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# Baruuk

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**CODEX**

Doomed are the fools who attack the peace and exhaust the restraint of this reluctant warrior.

**Release Date:** December 14th, 2022

**Baruuk Prime** is the [Primed](#) variant of  **Baruuk**, possessing enhanced [Shields](#) and [Armor](#), as well as altered polarities. Baruuk Prime was released alongside  [Cobra & Crane Prime](#) and  [Afuris Prime](#).

## Acquisition

*Lith, Meso, Neo, and Axi refer to Void Relics | (V) Denotes Vaulted Void Relics | (B) Denotes Baro Ki'Teer Exclusive Void Relic*

### Baruuk Prime's Relic Drops

Chassis	Systems		Neurop
			
Uncommon	Common	Rare	Rare
			
Uncommon	Common	Rare	Rare
			
Uncommon	Common	Rare	Rare
(V)	(V)	(V)	(V)

**Baruuk Prime**

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**Description**

Doomed are the fools who attack the peace and exhaust the restraint of this reluctant warrior.

**Passive**

Each projectile dodged, each enemy lulled or disarmed, erodes Baruuk's restraint and fuels the storm within. As Baruuk's restraint is diminished he becomes up to 50% more resistant to damage.

**Abilities****1st Ability****2nd Ability****3rd Ability****4th Ability**

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Uncommon	Meso H6	Axi B8	<b>Mastery Rank</b>	0
(V)	Common	Rare	<b>Max Rank</b>	30
			<b>Health</b>	180 (280 at Rank 30)
Uncommon	Meso P14		<b>Shields</b>	365 (465 at Rank 30)
(V)	Common		<b>Armor</b>	240
			<b>Energy</b>	200 (300 at Rank 30)
Uncommon	Meso R5		<b>Starting Energy</b>	150
(V)	Common		<b>Sprint Speed</b>	1.2
(V)			<b>Aura Polarity</b>	—
			<b>Exilus Polarity</b>	—
			<b>Polarities</b>	→ ↘ ↙
			<b>Introduced</b>	Hotfix 32.2.5 (2022-12-14)
			<b>Themes</b>	Monk, Pacifist
			<b>Progenitor Element</b>	Impact
			<b>Tactical Ability</b>	Lull
			<b>Sell Price</b>	25,000
<b>Official Drop Tables</b>				
<a href="https://www.warframe.com/droptables">https://www.warframe.com/droptables</a>				

Manufacturing Requirements					
Edit blueprint requirements					
25,000	1	1	1	Orokin Cell 5	Time: 3 Day(s)  Rush: 50
Market Price:	N/A	Blueprints Price: N/A			
Baruuk Prime Neuroptics Blueprint					
	Neurodes			Alloy Plate 3,750	Time: 12 Hour(s)  Rush: 25
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15,000	Tellurium 2	Control Module 4	Circuits 1,200	Ferrite 4,250	Time: 12 Hour(s)  Rush: 25
Baruuk Prime Systems Blueprint					
15,000	Argon Crystal 2	Gallium 5	Rubedo 1,675	Salvage 5,250	Time: 12 Hour(s)  Rush: 25

## Notes

- Baruuk Prime, compared to **Baruuk:**
  - Higher **Shield** (365/465 vs. 270/370)
  - Higher **Armor** (240 vs. 185)
  - Altered polarities (        vs.        )
- If Baruuk Prime wields his signature **Cobra & Crane/ Cobra & Crane Prime**, every first hit on an enemy will put them to sleep for 2 seconds.
- As with any other **Prime** Warframe, moving close to the location of an **Orokin Void Death Orb** will restore a pulse of 250 **Energy** to nearby allies, even if that Death Orb is inactive, destroyed, or non-present. This effect can only occur once per orb.
- Baruuk Prime's **Lull** and **Serene Storm's Final Sunrise** feature Energy color mandala surrounded by metallic ornament arrowheads, with his chosen Accent color, instead of typically drawn mandala arrowheads.
  - Accent color inherited by his **Elude** and **Desolate Hands** are more vibrant than his normal counterpart.

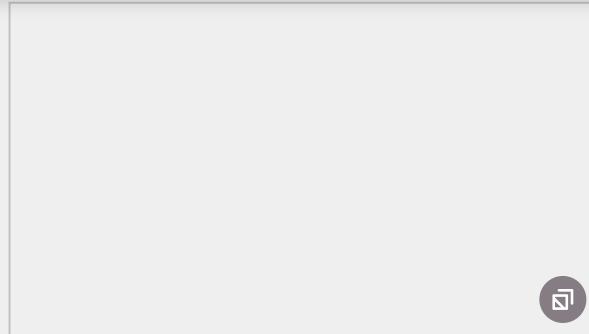
## Trivia

- Baruuk Prime is the ninth Primed Warframe to have **Signature Weapons**, after **Revenant Prime**, **Khora Prime**, **Garuda Prime**, **Harrow Prime**, **Gara Prime**, **Octavia Prime**, **Atlas Prime**, and **Banshee Prime**.

