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Specter

240 [EDIT](#)

- SPECTER (TENNO)
- SPECTER (ENEMY)

*I am calling it the Specter Particle.
As my Archimedians explain,
mimicry is in its nature. An echo.
Exposed to precept circuits, we are
able to imprint behaviors! Like an
infant mirroring her surrogate. Only
this infant can set the world on fire.*

—[Parvos Granum](#), inventor of Specter technology

A **Specter** is an AI-controlled ally unit that will fight alongside a player for the duration of a mission. They have their own set of weapons and/or abilities that they can use against enemies and are generally summoned via a consumable [Gear](#) item.



Lore & History

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Specter Particle Theory

Specters were first developed by  [Corpus](#) Founder, [Parvos Granum](#), spearheaded by his creation of the **Specter Particle Theory**; an idea of a unique type of particle that, when exposed to preset data, can be imprinted with mimicked behaviors.^[1] To accelerate development, Parvos would go on to steal a undisclosed sample from the  [Entrati](#), stating that they, *"kept their secrets long enough."*^[2] Additionally, Parvos would then use this sample to bait the  [Orokin](#) into raiding his labs, who sent a Warframe assault team as a result. Due to the site being heavily rigged with explosives however, both the labs and the Warframes were all vaporized.

The  [Xoris](#), presumably designed by Parvos Granum^[3], is linked to Specter technology^[4], as it contains a unique energy trap that allows it to contain Specter Particles to amplify the explosion of its mid-flight detonation.^[5]

After Parvos's attempted assassination, his guardian Warframe  [Protea](#) would use he temporal abilities to preserve him within a [region of the Void](#), resulting in her sacrifice^[6], and presumably becoming a [Specter](#) as a result.^[7]

After Parvos's tomb is discovered, [Nef Anyo](#) entrust his [Treasurers](#) with safekeeping his  [Granum Crown](#) tributes; these units will fervently defend their crowns from any wayward thief, including the  [Tenno](#). If not dispatched quickly, the Treasurer will teleport to the [Void](#)^[8], and presumably become an [Errant Specter](#).^[9]

Composition & Construction

When defeated, Errant Specters will release a mass of **Specter Particles**, which can be absorbed by other Errant Specters to increase their strength. If fully discharged of

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Errant Specter Particles

Gameplay

Enemy

Main article: [Specter \(Enemy\)](#)

[Enemy Specters](#) are primarily encountered as guardians of the [Origin System](#)'s [Solar Rail Junctions](#), and must be defeated to unlock connections to new planets and destinations on the [Star Chart](#). Specter-like enemy Warframes also serve as enemies during specific [Quests](#).

Ally

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

[Warframe](#) Specters can act as allies or enemies depending on the circumstances. As allies, [Specters](#) are AI-Controlled Warframe-replicants employing customizable load-outs (which are configured via the [Foundry](#)). They can be summoned via consumable [Gear](#) wheel items in all [Missions](#), except [Archwing](#) and [Sanctuary Onslaught](#).

Warframe Specters come in 5 tiers (Vapor, Phase, Force and Cosmic). Their blueprints be acquired by completing [Rescue](#) missions, with higher-level missions rewarding high-tier Specters.

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



Access to Syndicate Specters can be acquired by taking allegiance to the desired [Syndicates](#) and attaining the first tier in their ranks. Syndicate Specters can be purchased by spending **2,500** for a bundle of five. Only one instance for each type of Specters can be summoned. Summoning another one while an identical Specter is active will kill the one already out.

Their blueprints can also be acquired from Syndicate death squads, with the type of blueprint awarded depending on their respective Syndicates.

Ancient Healer	Charger	Corrupted Lancer	MOA	Roller	Shield
Volatile Eximus	Venomous	Arson Eximus	Arctic Eximus	Energy Leech	Shock
Specter	Eximus Specter	Specter	Specter	Eximus Specter	Spe
(New Loka)	(Red Veil)	(Arbiters of Hexis)	(The Perrin Sequence)	(Steel Meridian)	(Cephali)

