

ADVERTISEMENT

in: [Tenet Weapons](#)

SIGN IN

REGISTER

Tenet

[EDIT](#)

For the fragments, see [Fragments/The Tenets](#).
For the Grineer counterpart, see [Kuva \(Variant\)](#).

Contents

1. Tenet Weapons

2. Mechanics

3. Valence Fusion

4. Notes

5. Trivia

6. References

7. See Also

Tenet Weapons

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!

X

can be **acquired once** the Sister they can claim these weapons **Rank requirement on these**

The Energy Color on the weapon is depicted by what elemental bonus was augmented on the weapon during Sister creation and the progenitor Warframe. **All weapons have an equal chance of spawning from a Sister.**



 [Tenet Arca Plasmor](#) - Longer range before damage falloff occurs and shots ricochet off surfaces.



 [Tenet Flux Rifle](#) - Enhanced fire rate and range, but uses clip magazine instead of an auto rechargeable battery.



 [Tenet Glaxion](#) - Beam can chain to multiple enemies.



 [Tenet Tetra](#) - Greater magazine; can eject its entire clip into a grenade.



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!





 [Tenet Cycron](#) - Beam can chain to multiple enemies.



 [Tenet Detron](#) - Higher critical and status chance; can burst-fire its entire clip.



 [Tenet Plinx](#) - Higher damage, critical chance, and status chance; can launch a projectile that pulls in enemies before exploding.

Certain ranged Tenet weapons are unique to Sisters, and are not based on existing, usable Corpus weapons.



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!





 [Tenet Envoy](#) - Fires rockets that become laser-guided while aiming; auto-reloads when holstered.



 [Tenet Diplos](#) - Akimbo automatic pistols that can engage a lock-on mode while aiming to burst-fire seeking projectiles; auto-reloads when holstered.



 [Tenet Spirex](#) - Shoots projectiles with extreme speed; headshots speed up reloading.

Melee and Speargun Tenet weapons are not obtained from Sisters, and the former are not based on existing, usable Corpus weapons. Instead, they can be bought from [Ergo Glast](#) of [The Perrin Sequence](#) in any [Relay](#) for **40 [Corrupted Holokeys](#)** each (regardless of standing with [The Perrin Sequence](#) syndicate). **Unlike weapons directly acquired from Sisters, the Mastery Rank requirement *is* enforced on the store-bought weapons.** Each offering has a random progenitor bonus damage type and percentage increase, which is cycled every 4 days at 0:00 UTC. **Only one of each weapon can be bought per rotation.**



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!



[Tenet Agendus \(MR 14\)](#) -

Hammer and shield whose heavy attacks launch energy disks.

[Tenet Exec \(MR 16\)](#) - Heavy

blade with slam attacks unleashing multitudes of shockwaves.

[Tenet Livia \(MR 14\)](#) - Two-

handed nikana that builds blocking angle from blocking; pauses combo duration when holstered.

[Tenet Grigori \(MR 14\)](#) - Two-

handed scythe with heavy slide attacks releasing ricocheting energy disks; pauses combo duration when holstered.

[Tenet Ferrox \(MR 16\)](#) -

Upgrades to critical, status, fire rate, magazine, and explosion



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!



Time until next progenitor bonus damage cycling in Ergo Glast's offerings: 76 hours 30 minutes 44 seconds

Mechanics

A Tenet variant of a weapon will only provide mastery points once. A second weapon of the same variant but with a different Sister name will not provide extra mastery. These weapons have a max rank of 40. To obtain the maximum rank, the player must [polarize](#) the weapon five times, with each Forma increasing the maximum possible rank by 2 (similar to [Paracesis](#)).

The Tenet weapons additionally have bonus damage of one damage type, ranging from 25–60% of the weapon's **base damage** determined randomly, with lower percentages being more common.^[1] The damage type of this bonus damage is determined by the Progenitor Warframe, as per [this table](#).

Note: This additional bonus damage applies as weapon base damage, meaning elemental mods and status that scale from base / modified base damage will be affected.

