

ADVERTISEMENT

Drifter/Intrinsics

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For Railjack Intrinsics, see [Railjack/Intrinsics](#).

Drifter Intrinsics are a skill point system to enhance the [Drifter](#)'s prowess in [Duviri](#).

Intrinsics are awarded from Duviri-related activities, but [Affinity Booster](#) does **not** affect their gains. Acquired points can be spent using the well of golden rings in the [Dormizone](#) and [Teshin's Cave](#).

Intrinsics



General

There are four main Intrinsic classes that the player can invest in, with each class having a max rank of 10: **Combat**, **Riding**, **Opportunity**, and **Endurance**.

Intrinsic Points are earned by:



WARFRAME Wiki



- Completing the main stages of the [Spirals](#) (3x)
 - Completing The Undercroft (6x)
 - Defeating the [Orowyrm](#) (15x, 22x on [The Steel Path](#))
- Side objectives within the Duviri landscape (3x)
 - [Fishing](#) only awards once per Duviri visit.
 - [Shawzin](#) playing only awards once per song per Duviri visit.
- Completing waves of [The Circuit](#) (3x).
- Collecting [Lost Islands of Duviri](#) Fragments (5x)

Rank	Intrinsic Points needed	Cumulative total
1	20	20
2	25	45
3	30	75
4	45	120
5	65	185
6	90	275
7	125	400
8	160	560
9	205	765
10	255	1020

Unlike [Railjack Intrinsics](#), Drifter Intrinsics are not tied to [Affinity](#) and therefore **not** affected by [Affinity Boosters](#).

Each Intrinsic rank gained rewards the player with 1,500 [Mastery points](#). Ranking all four classes to rank 10 costs a total of 4,080 Intrinsics and awards 60,000 [Mastery Rank](#) experience.

There is no way to reallocate or respec points once invested.

Intrinsic Classes

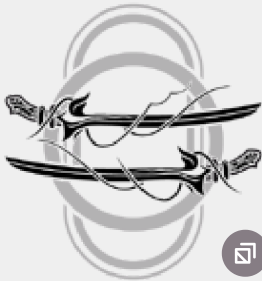
Combat Riding Opportunity Endurance

This section is [transcluded](#) from [Drifter/Intrinsics/Combat](#) . To change it, please [edit the transcluded page](#).

Improve the Drifter's fighting skills.



—In-Game Description

The **Combat** Intrinsics strengthens the Drifter's fighting prowess in [Duviri](#).



Rank	Ability	Description	Notes
1	Deadly Decrees	Each active Decree	Each Decree stack



		<i>Damage.</i>	<p>bonus.</p> <ul style="list-style-type: none"> Damage bonus is additive to other base damage increases such as  Serration and  Hornet Strike. Affects certain Warframe abilities.
2	Adrenaline Surge	<i>In Duviri, Restorative boosts movement speed for 5 seconds.</i>	
3	Transference Sync	<p>Unlock</p> <p>Transference Surge, the ability to briefly summon a Warframe in Duviri by pressing  when the Transference bar is full.</p>	<ul style="list-style-type: none"> Dealing damage to enemies fills a gauge above the ability icons. Once full, the Warframe can be summoned into Duviri for 10 seconds.
4	Swifter Strike	<i>In Duviri, Drifter Power Strike cooldown is reduced by 30%.</i>	
5	Swifter Abilities	<i>In Duviri, Drifter ability cooldown is reduced by 20%.</i>	<ul style="list-style-type: none"> Restorative cooldown reduced to 12 seconds. Smoke Screen cooldown reduced to 48 seconds. Does not affect Guiding Hand or Kaithe abilities.
6	Neural Pulse	<i>In Duviri, the Guiding Hand ability will expose a</i>	



		<i>enemies for 10s. Hitting a weakpoint will deal 3x damage.</i>	
7	Weaponmaster	<i>In Duviri, weapon critical hit chance increases by +20% additively.</i>	<ul style="list-style-type: none">Also affects Warframes.
8	Transference Synergy	<i>Increase Transference Surge duration by 50%.</i>	<ul style="list-style-type: none">Transference Surge duration increased to 15 seconds.
9	Muscle Mass	<i>Drifter deals +25% damage. In the Origin System, both Drifter and Operator receive this boost.</i>	
10	Overpowering Abilities	<i>In Duviri, using an Ability increases damage by 150% for 3 seconds.</i>	

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