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Mastery Rank

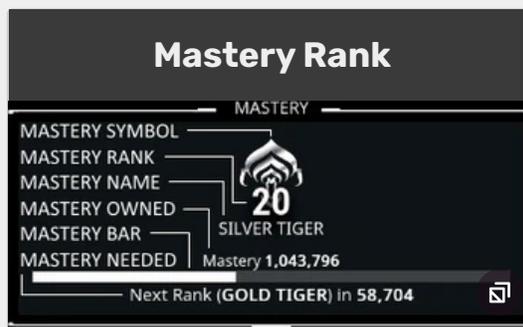
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VIEW SOURCE

Mastery Rank

Checklist

Mastery Ranking, commonly abbreviated as **MR**, is a method of tracking how much of the game's total content a player has experienced with points earned by ranking up [Warframes](#), [Weapons](#), [Companions](#), [K-Drives](#), [Necramechs](#), and [Archwings](#) with [Affinity](#); successfully completing [Junctions](#) and nodes on the [Star Chart](#); and ranking up [Intrinsics](#).



In-game, every rank after MR30 is called a **Legendary (L)** and or **Legendary Rank (LR)**.

Players can view their own Mastery Progress and Rank by hovering the cursor over their Avatar on the top left corner of the UI. The profiles and Mastery progress of the player and other squad members can also be viewed by clicking "Profile" under their equipment tab. These details of other players in chat or in communications can be viewed by selecting their name and clicking "Profile."

Increasing Mastery Rank



Mastery Points

To increase Mastery Rank, a player must earn **Mastery Points** through the following methods:

- Ranking [Weapons](#), [Kitgun Chambers](#), [Zaw Strikes](#), [Amp Prisms](#), [Sentinel weapons](#), and [Archwing weapons](#) will earn **100** mastery points for each rank gained up to Rank 30 for a total of **3,000**.
 - Kitguns, Zaws, and Amps must be ranked up to 30, gilded at their respective vendors, then ranked up again to award mastery points.
 - The  [Paracysis](#), all [Kuva weapons](#), and all [Tenet weapons](#) can exceed Rank 30 by 2 ranks per polarization by [Forma](#) and will continue to grant mastery points for each additional level until they reach Rank 40 at 5 Forma, totaling **4,000** mastery.
- Ranking [Warframes](#), [Companions](#), [Archwings](#), [K-Drives](#), the [Plexus](#), and [Necramechs](#) will earn **200** mastery points for each rank gained up to Rank 30 for a total of **6,000**, or **8,000** for a [Necramech](#) that has been polarized 5 times.
 - [MOAs](#), [Predasites](#), and [Vulpaphylas](#) must be ranked up to 30, gilded at their respective vendors, then ranked up again to award mastery points.
 - K-Drives, despite their modular nature, do not require gilding to be able to award mastery points.
 - Necramechs can exceed Rank 30 by 2 ranks per polarization by Forma and will continue to grant 200 mastery points for each additional level until they

- Increasing Mastery Rank
 - Mastery Points
 - Mastery Rank Tests
 - Tests for Rank 1-10
 - Tests for Rank 11-20
 - Tests for Rank 21-30
 - Tests for Legendary 1-10
 - Mastery Ranks Allocation
 - Total Mastery
 - Mastery Checklist
 - Exclusive Mastery
 - Hidden Mastery
- Mastery Rank Benefits
 - Equipment Unlock
 - Other Benefits
 - Indirect Mastery Locks
 - Bypassing Mastery Locks
- Notes
- Bugs
- External Links
- Trivia
- See Also
- References
- Patch History



- A total of **190 Forma** is required to fully rank up all Necramechs, Kuva/Tenet Weapons, and the Paracesis.
- Clearing the **main objective** of any **Mission** node for the first time and extracting will grant a predetermined number of mastery points (Map progress can be viewed in the general stats in the profile menu).
- **Victory** against the opponent specter in a **Junction** grants **1,000** mastery points.
- Each rank of a **Railjack's** and **Drifter's Intrinsic**s grants **1,500** mastery points.

