

ADVERTISEMENT

in: [Enemies](#), [Corpus](#), [Update 24](#), and [4 more](#)

SIGN IN

REGISTER

Profit-Taker Orb

280 EDIT

CORPUS

V QUOTES

CODEX

Monster of the Vallis and protector of Enrichment Labs, this massive Orb appears to be invulnerable.

*I am patient,
I am still.
When I descend,

it's you I'll kill.*

—Profit-Taker's introduction

Profit-Taker Orb is a large [Raknoid](#) creature found atop the **Enrichment Labs** in the [Orb Vallis](#), acting as one of the [Grand Bosses](#) of the [landscape](#). The gargantuan creature can only be engaged during the [Heist](#) with [Vox Solaris](#), requiring the rank of Old Mate within [Solaris United](#).

Profit-Taker Orb



Update Infobox Data

Monster of the Vallis and protector of Enrichment Labs, this massive Orb appears to be invulnerable.

General Information

Faction

Corpus

Planet(s)

Venus



The orb incorporates [Sentient](#) technology within its shields that are put into overcharge by satellites and is protected by an extremely durable carapace reserved for [Corpus Ships](#), making it seemingly invulnerable.

Tile Set(s)	Orb Vallis
Type	Grand Boss
Statistics	
Shield	783,602.4
Health	372,505
Armor	1,092
Dmg. Reduction	57.24%
Base Level	1
Spawn Level	60
Level Scaling	
1 500	
Selected Level	60 Reset
EHP	1,654,755.35
Steel Path EHP	--
Miscellaneous	
Codex Scans	3
Voice Actor	Tamara Fritz (https://www.tamarafritz.com/)
Introduced	Update 24.0 (2018-11-08)
Drops	
Mod Drops	Reach 14.10% Organ Shatter 14.10% Reflex Coil 10.26% Shocking Touch 10.26% North Wind 10.26% Molten Impact 10.26% Fever Strike 10.26% Hypothermic Shell 2.56% Charged Bullets 2.56% Magma Chamber 2.56% Contamination Casing 2.56%
Resource Drops	Crisma Toroid 100.00%
Sigil Drops	Bloodshed Sigil 3.00%
Other Drops	25,000 Credits x5 100% Profit-Taker Articulo 3 Medical Debt-Bond 2 Advances Debt-Bond 1 Familial Debt-Bond
Official Drop Tables	



☰ Contents

1. Behavior
 - 1.1. Archgun Damage Resistance
 - 1.2. In the Enrichment Labs
 - 1.3. In the Profit-Taker Heist
2. Strategy
 - 2.1. Profit-Taker Heist: Phase 3
 - 2.2. Profit-Taker Heist: Phase 4
 - 2.2.1. Phase 1
 - 2.2.2. Phase 2
 - 2.2.3. Phase 3
 - 2.2.4. Phase 4
 - 2.2.5. Summary
3. Tips
4. Notes
5. Bugs
6. Trivia
7. Media
8. Patch History
9. References
10. See Also

Behavior

Archgun Damage Resistance

Profit-Taker Orb possesses a flat **50% damage** resistance towards most [Archguns](#). Archguns with AoE damage effects like  [Kuva Grattler](#),  [Grattler](#),  [Mausolon](#) and  [Kuva Ayanga](#) have their own unique damage resistance applied when used against the boss, but they are adjusted to keep their damage output still roughly **~50%** of their full potential.

 [Corvas Prime](#) does not currently possess any damage reduction against the boss.



If a [Heist](#) against it is not currently in progress, Profit-Taker can be found idling on top of the entrance to the Enrichment Labs, overlooking the courtyard. It will remain passive until the third alarm level, at which point the Orb begins firing mortar projectiles at nearby Tenno. However, the Profit-Taker Orb will not move to engage the Tenno in any other ways and will remain on top of the Enrichment Labs.

