in: Resources, Untradeable Resources, Update Specters of the Rail 0, and 2 more

REGISTER

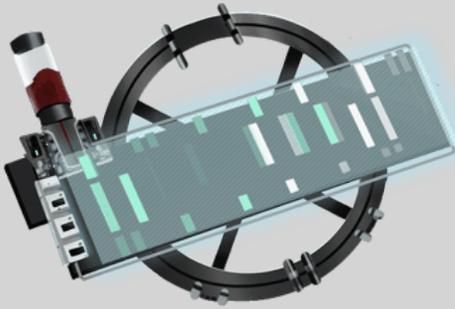# Kavat Genetic Code

228   EDIT

Contains the genetic code sequence of a Kavat.

—In-Game Description

Kavat Genetic Codes are a resource required for the incubation of a Kavat in the Orbiter's Incubator.
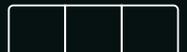
Kavat Genetic Code

Untradeable

📝 Update Infobox Data

Description	⌃
Contains the genetic code sequence of a Kavat.	

General Information		⌃
Type	Resource	
Drop Amount	1-1x	
Sell Price	🪙 Cannot Sell	
Introduced	Update: Specters of the Rail 0.0 (2016-07-08)	

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☰ Contents

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Acquisition

Kavat Genetic Codes can be earned when scanning **alive** [Feral Kavats](#) at a 25.0% chance (while their corpses may be scanned too for [Simaris](#) standing - yet this will not award any codes). Alternatively, one can be bought for 🎲 **5** each in the Market or with the [Kavat Starter Kit](#) for 🎲 **95**. Bought separately, you will require 🎲 **50** to purchase the 10 required to start the incubation process.

[Vasca Kavats](#) on the [Plains of Eidolon](#) do **not** give Kavat Genetic Codes when scanned.

Blueprints Requiring Kavat Genetic Code

Blueprint ⇕	Type ⇕	Quantity ⇕
[Kavat Incubator Upgrade Segment](#)	Orbiter Segment	10
🛡️ [Khora](#) Chassis	Component	5
🛡️ [Khora](#) Neuroptics	Component	2
🛡️ [Khora](#) Systems	Component	2
Total		**19**

Last updated: *[Update 29.8](#) (2021-02-11)*

Gathering Tips

This section is [transcluded](#) from [Feral Kavat § Farming Locations](#). To change it, please [edit the transcluded page](#).

These are based on opinions and may not be 100% true. These should be viewed as advice for finding the enemies until better facts are proven.
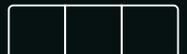
Target	Planet	Name	Type	Level	Tile Set
	Deimos	Horend	Capture	12 - 14	Orokin Derelict
	Deimos	Phlegyas	Exterminate	13 - 15	Orokin Derelict
	Deimos	Formido	Sabotage	14 - 16	Orokin Derelict

- Buying these off the Market is the easiest option if you aren't wanting to put the time and effort into learning how to farm codes quickly. Obtaining Prime parts or Riven Mods and trading them for Platinum can be faster than farming Genetic Codes directly if you are unfamiliar with code hunting.
- Consider farming in a group. The number of kavats that spawn in any given pack is group size +1, so if you go solo there will be 2 kavats in a group, two players will get 3, three players will get 4, and 4 players will get 5. Multiple packs do spawn per mission.
- Phlegyas (Exterminate) and Horend (Capture) nodes on Deimos have a number of Feral Kavats that spawn in the missions. These are the favored nodes for high-volume breeders because they can be run quickly.
- Steel Path missions have +100% Resource Drop Rate.
- During the second portion of the Sands of Inaros quest up to 50 Feral Kavats will spawn depending on the player group size.
- Terrorem (Survival) node on Deimos has a number of Feral Kavat that spawn alongside infested enemies for the first 10 minutes of the mission. This is a very slow method compared to exterminate and capture.
  - There's also a good chance for a group of Kavats to spawn in the starting room, so one possible strategy is to abort and restart the mission if you don't see any Kavats there or don't get any Genetic Codes from them.
  - Alternatively, wait at spawn for 5 mins until the mission starts automatically, 2 trios will spawn in this time (1 trio every 2m 30s). Kavats continue to spawn throughout the mission but it is advised to extract when available.
  - You may want to kill the Kavats after they have been scanned to avoid confusion. This is not necessary as Kavats still spawn either way.
- Consider using the Synthesis Scanner rather than the Codex Scanner, as you can upgrade the Synthesis Scanner with the *Vector-Thread* and *Cross-Matrix* widgets to respectively scan faster or get a chance of gaining an additional genetic code from a successful scan.
- Certain Warframe abilities that are capable of immobilizing or incapacitating both the Feral Kavats and enemies they may be fighting may make this easier, by both protecting

