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Specter (Tenno)



SPECTER (GEAR)



SPECTER (ENEMY)

For the Specters in [Junctions](#), see [Specter \(Enemy\)](#).

A replicant cloned from a Warframe that can be deployed to assist Tenno on missions.

—In-Game Description

Warframe Specters are AI-controlled replicants of [Warframes](#). These Specters act autonomously from the player, and can provide support by engaging enemies with their weapons and Warframe powers. There are four ranks of Specter based on their acquisition difficulty, namely *Vapor*, *Phase*, *Force*, and *Cosmic*. Specters can be customized with any [Warframes](#) and [weapons](#) that the player owns, allowing for a wide range of versatility in Specter loadouts.

A Specter is crafted from the Foundry by copying the player's current loadout. However, this does **not** copy any installed [mods](#) or appearance. Instead, Specters utilize the Warframe and weapon's base [unranked](#) statistics then [scale](#) them according to the Specter's level. Additionally, the more rare the Specters the higher the damage dealt. All weapons and frames will have their default appearance.

Like the [Syndicate Operatives](#), Specters can be commanded to **Hold Position** or **Follow**



WARFRAME Wiki



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Usage

Specters can be crafted in the [Foundry](#) (under Gear section) and once crafting is finished they must be equipped from *Gear* in [Arsenal](#).

Before a Specter building begins, a Specter loadout screen appears where a player must first set the Warframe and loadout that the Specter will use. Specters of a particular Blueprint grade use a template loadout that is derived from a player's current Warframe and weapon loadout in their Arsenal. Players can choose to change a Specter's loadout by changing their own loadout, which the Specter will replicate upon creation.

Once a Specter has begun construction, the template loadout used is saved, and can be used for future Specters to be built, allowing Specters of a certain loadout to be built even if the player changes their own loadout. The template loadout can be changed upon creating another Specter of the same grade, or the player can choose to use their previously saved loadout. Note that the loadout it copies only reflects the base



statistics (scaled by level) and not the mods, and the only way to *change* their loadout is to finish crafting and claiming a new set of specters from the foundry.

Up to four different loadouts can be saved, one for each Blueprint grade; Vapor, Phase, Force, and Cosmic, from lowest to highest grade.

Acquisition

Main article: [Specter#Tenno Specters](#)

The blueprints necessary to build Specters are automatically rewarded by [Rescue](#) missions upon completion, with the type of Blueprint dropped depending on the node that was played, and how many points were acquired. In total, three points can be attained in a mission: one point for rescuing the target, another point for not triggering the execution sequence in the process, and one more point for killing all the [Wardens](#).

Points	Easy Rewards Level 1-15	Medium Rewards Level 16-25	Hard Rewards Level 25+	Nightmare Rewards As it Occurs
1	None	★ Vapor Specter BP	★★ Phase Specter BP	★★★ Force Specter BP
2	★ Vapor Specter BP	★★ Phase Specter BP	★★★ Force Specter BP	★★★★ Cosmic Specter BP
3	★★ Phase Specter BP	★★★ Force Specter BP	★★★★ Cosmic Specter BP	★★★★★ Cosmic Specter BP

[Vapor](#) [Phase](#) [Force](#) [Cosmic](#)

The **Vapor Specter** (or **Bronze Specter**) [blueprint](#) is rewarded from Easy and Medium difficulty Rescue missions, and yields 10 Specter uses per build. Spawns at the current level of the enemies in the mission. There are no AI differences between specter ranks.



Manufacturing Requirements					
		15,000	7,500	5,000	Time:
					8 hrs
					Rush:
					20
Market Price: N/A				Blueprints Price: N/A	



Gameplay & Behavior

Created

Some Specters can also be generated by Warframes are weapon abilities, like with [Wukong's](#) [Celestial Twin](#) and the [Ballistica Prime](#) charged shot.

Equinox

[Equinox's](#) [Duality](#) augment for [Metamorphosis](#) creates a temporary specter of Equinox herself armed with whatever weapon or gear item (the specter will not use gear items of any kind) she is currently using. The specter will take the form of Equinox's opposite half (i.e. swapping to her Night Form results in a Day Form specter and vice versa), will not use abilities, and her Warframe and equipment stats will take into account of any mods installed, while also dealing increased damage (not modifiable). The specter will only last for a set duration (modifiable via [Ability Duration](#)) and will instantly die if it walks in range of a [Nullifier Crewman's](#) bubble or a Nul [Comba's](#)/[Scrambus'](#) aura.

Duality's Specter has similar AI to Tenno Specters and will act as a bodyguard.

Duality's Specter is not affected by the quirk of [Nightmare Mode](#) and will not turn on the player.

Wukong

[Wukong's](#) [Celestial Twin](#) creates a permanent specter of Wukong himself armed with whatever weapons in his arsenal. The twin will cycle his weapons in response to Wukong's equipped weapons (i.e. swapping to primary or secondary results in the twin using melee and vise versa), is affected by [Cloud Walker's](#) invulnerability and health restore per meter traveled, and will mimic [Defy](#) and [Primal Fury](#), and his



takes continuous health damage if it walks in range of a [Nullifier Crewman](#)'s bubble or a Nul [Comba](#)'s/[Scrambus](#)' aura, although nothing will happen to it if Wukong himself is affected by a Nullifier bubble.

