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in: Update 30, Sisters of Parvos, Corpus, and 3 more

SIGN IN   REGISTER

Sisters of Parvos

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For the *Grineer* counterpart, see *Kuva Lich*.

For the *Infested* counterpart, see *Technocyte Coda*.

My brother was a witless man. Happy as a hog, face-down in the trough. No thought of the farmer's axe. He was a brute above my asperous constitution. Yet he had not the will or the guile to let me guide that brawn. So... in my youth, I often imagined I had another sibling. A specter of sorts... A sister. And in my mind, she and I - oh how we would conspire... great schemes, risk-trades, rapacious plots. And should I ever find myself... back at the trough. Penniless. Betrayed. Rich, only in enemies... She'd be at my side, axe in hand.

—Parvos Granum

he **Sisters of Parvos** are Corpus super soldiers that work under Parvos Granum. ought out as Candidates by Vala Glarios, the Sisters seek to fulfill Parvos's desire in

Tenet weaponry and Hound

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Acting as an [Adversary](#) to the individual [Tenno](#) whose actions in battle have caused them to rise, Sisters establish a foothold in the [Star Chart](#). From there, they hinder the progress of the Tenno, seizing a large portion of credits gained from missions. Their powers, bestowed upon them by Parvos' technology, grant them invincibility in battle that can only be broken by the Tenno who they are bound to - by discovering a sequence of enigmatic phrases inscribed on [Requiem Mods](#), which the Tenno must unearth and apply to their [Parazon](#) in corresponding order, thus being able to purify and permanently break the Sister's security encryption. Every Sister has a unique name and various properties.

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After the completion of The War Within and Call of the Tempestarii quests, as well as obtaining Mastery Rank 5, the player may encounter a **Candidate** after completing the Granum Void in any Corpus Ship tileset while qualifying for Rank 1 rewards of Nightmare Difficulty (using a ⊕ Zenith Granum Crown; not to be confused with Nightmare Mode which is a different mission modifier). This can be done before or after completing the mission's main objective.

Profile page of a newly created Sister.

Mission nodes that a Sister has taken.

By choosing to kill the Sister Candidate with a Parazon Mercy kill, the player causes a Sister to rise in the Origin System, thus becoming the **Progenitor** of that Sister, and the Warframe used for this is recognized as the Progenitor Warframe. In a squad, only the last player who damaged the Candidate may perform the Mercy kill. If no one takes the mercy action, the Candidate will despawn after 30 seconds. This does not interrupt the normal course of the mission. Upon return to the Orbiter, regardless of whether the mission was completed or aborted, the player will receive communications from the newly created Sister. The Sister's profile can be accessed from either the Orbiter's Navigation console, or on the Main Menu, through a banner on the lower right corner of the screen.

Players cannot Mercy the Candidate if they already have an active Sister or Kuva Lich. A Candidate can still spawn if any member of the squad already has an active Sister/Lich, or has not met the quest prerequisites to spawn one. Should a Candidate be downed by a player who has not completed the quest prerequisites, the Candidate will immediately die without a Mercy prompt.

When the player is within Mercy distance, the downed Candidate will display an icon and name of the Tenet Weapon the created Sister will wield. The displayed weapon is always random, meaning players can run a mission multiple times before Mercy killing her with their weapon of choice. If the Candidate is ignored, the displayed weapon will not show (unless the mission is finished properly) until

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As an added challenge, Sister Candidates may flee and despawn if not caught in time. If they do, this will trigger unique voice lines from Vala Glarios indicating that they have fled (rather than simply turned invisible *a la* Treasurers). Whilst the timer is fairly generous and Candidates are not particularly challenging to defeat, players are nonetheless advised to prioritize catching the Candidate over *all* other objectives and enemies, and if hunting as a group then squads should stick together (or at least stay in pairs) to ensure that the path to the Candidate is not blocked by a Co-op Door.

