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# Equinox

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CODEX

Equinox rises from the edge of day and night. Her Day form offers offensive support while her Night form offers defensive support. She thrives between realms.

*This is Equinox, a deadly duality.*

*A true Tenno must master the divide between night and day.*

*Do you have what it takes?*

—Lotus

**Release Date:** July 31st, 2015

A duality of contrasting forces in a single entity, **Equinox** unleashes wrath like the onset of daybreak, or draws life to a close like dusk's approach. Shifting between two forms allows her to bolster Tenno strength in light or provide recuperative respite in darkness. **Equinox** dawned in [Update 17.0](#) (2015-07-31).

Acquisition

Equinox requires a unique method to craft: Tenno must forge both the Equinox Night Aspect and Equinox Day Aspect in the [Foundry](#) – each of which requires its respective Neuroptics, Chassis, and Systems – before the Warframe itself can be built. Component and Aspect blueprints can be obtained by defeating [Tyl Regor](#) on

 **Equinox**

Composite

Night

Day

In-Game >



Update Infobox Data

Description

Equinox rises from the edge of day and night. Her Day form offers offensive support while her Night form offers defensive support. She thrives between realms.

Passive

10% of Health Orbs are converted into Energy, and 10% of Energy Orbs are converted into Health.

Abilities

1st Ability

[Metamorphosis](#)

2nd Ability

[Rest & Rage](#)

3rd Ability

[Pacify & Provoke](#)

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https://warframe.fandom.com/wiki/Equinox#Main

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blueprint can be purchased from the [Market](#).

| Item                       | Source                                  | Char |
|----------------------------|-----------------------------------------|------|
| Night Aspect Blueprint     | <a href="#">Tyl Regor Assassination</a> | 11.2 |
| Day Aspect Blueprint       | <a href="#">Tyl Regor Assassination</a> | 11.2 |
| Day Neuroptics Blueprint   | <a href="#">Tyl Regor Assassination</a> | 12.5 |
| Day Chassis Blueprint      | <a href="#">Tyl Regor Assassination</a> | 12.5 |
| Night Chassis Blueprint    | <a href="#">Tyl Regor Assassination</a> | 12.5 |
| Night Neuroptics Blueprint | <a href="#">Tyl Regor Assassination</a> | 12.5 |
| Night Systems Blueprint    | <a href="#">Tyl Regor Assassination</a> | 12.5 |
| Day Systems Blueprint      | <a href="#">Tyl Regor Assassination</a> | 12.5 |

| General Information                                                                   |                                          |
|---------------------------------------------------------------------------------------|------------------------------------------|
| Sex                                                                                   | Female                                   |
| Mastery Rank                                                                          | 0                                        |
| Max Rank                                                                              | 30                                       |
| Health                                                                                | 270 (370 at Rank 30)                     |
| Shields                                                                               | 270 (370 at Rank 30)                     |
| Armor                                                                                 | 135                                      |
| Energy                                                                                | 175 (225 at Rank 30)                     |
| Starting Energy                                                                       | 100                                      |
| Sprint Speed                                                                          | 1.15                                     |
| Aura Polarity                                                                         |                                          |
| Exilus Polarity                                                                       | None                                     |
| Polarities                                                                            |                                          |
| Introduced                                                                            | <a href="#">Update 17.0</a> (2015-07-31) |
| Themes                                                                                | Duality, Day & Night                     |
| Progenitor Element                                                                    | <a href="#">Radiation</a>                |
| Subsumed Ability                                                                      | <a href="#">Rest &amp; Rage</a>          |
| Tactical Ability                                                                      | <a href="#">Rest &amp; Rage</a>          |
| Sell Price                                                                            | 10,000                                   |
| Official Drop Tables                                                                  |                                          |
| <a href="https://www.warframe.com/droptables">https://www.warframe.com/droptables</a> |                                          |

All drop rates data is obtained from [DE's official drop tables \(https://warframe.com/droptables\)](#). See [Mission Rewards#Standard Missions](#) for definitions on reward table rotations.  
For more detailed definitions and information, visit [here](#).

| Manufacturing Requirements |  |  |  |  | Time: |
|----------------------------|--|--|--|--|-------|
|                            |  |  |  |  |       |

|                   |  |  |                          |  |           |
|-------------------|--|--|--------------------------|--|-----------|
|                   |  |  |                          |  | Rush:     |
|                   |  |  |                          |  | <b>50</b> |
| Market Price: 325 |  |  | Blueprints Price: 25,000 |  |           |