Take note that each individual equipment will only grant its mastery points once per variant; [polarization](#) or selling a Rank 30 equipment and then purchasing & reusing it will **not** grant mastery points again, including in the event that a copy of already max-ranked equipment is obtained and used. If equipment below max rank are sold, then purchased and reused, only the ranks previously not gained will grant mastery points.

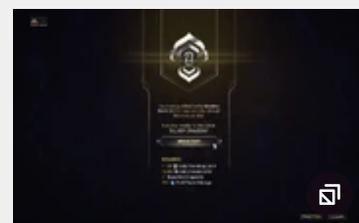
Variants of original equipment count as a different equipment for mastery ranking; [MK1](#), [Prime](#), [Syndicate](#), [Vandal](#), [Wraith](#), [Prisma](#), [Dex](#), [Kuva](#), [Tenet](#), the  [Mara Detron](#), the  [Ceti Lacera](#), and the  [Carmine Penta](#). For example,  [Braton](#),  [MK1-Braton](#),  [Braton Vandal](#), and  [Braton Prime](#) are all considered different weapons, each with their own set of mastery points, with a total of 12,000 mastery points for fully ranking all four weapons. The same goes for different breeds of same-species [Companion](#) such as [Chesa Kubrow](#), [Raksa Kubrow](#), and [Helminth Charger](#). Completing missions in [The Steel Path](#) also awards mastery that is separate from normal missions and Junctions.

Excess mastery points are not lost if a player reaches the amount required to advance a rank – these will automatically fill the next mastery bar, displayed only once the player has succeeded on the rank-up test.

Mastery Rank Tests

In order to be promoted to the next Mastery Rank, a player must pass a test for each progressive rank they are trying to achieve. Mastery tests can only be accessed in solo play. Each test is different and usually harder between ranks.

When a player becomes eligible for their next Mastery Rank they will be alerted and be given the option to proceed to the test immediately or wait. If the player chooses to wait they can access the test by simply hovering over their profile icon and selecting the "Rank Up" option later. The player's next Mastery Rank test will also be available for practice and, if eligible, for rank up in [Cephalon Simaris](#)' Relay



Mastery Test prompt with option to practice



There is a 24-hour lapse in between consecutive attempts, whether having failed and to retake the current test or having succeeded previously and to qualify for the next rank.

It is recommended players go along the right aisle of the [Cephalon Simaris](#) room in most [relays](#) to practice for the current test beforehand. Outside of practice mode, inability to complete a test due to forfeiting or disconnection will consume the allowed attempt for the current day.

Players are also able to redo previous tests along the Cephalon's aisle. Players will be able to access all the tests previously passed, as well as the one for the next level.

The [Operator](#) cannot be used for Mastery Rank tests at 23 and below.

Tests for Rank 1-10

[Expand]

Tests for Rank 11-20

[Expand]

Tests for Rank 21-30

[Expand]

Tests for Legendary 1-10

[Expand]

Mastery Ranks Allocation

- Experience needed for each level, up to MR 30, is calculated by the formula: $2,500 \times (\text{Rank}^2)$
- For Legendary ranks: $2,250,000 + (147,500 * \text{Legendary rank \#})$