Progenitor Warframe

The Warframe who created the Sister will determine the elemental damage bonus that her Tenet Weapon will have, as well as the type of Ephemera should they spawn with one. In addition, it will determine the Sister's Ability kit, and the Sister will typically have complete immunity to damage of her progenitor element.

> This section is *transcluded* from *Lich System/Progenitor* . *To change it, please edit the transcluded page*.

Element	Progenitor Warframe*					
Impact	Baruuk	Dante	Gauss	Grendel	Rhino	Sevagoth
		Wukong	Zephyr			
Heat	Chroma	Ember	Inaros	Jade	Kullervo	Nezha
		Protea	Vauban	Wisp		
Cold	Frost	Gara	Hildryn	Revenant	Styanax	Titania
		Trinity				
Electricity	Banshee	Caliban	Excalibur	Gyre	Limbo	Nova
		Valkyr	Volt			
Toxin	Atlas	Dagath	Ivara	Khora	Nekros	Nidus	Oberon
		Saryn				
Magnetic	Citrine	Harrow	Hydroid	Lavos	Mag	Mesa	Xaku
		Yareli				
Radiation	Ash	Equinox	Garuda	Loki	Mirage	Nyx	Octavia
		Qorvex	Voruna			

...te that the Primed or Umbra version of a Warframe share the same element

Sisters can have one of four personalities.[1] Since Sisters are always female, the personality chosen will be random and not split between sexes like Kuva Liches. These personalities can be described as "Business", "Nervous", "Domineering", and "Folksy".

Tutorial

The Sisters of Parvos tutorial summary can be accessed from the "Tutorial" button in the Sisters of Parvos profile.

AN IMMORTAL FOE

You can only defeat this Adversary with the power of mysterious **Requiem Mods**.

REQUIEMS

Requiem Mods can be acquired from **Requiem Relics**, found in **Kuva Siphons**, **Thralls & Hounds** and **Kuva Floods**.

MURMURS

Collect **Murmurs** by defeating [ADVERSARY NAME]'s Thralls (Grineer) or Hounds (Corpus) to learn the **Known Requiems**.

THE SECRET

Equip the **Known Requiems** on your **Parazon** and battle [ADVERSARY NAME] to determine the correct **sequence**.

TAXES

In regions containing your Adversary's territory, [ADVERSARY NAME] may steal your rewards. Defeating [ADVERSARY NAME] is the only way to recover your losses.

VENGEANCE

Lure [ADVERSARY NAME] out of hiding by defeating **Thralls or Hounds** in controlled areas.

RAILJACK

Pursue [ADVERSARY NAME] in Railjack once they **Flee** to the Proxima Regions.

Behavior & Mechanics

Star Chart Influence and Reward Tax

A Sister increasingly establishes **influence** across a set of nodes in the system by commanding **Mechanized Hounds**, which will appear during missions. The Sister will gain influence each time she ranks up, and a node will lose its influence after the player defeats the Sister Controlled Territory mission there. Clearing influence from nodes on new planets.

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Tax in form of [Credits](#). As the number of nodes under influence increases, the Reward Tax will also increase (roughly 0.7% per node). Credits that the player has lost through Reward Tax will only be reclaimed after they have defeated the Sister.

- A Sister that has retreated to their Railjack confrontation node in Neptune Proxima will continue stealing Credits from normal Neptune starchart missions until the player defeats them.

Rage Meter

A rage meter can be seen in the Sister Profile page, representing the likelihood that the Sister will appear in the player's missions. The 'angrier' the Sister, the more likely the player will encounter her. Only killing mechanized hounds in nodes occupied by the player's Sister will further anger the Sister and increase the meter. Occupied node mission completion and killing mechanized hounds in different Sister nodes (via taxi) will not increase the Sister's anger, although the latter will still progress the murmur. There are five levels of anger: Indifferent → Annoyed → Fuming → Furious → Enraged. The meter will reset every time the Sister levels up, except for the final level of 5.

