

ADVERTISEMENT

Drifter/Intrinsics

[< Drifter](#)

SIGN IN



REGISTER

EDIT

[Drifter](#)[Gameplay](#)**[Intrinsics](#)**[Customization](#)[Patch History](#)[Gallery](#)[Quotes](#)

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/Riding](#) . To change it, please [edit the transcluded page](#).

Enhance Kaithe-riding.

—In-Game Description

The **Riding** Intrinsics allows the use of [Kaithe](#) riding and provides beneficiary effects while aboard the steed.



Rank	Ability	Description	Notes
1	Summon Kaithe	Tap  to summon	Players are



			this Intrinsic during The Duviri Paradox .
2	Cavalier Strength	<i>Increased resistance to being dismounted by an enemy.</i>	
3	Hoof Stomp	<i>While riding a Kaithe, press 3 to command your Kaithe to stomp, knocking enemies back and reducing their armor.</i>	
4	Fast Travel	<i>Use the map to fast travel to central Duviri locations and Materliths.</i>	
5	Smooth Path	<i>Plants and rocks are marked on the map when you ride your Kaithe.</i>	
6	Steadfast Dismount	<i>While riding a Kaithe, press 4 to dismount and gain 150 Overguard. 150 second cooldown between uses.</i>	
7	Endurance Racer	<i>Reduce cooldown between dashes.</i>	
8	Unique Identity	<i>Name your Kaithe.</i>	
9	Equestrian Bond	<i>Receive Kaithe Summon for Origin System Open World missions.</i>	
10	Herd Travel	<i>Use the map to fast travel to other Drifters.</i>	

Categories



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

More Fandoms

[Sci-fi](#) | [Warframe](#)

