **Piloting**, **Gunnery**, **Engineering**, and **Command**.

Intrinsic Points are earned by gaining [Affinity](#) from completing Empyrean missions and performing actions that aid in the mission's success, such as repairing hull damage, killing boarding parties, etc. The rate at which these points are earned is affected by [Affinity Boosters](#) and the relevant  [Charm](#) buff.

Each Intrinsic rank gained rewards the player with 1,500 [Mastery points](#). Ranking all five classes to rank 10 costs a total of 5,115 Intrinsics and awards 75,000 [Mastery Rank](#) experience ((1500x10)x5).

There is no way to reallocate points once invested.

Rank	Intrinsic Points needed	Cumulative total
1	1	1
2	2	3
3	4	7
4	8	15
5	16	31
6	32	63
7	64	127
8	128	255
9	256	511
10	512	1023



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Each Intrinsic point requires 1000 [Affinity](#) (1/10 of Affinity earned only goes into Intrinsic gain) which can be earned through a variety of activities during [Empyrean](#) missions, and unlike regular missions [Affinity Range](#) is *infinite* so all [Squad](#) members benefit regardless of their locations.

Note that [Stealth Kill Affinity Bonus](#) and [Scanning](#) contributes to the Affinity pool for an Intrinsic point. However, kills by [NPC crewmates](#) will not grant Affinity nor Intrinsic xp.

Upon [Death](#) and reviving, progress towards Intrinsic points will not be lost.

Activity	Affinity Gain	Intrinsic XP
Fixing hull breaches (dark orange icon)	4,000	400
Fixing hull ruptures (orange icon)	2,500	250
Putting out fires (yellow icon)	2,500	250
Grounding electrical faults (blue icon)	2,500	250
Thawing frozen doors	2,500	250
Killing boarding party enemies (red icons)	Depends on enemy	10% of Affinity
Crafting supplies at the Forge	300	30
Destroying ships	Depends on enemy	10% of Affinity
Killing crew within crewships/bases	Depends on enemy	10% of Affinity



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Command



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This section is [transcluded](#) from [Railjack/Intrinsics/Tactical](#) . To change it, please [edit the transcluded page](#).

*Increase your focus on the big picture of battle.
Improved Tactical Avionics, Archwing Catapult
maneuvers and powerful Tactical deployment abilities.*



—In-Game Description

The **Tactical** Intrinsics grants access to the Railjack's [Tactical Menu](#), allowing players to deploy various remote effects as well as teleport from outside and within the vessel.

Rank	Ability	Description	Notes
1	Tactical System	<i>Deploy Tactical Mods and access Crew tracking system via Tactical Menu .</i>	- Allows opening of the Tactical Menu by pressing  while in a Railjack. This menu shows a map of the Railjack, the position of teammates, and their Health and Shield bars. The Tactical Menu also allows the usage of Tactical Mods that provide various benefits to the Railjack's interior systems. - Pressing  on the map places a waypoint at the location of the cursor. - Players can remotely activate their own Warframe's ability through the Tactical Menu.
2	Ability Kinesis and Overseer	<i>Warframe abilities can be deployed as tactical support.</i>	Players can now remotely activate crewmates' Warframe abilities while in the Tactical Menu. Players can select a Warframe



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			can then be cast by left-clicking on the desired location on the Tactical Map. • Only one pre-selected ability can be used per player, with the available ability depending on the selected Warframe. • Allows the player to use the Tactical Menu to see from other player's perspectives. This includes the ability to see the other player's current Tactical Map by pressing Tab from within the <i>Tactical Menu</i>, allowing for the deployment of Warframe abilities via Ability Kinesis into places outside of the Railjack.
3	Command Link	<i>Fast Travel within vessel. Coordinate squad members with command interface.</i>	• Allows fast-travelling to specific locations within the Railjack from the Tactical Menu. Destinations are the Bridge, the lower deck Archwing exits, the Swivel Turrets, the Archwing Slingshot at the top of the ship, and the Resource Forge. • Also enables the player to send basic pre-scripted



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			squad members from the Tactical Menu. The command will be issued to the selected squad member by a voice line from Cephalon Cy .
4	Recall Warp	<i>Omni gear can be used to warp aboard the ship from anywhere.</i>	- Equipping the Omni outside of the Railjack will teleport the user back inside after 5 seconds. - This teleport cannot be cancelled after activation. - Cannot be used from inside the Corpus Ship until all players have reached extraction.
5	Deploy Necramechs	<i>Deploy Necramech in all Railjack missions.</i>	Allows Necramech Summon to be used in grounded combat within Railjack missions.
6	Tactical Efficiency	<i>Reduces Energy Consumption for Battle Mods by 25%.</i>	The cost reduction for Ability Kinesis is applied separately after all modifiers from Warframe mods have been accounted for.
7	Tactical Response	<i>Reduces Tactical Mod cooldown by 20%.</i>	Stacks multiplicatively with other cooldown reductions.
	Archwing Tactical	<i>Reduces Archwing Blink cooldown by</i>	Applies to the use of Archwings and Necramechs outside of Empyrean missions.



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9	Swift Tactics	<i>Further reduces Tactical Mod cooldown by 20%.</i>	- Stacks multiplicatively with other cooldown reductions. - Stacks with the Rank 7 Tactical Response ability for a combined 36% reduction in Tactical Mods cooldown.
10	Join Warp	<i>Warp from ship to crew member.</i>	Teleport to the target crew member's last location after 5 seconds.

Notes

- Some Intrinsics can apply outside of [Empyrean](#) missions, most notably those that affect [Archwings](#) and [Necramechs](#).
- The Intrinsics Archwing bonuses have no effect on [Titania's](#) [Razorwing](#), which uses Archwing controls.
- Gaining an Intrinsic Point makes a [rank-up](#) sound effect.
- Popular methods to "farm" Intrinsics include long Survival runs on Luckless Expanse (Venus Proxima), which uses your regular Warframe loadout once the main objective is reached, and stealth killing in Veil Proxima.

Patch History

[Hotfix 29.10.8](#) (2021-03-31)

- Fixed inability to earn any Intrinsic points while being in the Necramech/Operator in Railjack missions.

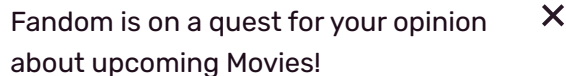
[Hotfix 29.10.3](#) (2021-03-23)

- Fixed rare DirectX 12 crash occurring when viewing the Intrinsics screen.



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		System , Passives , Duration , Efficiency , Range , Strength)
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	Operator	Amp • Focus (Madurai , Vazarin , Naramon , Unairu , Zenurik) • Lens
	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsics • Kaithe
	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
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