Rank Image	Rank Name	Rank Number	Next Rank Requirement	Total XP Required	Test
	Unranked	0	2,500	0	<i>None</i>
	Initiate	1	7,500	2,500	Primary Test (https://www.youtube.com/watch?v=3X0sVGfQghY)
	Silver Initiate	2	12,500	10,000	Sidearm Test (https://www.youtube.com/)



				watch?v=2bz5Dk0IsRE)
Gold Initiate	3	17,500	22,500	Melee Test (https://www.youtube.com/watch?v=rYIXigmFZUs)
Novice	4	22,500	40,000	Survival Test (https://www.youtube.com/watch?v=v_SY3UYGYUK)
Silver Novice	5	27,500	62,500	Terminal Hacking Test (https://www.youtube.com/watch?v=T42Bp1WuKi0)
Gold Novice	6	32,500	90,000	Target Tracking Test (https://www.youtube.com/watch?v=4YW SMhYKZOU)
Disciple	7	37,500	122,500	Timed Exterminate Test (https://www.youtube.com/watch?v=BrwITYtw)
Silver Disciple	8	42,500	160,000	Wall Dash Test (https://www.youtube.com/watch?v=FiTWPI1QD6I)



Gold Disciple	9	47,500	202,500	Stealth Test (https://www.youtube.com/watch?v=nNG-iE4Vv0k)
Seeker	10	52,500	250,000	Disappearing Platform Test (https://www.youtube.com/watch?v=XEv-a0lvs4tc)
Silver Seeker	11	57,500	302,500	Time Trial Test (https://www.youtube.com/watch?v=cfTd6L7RL2s)
Gold Seeker	12	62,500	360,000	Carousel Test (https://www.youtube.com/watch?v=b-U8PvLouxl)
Hunter	13	67,500	422,500	Advanced Disappearing Platform Test (https://www.youtube.com/watch?v=48YN5H9uw8Q)
Silver Hunter	14	72,500	490,000	Advanced Exterminate Test (https://www.youtube.com/watch?v=nwjybt1pnrE)



Gold Hunter	15	77,500	562,500	Interception Test (https://www.youtube.com/watch?v=Za4c1M5ICcU)
Eagle	16	82,500	640,000	Defense Test (https://www.youtube.com/watch?v=n7e6x_-zq-k)
Silver Eagle	17	87,500	722,500	Advanced Timed Exterminate Test (https://www.youtube.com/watch?v=htrtXYMHZ5M)
Gold Eagle	18	92,500	810,000	Advanced Defense Test (https://www.youtube.com/watch?v=FxMdsIZOGwM)
Tiger	19	97,500	902,500	Stealth Rescue Test (https://www.youtube.com/watch?v=h0D-3X69Qkk)
Silver Tiger	20	102,500	1,000,000	Archwing Time Trial Test (https://www.youtube.com/watch?v=8jN)



Gold Tiger	21	107,500	1,102,500	Timed Exterminate Test (https://www.youtube.com/watch?v=UxigE-FKAeg)
Dragon	22	112,500	1,210,000	Arena Test (https://www.youtube.com/watch?v=SbaClSk9kAc)
Silver Dragon	23	117,500	1,322,500	Mobile Point Capture Test (https://www.youtube.com/watch?v=1bkbBW376VE)
Gold Dragon	24	122,500	1,440,000	Operator Test (https://www.youtube.com/watch?v=S82Cm2VYxIw)
Sage	25	127,500	1,562,500	Deployable Archwing Exterminate Test (https://www.youtube.com/watch?v=0v7bPTIv5Mc)
Silver Sage	26	132,500	1,690,000	Advanced Mobile Point Capture Test (https://www.youtube.com/)



				watch?v=yI2T MmMytlg)
Gold Sage	27	137,500	1,822,500	<i>Index Banking Test</i>
Master	28	142,500	1,960,000	<i>Condensed Thermia Extermination Test</i>
Middle Master	29	147,500	2,102,500	<i>Advanced Timed Extermination Test</i>
True Master	30	147,500	2,250,000	Advanced Survival Test (https://www.youtube.com/watch?v=MNTxIAENcQ4)
Legendary 1	1	147,500	2,397,500	<i>Legendary Exterminate Test (Primary)</i>
Legendary 2	2	147,500	2,545,000	<i>Legendary Exterminate Test (Secondary)</i>
Legendary 3	3	147,500	2,692,500	<i>Legendary Exterminate Test (Melee)</i>
Legendary 4	4	147,500	2,840,000	<i>Legendary Survival Test</i>



