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Operator

 336  EDIT CHARACTERS TENNO FACTIONS QUOTES

*...This is who you really are. A
Tenno, more than human... but
once a child like any other.*

—The Lotus

The **Operator** is the  [Tenno](#) represented by the player, a young human whose  [Void](#) powers are the source of their [Warframe](#)'s abilities. Operators control Warframes through a process known as **Transference**, allowing them to transfer their consciousness and power into a Warframe as a surrogate body, even over long distances.

A player first gains control over their Operator at the conclusion of [The Second Dream quest](#), and obtains

Operator



access to weapons and [Arcanes](#) through [The Quills](#) and [Vox Solaris](#) factions. Finally, operators can learn and specialize in the Tenno's five [Focus Schools](#).

Functions related to the Operator can be accessed in the [Orbiter](#)'s [Transference Room](#) by interacting with the Somatic Link inside the ship, by entering Transference, or by accessing the **Operator** option under the player's [Settings](#).

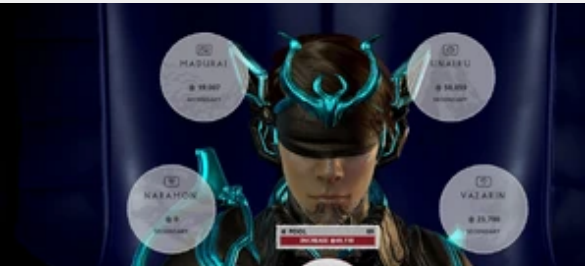
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Focus

Main article: [Focus](#)

Focus (Version 3.0) refers to the Tenno's powers as guided by the principles of the five [Focus Schools](#), as

Information	
Alias(es)	Void Demon (by Orokin) Demon (by Helminth) Devil/Abominable Child (by Ballas) Star-Child (by Vitruvian Ordis) Kiddo (by The Man in The Wall and their Father) Dreamers (by Worm Queen , Nora Night and The Unum) Sparky (by Eudico) Bees/Parasite/Aphids (by Erra) Putrid Ape (by Pazuul) Betrayal (by Alad V) Boss (by Legs) Chip (by Otak) Ayatan (by the Entrati) Stardust (by Ticker) Angel (by Margulis and their Mother) Chosen Operator (by Loid (Original) and Albrecht Entrati)
First Appearance	The Second Dream
Voice Actor(s)	Update 18 - Update 35 Kabir Singh (Heron) Michael Schwengel (https://voicemichael.com/portfolio/video-game-voice-over/) (Owl) Altara Michelle (http://altaramichelle.com/voice-over) (Falcon) Ashley Hansen-Benson (https://www.imdb.com/name/nm10629213/) (Raven) Update 35.5+ Scott Whyte (https://www.imdb.com/name/nm0926697/?ref_=nv_sr_srs_g_0) (Heron) Griffin Puatu (https://twitter.com/GriffinPuatu) (Owl) Emily Wold (https://www.imdb.com/name/nm4497308/?ref_=fn_al_nm_1) (Falcon) Maya Aoki Tuttle (https://twitter.com/mayatuttle) (Raven)
Quotes	Operator/Quotes



Focus abilities after completing [The Second Dream quest](#) (starting with two passive abilities per school), and gain access to all remaining abilities after [The War Within](#) and [Saya's Vigil](#) with assistance from [The Quills](#). Some abilities benefit the Operator or Warframe exclusively, while others can benefit both entities.

Combat

Transcendence (The Second Dream)

Upon completing [The Second Dream](#), players can summon their Operator in a burst attack known as **Transcendence** (default: 5). The summon lasts for **10** seconds, during which the Operator fires a powerful **Void Beam** while also activating any Warframe passive abilities related to [Focus](#). Both the Operator and Warframe are [invulnerable](#) during Transcendence. Once Transcendence ends, the Operator disappears and control is returned to the Warframe.



A Tenno performing Transcendence as the Warframe lies inert on the ground.

Activating Transcendence consumes the **Focus Gauge** which charges over time and fully fills after **3** minutes.

The Void Beam used during Transcendence oddly cannot damage [Vomvalysts](#) in their spectral forms, nor open [Secret Labs](#) triggerable through Transference.

