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Focus



EDIT



Madurai



Vazarin



Naramon



Unairu



Zenurik

Preceded by

[Focus 2.0](#) since [Update 31.5](#) (2022-04-27)

And so you became Tenno. Serving the Orokin... but bound by honor. As the Tenno grew, they founded great schools. The Tenno Ways. Do you see yours?

—[Lotus](#) to the [Operator](#) during [The Second Dream](#)

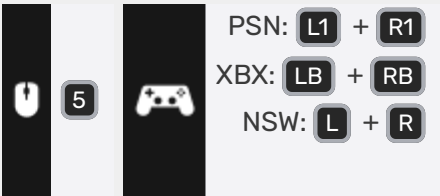
Focus (Version 3.0) refers to the Tenno's powers as guided by the principles of the five [Focus Schools](#), as well as their associated special abilities. Players unlock their first Focus abilities after completing [The Second Dream quest](#) (starting with two passive abilities per school), and gain access to all remaining abilities after [The War Within](#) and [Saya's Vigil](#) with assistance from [The Quills](#). Some abilities benefit the Operator or Warframe exclusively, while others can benefit both entities.

Following its predecessor, [Focus 2.0](#), each School gained two unique castable abilities while several other abilities were reworked. Focus Point costs of Waybound abilities were normalized, and the Pool capacity needed to equip Waybound abilities were

Focus



Activation



Upon completion of [The Second Dream](#) quest, players become able to perform **Transcendence**. When activated, an invulnerable projection of the [Operator](#) (along with a powerful **Void Beam** attack) will appear and hover from the Warframe, able to be controlled through basic movement, and any learned Focus passives will take effect. During Transcendence, the player's Warframe is invulnerable but disabled, though any active channeled/cast [Abilities](#) will remain. This state lasts for **10** seconds unless the player manually deactivates it or falls off a platform. Activating Transcendence requires a filled gauge that automatically charges after **3** minutes.

Completing [The War Within](#) replaces Transcendence with **Transference**, which allows the Operator to physically join the battle with an entirely new set of Abilities, [Amp](#) and [Arcanes](#). This upgrade also allows Focus passives to take effect immediately at the start of a mission, even if Transference isn't used at all.

Acquiring both Transcendence and Transference are required to activate and take advantage of the passive and active Focus powers provided by each school.

Tenno Schools

The Tenno Schools represent differing paths of discipline in regards to the Tenno's personality and fighting styles, manifesting in the various abilities that each school provides for the Tenno [Operator](#). Several aspects of the Focus powers are additionally granted towards the active Warframe.

At the end of The Second Dream, players are asked to choose one of the five Tenno Schools available as their starting Focus school. Focus is classified into the five Schools, similar to the modern [polarities](#):

- [Madurai](#), School of the Fighters
- [Venerin](#), School of the Protectors

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-  [Unairu](#), School of the Indomitable
-  [Zenurik](#), School of the Arcane

Each school has their own skill tree comprising 10 abilities called **Ways**, which unlock various passive abilities that can enhance Operator powers and grant improvements to the player's Warframe.

Each Way contains their own ranks which can be increased by spending [Focus Points](#) into the specified Way. An unlocked and activated Way will be lit up in white, the lines between two Ways signify the outer's dependence on the activation of the inner Way as a pre-requisite to be able to be active.

In addition, the remaining unchosen schools at the end of The Second Dream require 50,000 Focus Points to unlock.

Unlocking a Way requires a one-time spending of Focus. The player must then confirm the allocation; otherwise they will revert their Focus powers to that of the last-confirmed change. **Once confirmed, Focus cannot be reimbursed or retrieved.**

Ways are split into **Active**, **Passive** and **Way-Bounds**. Active and Passive ways are only usable in the specific focus school they belong to, and will not have any effect if another school is selected as primary.

Initially, only the two Passive Ways per school will be available to the player for activation upon completing [The Second Dream](#) Quest. In order to reveal the rest of the Focus abilities in a particular school, players must have completed both [The War Within](#) and [Saya's Vigil](#), and subsequently visit [The Quills](#) on [Cetus](#) in order to be able to unlock and rank up their Ways.

