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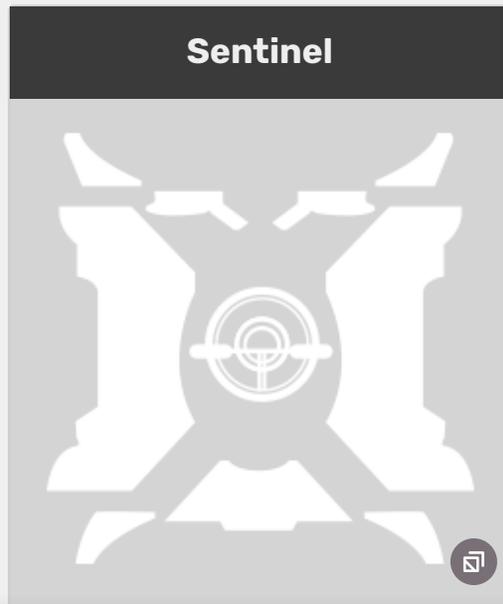
# Sentinel

EDIT

- COMPANIONS
- AFFINITY
- COSMETICS



*On the border of charted space, an enclave of small, strange, seemingly intelligent creatures was discovered by Tenno explorers. They are mechanical entities, almost organic in appearance, with a precarious resemblance to the fearsome Sentients that had decimated human civilization. However, these creatures showed no signs of aggression, and they immediately began carrying out helpful tasks in peculiar alliance with*



—Sentinels Fragment

*Not to be confused with [Sentient](#).*

**Sentinels** are hovering companions that follow their Tenno masters around and assist in various ways, dependent on the precepts used to program them. It is possible to program sentinels with precepts, or skill mods, that can turn a sentinel into an attack drone or a support drone. Sentinels can also accommodate their own unique stat-increasing [Mods](#), similar to Warframe mods.



 [Carrier](#)

Sentinels, like [Weapons](#) and [Warframes](#), level up with [Affinity](#). They have health, shields, armor, a personal weapon, and energy reserves. They can be targeted separately from their Tenno master and do not go into [bleedout](#); they will immediately explode and automatically revive after 60s, modified by [Mods](#) such as [Regen](#) (Or [Reawaken](#) for [Djinn](#)) and [Sacrifice](#). Enemies tend to target a Warframe first, but may target the sentinel if it acquires [threat](#).

Each Sentinel comes with a unique weapon, taking up a total of two Robotic slots, which are independent from Warframe and Weapon slots and shared with Robotic weapons and [MOA Companions](#). An additional pair of slots costs  **12** to purchase. All Sentinels will come with two mods specific to their type. Sentinels have four  [Polarity](#) slots, an [Orokin Reactor](#) upgrade slot, and can be [Polarized](#) with a [Forma](#).

Currently, all Sentinels may be acquired and equipped regardless of [Mastery Rank](#).

## Acquisition

- The blueprint for Taxon is awarded for completing the [Earth to Venus Junction](#). Additional copies can be purchased from the [Market](#) for  **5,000**.
- The blueprints for [Carrier](#), [Dethcube](#), [Diriga](#), [Shade](#), and [Wurm](#) can be purchased from the Market for  **100,000**.