Total Mastery

LAST UPDATED: [UPDATE 36.1 \(2024-08-21\)](#)

Category	Count	Mastery
Warframes	102	612,000
Primaries	173	535,000
Secondaries	136	418,000
Melee (including Zaws)	214	648,000
Kitguns	6	18,000
Normal Missions (nodes + Junctions)	254 (241 + 13)	27,519 (14519 + 13000)
The Steel Path (nodes + Junctions)	254 (241 + 13)	27,519 (14519 + 13000)
Railjack Intrinsic s	5	75,000
Drifter Intrinsic s	4	60,000
Sentinels	17	102,000
Sentinel Weapons	24	72,000



Hound Weapons	3	9,000
Companions	25	150,000
Kubrows	6	36,000
Kavats	5	30,000
Predasites	3	18,000
Vulpaphylas	3	18,000
MOAs	4	24,000
Hounds	3	18,000
Plexus	1	6,000
Archwings	5	30,000
Archguns	19	59,000
Archmelees	8	24,000
Amps	9	27,000
K-Drives	5	30,000
Necramechs	2	16,000
Total	1262	2,931,038^[?]
Minus Exclusives	1148	2,505,038^[?]

Notes

- Tables exclude China-version exclusives: [Excalibur Umbra Prime](#).
- Kubrow count includes [Helminth Charger](#).
- Kavat count includes [Venari](#) and [Venari Prime](#).
- In-game profile stats for [Star Chart](#) XP includes XP from completing [Junctions](#).
- Not all Star Chart nodes give Mastery XP so players can have the max amount without completing all missions. See individual Star Chart region articles for Mastery XP provided by each node.
- In-game "Companions" Mastery breakdown includes [Plexus](#).
- Items that can rank up to 40 include [Kuva](#) weapons, [Tenet](#) weapons, [Necramechs](#), and [Paracesis](#).
- Consoles do not have access to [Excalibur Prime](#), [Lato Prime](#), and [Skana Prime](#) (total Mastery of 12,000) as those were [Founder](#) exclusive.



Main article: [Mastery Rank/Checklist](#)

Exclusive Mastery

This section is *transcluded* from [Exclusive Mastery](#) . To change it, please *edit the transcluded page*.

Most [Mastery](#)-rewarding items can be directly bought, built, or researched. However the following items had a limited distribution period or were removed from circulation entirely.

[Market Retired](#) Founders Pack Nightwave Event Reward Void Trade >

Acquisition: Events or Special Alerts

These items were once available from the [Market](#) but have since been removed. They cannot be [traded](#), but may rarely appear as rewards for [Events](#) or [Tactical Alerts](#).

Item	Count	Mastery
Snipetron	Primary	3,000
Total:	1	3,000

Hidden Mastery

This section is *transcluded* from [Hidden Mastery](#) . To change it, please *edit the transcluded page*.

Some [Mastery](#)-rewarding items can be hidden on your [profile](#) until you rank the item to at least rank 1 or other exceptions.

[Warframe](#) Primary Secondary Melee Robotic Companions Vet >

Total count: 101 (+ 1 for [Founders](#))

Hidden items:

Item	Mastery	Acquisition
Excalibur Prime	6,000	Founders Program
Excalibur Umbra	6,000	The Sacrifice quest
Total:	12,000	

Mastery Rank Benefits



Higher Mastery Ranks grants several benefits. These include access to equipment and certain game content such as [quests](#), and raises the cap of certain limiters such as mod capacity, [Void Traces](#), [Extractors](#), [Focus](#), and [Syndicate](#).