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A Tenno Operator being projected through Transcendence as the Warframe lies inert on the ground.

Active Ways



WARFRAME Wiki



Active Ways provide improvements or alterations in regards to utility and the Operator's Void powers, namely [Void Sling](#) and [Void Mode](#), and grant two castable abilities similar to Warframe [Abilities](#). They are denoted by having a circular icon.

Each school typically has 6 Active Ways in three sets of two.

Passive Ways

Passive Ways provide passive enhancements to a Warframe and/or Operator's stats. These ways apply their bonuses from the start of a mission. They are denoted by a hexagonal icon.

Each school typically has 2 Passive Ways, not including Waybounds.

Way-Bounds

Way-Bound abilities passively enhance the Operator's base combat stats. Unlike all other Ways, these can be "unbound" from the Focus school they are part of, therefore showing up (and treated as) as an additional unlocked Way in any selected school afterwards.

Unbinding a Way-Bound node requires the node to be upgraded to the last rank, then spending 750,000 Focus points and a [Brilliant Eidolon Shard](#).

Each school has two Way-Bound nodes, for a total of 10 Way-Bound nodes available to unlock.

View List of Way-Bound Abilities List

The Focus Trees

- Madurai
- Vazarin
- Naramon
- Unairu
- Zenurik

This section is *transcluded* from *Focus/Unairu* . To change it, please *edit the transcluded page*.

Madurai

Vazarin

Naramon

Unairu

Zenurik

They pushed themselves to Outlast the Enemy, to withstand all aggression without retreat.

Preceded by

Focus 2.0/Unairu since Update 31.5 (2022-04-27)

*could not match their endurance, the
won without having even commence*

*I see a mountain, breaking the sky. The Way of Unairu. We
pushed ourselves to Outlast The Enemy, to withstand all
aggression without bending.*

—Operator

The **Unairu** way trains to become an indomitable soldier. The **Tenno** of Unairu provide the frontlines with unmatched tenacity, along with direct buffs to allies' offenses and defenses. Those who mastered the Unairu school are granted enhanced damage resistance and damage reflection.

This school improves **Operator** and Warframe survivability, granting immunity to **Slow**, **Stagger**, and **Knockdown**, increases **armor**, and clear **Transference Static**. They are also able to debuff enemies by stripping their armor and **shields**. Their Way-Bound allows the Operator to fight and self-revive their Warframe during **Bleedout**.

Since its predecessor **Unairu 2.0**, this school gained immunity to certain status effects, the ability to remove Transference Static, the ability to self-revive, now removes all armor, can now remove enemy shields, and summoned Unairu Wisps now seek out allies. However, Unairu is no longer capable of damage reflection and reducing enemy damage, **Void Mode** no longer turns allies invisible or grants damage reduction, and no longer has an on-demand **bullet attractor** effect.



The treeways of the Unairu school.

Ways

Poise

Poise	Warframe And	Operator	25,000 / 50,000 / 105,000 / 200,000
Gain immunity to slow, stagger, and knockdown effects for 10 / 20 / 30 / 40s after transferring between Operator or Warframe.			

Stone Skin

Stone Skin	60,000 / 105,000 / 215,000 / 400,000		
	Passive		
	Warframe And	Operator	
Increases Armor for Warframe and Operator by 50 / 100 / 150 / 200 .			

Last Gasp

Last Gasp	Passive, Way-Bound	60,000 / 105,000 / 215,000 / 400,000/
Revive your	Operator	750,000 + Brilliant Eidolon Shard
Warframe by transferring to Operator and killing 3 / 3 / 3 / 3 enemies before 9 / 11 / 13 / 15s elapse and the revive meter begins to drain.		
- Allows Transference to be activated during Bleedout, summoning the Operator who produces a radial shockwave that inflicts Knockdown. Kills during Last Gasp will fill a gauge to revive their Warframe. Eximus, Thrax Centurion, or Thrax Legatus kills will instantly fill the gauge. - The gauge starts at 0%. After a few seconds it will start to drain, which gradually ramps up over time. - Any active Warframe abilities inflicting damage-over-time during Last		

[Seeking Talons](#)) will also help fill the self-revive gauge.

