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# Jad Teran

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## CODEX

A young and ambitious Anyo Corp. employee, Jad has demonstrated remarkable aptitude for micromanaging machinery. He was promoted to the Robotics Technology Division where he leads the design of new robotics to be utilized by other divisions of Anyo Corp.

**Jad Teran** is one of the many Brokers participating in [The Index](#) on behalf of Anyo Corp. He is armed with a single [Staticor](#) gauntlet and a [Lecta](#) whip. Additionally, he can deploy any of the four [ability](#)-disrupting helmets of the [Corpus Comba/Scrambus](#), making him a highly flexible and dangerous fighter.

## Behavior

## Jad Teran

[Update Infobox Data](#)

A young and ambitious Anyo Corp. employee, Jad has demonstrated remarkable aptitude for micromanaging machinery. He was promoted to the Robotics Technology Division where he leads the design of new robotics to be utilized by other divisions of Anyo Corp.

[General Information](#)[WARFRAME Wiki](#)

from them and firing his Staticor or throwing proximity-detonated mines similar to those launched by the [Drover Bursa](#).

- He becomes even more dangerous at close range, however, thanks to the long reach and high damage of his electrical whip and his ability-disrupting helmet.
- Jad Teran can switch between Nul, Sap, Slo and Fog helmets upon dying, making him more unpredictable than other brokers. The **Nul** helmet in particular makes him very dangerous in long Index matches, as it cancels out any defensive buffs a warframe may be relying upon.
- He will dodge as soon as the player is aiming at or targeting him.

<b>Mission Type(s)</b>	The Index
<b>Type</b>	Ranged/Melee
<b>Weapon(s)</b>	 Staticor  Lecta
<b>Abilities</b>	Proximity Mines Disruption Helmet
<b>Statistics</b>	
<b>Affinity</b>	23
<b>Shield</b>	2,500
<b>Health</b>	1,000
<b>Armor</b>	50
<b>Dmg. Reduction</b>	12.25%
	
<b>Body Multipliers</b>	Head: 2.0x
<b>Base Level</b>	15
<b>Level Scaling</b>	
15	500
<b>Selected Level</b>	15
<b>EHP</b>	3,639.6
<b>Steel Path EHP</b>	--
<b>Miscellaneous</b>	
<b>Codex Scans</b>	3
<b>Drops</b>	
<b>Mod Drops</b>	 Pain Threshold 1.25%  Kinetic Ricochet 1.25%  Thermagnetic Shells 1.25%  Static Discharge 1.25%  Medi-Pet Kit 1.25%  Shield Charger 1.25%  Tether Grenades 1.25%  Flux Overdrive 1.25%
<b>Resource Drops</b>	Region Resource 7.00%
<b>Official Drop Tables</b>	
<a href="https://www.warframe.com/droppables">https://www.warframe.com/droppables</a>	

## Trivia

- Despite having the same model as a Comba/Scrambus, he is only as large as a typical [Crewman](#).

## Bugs

- Despite the Codex stating that he has **100** Shields, **150** Flesh, and **200** Alloy Armor at base, he actually has **2500** Shield, **1000** Flesh and **400** Alloy Armor at level 1.



# Patch History

## Hotfix 27.3.11 (2020-04-09)

- Fixed Jad Teran not following the Scrambus rules for disabling abilities.

### Anyo Corp [Collapse]

#### Investor Relations Department

Armis Ulta • Dru Pesfor • Rana Del • 002-ER

#### Loan Reclamation Division

Lockjaw & Sol • Nako Xol • Pelna Cade • Ved Xol

#### Robotics Technology Division

Auditor • Azoth • **Jad Teran** • Raptor RX

#### Zenith Galactical

Derim Zahn • Jen Dro • M-W.A.M. • Tia Mayn

#### Special

John Prodman

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## Languages



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