Using a [Requiem Ultimatum](#) can instantly spawn the player's Sister regardless of rage meter level.

Level

Newly created Sisters start at Level 1, indicated above her name in her profile page. As the player progressively fills the Sister's rage meter they will eventually encounter the Sister in combat during a mission. If the player fails a Mercy attack at any point during the fight, the Sister will be staggered, swearing vengeance towards the player. After doing so, the Sister will despawn, though not before increasing in level by one. As a Sister increases in level, so too does the level of missions under her influence. A Sister can reach a maximum level of 5. Sisters may gain additional resistances and immunities upon leveling up.

Sister Level	Enemy Level on Controlled Nodes	Region
1	55-75	Venus
2	50-60	Phobos
3	55-70	Jupiter
4	75-90	Neptune
5	90-110	Pluto

...ants of existing Warframe

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Sister. Regardless of the Progenitor Warframe, the fourth Ability can be one of the following four abilities: Lurch, Stampede, Teleport, or Vault.

As Corpus units, Sisters have very high natural shield regeneration and low regeneration delay.

Sisters start out with their first Ability and fourth movement Ability; they will gain access to their second and third Abilities at levels 2 and 3 respectively similar to how Warframes gain access to their Abilities when ranking up.

Element	Ability 1	Ability 2	Ability 3	Ability 4
Impact	Overload (Smite)	Cursed Ground (Hallowed Ground)	Blaze Artillery (Blaze Artillery)	Lurch, Stampede, Teleport, or Vault
Heat	Fireball (Fireball)	Spectral Scream (Spectral Scream)	Warding Halo (Warding Halo)	
Cold	Balefire (Balefire)	Undertow (Undertow)	Snow Globe (Snow Globe)	
Electricity	Null Star (Null Star)	Radial Blind (Radial Blind)	Electric Shield (Electric Shield)	
Toxin	Molt (Molt)	Renewal (Renewal)	Prowl (Prowl)	
Magnetic	Rhino Stomp (Rhino Stomp)	Tectonics (Tectonics)	Soul Punch (Soul Punch)	
Radiation	Magnetic Snare (Magnetize)	Polarize (Polarize)	Ensnare (Ensnare)	

Mechanized Hound

A Sister does not maintain her territory on her own. Aside from enlisting the aid of Corpus troops and proxies, she also has **Hounds** that assist her conquest. In addition to ...es, they receive **25%** less ...ceive up to a maximum of 4 ... Hound's components (Model

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Core, Bracket, and
Stabilizer) are
randomly generated,
possessing unique
precepts depending on
their modular parts.

All hounds have a **5%**
chance of dropping a
[Requiem Relic](.).[2][3]
Each Requiem Relic has an equal chance to be dropped.

Spawning Mechanics

Unlike [Kuva Thralls](.) that are normal enemies converted into upgraded units, Hounds are a new type of enemy that spawn in Sister controlled mission nodes. A Hound appearing in a mission will be accompanied by a musical sting and a waypoint marker. The Hounds are aggressive and will often seek out the player regardless of alert status. One Hound will always appear at the start of a mission, with additional Hounds appearing as the player kills enemies. Up to a maximum of **3** Hounds can spawn in a mission naturally.

Sisters that challenge the player also can summon one Hound per health bar (with a 30 second cooldown between summons), regardless of the mission's existing or defeated Hounds. Up to a maximum of **3** Hounds can be spawned in this manner.

Quirk

Sisters may rarely spawn with a quirk that provides unique voice-lines and behavior when encountered.