- Additionally, there is a **5** second of invulnerability upon using this ability.
- Holding Transference button during Last Gasp will teleport the Operator to their Warframe.
- Cannot be used on Warframes with self-revive passives, such as [Inaros](#) and [Sevagoth](#).

Vengeance

Vengeance

95,000 / 160,000 / 325,000 / 600,000/
750,000 + [Brilliant Eidolon Shard](#)

During **Passive, Way-Bound**
Last **Operator**

Gasp, Operator Damage is
increased by **25 / 50 / 75 /**
100% plus an additional **10**
/ 15 / 20 / 25% per
second.

- Damage bonus is additive to other Operator and Amp damage bonuses, such as [Unairu Wisp](#), [Void Strike](#), [Phoenix Talons](#), [Amp Spike](#), [Lethal Levitation](#), [Eternal Eradicate](#), and [Virtuos Fury](#).
- Damage bonus caps **+1000%** damage.

Magnetic Flare

Magnetic Flare

Operator

60,000 / 105,000 / 215,000 / 400,000

Use your first Ability to create a **5**
/ 6 / 7 / 8m radius field that lasts
for **12 / 18 / 24 / 30s** and
disables the shields of any enemy
that enters it.

- Costs **50** energy to cast.
- Does not affect boss units [E.g. Acolytes]
- Affects [Treasurers](#).

Magnetic Boost



Magnetic Boost95,000 / 160,000 / 325,000 / 600,000

Void Sling out **Operator** of a Magnetic Flare to refresh its duration and increase its radius by **25 / 50 / 75 / 100%**.

Caustic Strike

Caustic StrikeOperator60,000 / 105,000 / 215,000 / 400,000

Second Ability launches an energy bomb that explodes with a 5 / 6 / 7 / 8m radius, stripping **40 / 60 / 80 / 100%** of enemy armor. Tap **2** again to detonate in-flight.

- Costs **50** energy to cast.

Unairu Wisp

Unairu WispOperator95,000 / 160,000 / 325,000 / 600,000

25 / 50 / 75 / 100% chance to summon an Unairu Wisp per enemy hit with Caustic Strike. The Wisp will seek out the nearest ally within Affinity Range, increasing Operator damage by **20 / 40 / 60 / 100%** for **5 / 10 / 15 / 20s**.

Reinforced Return

Reinforced Return60,000 / 105,000 / 215,000 / 400,000

Warframe is **Warframe** invulnerable for **1 / 2 / 3 / 4s** after Operator is downed. Tap **X** as Operator falls to bring the

Static Purge

Static Purge

95,000 / 160,000 / 325,000 / 600,000

25 / 50 / 75 / Warframe

100% chance to clear

Transference Static on kill
while Reinforced Return is
active.

Notes

- The Unairu school tree requires **9,000,000** Unairu focus points to fully unlock all nodes at max rank, as well as **1,500,000** and 2 [Brilliant Eidolon Shards](#) to unbind both Way-bound nodes, for a grand total of **10,500,000** focus.
- A fully levelled Unairu Operator is capable of:
 - Way-Bound:** On Warframe [Bleedout](#), activating Transference summons Operator, who has **15** seconds to kill enemies to fill a gauge to revive the Warframe; each kill fills the gauge by **30%** but gradually drains over time. In this state, Operator gains **100% Amp** damage plus an additional **25%** per second.
 - Passive:** Transference grants immunity to [slow](#), [Stagger](#), and [Knockdown](#) for **40** seconds. Increases Warframe and Operator [armor](#) by **200**.
 - Warframe Passive:** When Operator is downed, pressing the interact button (default ) summons the Warframe to their location, becoming invulnerable for **4** seconds. Killing an enemy while invulnerable has a **100%** chance to remove [Transference Static](#).
 - First Ability:** Creates an **8** meter field that lasts **30** seconds, removing all enemy [shields](#) while they are inside it. [Void Slings](#) out of the field refreshes its duration and increases its radius by **100%**.
 - Second Ability:** Launches a bomb that explodes on impact or reactivation while mid-flight, creating an **8** meter explosion that permanently removes **100%** of enemy [armor](#). Each enemy hit has a **100%** chance to summon an Unairu Wisp that seeks out the nearest ally in [affinity](#) range to boost Operator [Amp](#) damage by **100%** for **20** seconds.