Equipment Unlock

- Warframe**
- Primary
- Secondary
- Melee
- Sentinel
- Arch-weapons
- All

Edit Tab

MR	Warframe
0	<p> Ash (Prime) • Atlas (Prime) • Banshee (Prime) • Baruuk (Prime) • Caliban • Chroma (Prime) • Citrine • Dagath • Dante • Ember (Prime) • Equinox (Prime) • Excalibur (Umbra, Prime) • Frost (Prime) • Gara (Prime) • Garuda (Prime) • Gauss (Prime) • Grendel (Prime) • Gyre • Harrow (Prime) • Hildryn (Prime) • Hydroid (Prime) • Inaros (Prime) • Ivara (Prime) • Jade • Khora (Prime) • Kullervo • Lavos • Limbo (Prime) • Loki (Prime) • Mag (Prime) • Mesa (Prime) • Mirage (Prime) • Nekros (Prime) • Nezha (Prime) • Nidus (Prime) • Nova (Prime) • Nyx (Prime) • Oberon (Prime) • Octavia (Prime) • Protea (Prime) • Qorvex • Revenant (Prime) • Rhino (Prime) • Saryn (Prime) • Sevagoth (Prime) • Styanax • Titania (Prime) • Trinity (Prime) • Valkyr (Prime) • Vauban (Prime) • Volt (Prime) • Voruna • Wisp (Prime) • Wukong (Prime) • Xaku • Yareli • Zephyr (Prime) </p>
1	
2	
3	
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8	

Other Benefits

- Unranked equipment in the inventory will begin with a mod capacity equal to the



(60 for equipment with a [Orokin Reactor/Orokin Catalyst](#) equipped, before aura and stance bonuses). Though this will not affect the maximum capacity in any way, it provides higher-ranked players with a significant starting benefit, especially towards polarized equipment.

- This also applies for Legendary ranks on equipment whose ranks can be increased above 30. For example, Legendary 1 increases the minimum capacity to 31 (62 with an Orokin Reactor/Catalyst).
- After polarizing [Warframes](#), [Archwings](#), and [Necramechs](#), equipment will retain ability unlocks and/or ranks as if the equipment's rank were equivalent to the player's mastery rank (stats will still reset to rank 0, however).
- Each rank-up increases the daily maximum [Syndicate](#) standing by **500** (starting from **16,000** for **[MRO]**).
- Each rank-up increases the maximum accumulation cap of [Void Traces](#) by 50 (starting from 100 for **[MRO]**).
- Each rank-up increases the daily maximum of [Focus](#) points earned through [Focus Lenses](#) by 5,000 (starting from 250,000 for **[MRO]**).
- Each rank-up increases the maximum enemy level in the [Simulacrum](#) by 5 (starting from 30 for **[MRO]**).
- Each rank-up for Legendary ranks awards a [Legendary Core](#).
- Each rank-up awards a Mastery Slate [Orbiter Decoration](#).
- The Mastery [Sigil](#) changes in aesthetic design every 3 ranks; as Sigil color is defined by the player; having a bronze, silver, or gold mastery rank does not affect the available Sigil colors in any way. Players have no way of reverting the cosmetic Sigil back to previous designs if they complete the next bronze Mastery Rank test.
- The number of [Extractors](#) a player can deploy is Mastery Rank dependent, starting at one and increasing by one with Mastery Ranks **5** and **10**; with [Founders](#) and/or [Prime Access](#) status granting an additional drone each.