Transference (The War Within)

Completing [The War Within](#) will replace Transcendence with Transference. Unlike Transcendence, Transference requires no resources and has no cooldown. Any [Focus](#) passives will immediately take effect at the start of the mission, even if Transference isn't used at all.

Transference allows for direct control of the Operator and to change control between Operator and Warframe. Operators are less physically agile than Warframes but they gain access to the teleportative [Void Sling](#), the defensive [Void Mode](#), and [Focus](#) school abilities.

A Transferred Operator using Void Beam.



While controlling the Operator, the Warframe becomes [invulnerable](#) to damage. However, if the Warframe has an [ability](#) active, it will instead have a **90% Damage Reduction** instead of being invulnerable. Conversely, the Operator is invulnerable while controlling the Warframe. Ending Transference teleports the Warframe to the Operator's last location, preserving the player's position. Entering and exiting Transference has no cost, is instant, and has no cooldown. Transference cannot switch forms while stunned.

Operators have **100** base [health](#), **75** base [armor](#), and **350** base [shields](#). These statistics can be augmented through [Focus](#) school abilities and [Arcane Enhancements](#). Losing all health does not subject an Operator to [Bleedout](#) but instead removes the Operator from the field, resumes Warframe control from the Warframe's last location, depletes all Warframe shields (which also does not kick in shieldgating) and inflicts **Transference Static**. A Warframe suffering from Transference Static has reduced maximum health, stacking up to 4x.

Warframe Transference Static


1 Stack	80% health
2 Stacks	50% health
3 Stacks	20% health
4 Stacks	0% health (instant Bleedout)

- Dropping to **30** Warframe health while controlling an Operator (through special damage vulnerabilities) also inflicts Transference Static.
- Transference Static can be prevented with [Magus Glitch](#) or [Unairu's Static Purge](#).
- A Warframe can enter Transference regardless of Transference Static as long as they are conscious.

Operators have **100** base energy, which regenerates at an accelerating rate of **5** energy per second squared, which is used to fire [Void Beam](#) and activate certain Focus abilities. Operator energy is independent of the Warframe. [Energy Orbs](#), energy restoration items, and Warframe abilities can also restore Operator energy.

The powers available to the Operator are as follows:

- **Void Beam**

Command: Primary Fire (default )

The Operator's default power, the Void Beam is a continuous energy beam fired



[Void](#) damage per second to the target with a **1**-meter radius of its impact point, with a **1.5x** multiplier on critical hits. Despite its sound, the Void Beam is considered silent and will not alert enemies, however Void Mode will be deactivated while firing. The beam is able to remove [Sentient](#) adaptive damage resistance.

- **Warframe Melee Transfer**

Command: Quick Melee (default E)

Meleeing or performing a [Finisher](#) as the Operator will instantly perform Transference into the Warframe, who will immediately attack with a melee weapon if one is equipped.

- **Void Sling**

*Cost: **25** energy*

Command: Double Jump (default Space in midair); Bullet Jump (default Space while in Void Mode (default Ctrl))

Void Sling is a mobility power that launches the Operator towards the direction of the reticule, which will damage and knockback any targets in range. Can be charged by holding the button to increase the distance traveled, from a minimum of **12** meters to a maximum of **32** meters, and will automatically travel after fully charging. Each enemy hit with Void Sling will restore **10** Void energy to the Operator. It can be used to bypass [Corpus Laser Barriers](#) and [Grineer Sensor Bars](#) without suffering [Knockdown](#) and [Magnetic](#) status effects ([Spy](#) vault alarms will still go off, however). Void Sling can also disarm [Kuva Guardians](#) of their [Kesheg](#).

- **Void Mode**

*Cost: **5** energy/second*

Command: Crouch (default Ctrl)

Void Mode turns the Operator incorporeal and thus invisible to enemies and various sensors (but **not** Corpus laser barriers or Grineer sensor bars), while also protecting them from any incoming damage, including fall damage and [Status Effects](#).