- **Volatile Ancient Healer** grants 90% damage resistance and stagger/knockdown resistance to all allied units within 10m, denoted with a soft green glow on said units when in range. On allied defense objective, the damage reduction effectiveness is reduced to 50%. It can also knockdown enemies with a frontal [Blast](#) wave. Ancient Healers will naturally follow where players head towards, and will melee attack enemy units that gets closeby.
- **Venomous Charger** will rush ahead and fight independently of where the player heads towards, and will usually melee assault enemies point blank, passively inflicting them [Toxin](#) damage from its Eximus Venomous aura. Due to its sub-optimal AI behavior as well as their tendency to rush towards to melee enemy units, they die quickly and is considered the least useful of the six syndicate specters.
- **Arson Corrupted Lancer** will fight independent of where the player heads towards, and can cast its Eximus [Heat](#) blast ability that will knockdown all enemies that gets caught within line-of-sight of the unit.
- **Arctic MOA** will passively slow down nearby enemies with its [Cold](#) eximus aura, and deploys ice globe to protect everyone inside, even from enemy crowd control. It fights independently of where the player heads towards, and the allied ice globe cannot be shot through.
- **Energy Leech Roller** will cast energy leech aura on enemies, which on hit will grant all allied units nearby an energy regen worth 3 energy / second over 3



roller will naturally follow wherever the player heads towards, preferring to stay close and grant its player passive energy regeneration where it can.

- **Shock Shield Osprey** will provide additional +25% maximum shield to all applicable allied units nearby slightly extending player's shieldgate duration, and upon being in range will instantly restore the shields of said unit. It will passively follow allied units though not necessarily following the player character. It very rarely uses its autoturret to fight back as well as use its homing Eximus [Electricity](#) bolts to attack.

Syndicate Specter x5

Manufacturing Requirements					
7,500	2,500	2,500	2,500		Time:
					8 hrs
					Rush:
					10
Market Price: N/A			Blueprints Price: N/A		

Miscellaneous Specters

Clem Clone

Main article: [Darvo, Weekly Mission](#)

The reward for the final mission of the [A Man of Few Words](#) quest is a **Clem Clone Blueprint**, which works in the same way as specters, deploying a clone of [Clem](#) to fight. The blueprint is a one-time use item and produces 5 clones, and like normal specters deploying one in a mission will use one of them up, regardless of whether it is alive at the end of the mission. Additional blueprints can be acquired by undertaking [Darvo's](#) weekly "merchandise acquisition" [Survival](#) mission.



Clem Clone Specters have similar AI to Tenno Specters and will act as bodyguards.

Manufacturing Requirements					
7,500	2,500	2,500	2,500		Time:
					8 hrs



					Rush:
					10
Market Price: N/A			Blueprints Price: N/A		

Corrupted Bombard

Main article: [Corrupted Bombard](#)

The **Corrupted Bombard Specter Blueprint** was introduced as a [Baro Ki'Teer](#) exclusive specter, available for **100** and **50,000** between February 24 - 26, 2017 on PC. The blueprint is a one time use (providing 5x specters) and includes a [Corrupted Bombard](#) specter and an accompanying [Orokin Drone](#). The drone does not and cannot obtain shields, and the limited 200 shield it gives to the specter will **not** recharge once depleted unless the Drone is killed and respawns, doing so within 30 seconds of being destroyed.

Manufacturing Requirements					
					Time: 8 hrs
7,500	2,500	2,500	2,500		Rush:
					10
Market Price: N/A			Blueprints Price: 100 + 50,000		

Corrupted Heavy Gunner

Main article: [Corrupted Heavy Gunner](#)

The **Corrupted Heavy Gunner Specter Blueprint** was introduced as a [Baro Ki'Teer](#) exclusive specter, available for **100** and **40,000** between May 4 - 6, 2018 on PC. The bundle provides 5x [Corrupted Heavy Gunner](#) specters and an accompanying [Orokin Drone](#). The drone does not and cannot obtain shields, and the limited 200 shield is gives to the specter will **not** recharge once depleted unless the Drone is killed and respawns, doing so in 30 seconds of being destroyed.



Main article: [Desert Skate](#)

The [Baro Void-Signal](#) mission will always reward one **Desert Skate Specter**, which deploys a [Desert Skate](#) to fight.



Stalker

Main article: [Stalker](#)

The **Stalker Specter Blueprint** was a reward from [Nightwave's Nora's Mix Volume 7](#). Unlike other specters, the Stalker blueprint has infinite uses. He is cloned from the pre-[The Second Dream](#) Stalker, not the ones players can pilot in [Duviri](#).