Day Aspect

| Manufacturing Requirements |     |       |                      |     |              |
|----------------------------|-----|-------|----------------------|-----|--------------|
| 25,000                     | 1   | 1     | 1                    | 1   | Time: 72 hrs |
|                            |     |       |                      |     | Rush:        |
|                            |     |       |                      |     | 50           |
| Market Price: N/A          |     |       | Blueprint Price: N/A |     |              |
| Chassis                    |     |       |                      |     |              |
| 15,000                     | 1   | 1,000 | 300                  |     | Time: 12 hrs |
|                            |     |       |                      |     | Rush:        |
|                            |     |       |                      |     | 25           |
| Neuroptics                 |     |       |                      |     |              |
| 15,000                     | 150 | 1     | 150                  | 500 | Time: 12 hrs |
|                            |     |       |                      |     | Rush:        |
|                            |     |       |                      |     | 25           |
| Systems                    |     |       |                      |     |              |
| 15,000                     | 1   | 1     | 500                  | 500 | Time: 12 hrs |
|                            |     |       |                      |     | Rush:        |
|                            |     |       |                      |     | 25           |

| Manufacturing Requirements |     |       |                      |     |              |
|----------------------------|-----|-------|----------------------|-----|--------------|
| 25,000                     | 1   | 1     | 1                    | 1   | Time: 72 hrs |
|                            |     |       |                      |     | Rush: 50     |
|                            |     |       |                      |     |              |
| Market Price: N/A          |     |       | Blueprint Price: N/A |     |              |
| Chassis                    |     |       |                      |     |              |
| 15,000                     | 1   | 1,000 | 300                  |     | Time: 12 hrs |
|                            |     |       |                      |     | Rush: 25     |
|                            |     |       |                      |     |              |
| Neurooptics                |     |       |                      |     |              |
| 15,000                     | 150 | 1     | 150                  | 500 | Time: 12 hrs |
|                            |     |       |                      |     | Rush: 25     |
|                            |     |       |                      |     |              |
| Systems                    |     |       |                      |     |              |
| 15,000                     | 1   | 1     | 500                  | 500 | Time: 12 hrs |
|                            |     |       |                      |     | Rush: 25     |
|                            |     |       |                      |     |              |

## Notes

- Equinox's first Emissive Color determines which form she begins with during a mission – light-colored hues has her start in her Day Form, and dark-colored hues has her start in her Night Form. This does not affect her overall gameplay otherwise.
- Equinox currently requires the most components to build, requiring four



This totals to 9 components.

- Equinox is one of the most expensive Warframes in credits to build, with the total cost amounting to **225,000**. This includes the cost to buy the Equinox blueprint from the [Market](#) along with the cost in constructing a [Forma](#).
  - Equinox is currently the only Warframe that requires a Forma to build.
- Rushing through all the components requires **300**. If a player desires to rush *all* of the components, including the main blueprint, it may be wiser to outright buy the Warframe from the market for **325**, which saves **15** for the pre-installed [Orokin Reactor](#) and the Warframe slot.
- Equinox is currently the longest to build out of all Warframes. Each component to the Day and Night Aspects takes 12 hours to craft, the Aspects themselves both take 72 hours, and the Warframe itself takes another 72 hours, to a total of 156 hours at minimum.

## Trivia

- Despite the androgynous nature of Equinox's design, former Community Editorial Coordinator [Adam Ma](#) has confirmed that Equinox is a female Warframe with a masculine form.<sup>[1]</sup>
- Equinox appears as her composite form (both day and night) in any shared space, such as in the player's [Landing Craft](#), in [Relays](#), or while using [Archwings](#). This form can also be seen briefly when shifting between forms with [Metamorphosis](#).
  - When customizing her appearance, a button in the bottom right of the screen labelled "Metamorphosis" allows players to switch between Equinox's three forms. However, leaving the Appearance menu reverts Equinox back to her Composite form.
- [Equinox](#) refers to a biannual event where daytime and night are of roughly equal duration.
  - During her development, Equinox's separate forms were originally referred to as [Anima and Animus](#), both of which are concepts in [Jungian Psychology](#). They are respectively described as the feminine and masculine aspects of a person's psyche. Equinox is still referred to as 'AnimaAnimus' internally in the game files.
- When Equinox is equipped with Wisp's Agile animation, and unarmed, she will split into her day and night form, similarly to [Wukong](#) who spawns his Celestial Twin



# References

- 1. Building Warframe: Equinox (<https://forums.warframe.com/topic/503478-building-warframe-equinox/#comment-5626550>)

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