Celestial Twin's Specter has similar AI to Tenno Specters and will act as a bodyguard.

Celestial Twin is not affected by the quirk of [Nightmare Mode](#) and will not turn on the player.

Excalibur Umbra

[Excalibur Umbra](#) exhibits [sentience](#) when not piloted by the [Operator](#), functioning similar to a specter and will fight on his own with whatever weapons are in his arsenal. Sentient Umbra can use abilities (with the exception of [Exalted Blade](#)), and will arm himself with a melee weapon (if he has one equipped) whenever an enemy comes within close proximity, and his Warframe and equipment stats will take into account of any mods installed. Note that he will only use the Primary fire mode of any equipped weapon and not any available Alternate Fire modes.

Sentient Umbra can be harmed and takes full damage from any source, and once his health is depleted, he will stop moving and attacking until the Operator pilots him again. However, Sentient Umbra cannot die and will not use up a revive.

Sentient Umbra has similar AI to Tenno Specters and will act as a bodyguard.

Umbra is not affected by the quirk of [Nightmare Mode](#) and will not turn on the player.

Weapon-spawned specters

The [Synoid Heliocor](#) spawns one specter of an enemy killed by a heavy attack. Only one specter can be spawned at a time.

The [Ballistica Prime](#) spawns a specter-like ghost of any enemy killed by a charged shot.

These specters are not affected by the quirk of [Nightmare Mode](#) and will not turn on the player.

Crafted

Tenno Specters don't rely on Energy, instead of utilizing a short cooldown system for



[Effective Health](#) will generally scale far past the player's Warframe. When spawned during a [Nightmare Mode](#) mission, specters will attack the player instead of enemies, forcing players to play without an AI partner.

Depending on the Warframe being used, each of these specters has its own specific AIs tailored to assist the player Tenno in their endeavor. Abilities used by Specters have different values from their regular versions.



Warframe	Ability Casting Behavior
Ash	• Casts Shuriken when enemy is in line of sight. Cooldown of 15 seconds. • Casts Smoke Screen very sporadically, regardless of enemy presence. Attacking with Warframe weapons will end Specter's invisibility. Operator attacks will not end invisibility. Will cast every 8-12 seconds. • Casts Teleport when enemy is more than 10m away. Cooldown of 10 seconds. • Casts Blade Storm when 5+ enemies are within 50m with at least one within line of sight. Does not necessarily tag all 5+ enemies with the power. Cooldown of 55 seconds.
Atlas	• Casts first punch of Landslide when enemy is within 12m. Cooldown of 25 seconds. • Does not cast Tectonics. • Casts Petrify when enemy is within 5m. Cooldown of 80 seconds. • Casts Rumblers when enemy is within 30m. Rumblers last 20 seconds. Cooldown of 100 seconds. • Golems do not benefit from Specter's scaling health and armor.
Banshee	• Casts Sonic Boom when enemy is within 7m. Cooldown of 13 seconds. • Casts Sonar when enemy is in line of sight. Cooldown of 30 seconds. • Casts Silence when enemy is in line of sight within 10m. Cooldown of 65 seconds. • Casts Sound Quake when enemy is within 10m. Maintains for up to 10 seconds. Cooldown of 13 seconds, starting when effect ends.
Baruuk	• Casts Elude when enemy is in line of sight. Lasts up to 120 seconds. Cooldown of 50 seconds, starting when Elude's effect ends. • Casts Lull when enemy is within 30m. Cooldown of 35 seconds, often waits up to 20 seconds after cooldown to cast.



	• Casts Desolate Hands when 3+ enemies are within 25m with at least one within line of sight and has no daggers. Cooldown of 1 minute. • Casts Serene Storm when enemy is within 5m. Freely switches between Serene Storm attacks and weapon attacks for up to 130 seconds. Cooldown of 40 seconds, starting when Serene Storm's effect ends.
Caliban	• Does not cast any other abilities. • Casts Fusion Strike when enemy is in line of sight. Cooldown of 8 seconds.
Chroma (Heat element)	• Does not cast Spectral Scream. • Casts Elemental Ward when enemies are within 15m. Cooldown of 55 seconds. • Casts Vex Armor when enemies are within 15m. Cooldown of 30 seconds. • Casts Effigy when enemies are within 15m. Seems to recall Effigy immediately the first time it's cast. Otherwise, leaves Effigy out for 15-25 seconds. After Effigy is recalled, cooldown is 1 minute. • Effigy does not use elemental breath, but will use radial pulses. Stun pulse is typically used once per Effigy cast, while knockback pulse is used every 5 seconds if enemies are within 5m.
Citrine	• Casts all abilities. • Casts Fractured Blast when an enemy is within 4m, is normal with unranked stats, and is her second most used ability. Cooldown of 15 seconds that starts after it is used. • Casts Preserving Shell when an enemy is visible, starting at 40% damage reduction and scaling with kills by the specter or nearby allies like normal. Cooldown of 5 seconds when the ability ends. • Casts Prismatic Gem when 4≥ enemies are visible and towards 1 that's within 15m, boosting status and applying status effects like normal. Cooldown of 30 seconds when the ability ends. • Casts Crystallize when 4≥ enemies are visible and