Patch History

[Update 36.0](#) (2024-06-18)



- Fixed being unable to use Last Gasp if the "Ability Menu" controller binding has been replaced with "Activate Selected Power".

Hotfix 35.5.8 (2024-04-24)

- Fixed Excalibur Umbra with the Warrior's Rest Augment Mod (which makes it so that he no longer fights independently but increases Ability Strength) regaining sentience during Transference after successfully reviving with Last

Operator	
Focus	Madurai • Vazarin • Naramon • Unairu • Zenurik
Ability	
Default	Void Beam • Void Sling • Void Mode
Madurai	Void Strike (Void Fuel) • Contamination Wave (Distilled Contamination)
Vazarin	Guardian Shell (Guardian Break) • Void Snare
Naramon	Void Levitation (Lethal Levitation) • Sling Stun (Killer's Rush)
Unairu	Magnetic Flare (Magnetic Boost) • Caustic Strike (Unairu Wisp)
Zenurik	Wellspring (Hardened Wellspring) • Temporal Drag (Temporal Shot)
Void Sling	
Madurai	Chained Sling (Sling Strength)
Vazarin	Protective Sling
Naramon	Far Sling • Sling Stun (Killer's Rush)
Unairu	No Upgrades
Zenurik	Disarming Sling (No Quarter)
Void Mode	
Madurai	No Upgrades
Vazarin	Void Regen (Squad Regen)
Naramon	No Upgrades
Unairu	No Upgrades
Zenurik	No Upgrades
Passive	



Vazarin	Mending Unity • Mending Soul
Naramon	Power Spike • Affinity Spike
Unairu	Poise • Stone Skin
Zenurik	Energy Pulse • Inner Might
Way-Bounds	
Madurai	Inner Gaze • Eternal Gaze
Vazarin	Enduring Tides • Rejuvenating Tides
Naramon	Mind Step • Far Sling
Unairu	Last Gasp • Vengeance
Zenurik	Void Siphon • Void Flow
Amp • Arcane Enhancement • Operator Cosmetics • The Quills • Vox Solaris	

Focus Points

Daily Cap

Focus Points have a daily limit of **250,000**, which scales at the rate of **5,000** additional cap per [Mastery Rank](#). This limit resets at 00:00 UTC.

Lens

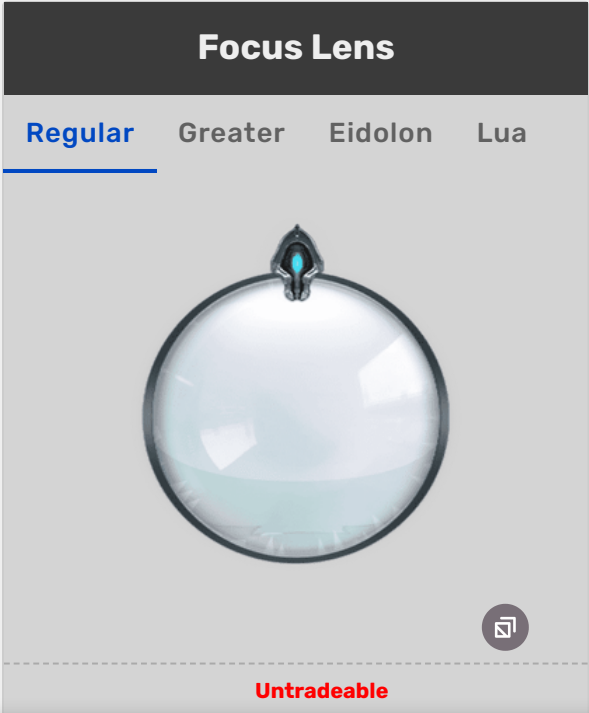
Main article: [Focus Lens](#)

Focus points can be spent by accessing the Focus menu on the [Orbiter's Transference Room](#). These can be spent to unlock a new school, unlock or upgrade a node or increase the maximum Way Capacity.

