

ADVERTISEMENT

in: [Updateme](#), [Update 30](#), [Corpus](#), and [3 more](#)

SIGN IN

REGISTER

# Hound (Companion)



EDIT

*For the enemy, see [Hound](#).*

**Hounds** are robotic canine [companions](#) of the [Sisters of Parvos](#). There are currently **3** Hound Models.



The Hounds that accompany the Sisters of Parvos have each of their parts randomly selected on creation of the Sister, and the player will inherit their Hound upon vanquishing their controlling Sister.

Vanquished Sisters are also guaranteed to drop one random Hound component blueprint, which can be assembled with [Legs](#)' assistance.



Contents



Do you love playing video games?  
Fandom is trying to learn more about how you play and the tools that you use. Please help us by answering our survey!



WARFRAME Wiki



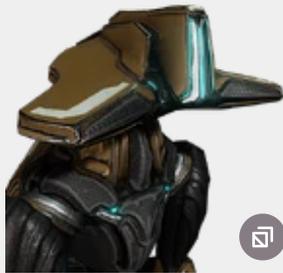
- 2. Crafting
  - 2.1. Configuring
  - 2.2. Gilding
- 3. Stats
- 4. Notes
- 5. Patch History
- 6. See Also

## Components

A Hound companion needs four different components to be built, the [Model](#), the [Core](#), the [Bracket](#), and the [Stabilizer](#). Each component type has several options to choose from, allowing to customize stats and the Hound's type and appearance.

### Model

The Hound's **Model** forms the machine's head and is the component that earns [Mastery Rank](#) points for the Hound after gilding. Each Model comes equipped with one Precept mod and weapon which can only be provided by that particular Model, though the Precepts and weapons can be used on any Hound once acquired.



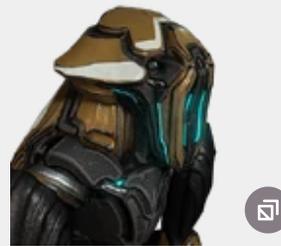
**Bhaira**

This model devastates enemies with the [Lacerten](#) weapon and comes equipped with the '[Null Audit](#)' precept.



**Dorma**

This model pierces through enemies with the [Batoten](#) weapon and comes equipped with the '[Repo Audit](#)' precept.



**Hec**

This model eviscerates enemies with the [Akaten](#) weapon and comes equipped with the '[Equilibrium Audit](#)' precept.



Do you love playing video games?  
Fandom is trying to learn more about  
how you play and the tools that you use.  
Please help us by answering our survey!



also, and modifies the base stats





**Adlet**

350 Base Health  
450 Base Shields  
350 Base Armor



**Garmr**

350 Base Health  
350 Base Shields  
450 Base Armor



**Raiju**

450 Base Health  
350 Base Shields  
350 Base Armor

**Bracket**

The **Bracket** determines the appearance of the Hound's legs, and modifies the base stats of the Hound. Each Bracket comes equipped with one Precept mod which can only be provided by that particular Bracket, though the Precepts can be used on any Hound once acquired. Modifiers from Bracket are **doubled** once the Hound is Gilded and are additive with mods like [Calculated Redirection](#).



**Cela**

+10% Health  
+15% Shields  
-5% Armor  
[Reflex Denial](#) precept.



**Urga**

+15% Health  
-5% Shields  
+10% Armor  
[Diversified Denial](#) precept.



**Zubb**

-5% Health  
+10% Shields  
+15% Armor  
[Evasive Denial](#) precept.

**Stabilizer**

The **Stabilizer** determines the appearance of the Hound's tail, and determines the [Mod rarities](#) that the Hound will have. Each Stabilizer comes equipped with one Precept



Do you love playing video games?  
Fandom is trying to learn more about how you play and the tools that you use. Please help us by answering our survey!



ilizer, though the Precepts can



**Frak**

Vazarin

Focused Prospectus  
precept.**Hinta**

Madurai

Synergized Prospectus  
precept.**Wanz**

Naramon

Aerial Prospectus  
precept.

## Crafting

### Configuring

Before players can craft a Hound, they must first obtain the blueprints for the parts they desire from vanquishing [Sisters of Parvos](#), after which these parts must then be constructed at the [Foundry](#). Some of these components require [Spectral Debris](#), which only drops from [Errant Specters](#).

