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

Boost the Drifter's powers of survival.

—In-Game Description

The **Endurance** Intrinsics bolsters the [Drifter](#)'s survivability in [Duviri](#).



Rank	Ability	Description	Notes
1	Fortifying Decrees	Each active Decree	Each Decree stacks



		<i>Drifter.</i>	bonus. <ul style="list-style-type: none"> Also affects Warframes.
2	Restorative Decree	<i>Gaining a Decree fully restores Health and Energy.</i>	<ul style="list-style-type: none"> Also affects Warframes.
3	Determination	<i>One additional Revive is available in Duviri.</i>	<ul style="list-style-type: none"> Also affects Warframes.
4	Deft Defender	<i>Parry grants +25 Health. Precise Parry grants +50 Health.</i>	
5	Born Survivor	<i>+50% additional Health.</i>	
6	Precision Power	<i>On precise parry, gain extra charge for Transference Surge.</i>	
7	Sharpshooter's Bounty	<i>Landing a headshot restores +10 Health/s for 5s.</i>	<ul style="list-style-type: none"> Also affects Warframes.
8	Tenacity	<i>One additional Revive is available in Duviri.</i>	<ul style="list-style-type: none"> Also affects Warframes.
9	Tough As Old Boots	<i>Gain +5 Health/s as Drifter. In the Origin System, both Drifter and Operator receive this boost.</i>	
10	Cheat Death	<i>Fatal damage leaves you at 20% Health and invulnerable for 3 seconds. 200 second cooldown.</i>	<ul style="list-style-type: none"> 200 seconds is equal to 3 minutes and 20 seconds. Also affects Warframes. Cooldown ends upon dying or



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