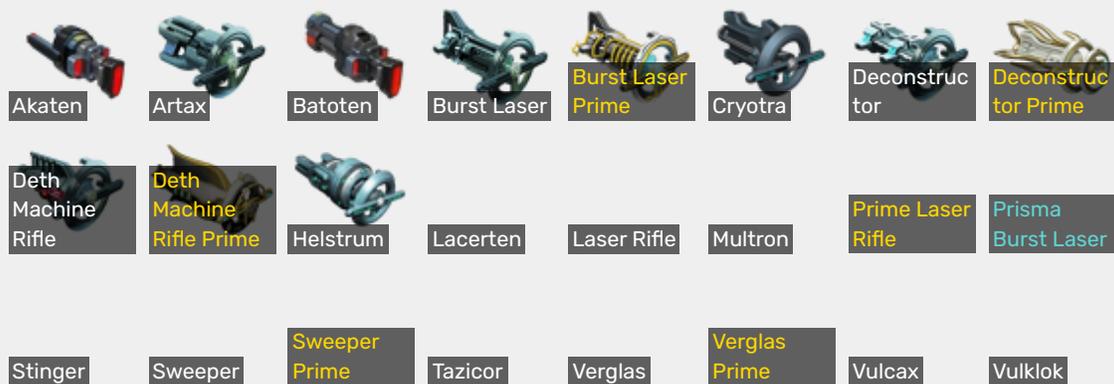
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- The blueprints for  [Djinn](#) and  [Helios](#) can be [Researched](#) from the [Bio Lab](#) and [Energy Lab](#) respectively in the [Clan Dojo](#).
- The blueprint for  [Oxylus](#) can be traded for [Solaris United Standing](#) at [The Business](#) on [Fortuna](#), Venus.
- A built  [Prisma Shade](#) can be purchased from [Baro Ki'Teer](#) for  **300,000** and  **500**. Note that Baro Ki'Teer's stock changes with each appearance, and this weapon may not be available on a succeeding appearance. It can be traded, but only for unranked copies without [Forma](#) or [Orokin Reactor](#) installed.
- The components and blueprints for  [Nautilus](#) are obtained from [Points of Interest](#) and Arva Vector [Defense](#) from [Rotation B+C](#) in [Neptune Proxima](#) missions, or through [Trading](#) between other players.
- The components and blueprints for  [Carrier Prime](#),  [Dethcube Prime](#),  [Helios Prime](#),  [Nautilus Prime](#),  [Shade Prime](#), and  [Wyrm Prime](#) are obtained through [Void Relics](#), their respective [Prime Access](#) packages, or through [Trading](#) between other players.

## Robotic Weapons



Sentinels can equip other Sentinels' weapons (with the exception of [Helios's Deconstructor](#), which can only be equipped on Helios, though Helios can freely use other weapons) provided additional weapons are available. However, the only way to get another sentinel's weapon is to craft that particular sentinel to retrieve their specific weapon. All sentinels do not attack by default unless they possess an attacking precept such as [Assault Mode](#). Players may also opt to unequip a Robotic weapon altogether if attacking enemies will be detrimental to the given mission. Though Robotic weapons can be sold independent of their parent Sentinel, the player cannot sell their last Robotic weapon.

Sentinels also share Robotic weapons with [MOAs](#). Even though most Robotic weapons are acquired by building a Sentinel, [Legs](#) in [Fortuna](#) sells blueprints for Robotic weapons that are not attached to a Sentinel and can be used by both Sentinels and MOA



Companions. The [Hound](#) weapons [Akaten](#), [Batoten](#), and [Lacerten](#) can **not** be used by Sentinels.

All Robotic weapons can use normal weapon mods, provided the mod is compatible with the Robotic weapon in question (e.g. the [Diriga](#)'s [Vulklok](#) can use [Sniper Mods](#) along with [Rifle Mods](#), but the [Dethcube](#)'s [Deth Machine Rifle](#) can only use Rifle mods). Most mods work as normal, including mods that affect [Fire Rate](#), base damage, [Multishot](#), [Critical Hits](#), [Elemental Damage](#), [Magazine Size](#), [Reload Speed](#) and [Status Chance](#). Mods that affect [Ammo Maximum](#) have no effect on Robotic weapon because they already have unlimited ammo reserves.

A weapon mod can be used in both a player's active weapon and their sentinel's active weapon. For example the [Sweeper](#) can use the same copy of [Point Blank](#) equipped on a [Hek](#).

Robotic weapons do not possess an Exilus slot and cannot equip [Arcane Enhancements](#).

## Sentinel Mods

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Aside from the pool of mods shared between all Sentinels, there are at least two exclusive [Sentinel Mods](#) for each Sentinel (including any available variants) that modifies its behavior during combat. Typically, these are obtained as soon as the player claims them from the [Foundry](#), though some of them can drop from enemies, and others can be found from [other sources](#).

### Mod Priority

As with all Companions, Precept mods will have different priorities in which they are used, based on which slot they equipped in; the top left mod slot has the highest priority and will be used most often, while the bottom right mod slot has the lowest priority and will be used least often. Managing these mods is key to get the most out of your Sentinel.



Highest priority at top-left, lowest priority at bottom-right.