Once the component parts have been crafted, players must return to Legs and select the **Configure a Hound Companion** option. Here, players must choose the crafted components they have available to form the Hound. Once a Model, Core, Bracket, and Stabilizer are selected, the player will be shown a preview of the Hound's appearance, along with the Hound's stats. If the Hound is satisfactory, players can then proceed with the **Build Hound** action, which will instantly craft the Hound for **4,000**. A player must have two Companion Slots available to claim a Hound, one for the Hound itself and one for the weapon its Model comes with. Players can also use the Configure screen to preview builds of Hound components they do not yet own.

A newly built Hound cannot be renamed, customized, [Polarized](#), or equipped with a [Focus Lens](#), and cannot earn Mastery Rank experience. However, they can be equipped

with an [Orokin Reactor](#).



Do you love playing video games?  
Fandom is trying to learn more about  
how you play and the tools that you use.  
Please help us by answering our survey!

✕ s component parts.

must **gild** their Hound. To gild a



desired Hound must first be leveled up to Rank 30. Afterwards, players must return to Legs and select the *Gild* option under *Other Services*, which will cost 10 [Training Debt-Bonds](#) and **5,000**. Upon gilding the Hound, players will be asked to first add a [Polarity](#) to the Hound, and then finally give it a custom name. This process will reset the Hound's level back to Rank 0.

A Gilded Hound will have all the functionality available to other companions. A Hound will only give [Mastery Rank](#) points once gilded.

Visually, the Gilded Hound will have a modified appearance over a newly-built one, sporting a gray coat of paint as opposed to a brown one.

## Stats

▼ View Stats List ▼

## Notes

- Unclaimed pre-built Sister Hounds in the Foundry can be sold directly for **20,000**.
- Hound component blueprints can be [traded](#) between players. Completed Hound components and built Hounds cannot, however.
- Hounds can only equip the melee weapons they come with: [Lacerten](#), [Batoten](#), and [Akaten](#).
- Companion Hounds do not have the hologram progenitor Warframe heads unlike Sister Hounds.
- Hounds have to be gilded to earn [Mastery Rank](#) points, with their progression tied to the Hound's Model alone. For example, if a player levels up a Gilded Hound crafted with the Bhaira Model to 30, any future Hounds forged using the Bhaira Model will no longer provide Mastery regardless of what combination of Cores, Brackets, and Stabilizers they have.
  - As there are three Models currently available, the maximum amount of Mastery Rank points that can be earned from Hound crafting is **18,000**.



- With **3** Models, **3** Cores, **3** Brackets, and **3** Stabilizers, there are currently a total of



Do you love playing video games?  
Fandom is trying to learn more about  
how you play and the tools that you use.  
Please help us by answering our survey!



nit including spaces, and will not  
trophes ('), though hyphens ( - )



- Rank 30 Hounds or Gilded Hounds can be donated to Legs in exchange for **4,000** and **8,000** Solaris United Standing respectively.
- Hounds are considered "pets" for unlocking certain [Riven Mods](#).
- On [Incapacitation](#), like [Beast](#) Companions, Hounds will collapse on the ground and will automatically get back up once their recovery time elapses, and can be manually revived.
- Hounds can be equipped with **Companion** and/or **Robotic** mods, some of which were formerly exclusive to other types of [Companions](#):
  - Hounds share Robotic mods, namely [Coolant Leak](#), [Guardian](#), [Medi-Ray](#), [Sanctuary](#), [Shield Charger](#), and [Vacuum](#), with [Sentinels](#).
  - Hounds can use [Link Vitality](#), [Link Redirection](#), [Link Fiber](#), and [Medi-Pet Kit](#), like [Kubrows](#) and [Kavats](#), as well as the Sentinel mods [Enhanced Vitality](#), [Calculated Redirection](#) and [Metal Fiber](#). However, two mods that affect the same stat (e.g. Link Health and Enhanced Vitality both of which affect health) cannot be used together.
  - Hounds will automatically attack enemies like Companions, not requiring the [Assault Mode](#) mod to use their weapon. They also do not require a weapon equipped to attack.
  - Like Sentinels, Hounds start with four polarities.
- Nine Hound Precept mods were released with the 3 Hound companions (each Hound Model, Bracket, and Stabilizer comes with one specific Precept mod):
  - The [Bhaira](#) Model comes with the [Null Audit](#) Precept.
  - The [Dorma](#) Model comes with the [Repo Audit](#) Precept.
  - The [Hec](#) Model comes with the [Equilibrium Audit](#) Precept.
  - The [Cela](#) Bracket comes with the [Reflex Denial](#) Precept.
  - The [Urga](#) Bracket comes with the [Diversified Denial](#) Precept.
  - The [Zubb](#) Bracket comes with the [Evasive Denial](#) Precept.
  - The [Frak](#) Stabilizer comes with the [Focused Prospectus](#) Precept.
  - The [Hinta](#) Stabilizer comes with the [Synergized Prospectus](#) Precept.
  - The [Wanz](#) Stabilizer comes with the [Aerial Prospectus](#) Precept.
  - Unlike the Precept mods obtained from other [Companions](#), the Precepts obtained by building a Hound companion can be equipped on *any* Hound Companion.