In the Profit-Taker Heist

Main article: [Profit-Taker Heist](#)

Profit-Taker possesses her own line of Heist Bounties relating to all the steps taken to bring the Mother Orb down. Although the theme implies otherwise, the Profit-Taker can only be fought when the player had reached the third and the fourth stage of the Heist, and they will engage approaching Tenno with its wide arsenal of attacks.

- **Mounted Turret:** An invulnerable Turret attached under the Orb's main body continuously fires at nearby Tenno. The Turret has high accuracy and acts independently of the Orb's other attacks.
- **Leg Discharge:** The Orb channels electricity into one of its legs and unleashes it at nearby Tenno, with a high chance of inflicting [Electricity](#) status in the process. Profit-Taker only uses this attack if a Tenno runs in front of one of its legs and cannot use it on any of its destroyed legs. This move can be used independently of the Orb's other attacks.
- **Rocket Barrage:** The Orb fires a volley of rockets from the top of its head, that automatically home in on the Tenno, dealing high damage as they explode.
- **Repelling Shields:** The Orb summons giant rectangular energy shields all around itself, then pushes them outwards. Any Tenno in the shields' path will be pushed back and knocked down, and will also take a moderate amount of damage. The shields spawn depending on how high above ground the target is: if the target is 50 meters above ground, the Orb will summon the shields 50 meters above itself. Later in the fight, Profit-Taker can use an advanced version of this attack, where it becomes capable of summoning an additional shield barrier on top of the other.
- **Laser Sweep:** The Orb fires four laser beams at the ground, which progressively travel further, in a sweeping motion, until they reach the Tenno. While powerful, this move is slow, travels in a single direction, and thus can be easily dodged by running away from the beams' path.
- **EMP Slam:** The Orb slams the ground with its main body; the impact creates three radial shockwaves, dealing high [Magnetic](#) damage and status to any Tenno in the way. Profit-Taker tends to use this move only when a Tenno passes under its main body. Additionally, this attack is briefly telegraphed, and the shockwaves can



- **Mortar Cannon:** The Orb opens the top of its head to reveal a massive cannon, firing a single, powerful mortar shot, similar to the one it uses when encountered in the Enrichment Labs. Upon touching the ground or a target, the mortar explodes in a large area of effect, outlined in red at the point of impact, dealing a high amount of damage and is guaranteed to knock down any Tenno caught in the blast. Profit-Taker can use this move in two different ways:
 1. If shield pylons are active: the Orb fires the mortar in the same manner as when encountered in the Enrichment Labs.
 2. If shield pylons are inactive: the Orb fires the mortar directly at the target. This has its pros and cons, as while this version of the attack is very dangerous, Profit-Taker can also be tricked into firing the mortar so that it doesn't explode nearby (for example, staying airborne as the Orb fires the mortar, so that instead of exploding on the ground, the mortar continues its course and explodes far away from the battlefield).
- **Shield Pylons:** Each time the Orb recovers its adaptive shielding, it launches 4 to 6 pylons in the sky, which then land all around the battlefield. As long as the pylons are active, Profit-Taker will stop moving, but is invulnerable to all damage. The pylons themselves are protected by a small forcefield that blocks incoming gunfire, but can be passed through. Profit-Taker only uses this move twice in the entire fight; when used for the second time, the pylons also possess the Orb's Repelling Shields attack.

Strategy

Profit-Taker Orb can only be engaged in its own [Heist](#) bounties, specifically in **Phase 3** to **Phase 4**.

Profit-Taker Heist: Phase 3

After disabling the satellite charger in the bounty, [The Business](#) will bombard the Profit-Taker with mortars forcing her off the roof. Enraged, Profit-Taker engages the Tenno and a **Data Gathered** percentage meter will appear as an objective.

To gather data, its impenetrable shield must be assaulted. Each attack, regardless of their effectiveness, will contribute to the objective meter (including attacks that do not affect her shield at all).