The Quills, Amps, and Arcanes

After completing [Saya's Vigil](#) and The War Within, the Operator can initiate into a [Syndicate](#) called [The Quills](#), who can grant the Operator various permanent upgrades. The Quills are located at the northeast most part of [Cetus](#), through a stone door that can only be entered by the Operator using Transference to leave their Warframe behind. The Quills also have a presence in [Fortuna](#), in association with [Vox Solaris](#), which likewise players can initiate into after completing The War Within and the [Vox Solaris](#) quest.



The [Quills' Representative](#) in Cetus will provide the Operator their first [Amp](#), [Mote Amp](#), a specialized weapon to enhance their [Void Beam](#) while also creating a separate "ammo" gauge for them, allowing them to execute this ability without exhausting their other powers. It can be improved even further by [gilding](#) it and enhancing it with [Virtuos Arcanes](#), both of which are provided by The Quills and Vox Solaris. Further Amps can also be constructed later by assembling different parts from the same syndicates.

The Operator's base health of **100** is also increased to **350** and other attributes such as armor or sprint can be enhanced with [Magus Arcanes](#) which can be acquired from The Quills and Vox Solaris as well. Additionally, the Operator is now able to perform a slide maneuver to help them dodge incoming attacks (default: **LShift** while running), although they cannot slide while in [Void Mode](#).

All [Focus](#) abilities become available to unlock upon initiating into The Quills.

Umbra

During the penultimate mission of [The Sacrifice](#) quest, [Excalibur Umbra](#) is rewarded. Unlike other Warframes, Umbra possesses sentience, allowing him to fight on his own (in a similar manner to a [Specter](#)) when not piloted by the Operator. However, Umbra can be harmed and takes full damage from any source, and will stop moving altogether if he loses all his health.

Necramech

[Necramechs](#) are [Orokin](#) combat platforms used in [The Old War](#), now scattered across [Cambion Drift](#), [Deimos](#). Some of these drones can be found in wreckages but still barely functional, indicated by a blue swirling aura, which the Operator can take control of via Transference.

After completing [Heart of Deimos](#) and The War Within, the Operator can initiate into the [Necraloid](#) Syndicate and build their own Necramech, being able to deploy it in [Landscape](#) and [Empyrean](#) missions.

Customization

Main article: [Operator/Customization](#)

Effective Health



Health Calculation

Operators have a base [Health](#) of 100, permanently increased to 350 after initiation to [The Quills](#), which can be further increased with [Magus Vigor](#) and with [Vazarin Focus](#) school's [Enduring Tides](#). The formula to calculate operator health is:

Operator Health with Vazarin and Magus Vigor

$$\text{HP} = \text{Base HP} \times (1 + \text{Enduring Tide}) + \text{Magus Vigor}$$

For example, with a maxed [Magus Vigor](#), if combined with the [Vazarin](#) school's rank 3 or rank 4 [Enduring Tides](#) ability +200% bonus results in:

$$\text{HP} = 350 \times (1 + 200\%) + 600 = 1,650$$

The following table shows combinations of [Enduring Tides](#) and [Magus Vigor](#) at max rank.

Operator Health with Arcane(s) and Focus Abilities

Magus Vigor ⇅	Enduring Tides ⇅	Total Health ⇅
✗	✗	350
✓	✗	950
✗	✓	1050
✓	✓	1650

Health Regeneration

[Vazarin Focus](#) school's [Rejuvenating Tides](#) also provides passive Operator Health Regeneration. At max rank the values are +6 HP/s as the Operator and +12 HP/s to the Operator while controlling the Warframe.

Armor Calculation

Operators have a base [Armor](#) of 75 which can be increased with [Magus Husk](#) and with [Unairu Focus](#) school's [Stone Skin](#) and [Enduring Tides](#). The formula to calculate Operator armor is:



For example, with a maxed [Magus Husk](#) combined with max rank [Stone Skin](#) bonus of +200 armor and [Enduring Tides](#) +200% [armor](#) the total results to:

$$\text{Armor} = 75 * (1 + 200\%) + 300 + 200 = 725$$

Resulting in a [Damage Reduction](#) of ~70.73%.

The following table shows different combinations of Arcanes and Focus Abilities which affect armor and also the resulting [Damage Reduction](#). All Arcanes and Focus Abilities are considered max rank for table simplicity.