## Sentinel Stat Comparison

**Base Stats**    Max Stats

Name	Base Health	Base Shields	Base Armor	Nominal Base EHP	EHP + Shields	Base Range	Polarities
 <a href="#">Carrier</a>	560	250	80	709.3	959.3	30	
<a href="#">Carrier Prime</a>	650	300	150	975	1275	30	
<a href="#">Dethcube</a>	560	250	80	709.3	959.3	30	
<a href="#">Dethcube Prime</a>	600	300	150	900	1200	30	
<a href="#">Diriga</a>	700	150	80	886.7	1036.7	30	
<a href="#">Djinn</a>	560	250	80	709.3	959.3	60	
<a href="#">Helios</a>	560	250	80	709.3	959.3	10	
<a href="#">Helios Prime</a>	700	300	100	933.3	1233.3	10	
<a href="#">Nautilus</a>	560	250	80	709.3	959.3	30	
<a href="#">Nautilus Prime</a>	560	350	175	886.8	1236.7	30	
<a href="#">Oxylus</a>	560	250	80	709.3	959.3	30	
<a href="#">Shade</a>	600	130	80	760	890	30	
<a href="#">Prisma Shade</a>	700	300	80	886.7	1186.7	30	
<a href="#">Shade Prime</a>	700	300	100	933.3	1233.3	30	
<a href="#">Taxon</a>	560	250	80	709.3	959.3	30	
<a href="#">Wurm</a>	560	250	80	709.3	959.3	30	
<a href="#">Wurm Prime</a>	450	600	150	675	1275	30	

Effective Health (EHP) calculated as

$$\text{Effective Health} = \text{Health} \times \frac{\text{Net Armor} + 300}{300}, \text{ and does not account for damage}$$



# Comparison to Other Companions

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## Advantages:

- Easy to acquire – requires only blueprints and resources to build.
- Can engage enemies at range.
- Can instantly recharge its owner's shields when depleted.
- Can be equipped with different weapons.
- Tethered to the player, keeping it from getting caught up on terrain or engaging in combat unrelated to their owner.
- Wider array of crowd-control options.
- Weapon can apply [status effects](#) more consistently.
- Can use robotic-exclusive mods like [Odomedic](#).

## Disadvantages:

- Comparatively fragile in combat.
  - Lower maximum [shields](#) overall.
  - Lower maximum [health](#).
  - Cannot use [Link Vitality](#), [Link Redirection](#), or [Link Fiber](#).
  - On [Incapacitation](#), the Sentinel will float beside their owner in a damaged state and cannot be manually revived.
- Requires the [Assault Mode](#) mod in order to attack, whereas other Companions will automatically attack without any associated mod.
- Consumes 2 inventory slots when retrieved from the [Foundry](#), one for the Sentinel and one for its weapon.
- Are always within range of [Electricity](#) status effects on the player, chaining to them and often dealing heavy damage to their fragile frames.

## Notes

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- Whenever a Sentinel kills an enemy, the player only receives Warframe [Affinity](#) from the kill. Even if the player assisted in the kill, no weapon experience is awarded. Any experience gained through [Affinity Orbs](#) will be shared across all equipment.
- While using [Nyx's](#) [Mind Control](#) ability, your sentinel may periodically fire a bullet at your controlled foe.
- If a player remains idle for an extended period of time, a Sentinel will "disable," stopping its idle animation and causing it to not fire or use abilities, presumably to prevent players from idling. They can be re-enabled by moving several meters.



## Tips

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- Because of the aforementioned Priority system, it may be wise to equip utility-based Precept mods (be it Sentinel-specific or general Sentinel mods) at higher priorities over attack Precept mods, so Sentinels can assist players immediately when the situation calls for it.
  - [Coolant Leak](#), [Regen](#), [Sanctuary](#), and [Animal Instinct](#) can be placed in any mod slot as their effects are inherently passive, thus they are not affected by Priority nor do they interfere with it. The same applies to mods that affect a Sentinel's stats directly.