	and boosted crits for a short time on effected enemies. Cooldown of 60 seconds that starts right after it is used. Passive ability grants allies 5 health/second.
Dagath	- Casts any abilities? - Casts Wyrd Scythes when? Cooldown of? - Casts Doom when? Cooldown of? - Casts Grave Spirit when? Cooldown of? - Casts Rakhali's Cavalry when? Cooldown of?
Dante	- Occasionally casts Noctua, but briefly (fires one or two shots with it). Noctua shots are inaccurate at range as specter seems to aim at enemy feet. - It is difficult to confirm if 50% Status Chance bonus applies to fully scanned enemies. - Casts Light Verse, Noctua, and Dark Verse in order, but will deviate from this order to repair/provide Overguard for itself or allies. - Casts Light Verse often, usually when taking damage. - Casts Dark Verse occasionally. (please confirm frequency/delay between casts) - Casts Final Verse after two casts of either Light Verse and/or Dark Verse. Triumph is cast most frequently, granting players up to 15,000 Overguard, regardless of enemy level. Granted Overguard total can be repaired on kill while ability is active. - Semi-frequently grants Wordwarden to allies in range for 45 seconds. Will not summon Noctua copy for itself. Pageflight is cast occasionally. - Specter seems to be unable to cast Dark Verse successively, and as a result will not cast Tragedy.
Ember	- Casts Fireball when enemy is in line of sight. Cooldown of 20 seconds. - Casts Immolation off cooldown. Effect lasts 50 seconds. Cooldown of 10 seconds, starting Immolation's effect ends if it ends naturally.



	• Casts Fire Blast when enemy is within 15m. Cooldown of 40 seconds. • Casts Inferno off cooldown, but seems to have no effect. Cooldown of 1 minute.
Equinox	• Casts Metamorphosis off cooldown. Cooldown of 35 seconds. • Casts Rest & Rage when enemy is within 20m. Cooldown of 24 seconds. • Casts Pacify & Provoke when enemy is in line of sight. Maintains for up to 25 seconds. Cooldown of 33 seconds. • Because of staggered cooldown with Metamorphosis, uptime of Pacify & Provoke is highly inconsistent. • Casts Mend & Maim when enemy is in line of sight. Maintains for up to 25 seconds. Cooldown of 33 seconds.
Excalibur/ Excalibur Umbra	• Casts Slash Dash when enemy is within 12m. Cooldown of 20 seconds. • Casts Radial Blind/ Radial Howl when enemy is within 15m. Cooldown of 50 seconds. • Casts Radial Javelin when enemy is within 10m. Cooldown of 1 minute. • Does not cast Exalted Blade.
Frost	• Casts Freeze when enemy is in line of sight. Cooldown of 12 seconds. • Casts Ice Wave when enemy is within 13m. Cooldown of 25 seconds. • Casts Snow Globe when shields are below 25% and no other Snow Globes (including those made by players) exist on the map. Cooldown of 30 seconds. • Note that because Specter's armor stats scale with enemy level, their snow globes can be stronger than player-made ones. • Casts Avalanche when enemy is within 10m. Cooldown of 70 seconds.



Gara	• Casts Shattered Lash (arc version only) when enemy is within 5m. Cooldown of 12 seconds. • Does not cast Splinter Storm. • Casts Spectrorage when enemy is in line of sight. Cooldown of 70 seconds. • Casts Mass Vitrify when enemy is within 7m. Cooldown of 70 seconds. • Note that because Specter's armor stats scale with enemy level, their walls can be stronger than player-made ones.
Garuda	• Does not cast Dread Mirror. • Does not cast Blood Altar. • Casts Bloodletting when above 90% health. Cooldown of 30 seconds. • Will also increase Specters' damage output because of passive. • Casts Seeking Talons when 4+ enemies are in line of sight. Cooldown of 40 seconds.
Gauss	• Gauss Specters will start with 80% battery.^[1] • Casts Mach Rush when enemy is in line of sight. Does not cast if set to Hold Position. Maintains until targeted enemy is knocked down. Can cast other abilities while active, but cannot use weapons. Cooldown of 5 seconds, starting when Mach Rush's effect ends. • Casts Kinetic Plating when enemy is within 12m. Cooldown of 1 minute. • Casts Thermal Sunder when enemy is in line of sight. Cooldown of 28 seconds. • Casts Redline when enemy is in line of sight. Cooldown of 70 seconds.
Grendel	• Casts Feast when enemy is within 10m. Cooldown of 40 seconds. • Casts Nourish when holding an enemy with Feast. Cooldown of 30 seconds. • Casts Requorate when holding an enemy with Feast, and



	seconds. • Casts Pulverize when holding an enemy with Feast, and another enemy is in line of sight within 45m. Maintains for up to 1 minute. Cooldown of 1 minute, starting when Pulverize's effect ends. Uses Roller AI when in this form. • Ignores Hold Position command while rolling, but will return to position after ending the ability.
Gyre	• Casts Arcsphere • Casts Coil Horizon • Casts Cathode Grace • Casts Rotorswell
Harrow	• Casts Condemn when enemies are within 15m. 15 second cooldown. • Casts Penance when enemies are in line of sight. 25 second cooldown. • Casts Thurible off cooldown. 52 second cooldown. Tries for 13.5 energy return, but will sometimes cut it shorter. Hits a lower value for the first cast after being summoned. • Casts Covenant when any enemies are in line of sight. 55 second cooldown.
Hildryn	• Casts Balefire when enemy is within line of sight. Maintains until shields run out. Cooldown of 25 seconds, starting when Balefire's effect ends. • All shots are fully charged before firing. • Casts Pillage when any shielded enemy is in line of sight, even if too far away to affect with the ability. Cooldown of 45 seconds. • Casts Haven when enemy is within line of sight and shields are above 50%. Maintains until shields run out. Cooldown of 30 seconds, starting when Haven's effect ends. • Does not cast Aegis Storm.
Hydroid	• Casts Tempest Barrage when enemy is in line of sight. Cooldown of 21 seconds. • Casts Tidal Surge when enemy is in line of sight within