Once the data meter reaches **66.66%**, the data meter will only increase when the shield itself is properly damaged, meaning the player must adapt to Profit-Taker's weaknesses.



vulnerable to that damage, while every other damage type will be rendered useless. The Orb's weakness can change through various means:

- When the adaptation remains unchanged for **25** seconds, the shield will naturally cycle to another element.
- If the Orb takes damage from its current element, up to **20%** of her total shields, the shield will quickly cycle to another element as a countermeasure.
- If the Orb is struck with the [Operator's Void Beam](#) or [Paracesis](#) at Rank 40, the shield will adopt another weakness. Note that when the shield changes weaknesses, it cannot change again for another five seconds.

Regardless of how much damage was dealt to the Orb, it is not possible to completely strip Profit-Taker's shield. Thankfully, the meter will be filled long before this becomes a problem. Once the meter is filled the Tenno are free to retreat to Fortuna.

Profit-Taker Heist: Phase 4

Before going into the details about the fight, this section assumes that the player possesses an [Archgun](#) installed with both [Orokin Catalyst](#) and [Gravimag](#), and has an [Archgun Deployer](#) equipped in their [gear](#), as the fight requires the use of said weapon.

Note that an Archgun Deployer accumulates cooldown the more ammo the Archgun is using, up to **5** minutes. However, [Terra Manker](#) may spawn throughout the fight which will drop a **Heavy Ammo Pickup** which will instantly restore all Archgun ammo, hence refreshing the gear's cooldown. [Protea's](#) [Dispensary](#) can prevent the deployment cooldown from occurring by refreshing the ammo while the player has the Archgun equipped, but unlike the Heavy Ammo Pickup, it cannot reset the cooldown.

Alternatively, a [Necramech Summon](#) can be deployed to bring down a [Necramech](#), which can use Archguns with regenerative ammo while still allowing the player to use their Warframe's weapons.

Phase 1

The Profit-Taker Orb will be found wandering around three possible locations in the Vallis until it is engaged, with massive Corpus reinforcements at the ready, occasionally deploying an alert beacon to call in stronger Vallis units. A level 60 specter of [Little Duck](#) also appears in some location, assisting the Tenno.

The player must first take down her Sentient shield, which behaves the same way as seen in the Heist's third phase. Damage and swap her weakness as necessary until her



Once her shield is down, her main body can only be damaged using a Gravimag-enhanced Archgun. Call down the weapon with an **Archgun Deployer** and shoot down her legs, and work up to her main body. The fight will transition to the next phase when her hit points are down to **75%**.

Phase 2

Profit-Taker Orb will recover and deploy **4** Pylons, which will turn the Orb invulnerable until all Pylons are destroyed. They are protected by a spherical barrier that nullifies gunfire, but can be physically passed through. The Pylon itself has [Object](#)-based health, meaning neither [Critical Hits](#) nor [Status Effects](#) will have any effect on it.

Once the Pylons are destroyed, her main body will be vulnerable to Archgun fire again. Like in the first phase of the fight, fire down her legs again and then damage her main body. The phase will transition to the next when her hit points are down to **50%**.

Phase 3

This phase is mostly a repeat of the first and second phase of the fight. The Orb Mother's shielding will restore itself to full upon entering the phase, requiring the players to take down its shield again with the corresponding damage type. After her shield is stripped, take down the main body with Archgun fire down to **25%** of her health. She will then deploy **6** Pylons around the area which must be destroyed to transition to the final phase.

Phase 4

As soon as the players enter the fourth phase, they will be given a timer of **5** minutes to complete the fight before her satellite shielding realigns and render her unkillable, thus failing the bounty. She will restore her shield for the final time to full, which must be taken down with the appropriate damage type. And then she must be damaged with more Archgun fire until she is defeated.

Upon defeat, the Orb will collapse to the ground and clear the bounty, yielding a sizable amount of loot: 1 [Crisma Toroid](#), 3 [Medical Debt-Bonds](#), 2 [Advances Debt-Bond](#), and 1 [Familial Debt-Bond](#). Retrieve the loot and vacate the vicinity as soon as possible, as the Orb will then initiate a self-destruct protocol which will **obliterate all Tenno and the loot in question within 300 meters**.