Mastery Rank	Specific Unlocks/Benefits
MR0	<ul style="list-style-type: none"> The daily maximum Syndicate standing is 16,000. The maximum accumulation cap of Void Traces is 100. The daily maximum of Focus points earned through Focus Lenses is 250,000. The player is able to deploy 1 Resource Extractor at a time. A free Loadout slot in the Arsenal, with each even-numbered rank attained before 30 giving another one (note that additional slots can be purchased for 20 each at any time regardless of the player's current rank).
MR1	<ul style="list-style-type: none"> Unlocks level 10-30 Bounties.
MR2	<ul style="list-style-type: none"> Unlocks Trading. The amount of trades a player may complete per day is equal to the player's current mastery rank. Unlocks level 20-40 Bounties.
MR3	<ul style="list-style-type: none"> Unlocks access to faction Syndicates. Unlocks level 30-50 Bounties. Unlocks The Waverider quest. Unlocks Mirror Defense on Tyana Pass, Mars.
MR4	<ul style="list-style-type: none"> Unlocks The Deadlock Protocol quest.
MR5	<ul style="list-style-type: none"> Unlocks the ability to deploy a second Resource Extractor. Unlocks Councilor Vay Hek Assassination mission on Oro, Earth. Unlocks level 40-60 Bounties. Unlocks Sands of Inaros quest. Unlocks Sorties. Unlocks Kuva Siphon missions. Unlocks Kuva Liches and Sisters of Parvos.
MR7	<ul style="list-style-type: none"> Unlocks The Silver Grove quest.
MR8	<ul style="list-style-type: none"> Unlocks all faction Syndicate Melee weapons.



	<ul style="list-style-type: none"> • Minimum rank required to use and trade Riven Mods. • Allows purchasing the Helminth Segment from Son, giving access to Helminth's ability to subsume Warframes, inject abilities, and invigorate Warframes with week-long buffs.
MR10	<ul style="list-style-type: none"> • Unlocks the ability to deploy 3 Resource Extractors simultaneously. • Unlocks ability to auto-slot Ayatan Stars into Ayatan Sculptures. • Unlocks ability to purchase more Mod Config and Appearance Config slots (max 3 more slots per item). • With The Steel Path unlocked, unlocks the ability to launch The Steel Path Bounties for open world missions.
MR11	<ul style="list-style-type: none"> • Unlocks Trading Legendary Arcane Enhancement.
MR12	<ul style="list-style-type: none"> • Unlocks all faction Syndicate Primary weapons.
MR15	<ul style="list-style-type: none"> • Unlocks all Market, Syndicate, and clan Research weapons. • Unlocks almost all game content to date, with the exception of some Riven Mods and most Tenet weapons.
MR16	<ul style="list-style-type: none"> • Unlocks the final rank requirement for equipping Riven Mods. • Unlocks all Tenet weapons.
MR30	<ul style="list-style-type: none"> • +3 Umbra Forma • +15 Loadout Slots • +30 Riven Mod Slots • True Master Chat Emoji (:truemaster: and :truemasteralt:) Blessing Altar menu • True Master Emote • True Master Sumdali (Landing Craft Hull Ornament) • True Master's Font (Relay Blessing) <ul style="list-style-type: none"> • A Blessing Altar appears in the main hall of any Relay. An MR30 player can use this altar once every 23 hours to bless all Tenno present in the relay with one of the following effects for 3 hours: <ul style="list-style-type: none"> • +25% Affinity gain • +25% Credits gain • +25% Resource Drop Chance



- +25% Base [shield](#)
- Stacks with [Affinity Booster](#), [Credit Booster](#), and [Resource Drop Chance Booster](#).
- Different blessings can stack. However, receiving the same blessing will refresh its duration.
- Polarizing a Warframe at least once will bypass the Rank 30 Warframe requirement for [Sorties](#), [Elite Sanctuary Onslaught](#), [Arbitrations](#), and [Archon Hunts](#).

Indirect Mastery Locks

- Although normal Warframes do not have a lock, certain frames can only be obtained after achieving certain Mastery Ranks, barring Trading or the Marketplace:
 - Places, which are MR-locked:
 - **[MR5]:**
 - [Hydroid](#) is only obtained by defeating [Councilor Vay Hek](#), whose mission node can only be selected once above MR5.
 - [Grendel](#)'s components require mission keys purchasable via [Arbitrations](#), which require *all* mission nodes on the [Star Chart](#), including the MR-locked Vay Hek node.
 - Quests, which are MR-locked:
 - **[MR2]:**
 - [Gara Neuroptics](#) is only available through LV20-40 bounty.
 - **[MR3]:**
 - [Yareli](#) is only available through [The Waverider](#).
 - **[MR4]:**
 - [Protea](#) is only available through [The Deadlock Protocol](#).
 - **[MR5]:**
 - [Inaros](#) is only available through [Sands of Inaros](#).
 - **[MR7]:**
 - [Titania](#) is only available through [The Silver Grove](#).