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- Limbo's Stasis can stop Kavats from moving altogether. With a high enough Ability Range, Cataclysm can cover the entire room making finding and scanning Kavat much easier. Rift Surge also marks affected enemies with the caster's energy color, making cloaked Kavats easier to spot.
- With a high enough Ability Range and reasonable Ability Duration, Vauban's Bastille (along with the Repelling Bastille Augment) and Rhino's Rhino Stomp are some of the best choices for locking down entire rooms to safely acquire Genetic Codes. Be wary of their high energy costs, however, and plan accordingly.
- Ivara's Sleep Arrows, Baruuk's Lull & Equinox's Rest allow you to incapacitate both Feral Kavats and surrounding enemies. Both abilities also mark affected enemies with the caster's energy color (though this is more noticeable with Rest), making cloaked Kavats easier to spot.
- Inaros' Desiccation can be used to incapacitate groups of Feral Kavats and other enemies. However, it only blinds units that are facing you, and its damage over time may be enough to finish off weakened Kavats.
- With enough Ability Duration, Nidus' Parasitic Link can be used to lock down one Kavat without fear of it running off or taking too much damage. Be wary of taking damage while linked, however, as the damage is transferred to the Kavat and can kill it if its health is low enough.
- Titania's Spellbind and Lantern can be used to immobilize Feral Kavats and also enemies, in the case of Spellbind, aiding in easy scans. Be wary of killing the Kavat however, upon deactivation of Lantern once its cast. Some users report this ability preventing the drops, with the targets no longer turning blue when scanned, so use with caution.
- Nezha's Divine Spears is an easy way to immobilize Feral Kavats leaving them an easy target for scanning. building minimal power strength is best to prevent the spears from killing them right away.
- Harrow's Condemn can be used to immobilize Feral Kavats and enemies.
- Excalibur's Radial Blind can also be used to immobilize Feral Kavats and enemies.
- Trinity's Well of Life is a good choice for immobilizing weakened Feral Kavats as it will also buff their health. It can, however, only hold one Feral Kavat per Trinity at a time.
- Gara's Mass Vitrify can crystallize all Kavats in its area making them easy to scan.
- Garuda's Blood Altar can immobilize a single Kavat long enough for scanning.
- Nova's Molecular Prime can slow the whole room. Be quick though as enough damage from fighting between enemies may kill them.
- Also dont forget Revenants mesmer skins that immobilize enemies when they hit you with minimal damage, depending on duration
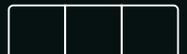
- Some Abilities might throw the Kavat's in a ragdoll status, where the scans don't work like intended. Resulting in a significant decrease in drop rate. Abilities include:

  - Khora's   Strangledome
  - Garuda's   Blood Altar
  - Nezha's   Divine Spears
  - Nidus's   Larva
  - Titania's   Spellbind and   Lantern
  - Vauban's   Bastille

Notes

- Resource Booster and Resource Drop Chance Booster do increase the number of codes obtained from a scan.
- Feral Kavats do not appear on the mini-map while they are cloaked and become invisible.

  - This renders   Enemy Radar or similar mods to be less effective at spotting them.
  - However, looking through Scanners can highlight them, even through walls and while they are invisible.

- Remove either weapons or attack Precepts from Sentinels or MOA (Companion), as they will attack Kavats indiscriminately, possibly killing them before they can be scanned. For this reason, be wary of bringing along Pet Kubrows or Kavats as they will not stand down and continue attacking Feral Kavats.

  - Pet Kavats with Territorial Aggression pacify all wild animals in a given area, Feral Kavats included. However, be advised that this will not prevent Feral Kavats from entering combat with other enemies.
  - Because boosters affect Kavat Codes, Smeeta Kavats that prioritize Charm are a viable option in Code farming. However, they should be modded to deal as little damage as possible as to not kill Feral Kavats too quickly.