Summary

- **Phase 1:** Take down the Profit-Taker's shield with the corresponding damage type. Then damage its legs working up to her main body with an Archgun summoned



- **Phase 2:** The Profit-Taker deploys **4** [Object](#)-based Pylons which must be destroyed. Then, damage its legs and main body again with an Archgun.
- **Phase 3:** The Orb Mother will restore its shield. Take the shield down, destroy the Orb's legs and damage its main body with an Archgun, and then destroy the **6** deployed Pylons she deploys afterwards.
- **Phase 4:** A fail timer of **5** minutes will start ticking down and the Orb Mother will restore its shield. Take its shield down, destroy its legs and damage its main body with an Archgun until it is defeated. Retrieve the loot and escape the vicinity as soon as possible as it will self-destruct with a lethal range of **300m**, annihilating any Tenno in the radius **as well as the loot it dropped**.

Tips

- Players can avoid staggers and knockdown in the fight by using a combination of knockdown immunity mods such as [Sure Footed](#) ([Primed](#)), [Power Drift](#) or the [Motus set mods](#). Alternatively, [Spellbind](#) or [Fire Walker](#) can be [Helminth](#) infused to provide knockdown and stagger resistance.
 - Both [Spellbind](#) and [Fire Walker](#) also provide status immunity, useful to counteract the magnetic proc from Profit-Taker's EMP Slam attack.
 - While [Fire Walker](#) has a higher duration than [Spellbind](#), it is less reliable as the player has to be on the fire trail for the immunity to take effect.
- Profit-Taker's attacks deal a lot of damage, so the player is advised to build around that.
 - To survive the attacks at all, most frames will require a combination of ([Umbral](#)) [Vitality](#), [Aerodynamic](#), [Adaptation](#), ([Umbral](#)) [Fiber](#), [Arcane Guardian](#) and/or [Arcane Tanker](#).
 - Even with a tanky setup, the players should avoid the laser sweep attack at all costs, as this attack can deal 6k effective health in 50 milliseconds. Avoiding the attack is as simple as making sure that you are not directly in front of the Profit-Taker.
 - If you can survive the attacks, some form of healing is still advised. [Magus Elevate](#) and [Magus Repair](#) are perfect tools for the job as they do not restrict the player to certain frames or weapons.
- [Lavos'](#) [Valence Formation](#) can damage the shield, allowing him to swap



- When modding weapons for multiple elements, it is advised to mod for one dual-stat and one single-stat element, where the single-stat element corresponds with the Primed elemental mod for that weapon such as [Primed Cryo Rounds](#) for primaries. Doing so balances out the elemental damage and leaves a mod slot to be used to buff the overall damage, instead of investing it in an elemental mod to create a dual stat element.
- If a player is consistently facing cooldowns on their [Archgun](#), they should consider using [Ammo Chain](#) as modding for max ammo will lower the cooldown.
- [Necramechs](#) can provide quick access to a player's [Archgun](#) which can be modded to clear multiple elements on the shield phases. Since the Necramech Archgun can be modded independently of the ground Archgun, players can still use mod setups optimized for the armor phase on their ground Archgun.
 - The [Arquebex](#) cannot deal damage against Profit-Taker during the armor phase, but can damage the shields as normal and will easily oneshot the elements that it has covered on a full build.
 - It is not recommended to use the [Necramech's Archgun](#) for the armor phase as you cannot make use of most buffing abilities and [arcanes](#).
 - The exceptions to this are the [Velocitus](#) and [Corvas](#) as they are able to consistently take out the legs and body during the armor phase with a single charged shot for each part, without need for external buffs or [Riven Mods](#).
- Note that the Profit-Taker's mobs can be equally annoying and dangerous in the fight, so consider some form of crowd control to reduce their threat.
 - Taking out the [Reinforcement Beacons](#) prevents stronger mobs from showing up that could otherwise be overwhelming.
 - [On Call Crew](#) can be used to clear the mobs that spawn and even contribute a bit towards taking out Profit-Taker's shields.
 - [Khora's Ensnare](#), [Titania's Lantern](#) and [Sevagoth's Gloom](#) are useful at managing the swarm of Corpus mobs to allow focus on fighting the Orb Mother.