	- Does not cast Undertow. - Casts Tentacle Swarm when enemy is in line of sight. Cooldown of 70 seconds.
Inaros	- Specter corpses do not despawn. Likely tied to Inaros' passive ability. - Casts Desiccation when enemy is in line of sight within 5m. Cooldown of 20 seconds. - Casts Sandstorm when 5+ enemies are within 25m with at least one in line of sight. Maintains for up to 10 seconds. Cooldown of 1 minute, starting when Sandstorm's effect ends. Casting Sandstorm will disable the Hold Position command. - Does not cast Scarab Swarm.
Ivara	- Casts Quiver when any enemy is in line of sight with 25m. Only uses Sleep arrow. Cooldown of 15 seconds. - Does not cast Navigator. - Casts Prowl off cooldown. Lasts indefinitely, until Specter fires an Alarming weapon or until player attacks with any Warframe weapon, even if silenced. Abilities and Operator attacks do not cancel Specter's Prowl. Does not steal from enemies. Cooldown of 13 seconds, starting when Prowl's effect ends. - Casts Artemis Bow when 4+ enemies are within line of sight. Maintains for up to 20 seconds. Cooldown of 50 seconds, starting when Artemis Bow's effect ends.
Jade	- Casts any abilities? - Casts Light's Judgment when? Cooldown of? - Casts Symphony of Mercy when? Cooldown of? - Casts Ophanim Eyes when? Cooldown of? - Casts Glory on High when? Cooldown of?
Khora	- Casts Whipclaw when any enemy is in line of sight within 5m. Cooldown of 9 seconds. - Casts Ensnare when any enemy is in line of sight. Cooldown of 25 seconds. - Specter Venari behaves like a regular Kavats, without parkour maneuvers and only uses Protect stance. Specter



	Venari will follow the summoning player, rather than the Khora specter. - Venari's health does not scale with enemy level. - Venari will attack enemies even if Inactivity Penalty has been triggered. - After death, Venari will be respawned after 45 seconds. - Casts Strangledome when 3+ enemies are within 8m, with at least 1 in line of sight. Cooldown of 30 seconds.
Kullervo	- Casts Wrathful Advance - Casts Recompense when enemies are nearby. Cooldown 5 seconds - Casts Collective Curse when enemies are nearby. Cooldown 5 seconds
Lavos	- Casts Ophidian Bite when enemies are within 10m. Cooldown of 8 seconds. - Casts Catalyze when 4 or more enemies are within 15m with at least one within line of sight. Cooldown of 35 seconds. - Does not cast any other abilities.
Limbo	- Casts Banish when enemies are within 20m. Does not send enemies to the Rift, just causes knockdown. Cooldown of 22 seconds. - Does not cast any other abilities.
Loki	- Casts Decoy when enemy is in line of sight, placing Decoy on top of targeted enemy. Lasts 25 seconds, or until death. Cooldown of 10 seconds, starting when Decoy is cast. - Casts Invisibility off cooldown. Lasts for 11 seconds, or until player attacks with any weapon Cooldown of 3 seconds if Invisibility ends via reaching its maximum duration, or cooldown of 7 seconds if Invisibility ends due to player using a weapon. - Operator attacks do not end Loki's Invisibility. - Does not cast Switch Teleport. - Casts Radial Disarm when enemy is in line of sight within 10m. Cooldown of 70 seconds.



Mag	• Casts Pull when enemy is 8-15m away. Cooldown of 20 seconds. • Casts Magnetize when any enemy is in line of sight. Maintains bubble for 6 seconds. Cooldown of 33 seconds. • Does not cast hold variant. • Casts Polarize when player is within 20m with shields below 60%. Cooldown of 5 seconds. • Appears to cast 3 times in a row more rapidly than possible for a player, but this is only an animation bug. • Casts Crush when enemy is within 10m. Cooldown of 30 seconds.
Mesa	• Casts Ballistic Battery when enemy is in line of sight. Cooldown of 45 seconds. • Casts Shooting Gallery when enemy is within 10m. Cooldown of 90 seconds. • Does not cast Shatter Shield. • Casts Peacemaker when enemy is in line of sight. Fires for up to 10 seconds. Cooldown of 45 seconds, which begins upon casting Peacemaker, not upon ending it.
Mirage	• Does not cast Hall of Mirrors. • Casts Sleight of Hand when enemy is within 15m. Cooldown of 20 seconds. • Casts Eclipse when enemy is within 20m. Cooldown of 40 seconds. • Casts Prism when enemy is within 30m. Maintains for up to 10 seconds. Cooldown of 70 seconds, starting when Prism's effect ends.
Nekros	• Casts Soul Punch when enemy is within 20m. Cooldown of 13 seconds. • Does not summon a shadow version of target. • Casts Terrify when 5+ enemies are within 25m with at least one within line of sight. Cooldown of 1 minute. • Does not cast Desecrate.