Focus Gain With Focus Lens

This section is [transcluded](#) from [Focus Lens § Focus Gain and Affinity Distribution](#). To change it, please [edit the transcluded page](#).

The school of Focus earned is determined by which school of lens that is installed (e.g. installing a



[Naramon](#) Focus). Focus points as mechanics which pertain Affinity distribution are as follows:

- Warframe-power kills award Affinity directly (**100%** to the Warframe) without any further distribution, fully converting the Focus through the Lens attached on to the Warframe.
 - Kills made by procs of [Syndicate Weapon Augments](#) are counted as Warframe kills.
- Weapon kills distribute Affinity evenly (**50%** to the Warframe, **50%** to the weapon) between the killing weapon and Warframe. If the Warframe does not have a Lens installed, this results in a loss since the Warframe is unable to convert excess affinity.
- Allied kills distribute Affinity **25%** to the Warframe and the remaining **75%** shared among all equipped weapons. If a Rank-30 weapon does not contain a Focus Lens, it will not convert any affinity obtained from ally kills into Focus points.
 - When in [Operator](#) mode, **37.5%** of the Affinity goes to the [Amp](#).^[1]

Information	
Type	Crafted / Purchased *Note that regular lens, Eidolon Lens blueprints, and Lua Lens blueprints are tradable .
Introduced	Update 18.0 (2015-12-03)

Lens Effectiveness

There are multiple types of Focus Lenses of varying effectiveness available, which can be acquired from different sources.

▼ View Focus Conversion Rate Based on Kill Source and Lens List ▼

Convergence Orbs

Convergence Orbs are yellow glowing pickups that multiply the amount of Affinity converted to Focus by **10x** for either a period of **45** seconds, until death, or when the daily Focus cap has been reached, whichever is shortest. They also instantly grant **5,000** Focus points to the current active school.

These orbs appear periodically (with a glowing indication of its location and a chime upon its appearance) throughout a mission if the player has brought a weapon or frame equipped with a Focus Lens. They stop spawning once the daily Focus cap has been reached. They will despawn if not picked up within a minute.

Immediately upon expiry, a short summary of Focus points earned during the active



Eidolon Shards

Eidolon Shards can be used to gain focus points beside the use of lenses. The shards are **not** limited by the daily cap. To convert them go to the focus trees or inside a tree and bring up the menu for consuming shards for focus.

Name	Focus
Eidolon Shard	2,500
Synthetic Eidolon Shard	5,000
Brilliant Eidolon Shard	25,000
Radiant Eidolon Shard	40,000

Void Enemies

In [Zariman Ten Zero](#) missions, killing [Thrax Centurion](#) and [Thrax Legatus](#) that appear grant the entire squad 2,500 focus to the current active school. Killing [Ravenous Void Angels](#) in [Void Armageddon](#) grant 7,500 focus, while dormant Void Angels in any Zariman mission grant 15,000 focus. This counts toward the daily cap.

Thrax Centurion and Thrax Legatus also appear in [Conjunction Survival](#), [Duviri](#), and [The Circuit](#).

Costs

All Ways have a total of four ranks. They are priced based on their distance from the central root Way.

- Unlocking schools not chosen at the end of The Second Dream requires 50,000 focus points, to a total of **200,000** focus points for four schools.
- The central Way costs 25,000 focus points to unlock, then an additional 50,000, 105,000, and 200,000 to max, to a total of **380,000** focus points.
- Ways adjacent to the center cost 60,000 focus points to unlock, then an additional 105,000, 215,000, and 400,000 to max, to a total of **780,000** focus points.
 - Each school has a total of 5 central adjacent Ways, totaling to **3,900,000** focus points.
- The Ways adjacent to the middle and furthest from the center cost 95,000 focus points to unlock, then an additional 160,000, 325,000, and 600,000 to max, to a total of **1,180,000** focus points.