Unlike Tenno Specters, the Stalker Specter will prioritize fighting enemies rather than following the player similar to most Syndicate Specters. This makes it a bad choice for missions that involve the player moving to different locations as the Stalker will not follow nor teleport, and even in missions that remain in one room the Stalker may funnel enemies to a point away from an objective in [Defense](#) as an example. However, should the Stalker Specter loses all health, he can be revived.

Possesses the abilities [Smoke Screen](#), [Shuriken](#), [Absorb](#), and [Pull](#).

On Call Crew

Main article: [Railjack/Crew](#)

With [Command Intrinsic](#) Rank 9, a reusable **On Call Crew Gear** item can be used to deploy a selected [Railjack Crewmember](#) for 3 minutes, with a 10-minute cooldown between summons.



Aggression & Pathing

- All Specters who don't have the "bodyguard" AI type will only follow the player if they do not detect any enemies. If they detect an enemy nearby, they may do the following:



- Rollers will roll towards the enemies and continue to attack until (easily) being destroyed.
- MOA specters are one of two Specters that will take the initiative to follow the player, often walking backward as it fires at enemies. It too, however, can get stuck as it notices many enemies, in which it will decide the enemies are a bigger priority than the player.
- Charger specters have a slightly smaller detection range and aggression towards enemies but never attempt to follow the player if enemies are nearby and its weak attacks often miss enemies who walk backward to avoid its attacks.
- Ancient Healer specters will slowly walk towards enemies until they are in range, and then charge as a normal Healer would do.
- Clem will stay close to the player most of the time, and sometimes stop to engage the enemy for a while.
- Shield Ospreys have both the "bodyguard" AI and the normal enemy AI; they will attempt to stay close to other deployed specters, defense objectives, or other high-value allies even if they detect enemies. If there are no high-value allies nearby (players don't count) it will simply drift into the enemies instead.

Notes

- Specters have their own [ammo](#) and are capable of looting ammo pickups and depleting their reserves.
 - Depleting all ammo reserves displays a red ammunition icon above the Specter's head.
 - [Squad Ammo Restores](#) can replenish the Specter's ammo.
- These specters do not teleport to the player and have limited AI capabilities. As such, they generally act like normal enemies such as taking cover or other similar behavior. If they detect enemies, they will take the initiative to engage them regardless of where the player is.
- Specters of this type are most useful in game modes where the mission takes place in a fixed location, such as [Defense](#) or [Interception](#), as they can easily lag behind players or have difficulty navigating certain tiles/rooms.
- Shield Osprey Specters behave differently than all the other specters: They may stay near the objective in defense or decide to protect another specter, and will **never** take the initiative to actually protect the player.
- The Roller Specter is arguably the weakest of all the specters due to its relatively



- Ancient Healer Specters have a short ~15m aura that reduces damage by 90% for all friendly targets such as other players, allied specters, or Defense objectives. When connected to said targets the Healer itself will gain a damage resistance boost as well.
 - Damage done to you or linked allies will heal the specter as well as its own occasional healing pulses.
- Oddly enough, a specter's weapon can level up, shown in the media below. It is unknown if it actually affects the weapon or the Specter itself.
- Upon successful defeat of a certain syndicate's death squad/platoon, you may earn the blueprint to build that syndicate's specters.
- Players are able to choose to either make the specters stay in an area or follow them around by pressing  (default keybinding) when close to it.
 - Doing this to a [Shield Osprey](#) specter will cause it to hold position and fire plasma repeater weapons at enemies.
 - The Shield Osprey may also rarely fire its weapons when not told to wait, although this is rare.
 - For clients this is unreliable and the osprey may ignore the commands anyway, and continue to fly into crowds of enemies and not be able to defend itself, being destroyed soon after.
- Some Specters may rarely disable alarms.
- Cephalon Suda's shield osprey specter is useful in [Hijack](#) missions, as they can instantly restore your shields.
 - Its shields will not be affected, however.
- Specters will spawn at the current enemy level, plus a few extra. For endless missions, this allows specters to scale to enemy level; placing one at the beginning of the mission will be lower than later on if spawned again.
 - The Corrupted Lancer and Ancient Healer specters become very powerful due to this, becoming massive bullet sponges.
- If the player kills a Specter affected by [Radiation](#), they will receive [affinity](#) identical in amount to an enemy unit of the same type (i.e. Ancient Healer Specters will give affinity matching an Eximus unit of the same level).
- Specters spawned during [Nightmare](#) alerts and missions are immediately hostile to the player, indiscriminately attacking Tenno and enemies alike, and cannot be commanded to hold position or follow. These specters are marked with a reddish distorted glow to indicate that they have turned against the player.