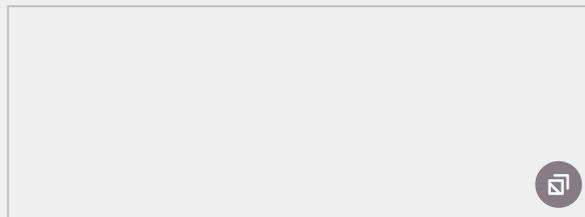
## Trivia

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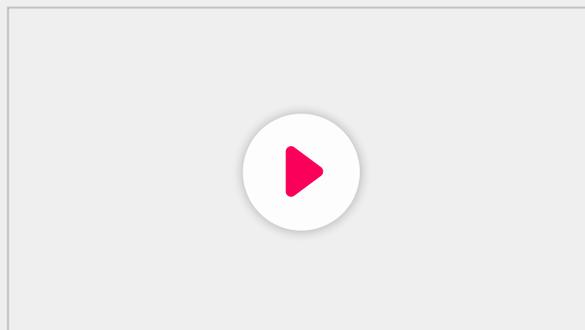
- Interestingly, the data [Fragments](#) that players can scan on [Mars](#) seem to suggest that most of the early Sentinels were perhaps an offshoot of the [Sentients](#) that were (fortunately) non-aggressive upon their discovery, and were subsequently used to assist the Tenno during missions. This is reflected in how most Sentinels, particularly those of Tenno origin, tend to be more organic in appearance compared to those built by other factions (such as the [Grineer](#)-built [Diriga](#)).

## Media

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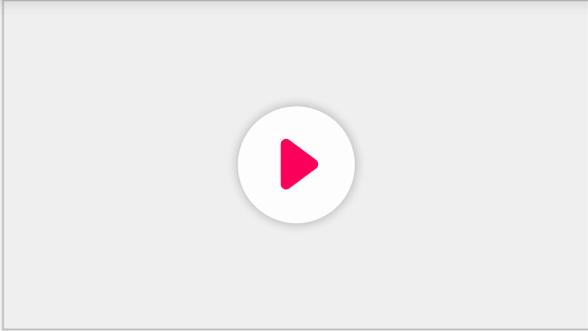


Robotic Weapons Selection



Warframe Sentinel's





Warframe Sentinel Tutorial-1

## Patch History

### Hotfix 36.0.1 (2024-06-19)

- Fixed the Unda Prime Sentinel Mask missing textures.

### Update 36.0 (2024-06-18)

- Fixed Sentinels and Companions remaining highlighted in the Arsenal with the Ally Highlights setting enabled.

### Update 35.5 (2024-03-27)

Companion	
Robotic	
Sentinel	<a href="#">Carrier</a> ( <a href="#">Prime</a> ) • <a href="#">Dethcube</a> ( <a href="#">Prime</a> ) • <a href="#">Diriga</a> • <a href="#">Djinn</a> • <a href="#">Helios</a> ( <a href="#">Prime</a> )
	<a href="#">Nautilus</a> ( <a href="#">Prime</a> ) • <a href="#">Oxylus</a> • <a href="#">Shade</a> ( <a href="#">Prime</a> , <a href="#">Prisma</a> ) • <a href="#">Taxon</a> • <a href="#">Wurm</a> ( <a href="#">Prime</a> )
MOA	<a href="#">Lambeo Moa</a> • <a href="#">Oloro Moa</a> • <a href="#">Para Moa</a> • <a href="#">Nychus Moa</a>
Hound	<a href="#">Bhaira Hound</a> • <a href="#">Dorma Hound</a> • <a href="#">Hec Hound</a>
Beast	
Kubrow	<a href="#">Chesa Kubrow</a> • <a href="#">Helminth Charger</a> • <a href="#">Huras Kubrow</a>
	<a href="#">Raksa Kubrow</a> • <a href="#">Sahasa Kubrow</a> • <a href="#">Sunika Kubrow</a>
Predasite	<a href="#">Vizier Predasite</a> • <a href="#">Pharaoh Predasite</a> • <a href="#">Medjay Predasite</a>
Kavat	<a href="#">Adarza Kavat</a> • <a href="#">Smeeta Kavat</a> • <a href="#">Vasca Kavat</a> • <a href="#">Venari</a> ( <a href="#">Prime</a> )
Vulpaphyla	<a href="#">Sly Vulpaphyla</a> • <a href="#">Crescent Vulpaphyla</a> • <a href="#">Panzer Vulpaphyla</a>



## Categories



## Languages



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