▼   View Quirk List   ▼

Flavor Text

A Sister will spawn with a randomly-generated title that appears beneath their name in their profile. These follow a naming scheme of the following format:

```
[Adjective/Rank]* [Position] of/for/in charge of [Purpose/Field]
```

...ntially
...y not have this

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- Creative Manager of Best Practices
- Senior Representative Inspector of Creative Models
- Junior Creative Inspector of Onboarding
- Student Trainee Executive Member for Interdepartmental Mobility
- Principal Head Fiduciary Designer of Dynamics
- Psychological Operations Trainee Creative Passionpreneur in charge of Core Competencies (Marketing)
- Legacy Fiduciary Coordinator of Envisioned Intiatives
- Student Advising Clerk in charge of Certified Thinking (Business Affairs)
- Junior Technical Overseer of Customer Service (Defence)
- Enmeshed Lead Member for Parvosian Acquisition
- Psychological Operations Head Coordinating Architect of Confidential Negotiation (Legal Department)

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Possible Words

Adjective/Rank		Position	
• Academic	• Head	• Adjunct	• Inspector
• Adaptive	• Honorary	• Administrator	• Investor
• Assistant	• Industrial	• Advising Clerk	• Leader
• Associate	• Junior	• Appointed	• Manager
• Certified	• Lead	Clerk	• Member
• Coordinating	• Legacy	• Auditor	• Overseer
• Corporate	• Licensed	• Consultant	• Passionpreneu
• Creative	• Medical	• Coordinator	• Planner
• Deputy	• Principal	• Designer	• Proactivator
• Developing	• Psychological	• Developer	• Producer
• Directed	• Representative	• Director	• Secretary
• Dynamic	• Senior	• Member	• Synergist
• Economic	• Specialist	• Functionary	• Technician
• Enmeshed	• Strategic		• Visionary
• Executive	• Student		
• Experimental	• Supervising		
• Fiduciary	• Supervisory		
• Field-Tested	• Technical		
• Fiscal	• Trainee		
• Forward	• Trust		
	• Visionholder		

Requiem Mods

change it, please edit the

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each one an enigmatic phrase

Kuva Lich or **Sisters of Parvos**'s

Immortality.

Notes

- All Sisters of Parvos interactions will be registered in the Codex, under "Sisters of Parvos" in the Universe tab.

  Requiem Mods

  - The ability to rewatch the Sisters of Parvos intro cutscene is present in the Sisters of Parvos History, through the "View Cinematic" button.

- Successfully completing all available Sisters of Parvos mission nodes without failing during the requiem mini-game (or by just ignoring it) will automatically increase the Sister's level and spread their influence to another planet.

- An enemy Sister of Parvos can appear in Ascension after triggering 3 Sister Beacons during the elevator ride. This Sister has a randomly generated name, personality, weapon, and abilities, but only possesses a single health bar and she and her Hound will immediately be defeated upon depleting her health without the need for Mercy. However, she does not drop any traditional adversary loot, such as her weapon, Hound, and Ephemera if any.

Converted Notes

- Will always spawn at level 75 (If Rank 5) on Railjack missions and through normal missions with the On-Call feature of Railjack. However, they will have limited scaling when they spawn naturally to assist players who have died at least once, going past level 75 in Steel Path missions.

- Toxin Sisters will almost always use Molt, then use Prowl to hide. However, they never move or attack while in prowl and simply stand next to their decoy, which will cause them to still be attacked by stray bullets or AoE. On the Railjack they do the same, limiting their ability to rush to downed human crew members to revive them.

- Radiation Sisters will use Ensnare somewhat often, which will immobilize entire groups of enemies for a short time, however their Magnetize only lasts a couple seconds and is entirely useless while Polarize only regenerates a tiny portion of their own shields while temporarily stunning the sister (by raising ... e Index).

Globe similar to Arctic Eximus

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be dispatched even on low level missions. They will also use a non-damaging version of Undertow to evade damage for a short time, but on Railjacks this can prove detrimental as they will often hide when crewmembers need to be revived.

- They will however, attempt to stay close to the player who spawned them in, making the globe somewhat effective at temporarily stopping attacks from reaching them.

- Magnetic Sisters will never create Spectralysts with Soul Punch, despite being able to make one of the player when she is the player's nemesis. This is likely due to Spectralysts being copies of Tenno only, despite the description of the Amalgam Heqet implying it can create Spectralysts of any enemy. This makes the ability largely useless as it has very minor damage.