	Does not cast Shadows of the Dead.
Nezha	- Does not cast Fire Walker. - Casts Blazing Chakram when enemy is within 20m. Does not make the enemy vulnerable to damage. Cooldown of 20 seconds. - Casts Warding Halo when taking any damage. Cooldown of 70 seconds, starting when Warding Halo's health runs out. - Casts Divine Spears when enemy is within 10m. Cancels ability immediately after casting. Cooldown of 30 seconds.
Nidus	- Casts Virulence when enemy is within 15m. Cooldown of 12 seconds. - Does not cast Larva. - Casts Parasitic Link when any ally is within 30m, though the max range is 40m. Provides 10-28% Ability Strength boost depending on player's Warframe rank. Cooldown of 20 seconds, starting when Parasitic Link's effect ends. - Does not use Parasitic Link on enemies. - Casts Ravenous when enemy is within 15m. Seems to heal for 23 when casted without link, and 30 with. Cooldown of 50 seconds.
Nova	- Casts Null Star when enemy is in line of sight. Cooldown of 30 seconds, starting when Null Star's particles have all been expended. - Casts Antimatter Drop when enemy is in line of sight and more than 15m away. Cooldown of 25 seconds. - Does not cast Wormhole. - Casts Molecular Prime when enemy is in line of sight. Cooldown of 50 seconds.
Nyx	- Casts Mind Control when damaged by enemy within 20m. Cooldown of 30 seconds, starting when Mind Control's effect ends. - Casts Psychic Bolts when any enemy is in line of sight. Cooldown of 13 seconds. - Casts Chaos when 5+ enemies are within 20m with at least



	• Casts Absorb when under 80% health and an enemy is within 10m. Lasts up to 5 seconds. Cooldown of 75 seconds.
Oberon	• Casts Smite when enemy is within 20m. Cooldown of 30 seconds. • Casts Hallowed Ground when enemy is in line of sight. Cooldown of 30 seconds. • Casts Renewal when player health is 80% or lower. Lasts up to 140 seconds. Cooldown of 40 seconds, starting when Renewal's effect ends. • Casts Reckoning when any enemy is within 7m. Cooldown of 55 seconds.
Octavia	• Inspiration passive activates whenever the Specter casts an ability. • Casts Mallet when enemy is in line of sight within 10m. Cooldown of 15 seconds. • Casts Resonator when enemy is in line of sight within 10m. Cooldown of 16.5 seconds. • Casts Metronome off cooldown. Cooldown of 20 seconds. • Casts Amp when enemy is within 10–20m. Will not cast if any enemy is within 10m. Cooldown of 40 seconds. • Damage boost does not increase with noise level.
Protea	• The Specter possesses a passive but does not use it intelligently. • Casts Grenade Fan with Shrapnel Vortex only when any enemy is in line of sight within 30m. Cooldown of 30 seconds. • Casts Blaze Artillery when any enemy is in line of sight within 60m. Cooldown of 12 seconds. • Casts Dispensary when player is below 70% energy/health or 70% ammo on primary or secondary (reserves). Lasts 25 seconds with a cooldown of 40 seconds after casting. • Casts Temporal Anchor when Specter's health is brought below 75% and 2+ enemies are within line of sight. Duration up to 10 seconds depending on whether enemies are in close proximity. • The implosion on ability expiration does occur but it is not currently known if the Specter's stockpiled damage has



	if the ability can save the Specter from lethal damage similarly to a player-controlled Protea Warframe.
Qorvex	• Passive functions normally, giving any weapon they shoot 3 meters of punch through. • Does not cast Chyrinka Pillar. • Casts Containment Wall when enemies are near with a cooldown of 20 seconds. • Casts Disometric Guard giving 5 stacks, and will continue to cast whenever the player is below 10 stacks. • Casts Crucible Blast at a random target with a cooldown of 20 seconds. It will not attempt to targets lines of enemies or irradiated enemies specifically, but will slowly attempt to aim at another target if the initial one is killed before the animation is over.
Revenant	• Does not cast Enthrall. • Does not cast Mesmer Skin. • Does not cast Reave. • Casts Danse Macabre when shields are depleted. Maintains until no enemies remain within 20m. Cooldown of 5 seconds. Shields must begin recharging before Danse Macabre will be cast again.
Rhino	• Casts Rhino Charge when enemy is 5-20m away. Cooldown of 15 seconds. • Casts Iron Skin when enemy is in line of sight. Cooldown of 20 seconds, starting when Iron Skin's effect ends. • Casts Roar when any enemy is in line of sight and 2 or more other Specters are in the mission. Cooldown of 75 seconds. • Companions and other players do not count towards the trigger conditions. These Specters can belong to other players, they do not have to come from you. Note that you can only have one Tenno Specter out at a time, so you will need Syndicate Specters to trigger Roar when solo. • Casts Rhino Stomp when enemy is within 15m. Cooldown of 70 seconds.