Valence Fusion

This section is [transcluded](#) from [Valence Fusion § Kuva Lich/Tenet Weapons](#). To change it, please [edit the transcluded page](#).

Valence Fusion combines two of the same [Kuva](#) or **Tenet** weapons into one with a higher Elemental Bonus, multiplying the highest bonus of the two weapons by **1.1**, capping at **60%** bonus. Valence Fusion can be found under the **Actions** button while modding a weapon. After selecting Valence Fusion, a player is required to choose another of the same Kuva/Tenet weapon from the inventory (not in Foundry or with the Kuva Lich / Sister of Parvos) to fuse it with. If the weapon's element bonuses differs, the



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!



ilable elements.

usion is performed is given by



$$\text{Final Bonus} = \min \left(\frac{\lfloor 11 \times \max(\text{Bonus1}, \text{Bonus2}) \rfloor}{10}, 60 \right)$$

And if the Final Bonus is equal or greater than **58%**, the value gets rounded up to **60%**.

Any other properties ([Orokin Catalyst](#), [Forma](#), [Stance Forma](#), [Exilus Weapon Adapter](#), or [Focus Lens](#)) **do not** transfer over, meaning **the order of fusion is important**. Put simply, it is best to equip the weapon with the most resource investment (weapon rank, Catalyst, Forma, and Exilus that you wanted to keep) and fuse other weapons to it.

After selecting the donor weapon to be used in the fusion, a confirmation screen displays the desired weapon's new damage type and bonus values and **warns that the transfer will consume the selected donor weapon**. Players are then prompted to type **FUSE** to confirm the fusion.

- Example: [Kuva Kohm](#) (A) has 40% [Heat](#) Damage and an [Orokin Catalyst](#). Kuva Kohm (B) has 52% [Radiation](#) damage. The player has two options, to fuse (A) with (B) or to fuse (B) with (A).
 - Since 52% is higher than 40%, the result will always be according to the percentage of (B) and multiplied by 1.1, resulting in 57.2%.
 - **Fusing (B) to (A):** Equip (A), under Valence Fusion, select (B). The result of this will be a Kuva Kohm with 57.2% [Heat](#) or [Radiation](#) damage **with** an Orokin Catalyst. **(B) will be destroyed.**
 - **Fusing (A) to (B):** Equip (B), under Valence Fusion, select (A). The result of this will be a Kuva Kohm with 57.2% [Heat](#) or [Radiation](#) damage **without** an Orokin Catalyst. **(A) will be destroyed.**

This section is [transcluded](#) from [Valence Fusion § Extra Math](#). To change it, please [edit the transcluded page](#).

For Weapons and same-tier Armaments, maximum % bonus (60%) can be achieved in the following number of fusions:

Minimum Initial Value	Maximum Number of Fusions
58.0%	0 (automatically rounded up to 60.0%)



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!



36.1%	5
32.8%	6
29.8%	7
27.1%	8
25.0%	9

For example, a [Tenet Envoy](#) with a 42% **Toxin** bonus will need at most 4 Fusions to reach the maximum element bonus of 60%.

Notes

- Unclaimed Tenet weapons in the Foundry can be sold directly for **10,000**.
- Tenet weapons need to be Rank 40 in order to be Entitled, whereas [Kuva Weapons](#) can be Entitled at Rank 30.
- The total number of Tenet weapons is 15, requiring 75 Forma to max rank them all.

Trivia

- When sheathed, [Tenet Envoy](#), [Tenet Diplos](#), [Tenet Grigori](#), and [Tenet Livia](#) fold up into an attaché case.
- Non-Tenet variants of the [Tenet Agendus](#) and [Tenet Spirex](#), wielded by [Juno Crewmen](#), [Juno Combas](#), and [Zercas](#), are exclusive to those enemies and not obtainable for players.

References

1. https://www.reddit.com/r/Warframe/comments/dz0tze/kuva_lich_data_weapc



See Also

- [Dex](#)



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!



- [Prisma](#)
- [Syndicate Weapons](#)
- [Vandal](#)
- [Wraith](#)

Categories



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!



[CLICK HERE TO TAKE THE SURVEY](#)