Notes

- Profit-Taker's drops are affected by [Resource Boosters](#) and [Smeeta Kavats Charm](#).
 - As the credit rewards are a physical drop by the Profit-Taker Orb on death, the value *can* be doubled by [Charm](#).



- The Profit-Taker Orb is immune to the effects of [Shield Disruption](#), and any armor-reducing effect (e.g. [Corrosive Projection](#), [Shattering Impact](#) and [Seeking Shuriken](#)).
- [Zenith](#) in its semi-auto mode has infinite punch-through, allowing it to destroy pylons from any point as it can pierce terrain and shield bubbles (but not the Repelling Shields), while additionally having good enough stats to damage the Profit-Taker's shield.
 - [Fluctus](#) also has infinite punch-through, but only has a range of 54 meters in the atmosphere, whereas pylons often land 150 meters away from the player. To make the weapon a decent alternative to the Zenith, it can be paired with [Zephyr's](#) [Jet Stream](#) augment for [Turbulence](#) and sufficient [Power Strength](#) as this can increase the range of the projectile to from 54 meters to a comfortable 160+ meters. Unfortunately, there is a bug which makes it difficult to use in the armor phase. For this reason, it is better to use a [Necramech](#) paired with the [Velocitus](#) to clear the armor phase as explained in one of the notes below.
 - [Opticor](#) ([Vandal](#)) will also pierce the shield bubbles, but not the terrain.
- [Battacor](#) is useful, as it can be modded to deal up to 4 different elemental damage types combined from its primary fire ([Magnetic](#)) and alternate fire modes ([Radiation](#)).
- [Kuva Nukor](#)/[Tenet Detron](#) can also cover 4 elemental damage types: their innate [Radiation](#) damage, a [Magnetic](#) progenitor bonus, and 2 modded elements of the player's choosing.
- [Exodia Contagion](#) makes any [Zaw](#) very suitable for the fight as it has high damage, a perfect balance between the physical elements and will innately cover [Blast](#).
 - Throwing the projectile at the rear end of Profit-Taker may clear [Viral](#) as Viral damage is only dealt when its head is in the explosion radius and the head is coded to be near its rear.
- The [Redeemer](#) ([Prime](#)) is a popular and cheaper alternative to [Exodia Contagion](#).
- Currently, the strongest [Archguns](#) for the fight are the [Mausolon](#) for Warframes and the [Velocitus](#) for Necramechs. The Mausolon features the highest DPS of rifle-like Archguns and has the best ammo economy, meaning that [Ammo Chain](#) is not necessary if paired with adequate builds and frame buffs. The Velocitus, when fully charged and built for consistent damage output rather than



armor phase without external buffs or [Riven Mods](#). This means that it can be put on a Necramech to bypass the Warframe's lengthy Archgun deployment animation and clear the armor phase faster than a Warframe could.