Operator Armor with Arcane(s) and Focus Abilities

Magus Husk ⇅	Enduring Tides ⇅	Stone Skin ⇅	Armor ⇅	Damage Reduction ⇅
✗	✗	✗	75	20%
✗	✓	✗	225	42.86%
✗	✗	✓	275	47.82%
✓	✗	✗	375	55.56%
✗	✓	✓	425	58.62%
✓	✓	✗	525	63.64%
✓	✗	✓	575	65.71%
✓	✓	✓	725	70.73%

Shields

Operators have a base [shield](#) of 350, and like Warframes are in possession of [Shield Gating](#). There is currently no Arcane or Focus ability that increases this value.

Effective Health Calculation

The following table shows different combinations of Arcanes and Focus Abilities which affect Health and Armor and the resulting [Effective Health](#). All Arcanes and Focus Abilities are considered max rank for table simplicity.



Magus Vigor	Magus Husk	Enduring Tides (can be unbounded)	Stone Skin (must have Unairu active)	Health	Arm
✗	✗	✗	✗	350	75
✓	✗	✗	✗	950	75
✗	✓	✗	✗	350	375
✗	✗	✓	✗	1050	225
✗	✗	✗	✓	350	275
✓	✓	✗	✗	950	375
✗	✓	✓	✗	1050	525
✗	✗	✓	✓	1050	425
✓	✗	✓	✗	1650	225
✓	✗	✗	✓	950	275
✗	✓	✗	✓	350	575
✓	✓	✓	✗	1650	525
✓	✓	✗	✓	950	575
✓	✗	✓	✓	1650	425
✗	✓	✓	✓	1050	725
✓	✓	✓	✓	1650	725

Notes

- [Mods](#) of any kind equipped on a Warframe or its weapons do not affect the Operator in any way. Similarly, Warframe abilities have no effect on Operators, such as healing.
- Operators can use certain [Gear](#) items, which do not share a cooldown with a Warframe.
- Unlike Warframes, Operators can receive [Impact](#) damage from falling from high heights. Falling from the top of [Landscapes](#) can potentially deplete all of an unupgraded Operator's health.



- Players can switch to their Operators while inside the [Orbiter](#) and interact with all segments inside.
- Operators are capable of [Hacking](#), opening lockers, reviving allies, picking up items and [Mods](#) on the ground, and picking up and carrying solid pickups like [Datamasses](#) and [Power Cells](#), which will be dropped upon switching.
 - They can also pick up [Health](#) and [Energy](#) pickups, which will restore the Operator's health and Void energy respectively, but they cannot pick up [Affinity](#) pickups.
 - Energy Orbs collected by the Operator will also restore their Warframe's energy.
 - If Void Mode is activated before [Hacking](#), opening lockers, or reviving allies has begun, the Operator will remain in Void Mode for its duration, unless they run out of energy to maintain it. This allows for the Operator to rescue would-be doomed allies in otherwise lethal situations, or hack things that would be too dangerous to hack in their Warframe.
- Operators can gain energy from the Arboretum room in the [Orokin Moon](#) tileset.
- The Operator's health does not recover by going in and out of Transference, they retain whatever amount of Health they had before returning to their Warframe.
 - Operators can be healed by various sources, including their own Focus passives and Health Orbs.
 - If reduced to zero health, the Operator will be forced back into their Warframe, have their health restored to full, and their Warframe will receive [Transference Static](#).
- The effects of [Volt's Electric Shield](#) apply to Void Beam.
 - The electricity damage will not apply to shields of the larger Eidolons.
- The Operator cannot be summoned in a [Relay](#) or in the [Conclave](#), but can be summoned in a [Dojo](#), in [Cetus](#), [Fortuna](#) and [Necralisk](#).
- Operators can use [Emotes](#).
 - Operators can use Handshake-emote to interact with another Operator, but not with a Warframe. The area in which the emote will 'lock on' to another Operator is also far smaller than it is with two Warframes.
 - The Operator can not play the [Shawzin](#).
- [Sentinels](#) and [Syndicate Operatives](#) will not follow the Operator, and will instead stay behind with the Warframe. They will still remain active however and will stand