- Heat based Sister's Fireball ability travels very slowly, about as slow as a Bombard rocket. As such, it will very often miss any targets not standing still or at near point blank range to the Sister. They will use their Spectral Scream ability most often, which locks them in place as they deal low damage heat procs to enemies they aim at in a tight cone, and rarely will use Warding Halo.

- Electric based sisters will use their Null Star ability the most out of their kit, creating **3** orbiting null stars which presumably give her **15%** damage reduction to her health but its very common for them to seek enemies, wasting the DR they could give her. She will use her Radial Blind uncommonly, blinding enemies in a small radius for a few seconds but **NOT** opening them up for finishers. Finally, she will rarely use her personal Electric Shield only when damaged enough, which will block most frontal damage and vanish after a few seconds.

Converted Tips

- Sister weapons are currently limited to single targets with the exception of the Tenet Arca Plasmor and Tenet Envoy which have mild or good Aoe capabilities respectively, making these two weapons the best overall if the Converted sister is meant to be a fighter of any kind. The Tenet Arca Plasmor has built-in radiation for crowd control and can be spawned with Heat or Electric to add additional crowd control, while the Tenet Envoy can have built in radiation with Toxin, or Radiation for crowd control. As these weapons lack Slash damage however, their damage against heavy armor will always be rather limited compared to Converted Kuva Liches.

can be a decent alternative
deals will stack fairly quickly
emies. Impact sisters also have

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access to Radiation focused attacks, offering additional crowd control when damage isn't sufficient.

- A   Toxin based sister with the Tenet Cycron will end up dealing   Gas damage, which is effective against Deimos Infested and can deal good area of effect damage.

Trivia

- The Sisters of Parvos were originally known as "Queenpins" prior to Devstream 154 where they were officially dubbed.
- Unlike Kuva Liches, who have the Progenitor's helmet on their shoulder, the Sisters have their hounds project the helmets on top of their heads.
- During the overview video of what was to come in the first half of 2021 in Devstream 150, a   Tenet Envoy wielding Sister was present named "Ladia Cru" who was on board a Corpus Ship in Railjack, serving as the final act of killing a Sister of Parvos.

  - It also noted that originally, the Sisters of Parvos showdown was supposed to be in Pluto Proxima before they decided to move it to Neptune Proxima.

- Sisters of Parvos are voiced by Claire Vousden (Business), Keaton Talmadge (Folksy), Xyta Midnyte (Domineering), and Kyla Ward (Nervous).[4]
- Unlike Kuva Liches, their abilities in combat do not necessarily reflect the element they are associated with. For example a Sister with   Radiation will instead mostly deal attacks that primarily are associated with   Mag, who is   Magnetic themed.
- A Toxin based Sister with the Cycron will deal   Gas damage, the only current way to gain Gas on Converted Liches or Sisters.
- The Hypatia and Solena Ephemeras have a sound effect when previewing Sisters Of Parvos with it, but has no sounds for the player.
- They are possibly created by extracting the essence of a Parazon-stabbed Candidate, using the information derived from the Warframe who stabbed them to create an enhanced spectral copy of them, possibly similar to Tenno Specters.
- Unlike Liches who will boast then Vaporize out of the map in a red burst when incorrectly stabbed (Being reborn again and possibly gaining new resistances in the process) Sisters will actively attack the Warframe who stabbed them before leaving the mission through teleportation. This seems to imply that while mechanically the same, the flavor of them "leveling up" is different as it does not