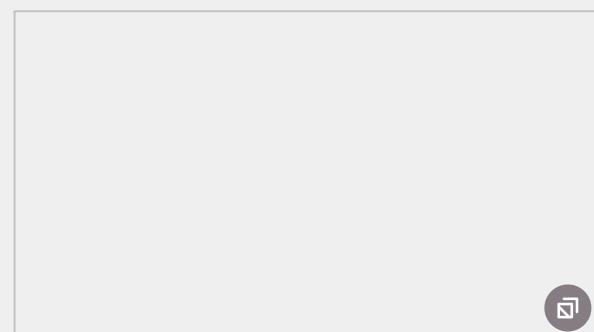
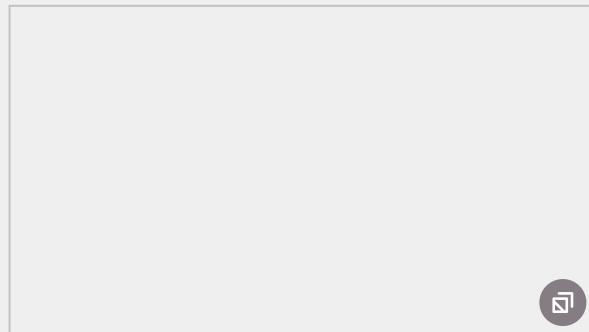


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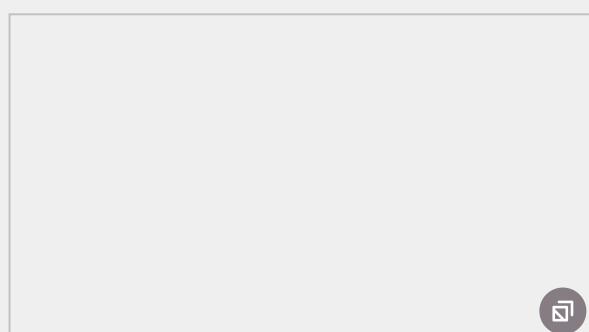




Poster for Baruuk Prime



Baruuk Prime and Afuris Prime



Poster for Afuris Prime and Cobra &amp; Crane Prime

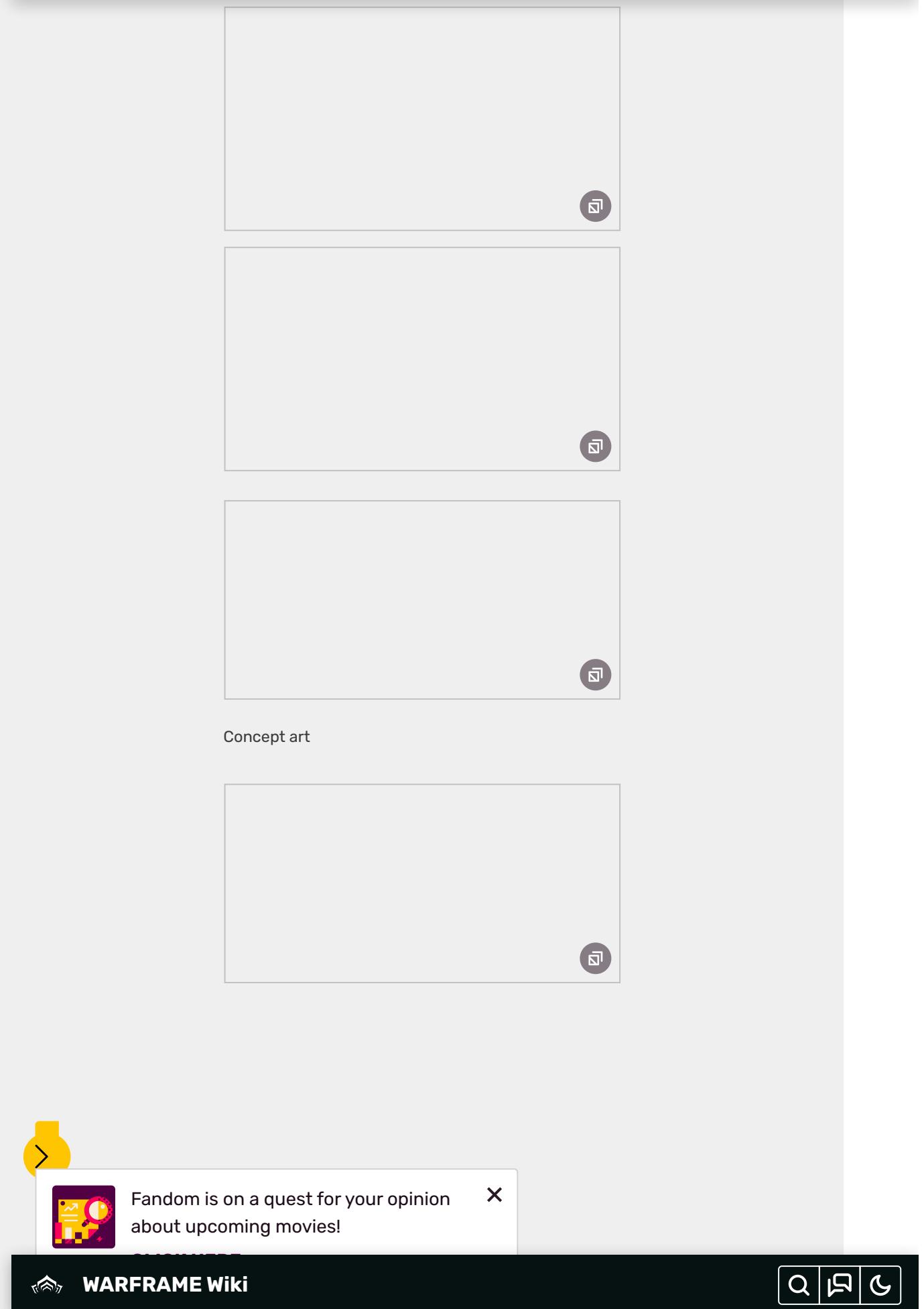


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Concept art



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