Saryn	• Casts Spores when enemy is within 50m. Cooldown of 20 seconds. • Does NOT proc enemies with Corrosive status effects. • Casts Molt when enemy is in line of sight. Cooldown of 6 seconds. • Specter's AI will lock up when staying in the same location as its Molt, making the Hold Position command highly detrimental. • Casts Toxic Lash when enemy is in line of sight. Cooldown of 45 seconds. • Casts Miasma when 2+ enemies are within 5m. Cooldown of 55 seconds.
Sevagoth	• Casts Reap • Specter's shadow tends to get stuck or just spin around the specter • Casts Sow • Casts Gloom • Casts Exalted Shadow • Casts Embrace in Exalted Shadow mode • Does not use other abilities in Exalted Shadow mode
Styanax	• Casts all abilities • Rally Point gives 3 energy a second and 40 shield per kill to kills within range • Final Stand does massive damage but with a long cooldown
Titania	• Casts Spellbind when enemy is within 25m. Cooldown of 20 seconds. • Casts Tribute when enemy is within 20m. Cooldown of 40 seconds. • Casts Lantern when enemy is within 15m. Cooldown of 40 seconds. • Does not cast Razorwing.



Trinity	• Casts Well of Life when player health is below 80% even if no enemy is present to target. Cooldown of 45 seconds. • Casts Energy Vampire when enemy is in line of sight within 100m. Cooldown of 40 seconds. • Casts Link when enemy is within 20m. Cooldown of 35 seconds. • Casts Blessing when player health is below 60%. Cooldown of 1 minute.
Valkyr	• Casts Rip Line when enemy is 6–15m away. Cooldown of 15 seconds. • Casts Warcry when enemy is within 10m. Cooldown of 40 seconds. • Casts Paralysis when enemy is within 10m and Specter's shields are above 33%. Cooldown of 25 seconds. • Does not cast Hysteria.
Vauban	• Casts Tesla Nervos when enemy is in line of sight. Cooldown of 20 seconds. • Casts Minelayer (any variation, random) when enemy is within 30m. Overdriver affects Warframe or Specter closest to the impact point at time of casting. Cooldown of 30 seconds. • Casts Photon Strike when enemy is in line of sight, even if blast will not reach the enemy. Will not cast if there are enemies within 10m. Cooldown of 10 seconds typically. • May sometimes cast multiple Photon Strikes in a row. • Casts Bastille when enemy is within 10m. Cooldown of 30 seconds. • Will cast Vortex variant more frequently than Bastille.
Volt	• Casts Shock when enemy is in line of sight. Cooldown of 9 seconds. • Casts Speed off cooldown. Cooldown of 30 seconds. • Casts Electric Shield when enemy is in line of sight. Cooldown of 25 seconds. • Casts Discharge when enemy is within 10m. Cooldown of 85 seconds.



	• Casts Shroud of Dynar when? Cooldown of? • Casts Fangs of Raksh when? Cooldown of? • Casts Lycath's Hunt when? Cooldown of? • Casts Ulfrun's Descent when? Cooldown of?
Wisp	• Casts Reservoirs when enemy is within 40m. Reservoir type is random. Cooldown of 20 seconds. • The motes are unreliable at actually providing a buff, while it may seem like you get the buff, health/regen/speed will not increase sometimes. • Extends the timer of a player's motes, without diminishing strength. • Casts Wil-O-Wisp when enemy is within 30m. Teleports to decoy immediately. Cooldown of 12 seconds. • Poor synergy with the Hold Position command, as the Specter will teleport once something is in range, and then slowly walk back towards the holding position without firing. • Casts Breach Surge when 2+ enemies are within 30m. Cooldown of 45 seconds. • Casts Sol Gate when 3+ enemies are within 40m. Maintains for up to 10 seconds. Cooldown of 65 seconds, starting when Sol Gate's effect ends.
Wukong	• Does not cast Celestial Twin. • Does not cast Cloud Walker. • Casts Defy off cooldown. Cooldown of 13 seconds. • Does not cast Primal Fury.
Yareli	• Does not cast any abilities.
Xaku	• Casts Xata's Whisper (Cooldown needs Testing). • Casts Grasp of Lohk and may duplicate their own gun (Cooldown needs Testing). • Casts The Lost, but only uses Gaze and Deny (Cooldown needs Testing). • Casts The Vast Untime (Cooldown needs Testing).



[Zephyr](#)

- Casts [Tail Wind](#) when enemy is within 5m. Cooldown of 20 seconds.
- Casts [Airburst](#) when enemy is within 10m. Cooldown of 20 seconds.
- Casts [Turbulence](#) when Specter takes damage. Cooldown of 50 seconds.
- Casts [Tornado](#) when enemy is within 10m. Cooldown of 70 seconds.

Weapon

Tenno Specters will only use their equipped primary, unless an enemy comes within the listed range stat of their equipped melee weapon. Specters will use the secondary weapon only when in a downed state, or when they run out of ammunition in their primary weapon.

Specters will use ammunition from their own hidden pool, equal to the stats of the base weapon being used, then switch to a secondary weapon if they run out of ammo. For example a Specter equipped with the [Kuva Bramma](#) will only have 6 total ammo and only gain 1 ammo from primary pickups, and this will happen quickly as specters fire without consideration of enemy grouping, then switch to a pistol until they gain primary ammo again.