Bugs

- Telling a specter to hold position may cause the specter to act strangely, including freezing in an animation or tracking but not firing upon enemies. Telling them to follow you and re-hold position can fix the issue temporarily.
- The Corrupted Bombard Specter spawns with a small shield count which will recharge slowly as long as its drone is active. However, having this shield drain completely will prevent it from ever coming back until its drone is destroyed and respawned after a period of time. This has been a bug since the Specter existed and may be due to an issue where Heavy Grineer cannot obtain shields.

Trivia

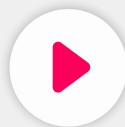
- Warframe Specters were also used to guard a [Clan's Solar Rail](#) during [Solar Rail Conflicts](#), before this game mode was discontinued. Contesting Clans would have to face these [Specter Regiments](#) in order to seize control of territory. A Specter Regiment was to be created through researching 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.

Media

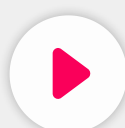


1/3

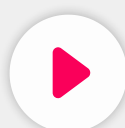




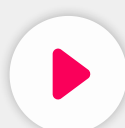
Discussing Specters And Their Role In Warframe



Corrupted Bombard - Warframe Specter Review



Roller - Warframe Specter Review

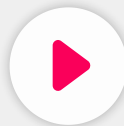


Corrupted Lancer - Warframe Specter Review

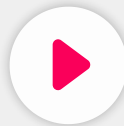




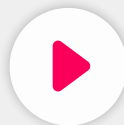
Shield Osprey - Warframe Specter Review



Ancient Healer - Warframe Specter Review



Clem - Warframe Specter Review



MOA - Warframe Specter Review



Update 37.0 (2024-10-02)

- Fixed Stalker Specters dropping Stalker’s loot when killed in Nightmare missions.
 - Careful, Tenno. You don’t want him sending you angry inbox messages again, do you?

Update 36.0 (2024-06-18)

- Fixed script errors caused by Frost Specters.

Gear		Edit	[Collapse]
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		

Lore		Edit	[Collapse]	
Lore	Characters	Quests	In-Game Events	Dialogue and Transmission
Historical Events	Main	The Collapse • The New War • The Old War • Void-Jump Accident		

Stories	Leverian	Aria's Revolution • Death of Holsum Yurr • Insurgency of Altra • Javi's Execution • Karishh's Final Feast • Liberation the De Nas Brothers • Massacre of Reshantur • Tale of Telamon • Trial of the Myrmidon • Voruna's Continuity
	Misc	Great Plague • Rain Of Chains • The Bleeding Earth
	Fragments	Alad V's Partnership • Albrecht's Notes • Duviri's Lost Islands • Gara Legend • Grineer Queens • Ordis' Past • Revenant Legend • Solaris United History • Specimen VK- Tale of the Woman of the Earth and the Husband of the Sea • The Tenets
	Codex	Kaleen's Investigation • Orokin Archives: Warframe • The Beast • Warframe Archive: Debrief
	Synthesis Imprints	Corpus Trade Mission • Creation of Sentients • Grineer Encounter with Sentients • Grineer Uprising • Infested Jordas • Orokin Survivors • Relief Mission on New Uxma
	Comics	Rell (Webcomic) • The Ascension • WARFRAME: Ghouls • What Remains
	Nightwave	The Emissary of Eris • The Glassmaker • The Wolf of Saturn Six
	Misc	Ascension Day • Albrecht Entrati & the Requiem Words • Litany of the Dax • Mirror Queen Story • Naberus Folktale • Prime Trailers • Solaris United ARG • Tales of Duviri • The Dying Old Man • The Hollow Rider • Unauthorized Broadcast Transcripts • Waverider • Zariman ARG
	Locations	Ceres (Altra) • Cephalon Weave • Corposium • Deimos (Cambion Drift, Necralisk) • Duviri (Academe, Archarmor, Cornucopia, Galleria, Kullervo's Hold, Lake Verula, Lorn, Manipura, Necropolis, Scholar's Landing, Watcher's Island) • Earth (Cetus, Tower of Unum, Plains of Eidolon, Iron Wake, The Silver Grove) • Harkonar Production Zone • Ice Mines • Jupiter • Kuva Fortress • Phobos (Mycona Colony) • Pluto • Lua (Circulus, Yuvarium, Reservoir) • Lucretia Platform • Luna Placida • Mars (Martialis, New Uxmal) • Murex • Masker's Theodolite • Neptune • Orokin Derelicts • Origins System • Relay • Reshantur • Eris • Europa (Riddha) • Sanctuary • Saturn (Saturn Six) • Sedna • Tau System • Undercroft • Uranus • The Void (Duviri, Granum Void) • Venus (Dabaoth-Kra, Deck 12, Orb Vallis, Fortuna) • Yuvarium



