

ADVERTISEMENT

in: [Sisters of Parvos](#), [Tenet Weapons](#), [Ephemera](#)

SIGN IN



REGISTER

Sisters of Parvos/Rewards



EDIT

[< Sisters of Parvos](#)

Contents

1. Progenitor
2. Tenet Weapons
3. Mechanics
4. Valence Fusion
5. Ephemera
6. Hound Companion
7. Ally
8. Railjack Crew
9. Regalia
10. Notes
11. Trivia
12. References

Progenitor



WARFRAME Wiki



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

*Note that the [Primed](#) or Umbra version of a Warframe share the same element

Tenet Weapons

Main article: [Tenet](#)

Tenet weapons are special [Corpus](#) weapons.

Ranged Tenet weapons carried by a player's [Sister](#) and can be **acquired once** the Sister is **Vanquished**. If the player has enough weapon slots, they can claim these weapons from their [Foundry](#), **bypassing the supposed Mastery Rank requirement on these weapons**. The weapons vary in attributes, dependent on the Sister the player has slain. 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.



 [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.

[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.**



[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 radius at the expense of damage; holding down fire button immediately charges the next shot.



Time until next progenitor bonus damage cycling in Ergo Glast's offerings: 90 hours 42 minutes 08 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 player will be prompted to choose between the two available elements.

The final value of the Elemental Bonus after a Valence Fusion is performed is given by the formula:



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

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%)
52.8%	1
48.0%	2
43.6%	3



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%.

Ephemera

Sisters have a 20%^[2] chance to be created with an [Ephemera](#) equipped that corresponds to the Progenitor Warframe who created them. Players will receive a Sister's Ephemera regardless of whether they Vanquish or Convert them.

Element	Ephemera	Visuals
Impact	Kyruna Ephemera	
Heat	Zarina Ephemera	
Cold	Gloriana Ephemera	

 **WARFRAME Wiki**

Electricity	Sybillina Ephemera	
Toxin	Lucretia Ephemera	
Magnetic	Solena Ephemera	

Radiation		
	Hypatia Ephemera	

Hound Companion

After vanquishing Sister, players will also get a fully built version of the Sister's [Hound](#) as a companion, and will also drop a random Hound component blueprint for all players in the squad which can be assembled with assistance from [Legs](#) in [Fortuna](#). The Hound component blueprints are tradeable between players. Converting a Sister will not yield these rewards.

Ally

Converted Sisters can randomly appear in missions after the player enters [bleedout](#), fighting alongside the Tenno. The converted Sister's level follows the formula **Sister Rank x 20** (capped at level 80 in normal mode and level 135 in [The Steel Path](#)) regardless of mission level, their weapons have a 3x damage multiplier, and will use all of their abilities. They will stay for a minimum of 2 minutes.

Railjack Crew

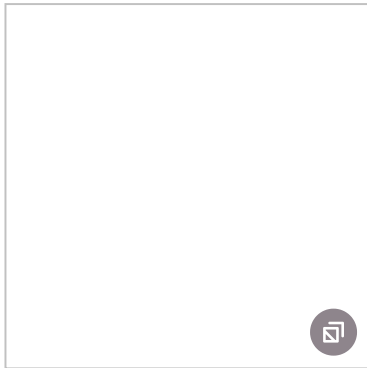
With [Command Intrinsic](#) Rank 8, Converted Sisters can be brought aboard [Railjacks](#) as [Crew members](#).

Unlike NPC crew members hired from [Ticker](#), the Sister cannot be given weapons and will default to using their own, cannot operate Railjack systems such as the pilot seat, turrets, and repair, do not have moddable stats, and are restricted to the Defender role. However, their health and shields are significantly higher than NPC crew members, making them built for endurance and quite suited for repelling boarders.

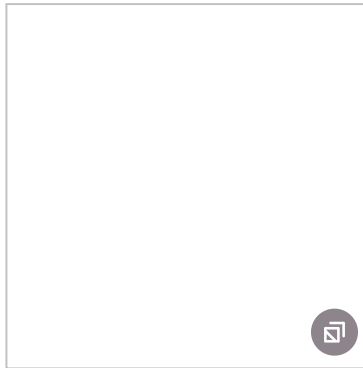
Sisters as crew members follows a different level scaling formula compared to randomly appearing converted Sisters: **Sister Rank x 15**. For example, a Rank 5 Sister will be at level 75 when they are equipped as crew members.

Regalia

After the player successfully defeats their first Sister of Parvos, the Sisterhood Emblem and Sisterhood Sigil will both be granted to them automatically as proof of their accomplishment. Both cosmetics can then be equipped on their Warframes as [Regalia](#) and depict the logo of Sisters. These items are only granted once.



The Sisterhood Emblem.



The Sisterhood Sigil.

Notes

- Unclaimed Tenet weapons in the Foundry can be sold directly for **10,000**.
- Total number of Tenet Weapons is 15 costing 75 [Forma](#) to max rank all.

Trivia

- Certain Sister weapons and Ephemeras have [Corpus lettering and iconography](#).

References

1. https://www.reddit.com/r/Warframe/comments/dz0tze/kuva_lich_data_weapc
2. Everett, Megan (2020, February 4). *Empyrean: Kuva Lich Changes 27.1.0 + 27.1.0.1* (<https://forums.warframe.com/topic/1166021-empyrean-kuva-lich-changes-2710-27101/>). Warframe Forums. Accessed 2022-06-25. Archived (<https://web.archive.org/web/20220613225847/https://forums.warframe.com/topic/1166021-empyrean-kuva-lich-changes-2710-27101/>) from the original on 2022-06-



Categories

▼

Community content is available under [CC-BY-SA](#) unless otherwise noted.

More Fandoms

Sci-fi

Warframe