- While Specters can and will seek ammo pickups on their own, the player who spawned them also can obtain primary ammo pickups, which will be added to the specter as well.
 - This can cause bugs where pickups will be stuck to the player and unable to be picked up.
 - Primary weapons that use recharging ammo pools instead (Like the [Fulmin](#)) will still cause the specter to think it has no ammo, swapping to their pistol for a short time after the magazine is depleted, then switching back again when the magazine is recharged.

Specters do not use alternate fire modes. Specter's weapons are unmodded, and even have certain innate weapon properties considered to be mods (such as Kuva/Tenet weapon's innate damage bonus) removed. Specters will not compensate for lengthy travel time. As such, the most useful weapons are typically hit-scan weapons, or ones



Range-limited weapons might be less effective since Specters do not account for that behavior and do not move around much by themselves. But [Glaxion](#), [Amprex](#), [Phage](#), and [shotguns](#) seem to be exceptions and will produce a good "bodyguard" Specter for the cost of efficiency at long distances.

Weapons with innate elemental damage, high base status chance, or CC potential will make Specters useful past being just another source of damage. For example, a Specter equipped with an [Amprex](#) will quite often trigger [Electricity](#) procs, which helps with crowd control in close quarters. ([Proboscis Cernos](#) is an useful option because of its crowd control abilities and high base damage.

Tenno Specters have some specific behavior towards some specific kinds of weapons:

- [Bow](#) weapons are an exception for the non-projectile weapon rule, as specters will always charge a full shot before firing and have almost pinpoint precision, meaning they will never miss unless the enemy is behind cover, and will usually land headshots, which does not happen with other weapon types.
- [Supra](#) is also an exception since travel time is fast enough.
- Tenno Specters using throwing explosives will only detonate the grenade when the substance limit has been reached. They will, however, detonate the [Penta](#)'s grenades when it is in the proximity of an enemy. They aim the weapon so as to try to hit the enemy with the projectile. It does not seem that Specters are affected by self-inflicted damage due to close proximity detonation. Generally, specters seem to be better with the Penta than with the [Tonkor](#) due to better aiming and sustainability.
- [Dera](#) does not have pinpoint accuracy with Specters, instead, it has some deviation per shot, much like a [Crewman](#), although the fire rate and overall damage output is still that of a player's Dera.

Survivability

- Tenno Specters are affected by the [Rejuvenation](#) Aura and [Trinity](#)'s [Blessing](#), by [Oberon](#)'s [Renewal](#), and by [Wisp](#)'s [Reservoirs](#), however cannot pick up Health Orbs.
- [Ancient Healers](#) under [Mind Control](#), or their [Shadow](#) and Specter variations can heal Tenno Specters.
- Tenno Specters do not lose shield or health after life support runs out in [Survival](#) missions.
- Tenno Specters are not affected by the Shield loss from [Cryogenic Leakage](#), the "No Shields" challenge of [Nightmare Mode](#) and the [Toxic Ancient](#)'s aura.



- It is possible to revive your Specter if it hasn't bled out yet, though they appear to have a negligible bleedout health limit and often die immediately.
- Tenno Specters can revive other downed Tenno Specters, but cannot do so to a teammate.
 - They can also revive the objective during [Sortie's Defenses](#).
- Stationed Tenno Specters are quite vulnerable to ground slamming enemies, Arson [Eximus](#) and such, since they tend to quickly displace them into bad positions.

Notes

- Affinity earned by the specter goes to the player's frame.
- Specters deployed in Nightmare Mode missions will be hostile to the player and defense objectives as well as enemies.
 - Killing them gives affinity.
- Tenno Specters are spawned from golden balls. This allows Specters to be spawned at a desired spot by throwing the ball to that location.
 - Tenno Specters cannot spawn if the Specter Ball is thrown to an out-of-bounds place, e.g. behind a container or at the corner of the hallway.
- Only a single Tenno Specter per player can be active at any time during a mission. Attempting to summon a second Specter will result in the previously active Specter being killed when the second one spawns. This does not apply to their [Syndicate](#) counterparts though, it is possible to use them together.
- Following Tenno Specters will always teleport to a player if left behind far enough.
- Pre-built Specter Gear acquired as special mission rewards will use the previous loadout saved under the player's Specter tab in the Arsenal. If no previous loadout was saved, the Specter will not be able to be summoned.
- Once Crafted, you can view your saved Specter loadouts under *Specters* in the Equipment menu.
- Vapor specters are logically more efficient, despite the 'default' survivability, due to being able to craft 10 each time instead of waiting the 8-hour crafting timer for a single Cosmic with only marginally higher stats.
- Specters have 100% power strength (with the exception of [Nidus](#) having 115 power strength due to his passive - hence the [Parasitic Link](#) giving +28% instead of +25%.
- [Power Donation](#) is the only aura that can give the specters power strength, up



- To change the loadout of a specter, the player must build and claim an entirely new set of that specter type. Until claimed, the specters of that type will remain the original loadout.