Technology		Arcane Machine • Archwing • Anchor Station • Amalgams Amps • Archon Shards • Asteroid Hangars • Autofactory Ayatan Treasures • Carrier Platform • Cephalon • Conduits Corpus Ships • Cosmic Clock • Crystal Index • Cyclops Arr • Defixios • Entrati Lanthorn • Fomorian • Freightlinker • Genestamps • Golden Maw • Galleons • Heart of Deimos Hydraulas • Icedriver • Infestation (Helminth, Lephantis, Levianthan) • Isolation Vaults • Jade Light • Kuria • Lora Device • Mandachord • Missile Platform • Narmer Veil • Necramechs • Neural Sentry • Orbiter • Orokin Shield Nod • Orokin Towers • Orowyrm • Pom-2 • Pulse Turbine • Railja (The Tempestarii) • Tether Power Plant • Raknoids • Razorback • Reliquary Drive • Sentients (Eidolons, Murex) Sentinels • Shipkiller Platform • Solar Rails (Junctions) • Specters • Torsion Beam Device • Transference (Somatic • Veilbreaker • Vessels • Vitruvian • Void Relics • Warframe: Weeping Towers • Zanuka Project (Zanuka)
Factions/ Organizations	Main	<u>Corpus</u> (Board of Directors, Feed and Research Division Order of Profit) • <u>Grineer</u> • <u>Infestation</u> • <u>Narmer</u> (Archons) • <u>Orokin</u> (<u>Corrupted</u>, <u>Entrati</u>, <u>Necraloid</u>, <u>Cavia</u>) • <u>Stalker</u> • <u>Sentient</u> • <u>Ten</u> • <u>The Murmur</u>
	Syndicate	<u>Steel Meridian</u> • <u>Arbiters of Hexis</u> • <u>Cephalon Suda</u> • <u>Perrin Sequence</u> • <u>Red Veil</u> • <u>New Loka</u>
	Civilian	Myconians • <u>Kahl's Garrison</u> • <u>Nightwave</u> • <u>Ostr</u> (<u>The Quills</u>) • <u>Solaris United</u> (Solari, <u>Ventkids</u>, <u>Vox Solaris</u>) • <u>The Holdfasts</u>
	Misc	Acolytes • Archimedean • Black Seed • Cephalites • Children of Reshantur • Corpus Guilds • Dax • Focus Schor • Hollow Children • House of Stavika • House Lavan • Hou Sigma • House Vidar • House Zetki • Kavor • Lorists • Tekeli Temple Telamon • The Scoria • Tubemen • Yaskutai • Yuva Clerisy • Arlo's Congregation (Devotees, Zealot Herald, Zealot Proselytizer, Zealot Baptizer, Zealoid Bastion, Zealc Prelate)
Currencies		<u>Credits</u> • <u>Granum Crown</u> • <u>Orokin Ducats</u> • <u>Platinum</u> • <u>Regal Aya</u>

Languages/Scripts

Eras

Other

Corpus Language • Grineer Language • Orokin Language (1999 Script) • Ostron Language • Solari Language • Voidtongue

Orokin Era (Lith • Meso • Neo • Axi • Void Era)

Albrecht Membrane • Brain-Shelving • Cephalon Cordylor • Cloning Decay Syndrome • Conceptual Embodiment • Continuity • Komi • Kuva • Naberus • Operator Report • Orokin • Rathuum • Shawzin • Synthesis • Star Days • Temporal Axioms • Theories of Time • The Index • Vosphene Glyphs

Codex • Leverian • Story and History

Categories

Languages

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