

Drifter/Intrinsics



< Drifter

Drifter

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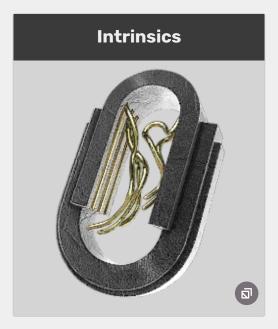
Gallery

Quotes

For Railjack Intrinsics, see Railjack/Intrinsics.

Drifter Intrinsics are a skill point system to enhance the <u>Drifter</u>'s prowess in <u>Duviri</u>.

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



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



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- 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)

Unlike <u>Railjack Intrinsics</u>, Drifter Intrinsics are not tied to <u>Affinity</u> and therefore **not** affected by <u>Affinity</u> Boosters.

Each Intrinsic rank gained rewards the player with 1,500 <u>Mastery points</u>. Ranking all four classes to rank 10 costs a total of 4,080 Intrinsics and awards 60,000 <u>Mastery Rank</u> experience.

| 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 |

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

Intrinsic Classes

Combat Riding Opportunity Endurance

This section is transcluded from Drifter/Intrinsics/Opportunity. To change it, please edit the transcluded page.

Give the Drifter better luck and more options.

-In-Game Description

The **Opportunity** Intrinsics unlocks more available Warframe, weapon, and Decree selections within Duviri.

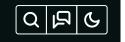


| Rank | Ability | Description | Notes |
|------|-------------------------|-------------------|-----------------------|
| 1 | Expanded Decrees | Decree selections | · Increases number of |



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| | | option. | selections from 3 to 4. | |
| 2 | Expanded Arsenal | Gain two additional weapon choices in Teshin's Cave. | • Increases number of weapon options from 4 to 6. | |
| 3 | Lucky Opener | Gain a free Decree when you enter Duviri. | | |
| 4 | Warframe Abundance | Gain one additional Warframe option in Teshin's Cave. | Increases number of Warframe choices from 3 to 4. Also enables Teshin's Cave offerings to be previewed in the Star Chart before entering Duviri | |
| 5 | Treasure Finder | +50% chance to receive Rare Decrees. | | |
| 6 | Fresh Hand | Discard offered Decrees and get a new selection, up to 3 times per Duviri visit. | | |
| 7 | Maximized Arsenal | Gain two additional weapon choices in Teshin's Cave. | Further increases number of weapon options to 8. | |
| 8 | Warframe Diversity | Gain one additional Warframe option in Teshin's Cave. | Further increases number of Warframe choices to 5. | |



| 9 | High Value Vendor | Acrithis's stock now includes one Arcane per day. | The Circuit's The Steel Path also allows selection of a Rifle, Pistol, or Melee Riven Mod or Kuva in place of an Incarnon Genesis. |
|----|-------------------|--|--|
| 10 | Stranger in Black | An unlikely ally will occasionally appear in Teshin's Cave as a playable Warframe. | Unlocks the Stalker as a Warframe option. |

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