Trivia

- Each Specter type can be visually distinguished from each other via their color (Which is applied on their Accents):
 - Vapor Specters have a bronze energy glow.
 - Phase Specters have a silver energy glow.
 - Force Specters have a golden energy glow.
 - Cosmic Specters have a white energy glow, with thin rings emanating out of them.
- Before their release, specters were referred to as Bronze, Silver, Gold and Platinum specters, matching their current color distinctions.
- If a player has a fishing spear or mining drill equipped while on an open world landscape, specters will kneel or duck when a player is aiming towards them.
- Warframe Specters were also used to guard a [Clan's Solar Rail](#) during [Solar Rail Conflicts](#), before this game mode was discontinued. Contesting Clans would have to face these [Specter Regiments](#) in order to seize control of territory. A [Specter Regiment](#) was to be created through researching it in the [Clan Dojo's Orokin Lab](#). As mentioned, however, the entire Clan-conflict mechanic and the associated Regiments were eventually removed from the game.

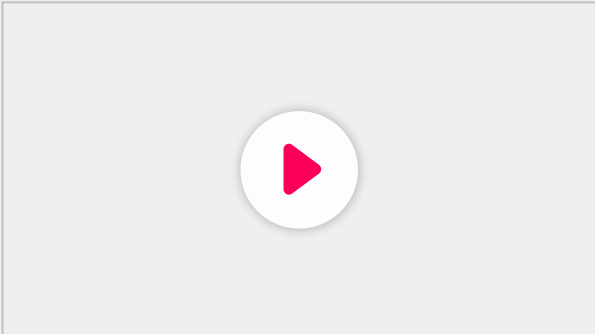
Bugs

- Deploying the Specter ball on shallow water will make it disappear.
- Specters can be built using [Zaws](#), however they do not seem to use them (or if they can, some don't at all) causing the specter to stop attacking when enemies get close.
- When holding position, melee combat may cause the specter to become unresponsive. This can be fixed by ordering them to follow and hold their position again.
- Due to specters having their own hidden magazine and ammo pool based on the weapon used, this can cause the infamous ammo pickup bug from occurring where ammo is attached to the player but is unable to be picked up as you are not in need of any ammo.
 - This can cause other pickups to glitch and be unable to be picked up until

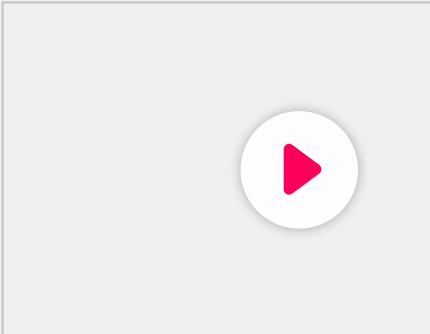


always holster their weapon when the battery runs out, instead of waiting for it to recharge, with the game thinking the specter always needs ammunition.

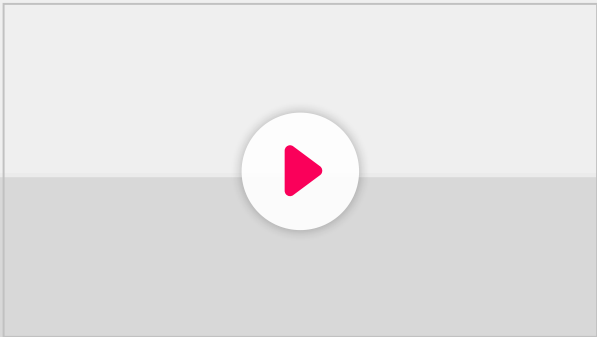
Media



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Warframe Tenno Specters



Tenno Specters - Warframe Specter Review

Patch History

[Update 29.10](#) (2021-03-19)

- Xaku Specters can now cast all four of their Abilities!

[Update 29.5](#) (2020-11-19)

- (Undocumented) Fixed Khora Specters unable to cast certain abilities.

[Hotfix 27.3.16](#) (2020-04-22)

- Fixed a script error when summoning a friendly Saryn Specter.

Usable	Antiserum Injector • Antitoxins (Amethyst , Beryl , Citrine , Lapis , Topaz , Vermilion) • Apothics (Nightfall , Sunrise , Twilight) • Archgun Deployer • Archwing Launcher • Cipher • Dragon Keys (Bleeding , Decaying , Extinguished , Hobbled) • Grustrag Three Beacon • Health Restore (Large) • Kaithe Summon • K-Drive Launcher • Necramech Summon • Omni Ammo Box • On Call Crew • Pheromone Synthesizers • Requiem Ultimatum • Stalker Beacon • Stims (Adrenal , Calcifin , Clotra , Refract) • Wolf Beacon • Zanuka Hunter Beacon
Equipable	Codex Scanner • Cutters • Echo-Lures • Fishing Spears • Pheromones • Synthesis Scanner • Tranq Rifle
Deployable	Air Support Charges • Baits • Fosfors (Rahd , Blau) • Kinetic Siphon Trap • Loc-Pin • Luminous Dye • Pharoma • Pherliac Pods • Specter (Cosmic , Force , Phase , Vapor) • Team Bonus Consumables (Ammo , Energy , Health , Shields)
Event-Restricted	Eidolon Phylaxis • Fomorian Disruptor • Infested Catalyst • Razorback Cipher • OpLink
Cosmetic	Eros Arrow Skin • Glyph Prism • Grand Finale • Ki'Teer Fireworks • Remote Observer • Starburst

1. [Update 25.8](#) (2019-10-01) patch notes

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