- A majority of Archwing weapons are built via parts purchasable only from [Syndicates](#) (**[MR3]**), with the exception of:
 - [Cyngas](#) from the [Market](#), which requires **[MR4]**, though its components are available from Syndicates.
 - [Knux](#), [Grattler](#), and [Larkspur](#) from Clan [Research](#), and only require [Resources](#) to build. The Knux does **not** have a Mastery Rank lock, while the Grattler and Larkspur have locks of **4** and **8** respectively.
 - [Prisma Veritux](#) from [Baro Ki'Teer](#), which has **no** Mastery Rank lock and is purchased as is.
 - [Imperator Vandal](#) from [Fomorian Sabotage](#), which requires **[MR5]** and its components are also rewarded from Fomorian Sabotage.

Bypassing Mastery Locks

- There are bundles on the market which allows the player to obtain an equipment at an earlier rank:
 - [Sands of Inaros Bundle](#):
 - [Dual Toxocyst](#) (Mastery 11)
 - [Mutalist Cernos](#) (Mastery 7)
 - [Lesion](#) (Mastery 9)
 - [Sands of Inaros](#) quest (Mastery 5)
 - [Berserker Bundle](#):
 - [Tigris](#) (Mastery 7)
 - [Cestra](#) (Mastery 4)
 - [Brawler Bundle](#):
 - [Convectrix](#) (Mastery 7)
 - [Sonicor](#) (Mastery 2)
 - [Tekko](#) (Mastery 2)
 - [Continuity Collection](#):
 - [Kesheg](#) (Mastery 7)
 - [Twin Rogga](#) (Mastery 9)
 - [Zarr](#) (Mastery 7)
 - [Dragon Bundle](#):
 - [Embolist Collection](#):
 - [Caustacyst](#) (Mastery 7)
 - [Embolist](#) (Mastery 9)
 - [Equinox Mega Pack](#):
 - [Ack & Brunt](#) (Mastery 3)
 - [Kulstar](#) (Mastery 5)
 - [Harpak](#) (Mastery 7)
 - [Gazal Complete Collection](#):
 - [Gazal Machete](#) (Mastery 5)
 - [Gunslinger Bundle](#):
 - [Redeemer](#) (Mastery 4)
 - [Paracyst](#) (Mastery 7)
 - [Gammacor](#) (Mastery 2)
 - [Huntress Bundle](#):
 - [Talons](#) (Mastery 8)
 - [Rubico](#) (Mastery 6)
 - [Lacera](#) (Mastery 7)
 - [Limbo Bundle](#):



- **Loki Pack:**
 - [Strun](#) (Mastery 1)
- **Paladin Bundle:**
 - [Magistar](#) (Mastery 1)
 - [Stug](#) (Mastery 2)
- **Stay Frosty Pack:**
 - [Dual Zoren](#) (Mastery 2)
- **The Silver Grove Bundle:**
 - [Pox](#) (Mastery 9)
 - [Sarpa](#) (Mastery 8)
- **Update 10 Mega Bundle:**
 - [Ether Reaper](#) (Mastery 4)
 - [Soma](#) (Mastery 6)
- **Update 12 Mega Bundle:**
 - [Akstiletto](#) (Mastery 8)
- Accompanying other players who have access to certain Boss nodes can allow crafting [Saryn](#), [Equinox](#), [Loki](#), [Trinity](#), [Mesa](#), and [Atlas](#) before fulfilling [Junction](#) requirements.
- [Phage](#) (Mastery 11)
- [Jat Kittag](#) (Mastery 5)
- **Wrecking Rhino Pack:**
 - [Boar](#) (Mastery 2)
- **Forged Artistry Bundle:**
 - [Anku](#) (Mastery 3)
 - [Kunai](#) (Mastery 2)
- **Razor Gunplay Bundle:**
 - [Tigris](#) (Mastery 7)
 - [Redeemer](#) (Mastery 4)
 - [Akjagara](#) (Mastery 8)
- **Stealth Pack:**
 - [Kunai](#) (Mastery 2)
- **Hunhow's Gift:**
 - [War](#) (Mastery 10)