- The   Heliocor and its variant   Synoid Heliocor can easily collect Kavat Genetic Codes with its Codex scanning mechanic when soloing, though bear in mind that only the killing player will collect the codes, and also this method will not take into account the *Cross-Matrix* Widget if you have it installed. Furthermore, this method will only work if the Feral Kavat's Codex entry has **not** been fully researched. The Heliocor will visually scan Feral Kavats upon kill but will not actually provide Genetic Codes.
- Helios'   Investigator and   Atlas'   Ore Gaze can be used to acquire Genetic Codes, but *only* if the Feral Kavat's Codex entry has **not** been fully researched.
- Using   Ballistica Prime's passive to create ghosts is useful, as each ghost can be scanned like a normal kavat, and can take advantage of the *Cross-Matrix* widget, giving a second chance to get Kavat Genetic Codes from the same feral Kavat.

  - Ghosts made from unalerted Kavats are sometimes completely invisible, but still scannable in this state if you can find them.

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Media
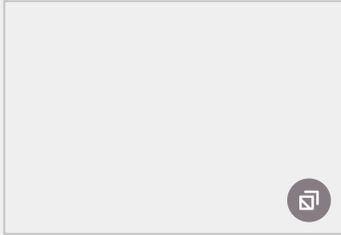
Old appearance

Patch History

Update 26.0 (2019-10-31)

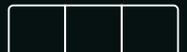- (Undocumented) Updated image.

Update 24.3 (2019-02-27)

- Introduced Nightwave replacing Alerts and Challenge Rewards systems.
  - Alert Rewards *5x Kavat Genetic Codes* are **not** moving into the Nightwave Cred Offerings

Hotfix 24.2.15 (2019-02-15)

Last updated: Update 26.0 (2019-10-31)

	Kavat		[Collapse]
Species	**Incubated**	Adarza • Smeeta • Vasca • Venari	
	Vulpaphyla	Sly • Crescent • Panzer	
	Enemy	Feral • Hyekka	
Breeding	Kavat Genetic Code • Incubator Power Core		
Cosmetics	Kavat Cosmetics		
Genetics	DNA Stabilizer • Genetic Code Template		
	Mods		
Penjaga (Abilities)	**Adarza**	Cat's Eye •	Reflect
	Smeeta	Charm •	Mischief
	Vasca	Draining Bite •	Transfusion
	Sly	Survival Instinct •	Sly Devolution
	Crescent	Crescent Charge •	Crescent Devolution
	Panzer	Viral Quills •	Panzer Devolution

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Others	Fetch • Scavenge • Sense Danger • Territorial Aggression
Madurai (Offense)	Bite • Flame Gland • Frost Jaw • Hunter Command • Hunter Recovery • Hunter Synergy • Maul • Pack Leader (Prime) • Pounce • Sharpened Claws • Shock Collar • Swipe • Tek Assault • Tek Enhance • Venom Teeth
Vazarin (Defense)	Link Fiber • Link Redirection • Link Vitality • Loyal Companion • Medi-Pet Kit • Shelter
Naramon (Utility)	Animal Instinct (Prime)

Resources / Components				E

Star Chart   Empyrean   Plains of Eidolon   Orb Vallis   Cambion Drift   Duviri

Common	🔲 Alloy Plate • Entrati Obols • Ferrite • Nano Spores • S
Uncommon	Carbides • Circuits • Cryotic • Cubic Diodes • Hexenon • Oxium • Plastids • Polymer Bundle • Rubedo • Stela • Thra Voidgel Orb
Rare	Argon Crystal • Control Module • Gallium • Morphics • Neura Neurodes • Orokin Cell • Tellurium • Entrati Lanthorn
Research	Antiserum Injector Fragment • Detonite Ampule (Detonite Inje Fieldron Sample (Fieldron) • Mutagen Sample (Mutagen Mass) • Synthula
Navigation	Animo Nav Beacon • Cryptographic ALU • Judgement Points • Nav Omega Isotope • Granum Crown (Exemplar Granum Crown, Zenith (
Special	Aya • Ayatan Amber Star • Ayatan Cyan Star • Endo • Intact Se Javlok Capacitor • **Kavat Genetic Code** • Lua Thrax Plasm • Nitair Orokin Cipher • Kuva • Riven Sliver • Somatic Fibers • Steel E Synthetic Eidolon Shard • Vitus Essence • Void Traces • Vosfor •

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