- The [Imperator Vandal](#) and [Corvas](#) ([Prime](#)) are also viable choices.
- [Chroma's](#) [Effigy](#) and its credit doubling aura can double the [Credits](#) reward when Profit Taker finally collapses, once the bounty reward has been given, as long as both her drops' location and any players are within the Effigy's radius (10m). Additionally, due to how [Vex Armor](#) works, Chroma allows the player to free one of the mod slots for their weapon (taken by mods like [Serration](#)) and put in an additional elemental mod instead.
- [Saryn's](#) [Toxic Lash](#) provides [Toxin](#) damage to all her weapons, allowing her to cover all 4 single-stat elements using Primary, Secondary and Melee weapons only. Additionally, the augment [Venom Dose](#) allows her to cover [Corrosive](#) damage with all weapons.
 - Infusing [Eclipse](#) allows her to deal enough damage with each element to make her viable for quick runs.
 - Similar to [Saryn](#), [Volt](#) can give [Electricity](#) to all his weapons using [Electric Shield](#).
- Profit-Taker Orb will randomly spawn in one of three separate locations: far southwest of the Orb Vallis, south of Asta Crater; near the lake to the northwest of Enrichment Labs and southwest of Coolant Reservoir; and the forked road to the east of Transit Depot and west of Spaceport.
- As Profit-Taker is a Corpus unit, it is affected by all Corpus Faction Mods such as [Bane of Corpus](#) ([Primed](#)) and [Smite Corpus](#) ([Primed](#)).
- The [Hystrix's](#) switching elemental-damage [Secondary Fire](#) mechanic does **not** work on the Profit-Taker Orb. This is because unless modded for, the Hystrix quills do not deal elemental damage, only status procs, which the Orb is immune to.
- The [Paracesis](#) at Rank 40 can cycle the Profit-Taker's shield damage just as the Operator Amps do.
- The Profit-Taker's shield can take a fifth of its total Shield Value before automatically switching to another elemental weakness. At its default level of 60, one-fifth of the shield value is equal to ~162,645 shield points.
- As all heist phases reward the [Gyromag Systems](#), [Atmo Systems](#), and [Repeller Systems](#) with the same rarity, completing phase 2 repeatedly is the quickest way to farm these items. With proper gear and the use of an [Archwing](#) with [Hyperion Thrusters](#) to get to Enrichment Labs and back, the phase can be completed in as little as 2 minutes.

- If players additionally need [Credits](#) or [Crisma Toroids](#) for [Vox Solaris](#)



which can reasonably be completed in under 4 minutes.

Bugs

- Profit Taker in Phase 3 and Phase 4 is immune to the AoE damage on weapons with two instances of damage, unless the head of Profit-Taker is within the AoE damage radius. When damage is dealt this way, [Damage Falloff](#) is applied to the attack. The falloff distance is determined as the distance between the impact of the damage instance and the head. Until patched, using the following weapons is ill-advised as they lose substantial amounts of damage and damage diversity (many lose forms of [secondary elemental damage](#)).

- [Acceltra](#) ~55% damage reduction, only deals [Impact](#).
- [Akarius](#) ~86% damage reduction, only deals [Impact](#).
- [Angstrum](#) ~55% damage reduction.
- [Basmu](#) (primary fire) ~32% damage reduction, only deals [Electricity](#).
- [Exodia Contagion](#) ?% damage reduction, loses [Viral](#).
- [Grattler](#) ~67% damage reduction, loses [Blast](#).
- [Komorex](#) (on 3.5x zoom) ~27% damage reduction, loses [Viral](#).
- [Kulstar](#) ~72% damage reduction, only deals [Impact](#).
- [Kuva Ayanga](#) ~68% damage reduction, only deals [Impact](#).
- [Kuva Bramma](#) ~91% damage reduction, only deals [Impact](#).
- [Kuva Chakkhurr](#) ~28% damage reduction, only deals [Impact](#).
- [Kuva Ogris](#) ~96% damage reduction, only deals [Impact](#) and [Puncture](#).
- [Kuva Seer](#) ~34% damage reduction, loses [Corrosive](#).
- [Kuva Tonkor](#) ~91% damage reduction, only deals [Puncture](#).
- [Larkspur](#) (charged shot) ~65% damage reduction.
- [Opticor](#) ~28% damage reduction, loses [Magnetic](#).
- [Opticor Vandal](#) ~33% damage reduction, loses [Magnetic](#).
- [Penta](#) ~82% damage reduction, only deals [Impact](#).
- [Prisma Angstrum](#) ~55% damage reduction.
- [Sancti Castanas](#) 100% damage reduction.
- [Secura Penta](#) ~80% damage reduction, only deals [Impact](#).
- [Shedu](#) ~55% damage reduction, only deals [Heat](#).
- [Stahlta](#) (charged shot) ~66% damage reduction, loses [Radiation](#).
- [Talons](#) 100% damage reduction.
- [Tombfinger](#) (secondary) ~49% damage reduction.
- [Tombfinger](#) (primary, charged shot) ~80-90% damage reduction.
- [Zarr](#) (cannon mode) ~95% damage reduction, only deals [Impact](#).