- Each school has a total of 4 farthest Ways, totaling to **4,720,000** focus points.
- Each school has two Way-Bounds that cost **750,000** focus points and a [Brilliant Eidolon Shard](#) to unbind, totaling to **1,500,000** and two Brilliant Eidolon Shards per school.

Excluding the 50,000 initial unlock, the total to max a single school requires **9,000,000** focus points to max rank each Way, as well as an additional **1,500,000** focus and 2 Brilliant Eidolon Shard to unbind both Waybound nodes, totaling to **10,500,000** per school.

Maxing all five schools requires **45,000,000** focus points to max rank each Way, plus an additional **7,500,000** focus and 10 Brilliant Eidolon Shards for all Waybounds, to a grand total of **52,500,000**.

Represent

Once all nodes in a school have been unlocked and fully ranked including unbinding both Way-Bounds, the **Represent** shop is unlocked containing cosmetics and decorations for that school. Each item costs 1,000,000 **Focus Points** of that school.

The [Refacia Kit](#) instead costs 500,000 **Focus Points** and is not unique to any school.

Focus School	Poster Decoration	Vosphene Decoration	Emblem	La
Madurai				
Naramon				

Unairu				
Vazarin				
Zenurik				

Notes

- When performing Transference, a symbol of the current active Focus school will be displayed on the ground beneath the Operator's feet.
- Unlocking a school will also unlock their [Animation Set](#) that can be equipped by the Operator.
- Focus points are not increased by mission completion bonus affinity.
- Focus points earned during a mission will remain even if the mission is failed or abandoned.
- Focus cannot be used during Archwing segments of a mission.
- Focus abilities cannot be activated if a Warframe is using a channeled ability that restricts its mobility, e.g. [Banshee's](#) [Sound Quake](#) and [Nyx's](#) [Absorb](#). Other channeled abilities will remain active and continue draining energy throughout the duration of the Focus ability.
- Focus Lenses cannot be put on [Companions](#) or their weapons.
- Focus Ability cast animation is affected by cast speed modifiers such as [Natural Talent](#) and [Speed Drift](#).

Tips

- Because Focus Lenses are tied to affinity gained, using [Affinity Boosters](#) can speed this up.
- Due to affinity distribution mechanics when Focus lenses convert affinity into Focus points, the most effective placement of the lens depends on play-style and role.
 - If killing with Warframe abilities, the lens is more effective on the Warframe.
 - If affinity is received largely from teammates, the lens is more effective on a single weapon.
- [Naramon's](#) [Affinity Spike](#) grants increased affinity to the equipped melee weapon.
- If farming Focus through [Eidolons](#), see [Eidolon Teralyst#Strategy](#).
- If farming Focus through Void enemies, [Void Cascades](#) and [The Circuit](#) are highly abundant in [Thrax Centurion](#) and [Thrax Legatus](#).

Trivia

- [Focus 2.0](#) originally required a Focus "Pool" to equip Ways, increased with focus points from any school. While the Pool has been removed, the focus points used for the Pool has been reallocated into the school's Ways.
 - Focus 2.0 required a grand total of **52,660,819** focus points to max each school and the Pool, 0.3% higher than Focus 3.0's grand total cost.
- The Focus system has been in development for a very long period, and was initially slated for release in [Update 14.0](#) (2014-07-18). The developers admitted that [Augment Mods](#) and [Arcane Enhancements](#) initially started out as components of the Focus system before being split from it entirely.
- The five schools of Focus are based upon the five elements of [Wu Xing](#) found in [Book of Documents\(尚书\)](#) and is widely used in ancient Chinese philosophical traditions. It resembles the five elements of godai, which lacks Naramon (the tree), as seen on the backgrounds of each school's skill tree page. The Five Elements are Fire, Earth, Water, Wood, and Metal.
 - The Naramon School represents [Wood 木](#). In *Wu Xing* this is associated with the eyes, growth, flourish, and reaching outward.
 - The Madurai School represents [Fire 火](#). In *Wu Xing* this is associated with the heart, force, passion, and raw ability.
 - The Unairu School represents [Earth 土](#). In *Wu Xing* this is associated with the flesh, stability, durability, and bearing.