Notes

- Minimum Mastery Rank requirement only applies to [trading](#) and crafting from a blueprint; if the equipment can be placed into one's Arsenal (such as through Prime Access, as a quest or event reward, ready-to-claim Foundry items most notably [Kuva](#) and [Tenet](#) weapons, etc.), it will bypass the lock. For example, [Broken War](#) cannot be crafted until Rank 10, but any player who completes [The Second Dream](#) will be awarded a crafted weapon regardless of their rank.
- Before the [Stalker](#) was given a stricter ruleset, he could appear during the Mastery Rank Tests.^[1]
- [Paracsis](#)'s, [Kuva Lich Weapons](#), [Tenet Weapons](#), and [Necramechs](#) maximum rank increases by 2 every time it's polarized, up to 40 at 5 polarizations. These 10 extra ranks will grant Mastery Points like normal.
- [Resources](#) dropped during the test seem to be identical to those dropped in the [Void](#).^[2]



- Current Mastery Points rewarded for [Star Chart](#) completion has been reduced from 14,627 to 14,579. The cause or intention for this change is currently unknown. ^[*citation needed*]

Bugs

- Failing a practice test will still increase "Missions failed" stat in Player's profile.

External Links

- [Warframe Mastery Helper by Anders Brandt \(https://warframe-mastery.com/\)](https://warframe-mastery.com/)

Trivia

- If a player reaches a Mastery Rank that the developers haven't developed a unique Mastery Rank test for it, the game will reuse the previous Mastery Rank's test.
- Prior to [Hotfix 27.3.6](#) (2020-03-31)^[*citation needed*], Mastery Rank 30 was called "Grand Master".

See Also

- [Exclusive Mastery](#)

References

1. [MR 12 test + Stalker \(http://www.youtube.com/watch?v=AHTLgJ7UeSQ\)](http://www.youtube.com/watch?v=AHTLgJ7UeSQ)
2. [Mastery Test drops](#)

Patch History

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

- Fixed screen going completely white during the Mastery Rank 20 test.

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

- Fixed falling off a platform in the Mastery Rank 13 test while riding Merulina resulting in broken physics for Yareli.
- Removed the Mastery Rank requirement from Maroo's Bazaar.
- Trading Legendary Arcanes now requires you to be Mastery Rank 11.



Currencies		Credits • Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing
General	Basics	Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart
	Lore	Alignment • Fragments • Leverian • Quest
	Factions	Corpus • Grineer • Infested • Orokin • Sentient • Syndicates • Tenno
	Social	Chat • Clan • Clan Dojo • Leaderboards • Trading
	Squad	Host Migration • Inactivity Penalty • Matchmaking
	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • Orbiter
Gameplay	Basics	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint
	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect
	Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System
	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
	PvP	Duel • Conclave (Lunaro) • Frame Fighter
	Other	Gravity • Threat Level
Equipment	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth



		System , Passives , Duration , Efficiency , Range , Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
	Operator	Amp • Focus (Madurai , Vazarin , Naramon , Unairu , Zenurik) • Lens
	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsic s • Kaithe
	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
Technical	General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
	Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal Twitch Extension • World State
	Audio	Mandachord • Music • Shawzin • Somachord • Sound
	Mathematical	Calculating Bonuses (Additive Stacking , Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research

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