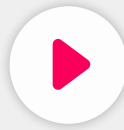
- At the start of the second shield phase, Profit-Taker will regenerate its shields beyond 100%, meaning that damage dealt in the first 2 seconds is wasted effort.
- Hitting one body part of the Profit-Taker with a projectile will make that projectile deal 0 damage to subsequent body parts, even if the initial body part didn't take damage. [Fluctus](#), for example, has a hard time hitting legs in the back despite its infinite [Punch Through](#): hitting the legs in front will prevent the legs in the back being from being hit by the same projectile, even if the front legs have no health left.

Trivia

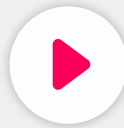
- Profit Taker's head design appears to be similar if not identical to Zanuka, Zanuka Hunter, and Lockjaw's head.
- Profit Taker is voiced by [Tamara Fritz](https://www.tamarafritz.com/) (<https://www.tamarafritz.com/>), who also voices [Eudico](#).
- The first glitchless Profit-Taker Phase 4 solo runs under 100 seconds, [with](https://youtu.be/76bfrszQRFw) (<https://youtu.be/76bfrszQRFw>) and [without](https://youtu.be/h0oKHok6HKA) (<https://youtu.be/h0oKHok6HKA>) [Rivens](#), were performed by Aziimuth and CreepingChamp.
 - Both runs were completed with a [Saryn](#) who had [Miasma](#) replaced with [Eclipse](#).
- [Shedu](#) is the first weapon to come with two separate single-stat elements, [Electricity](#) and [Heat](#), making it the first weapon to allow all 4 single-stat elements to be covered on a Primary, Secondary and Melee.
 - Since the weapon's initial release, a bug has been introduced which makes AoE damage not apply to the Profit-Taker, meaning that [Electricity](#) can no longer be covered with this weapon.

Media

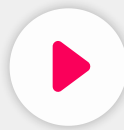




Everything that you Need to Know to Defeat the Profit-Taker SOLO! - Warframe

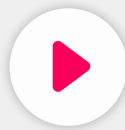


WARFRAME - Profit Taker Heist Phase 1 (Walkthrough)

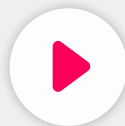


WARFRAME - Profit Taker Heist Phase 2 (Walkthrough)





WARFRAME - Profit Taker Heist Phase 3 (Walkthrough)



Preneur de Profit (Fortuna) - Warframe FR-1

Patch History

[Hotfix 35.5.8](#) (2024-04-24)

- Fixed more cases of errors caused by joining a Profit Taker Bounty while the Vox Solaris Quest (specifically a replay) is active.

[Hotfix 35.5.7](#) (2024-04-17)

- Fixes more cases of errors caused by joining a Profit Taker Bounty while the Vox Solaris Quest (specifically a replay) is active.
 - To prevent further issues, the context action to speak to begin Profit Taker Bounties is now disabled while the Vox Solaris Quest is active