- The Zenurik School represents [Metal 金](#). Also interpreted as mineral or crystal, this is associated in *Wu Xing* with the lung, concentrating, reserving, and abundance.
- The Vazarin School represents [Water 水](#). In *Wu Xing* this is associated with the bone, flexibility, supporting, adaptability, and sympathy.
- While the replies that the player chooses during the Operator's conversation with the Lotus has no gameplay effect, the choice of replies are used to reorder the choices of Tenno Schools. Once the selection screen appears, with the school most suited to the Operator appearing on the left, and choice to the right being the least suited. For example, choosing the conversation options relating to knowledge will put Naramon to the leftmost side as the most desirable choice. Players are still free to choose the Focus they wish to start with however.

▼View Sorting Choice Answers List▼

Media

Patch History

[Hotfix 37.0.2](#) (2024-10-03)

- Fixed multiple issues with Focus Schools not being selected correctly after swapping Loadouts in the Star Chart UI.
- Fixed offset issues with Focus School Badges equipped on Volt's Raijin Skin.

[Update 37.0](#) (2024-10-02)

- The Focus Lens Installation screens now display how many Blueprints you own for each Lens type.
- Fixed certain Warframe Abilities showing 0 Energy Drain (and 0 Shield Drain for

Last updated: [Hotfix 24.1.5](#) (2018-12-13)

Operator					
Focus	Madurai •	Vazarin •	Naramon •	Unairu •	Zenurik
Ability					
Default	Void Beam • Void Sling • Void Mode				
Madurai	Void Strike (	Void Fuel) •	Contamination Wave (		

Vazarin	Guardian Shell (Guardian Break) • Void Snare
Naramon	Void Levitation (Lethal Levitation) • Sling Stun (Killer's Rush)
Unairu	Magnetic Flare (Magnetic Boost) • Caustic Strike (Unairu Wisp)
Zenurik	Wellspring (Hardened Wellspring) • Temporal Drag (Temporal Shot)
Void Sling	
Madurai	Chained Sling (Sling Strength)
Vazarin	Protective Sling
Naramon	Far Sling • Sling Stun (Killer's Rush)
Unairu	No Upgrades
Zenurik	Disarming Sling (No Quarter)
Void Mode	
Madurai	No Upgrades
Vazarin	Void Regen (Squad Regen)
Naramon	No Upgrades
Unairu	No Upgrades
Zenurik	No Upgrades
Passive	
Madurai	Phoenix Talons • Power Transfer
Vazarin	Mending Unity • Mending Soul
Naramon	Power Spike • Affinity Spike
Unairu	Poise • Stone Skin
Zenurik	Energy Pulse • Inner Might
Way-Bounds	
Madurai	Inner Gaze • Eternal Gaze
Vazarin	Enduring Tides • Rejuvenating Tides
Naramon	Mind Step • Far Sling
Unairu	Last Gasp • Vengeance
Zenurik	Void Siphon • Void Flow
Amp • Arcane Enhancement • Operator Cosmetics • The Quills • Vox Solaris	



Currencies		Credits • Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing
General	Basics	Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart
	Lore	Alignment • Fragments • Leverian • Quest
	Factions	Corpus • Grineer • Infested • Orokin • Sentient • Syndicates • Tenno
	Social	Chat • Clan • Clan Dojo • Leaderboards • Trading
	Squad	Host Migration • Inactivity Penalty • Matchmaking
	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • Orbiter
Gameplay	Basics	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint
	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect
	Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System
	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
	PvP	Duel • Conclave (Lunaro) • Frame Fighter
	Other	Gravity • Threat Level
Equipment	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth

		System , Passives , Duration , Efficiency , Range , Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
	Operator	Amp • Focus (Madurai , Vazarin , Naramon , Unairu , Zenurik) • Lens
	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsic s • Kaithe
	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
Technical	General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
	Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal Twitch Extension • World State
	Audio	Mandachord • Music • Shawzin • Somachord • Sound
	Mathematical	Calculating Bonuses (Additive Stacking , Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research

Categories

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Languages

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