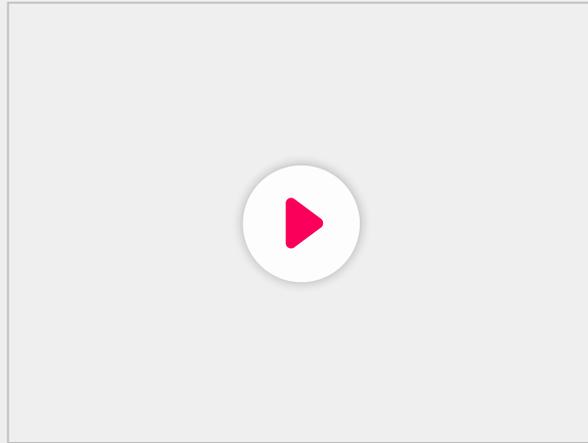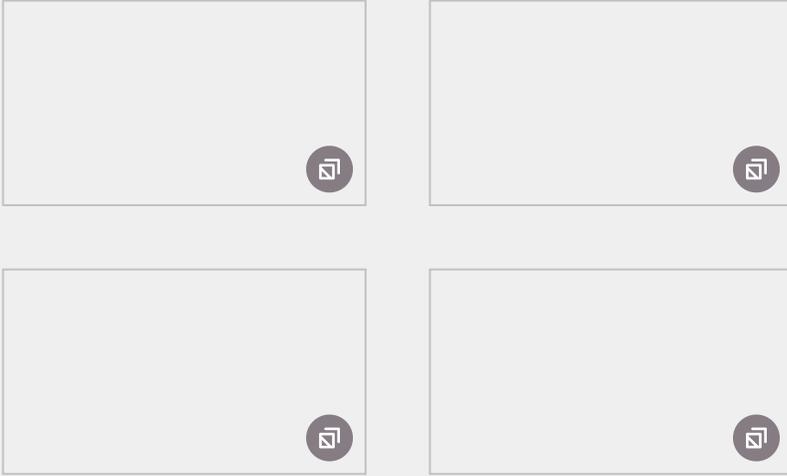Join the Quest! Share Your Views on Upcoming Games!

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- There is a discrepancy between the stats you see in your Tenet weapon's equip menu (and codex entry) stats and its upgrade menu stats. What this may be is the upgrade menu reflects the actual stats of your Tenet weapon and the equip menu reflects generic Tenet weapon stats for that specific Tenet weapon, *before* the Sister's modifier is applied.

- Occasionally, Mercy Finishers may not correctly play against Hounds, resulting in a simple placeholder animation where the Warframe stabs their Parazon in the direction they're facing, regardless of the target's actual location; the target simply falls over after the animation completes. This can also be seen by performing a Mercy Finisher as an operator, as the Operator lacks animations for it.

- If player(s) can deal damage fast enough when the Sister stands up after being incapacitated for the third time, the Sister will be incapacitated again without having time to retreat/despawn.

- Nova's　　Null Stars and Baruuk's　　Desolate Hands will attack downed Sister Candidates and Hounds, despite not being able to damage them further. (Hounds however still "die" when killed so Nova's　　Molecular Fission augment still works to replenish some on doing a mercy kill)

- If you have a Index return stolen under a credit booster and kill the Sister even if you have a credit booster active you will only receive the original return and not the boosted return (250k return with booster gives 500k return in Index, but the Sister will only give you 250k even with the booster)

- A bug might happen where an Ephemera might not match up with the element of the weapon.

- Sisters with the "Fear of Children" Quirk will run away constantly, regardless of if Transference is used by the player or their squad.

- Converted sisters with the Renewal ability heal for 0 health a second (no health regen at all but still has the buff icon).