- However, [Companions](#), [Specters](#), [Rescue](#) Targets and Operatives, and [Eidolon Lures](#) that have been deployed and hacked by the Operator will follow them.
- The Operator has their own [Stealth Affinity Bonus counter](#), which is independent of the Warframe's own Stealth Affinity counter. This counter is maintained and will continue to count down even when the Operator returns to the Warframe. As the counters are independent, it is possible to kill an alerted enemy with the Operator without losing the Stealth Affinity Bonus on one's Warframe.
- Replaying [The Second Dream](#) quest will disable the player's ability to perform Transference when playing any mission in the quest. Players will be given access to Transcendence during the quest, however.
- While in Operator mode, [Sentinels](#) and [Companions](#) will continue to attack enemies and take damage.
 - Sentinels hover above the Warframe instead of following the Operator, making them vulnerable to damage.
- The Operator can carry a different Amp and set of Arcanes to his or her [Drifter](#) counterpart, making for a convenient way of quickly switching to an alternate build when necessary (i.e. a specific build for [Eidolon](#) hunts for the Operator, another specific build for [Zariman](#) missions for the Drifter).

Tips

- The Operator can be used as a complementary [stealth](#) kit for Warframes without stealth capabilities, as [Void Mode](#) allows them to remain undetected from enemy vision.
 - Additionally, all of the Operator's Void powers are silent, making them ideal for performing stealthy actions.
 - Note that the Warframe will still draw [aggro](#) if seen, and non-sentinel companions will continue following the Operator.
 - Passing through [Corpus](#) and [Grineer](#) energy defenses like [Laser Barriers](#) and [Sensor Bars](#) in [Spy](#) Data Vaults while in [Void Mode](#) will still activate the Vault's alarms. [Void Sling](#), despite its appearance, will also trigger the alarms.
- Under Void Mode, it is possible to [capture](#) a target, [hack](#) a console, and [revive](#) an ally, while remaining invulnerable from all sources of damage including auras and [Status Effects](#).
- Void Beam can destroy Magnetic anomalies in [Reactor Sabotage](#) missions, though destroying it will emit [Electricity](#) damage in a large radius, potentially dealing



- The Operator counts as a separate entity from the Warframe for the purposes of mechanics like pressure plates. This can be used for various situations requiring a player to hold two different locations at once, such as the [Collaboration Test](#) on the [Orokin Moon](#).
 - While the Operator can capture [Interception](#) points, their inactive Warframe will not.
- The damage resistance gained by a Warframe during Transference can be used to survive damage that would otherwise be fatal, such as [Toxin](#) status effects.
- The Operator's [Shwaak Prism Amp](#) part can be used to quickly dispel [Arctic Eximus Unit](#) Ice Bubbles, enemy shields, or even [Nullifier Crewman](#) weak spots thanks to the Shwaak's high innate [Impact](#) damage.
- The Operator's brief second period of invulnerability can be used to body block otherwise fatal [Bombard](#) rocket damage if timed correctly.

Trivia

- In [Digital Extremes](#)'s script of [The War Within](#), they refer to their own Operator used for story purposes as **Mara**.^[1]
- The term **Operator** was first used by [Ordis](#) to refer to the Tenno during the events of the [Vor's Prize quest](#), which was first introduced in [Update 14.0](#) (2014-07-18).
- Transference employs a device known as a **Somatic Link**.
- The Transference ability extends beyond controlling Warframes. During [The War Within](#) and within [Duviri](#), transference is used to possess an Orokin creature known as the [Golden Maw](#). It can also be used to control [Necramechs](#) and [Orowyrms](#).
- Before [Update 22.0](#) (2017-10-12), the Operator was capable of using [Ground Finishers](#) on downed enemies with their fists by using Quick Melee (default E) while standing over and aiming at the target. This action requires significant amounts of Void energy to perform however, otherwise, the Operator will simply use Void Blast instead.
- During [Infested](#) mission the Operator may be heard saying "*We are immune to the Infestation, but they're still trying to kill us.*" This suggests the [Tenno](#) are directly immune to the Infestation, though it is unknown how or why. However, the Operator may also be referring to immunity by proxy, as the Warframes, being already infested, are immune to Infestation.