Do you love playing video games?  
Fandom is trying to learn more about  
how you play and the tools that you use.  
Please help us by answering our survey!



one Denial, and one Prospectus



[Update 34.0](#) (2023-10-18)

### COMPANION REWORK (PHASE 1)

This section covers the following topics (in order):

- Companion Immortality
- Companion Stat Changes
- Companion Healing
- Companion Mod Changes & Additions

## See Also

- [Zaw](#), melee modular weapons.
- [Kitgun](#), primary and secondary modular weapons.
- [Amp](#), Operator modular weapons.
- [K-Drive](#), modular vehicles.
- [MOA \(Companion\)](#), modular [MOA](#) companions.
- [Predasite](#), modular [Kubrow](#)-like companions.
- [Vulpaphyla](#), modular [Kavat](#)-like companions.

Companion	
<b>Robotic</b>	
<b>Sentinel</b>	<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> )
<b>MOA</b>	<a href="#">Lambeo Moa</a> • <a href="#">Oloro Moa</a> • <a href="#">Para Moa</a> • <a href="#">Nychus Moa</a>
<b>Hound</b>	<a href="#">Bhaira Hound</a> • <a href="#">Dorma Hound</a> • <a href="#">Hec Hound</a>
<b>Beast</b>	
<b>Kubrow</b>	<a href="#">Chesa Kubrow</a> • <a href="#">Helminth Charger</a> • <a href="#">Huras Kubrow</a>
	<a href="#">Paksa Kubrow</a> • <a href="#">Sabasa Kubrow</a> • <a href="#">Sunika Kubrow</a>
	<a href="#">Predasite</a> • <a href="#">Medjay Predasite</a>
	<a href="#">Vasca Kavat</a> • <a href="#">Venari</a> (



Do you love playing video games?  
 Fandom is trying to learn more about  
 how you play and the tools that you use.  
 Please help us by answering our survey!



Hound Companion		Edit	[Collapse]
<b>Components</b>			
Bracket • Core • Model • Stabilizer			
<b>Mods</b>			
<b>Audit (Model)</b>	<a href="#">Equilibrium Audit</a> • <a href="#">Null Audit</a> • <a href="#">Repo Audit</a>		
<b>Denial (Bracket)</b>	<a href="#">Diversified Denial</a> • <a href="#">Evasive Denial</a> • <a href="#">Reflex Denial</a>		
<b>Prospectus (Stabilizer)</b>	<a href="#">Aerial Prospectus</a> • <a href="#">Focused Prospectus</a> • <a href="#">Synergized Prospectus</a>		
<b>Other</b>	<a href="#">Aerial Bond</a> • <a href="#">Animal Instinct (Prime)</a> • <a href="#">Astral Bond</a> • <a href="#">Contagious Bond</a> • <a href="#">Covert Bond</a> • <a href="#">Duplex Bond</a> • <a href="#">Guardian</a> • <a href="#">Link Fiber</a> • <a href="#">Link Redirection</a> • <a href="#">Link Vitality</a> • <a href="#">Loyal Companion</a> • <a href="#">Manifold Bond</a> • <a href="#">Medi-Pet Kit</a> • <a href="#">Medi-Ray</a> • <a href="#">Momentous Bond</a> • <a href="#">Mystic Bond</a> • <a href="#">Pack Leader (Prime)</a> • <a href="#">Reinforced Bond</a> • <a href="#">Restorative Bond</a> • <a href="#">Sanctuary</a> • <a href="#">Seismic Bond</a> • <a href="#">Shield Charger</a> • <a href="#">Tenacious Bond</a> • <a href="#">Vacuum</a> • <a href="#">Vicious Bond</a>		

Categories ▼

Languages ▼

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

**More Fandoms**

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





Do you love playing video games? ✕

Fandom is trying to learn more about how you play and the tools that you use. Please help us by answering our survey!



Do you love playing video games?  
Fandom is trying to learn more about  
how you play and the tools that you use.  
Please help us by answering our survey!



**[CLICK HERE TO TAKE THE SURVEY](#)**