References



See Also

- Exploiter Orb

Corpus		Edit	[Collapse]
Starchart	Orb Vallis	The Index	Empyrean
Crewmen	Comba • Crewman • Derivator Crewman • Detron Crewman • Elite Crewman • Machinist • Nullifier Crewman • Prod Crewman • Scrambus • Sniper Crewman • Tech		
Rangers	Vapos Detron Ranger • Vapos Elite Ranger • Vapos Nullifier Ranger • Vapos Sniper Ranger • Vapos Tech Ranger		
Walkers	Anti MOA • Bursa (Denial • Drover • Isolator) • Juno Dera MOA • Disc MOA • Juno Geminex MOA • Juno Glaxion MOA • Fusion MOA • Minima MOA • MOA • Railgun MOA • Shockwave MOA • Test MOA		
Ospreys	Attack Drone • Juno Jactus Osprey • Leech Osprey • Lynx Osprey • Mine Osprey • Oxium Osprey • Remech Osprey • Sapping Osprey • Scavenger Drone • Shield Osprey		
Amalgams	Amalgam Alkonost • Amalgam Heqet (Arca) • Amalgam Kucumatz (Arca) • Amalgam Machinist (Cinder) • Amalgam MOA (Phase) • Amalgam Osprey • Amalgam Satyr (Swarm)		
Parvos' Loyalists	Candidate • Errant Specter • Sisters of Parvos • Treasurer		
Archwing	Attack Drone • Carrier • Corpus Stasis Mine • Corvette • Frigate • Gox • Locust Drone • Penta Ranger • Quanta Ranger • Ranger		
Miscellaneous	Corpus Target • Corpus Turret • Domestik Drone • Laser Barrier • Lynx Turret • Nemes • Power Carrier • Ratel • Scanner • Security Camera • Spectralyst • Vapos Bioengineer • Warden • Vapos Aquila		
Bosses			
Alad V • Ambulas • Hyena Pack • Jackal • Lynx • Raptors • Razorback • The Sergeant • Zanuka Hunter			

Bosses and Mini-Bosses		[Collapse]
Grineer	Planet	Captain Vor (Mercury/Ceres) • Councilor Vay Hek (Earth) • General Sargas Ruk (Saturn) • Kela De Thaym (Sedna) •

	Mission	Kuva Liches • The Grustrag Three (Assassin) • Ven'kra Tel and Sprag (Orokin Sabotage)
	Quest	Elder Queen (The War Within)
	Event	Balor Fomorian (Fomorian Fleet)
Corpus	Planet	Alad V and Zanuka (Jupiter) • Ambulas (Pluto) • Jackal (Venus) • Hyena Pack (Neptune) • Raptors (Europa) • The Sergeant (Phobos)
	Mission	Exploiter Orb (Orb Vallis) • Lynx (Orokin Sabotage) • Profit-Taker Orb (Orb Vallis) • Zanuka Hunter (Assassin)
	Quest	Protea Specter (The Deadlock Protocol)
	Event	Razorback (Razorback Armada)
Infested	Planet	Jordas Golem (Eris) • Juggernaut Behemoth (Eris) • Mutalist Alad V (Eris) • Lephantis (Deimos) • Zealoid Prelate (Deimos)
	Mission	Juggernaut (Infested Ship)
	Quest	Infested Mesa (Patient Zero)
	Event	Phorid (Phorid Manifestation) • Hemocyte (Plains of Eidolon - Operation: Plague Star)
Orokin	Mission	Corrupted Jackal (The Circuit Assassination) • Corrupted Vor (Tier 4 Void / The Circuit Exterminate) • Nihil (Nightwave/Series 3)
	Quest	Necramech (Heart of Deimos)
Sentient	Planet	Ropalolyst (Jupiter)
	Mission	Eidolon Teralyst • Gantulyst • Hydrolyst (Plains of Eidolon)
	Quest	Suda-Hunhow (Octavia's Anthem) • Typholyst (The New War)
	Event	Condrix (Earth - Operation: Scarlet Spear)
Stalker	Mission	Acolytes (The Steel Path) • Stalker / Shadow Stalker / Protector Stalker (Assassin)
Wild	Mission	Wolf of Saturn Six (Assassin) • Void Angel (Zariman Ten Zero)
	Duviri	Dax Equitem • Kullervo • Orowyrm
Narmer	Mission	Archon Amar • Archon Boreal • Archon Nira (Archon Hunt)
	Quest	Ballas (The New War)
	Planet	The Fragmented (Suzerain • Anchorite • Zelator • One)



Categories

Languages



Community content is available under [CC-BY-SA](#) unless otherwise noted.

More Fandoms

[Sci-fi](#) | [Warframe](#)