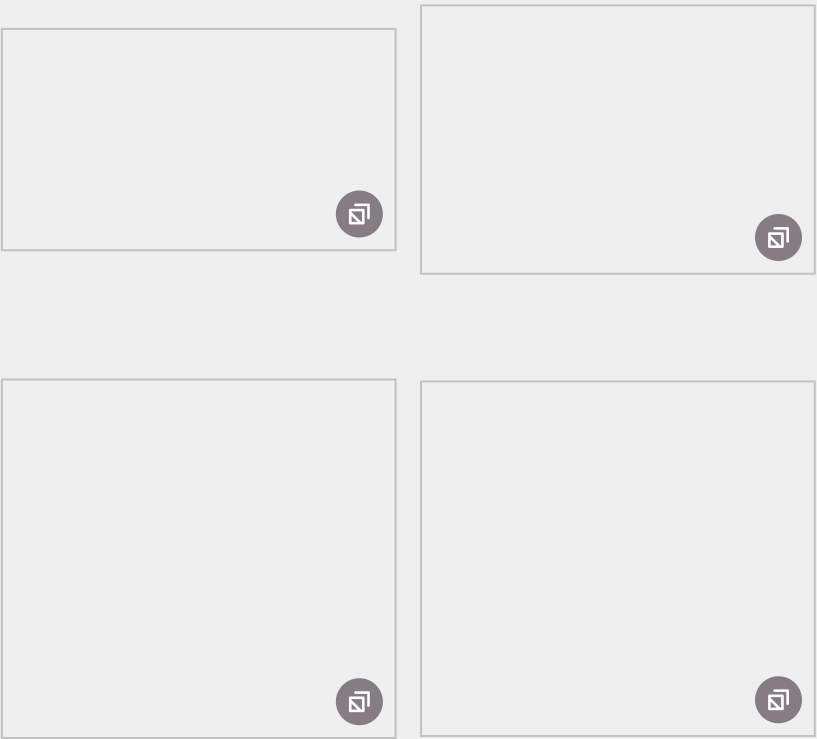
Bugs



- A bug may happen on the [Grineer Sealab](#) tileset where the Warframe will float in the air.
- In some situations, switching between the Operator and the Warframe may be erratic position-wise, including recalling older positions and glitching the player out of the map. This occurs most often when attempting to switch forms while inside an extraction zone or falling into out-of-bounds pits.
- There is a rendering bug in the Orbiter that allows players to see inside the Warframe when walking through it as the Operator.
- Placing a Warframe within the interaction proximity of consoles interferes with using them by the Operator (the action prompt may not show up at some positions) until the Warframe is relocated.
- In a high-latency match, it is possible to switch to the Operator just before their Warframe is downed, effectively allowing the player to revive their own Warframe.
- If a player experiences an out-of-bounds glitch with their Warframe while in Operator form during a mission and is killed afterward, the player will be stuck in Operator form after reviving. In this state, the Operator cannot be killed despite retaining the ability to receive incoming damage.
- While Void Beam will activate the effect counters of conditional Rifle mods like [Argon Scope](#) when their conditions are met, the mod's effects will not actually apply to the Void Beam, conferring no benefit.
- When switching to the operator in [The Jordas Precept](#) after killing the Juggernaut Behemoth and before the cutscene, the player will be sucked into space without their Warframe. The player will not be able to move until they switch back to their Warframe, and will then be stuck inside the infested corpus ship for the remainder of the mission.
- When in void mode, the physical hitbox of the Cryopod does not apply, making it possible to walk through. When walking in and leaving the void mode, the Operator is stuck inside the Cryopod. Entering the void mode again makes it possible to walk out again.
- During [The War Within](#) quest, beginning **Return To The Mountain Pass: Earth** as Operator instead of the Warframe will cause the game to break. This bug will persist, even if the player attempts to restart the game. It cannot be fixed unless the player re-installs the game.
 - On the Nintendo Switch version, however, simply closing and reopening the game will put you back in the Orbiter, allowing you to restart the mission as your Warframe.