- Converted sisters spawned by the On Call feature of Railjack will "A pose" and have a one handed melee fighter animation (Similar to Butchers) and have their weapon glitched out and pointing at the floor as a result which may limit their combat effectiveness. They will break out of this A pose to cast abilities normally however.
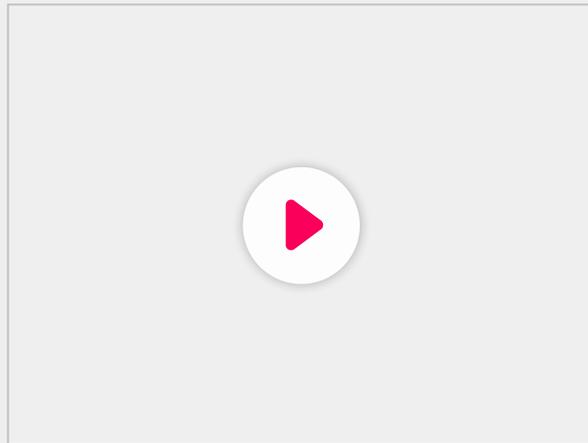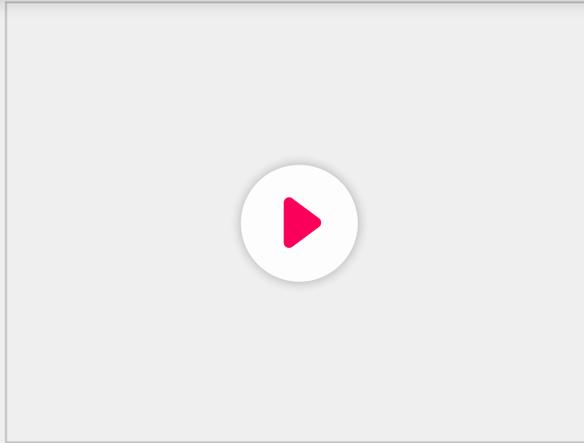
Media

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Warframe - Sisters of Parvos Cutscene (No Commentary)

Sisters of Parvos Guide - Warframe Sisters of Parvos Beginners Guide 2021

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The Complete Guide to Farming Kuva Liches and Sisters of Parvos - Warframe

ALL Converted Sisters Of Parvos Show...

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4. https://twitter.com/Cam_Rogers/status/1413512921586540544 Cam Rogers' Tweet

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Crewmen	Comba • Crewman • Derivator Crewman • Detron Crewman • Elite Crewman • Machinist • Nullifier Crewman • Prod Crewman • Scrambus • Sniper Crewman • Tech
Rangers	Vapos Detron Ranger • Vapos Elite Ranger • Vapos Nullifier Ranger • Vapos Sniper Ranger • Vapos Tech Ranger
Walkers	Anti MOA • Bursa (Denial • Drover • Isolator) • Juno Dera MOA • Disc MOA • Juno Geminex MOA • Juno Glaxion MOA • Fusion MOA • Minima MOA • MOA • Railgun MOA • Shockwave MOA • Test MOA
Ospreys	Attack Drone • Juno Jactus Osprey • Leech Osprey • Lynx Osprey • Mine Osprey • Oxium Osprey • Remech Osprey • Sapping Osprey • Scavenger Drone • Shield Osprey
Amalgams	Amalgam Alkonost • Amalgam Heqet (Arca) • Amalgam Kucumatz (Arca) • Amalgam Machinist (Cinder) • Amalgam MOA (Phase) • Amalgam Osprey • Amalgam Satyr (Swarm)
Parvos' Loyalists	Candidate • Errant Specter • **Sisters of Parvos** • Treasurer
Archwing	Attack Drone • Carrier • Corpus Stasis Mine • Corvette • Frigate • Gox • Locust Drone • Penta Ranger • Quanta Ranger • Ranger
Miscellaneous	Corpus Target • Corpus Turret • Domestik Drone • Laser Barrier • Lynx Turret • Nemes • Power Carrier • Ratel • Scanner • Security Camera • Spectralyst • Vapos Bioengineer • Warden • Vapos Aquila

Bosses
Alad V • Ambulas • Hyena Pack • Jackal • Lynx • Raptors • Razorback • The Sergeant • Zanuka Hunter

Game System Mechanics		Edit	[Collapse]

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
		...Leaderboards • Trading ...ity Penalty • Matchmaking

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	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

Vazarin, Naramon, Unairu,

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	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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