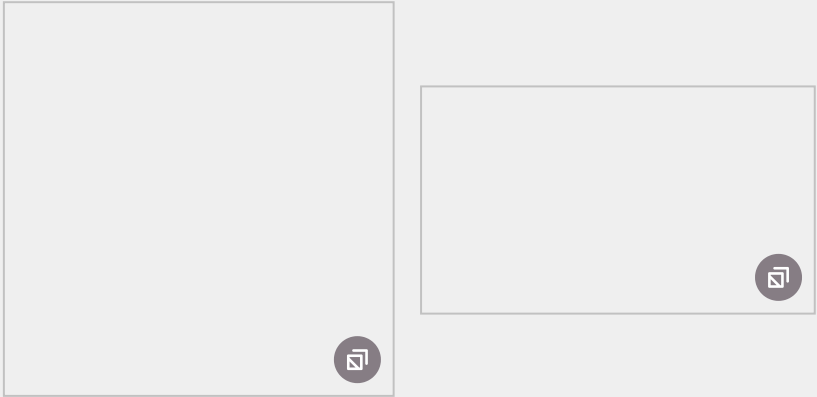
Gallery





An operator in the Orbiter's built-in Somatic Link, a device that facilitates Transference.

Operator as seen in the profile screen after completing The Second Dream and The War Within4



Even The Smallest Warframes Are Rather Large: Size Difference Between Operator And Nova5

Concept art

Patch History

Hotfix 36.1.5 (2024-09-03)

- Fixed Clients being able to clip through walls/terrain (and getting stuck) by spamming Transference while playing as Excalibur Umbra.

- Fixed using Transference right as you fall into a Teleport Volume resulting in function loss (being unable to use Abilities, etc).
- Fixed being unable to use Transference in the Sanctum Anatomica immediately after completing The Lotus Eaters Quest.

Last updated: [Hotfix 25.7.7](#) (2019-09-26)

References

1. [Twitter - Rebb Ford \(1 September 2016\) \(https://twitter.com/rebbford/status/771434926512205824\)](#)

See Also

- [Amp](#)
- [Focus](#)
- [Tenno](#)

Operator				
Focus	Madurai • Vazarin • Naramon • Unairu • Zenurik			
Ability				
Default	Void Beam • Void Sling • Void Mode			
Madurai	Void Strike (Void Fuel) • Contamination Wave (Distilled Contamination)			
Vazarin	Guardian Shell (Guardian Break) • Void Snare			
Naramon	Void Levitation (Lethal Levitation) • Sling Stun (Killer's Rush)			
Unairu	Magnetic Flare (Magnetic Boost) • Caustic Strike (Unairu Wisp)			
Zenurik	Wellspring (Hardened Wellspring) • Temporal Drag (Temporal Shot)			
Void Sling				
Madurai	Chained Sling (Sling Strength)			
Vazarin	Protective Sling			
Naramon	Far Sling • Sling Stun (Killer's Rush)			
Unairu	No Upgrades			



Void Mode		
Madurai	No Upgrades	
Vazarin	Void Regen (Squad Regen)
Naramon	No Upgrades	
Unairu	No Upgrades	
Zenurik	No Upgrades	
Passive		
Madurai	Phoenix Talons •	Power Transfer
Vazarin	Mending Unity •	Mending Soul
Naramon	Power Spike •	Affinity Spike
Unairu	Poise •	Stone Skin
Zenurik	Energy Pulse •	Inner Might
Way-Bounds		
Madurai	Inner Gaze •	Eternal Gaze
Vazarin	Enduring Tides •	Rejuvenating Tides
Naramon	Mind Step •	Far Sling
Unairu	Last Gasp •	Vengeance
Zenurik	Void Siphon •	Void Flow
Amp • Arcane Enhancement • Operator Cosmetics • The Quills • Vox Solaris		

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		
	Social	Chat • Clan • Clan Dojo • Leaderboards • Trading		
	Squad	Host Migration • Inactivity Penalty • Matchmaking		
	Player	Clan Dojo • Dormizone • Drifter's Camp • Orbiter		

Operator	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
			Archwing • Companion • K-Drive • Necramech •

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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Languages ▼

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