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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](#)

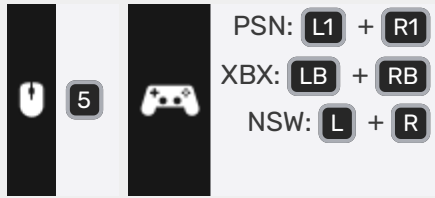
Focus (Version 3.0) refers to the Tenno's powers as guided by the principles of the five [Focus Schools](#), as well as their associated special abilities. Players unlock their first Focus abilities after completing [The Second Dream quest](#) (starting with two passive abilities per school), and gain 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



sheer strength could erase any resi:

*I see a crystal, refracting the moonlight, the Way of
Zenurik. We believed the path to victory was to Dominate
the Enemy. That strength of spirit could overcome any
resistance.*



—Operator

The **Zenurik** way is a school dedicated to the arcane. The **Tenno** of Zenurik are formidable in the arts of enemy attrition and battlefield control. Those who master the Zenurik school are granted tactical and spellcasters' benefits.

This school provides massively increased **energy** regeneration for **Operators**, **Warframes**, and **Necramechs**, one free Warframe ability cast per 60 seconds, and can **disarm** and slow their enemies. Their Way-Bound increases Operator energy capacity and regeneration.

Since its predecessor **Zenurik 2.0**, this school provides improved energy regeneration, as well as increasing **headshot** damage. The energy well was also decoupled from **Void Dash** (now called **Void Sling**) into it's own ability called Wellspring, which now affects Necramechs and can be enhanced to amplify Warframe **Ability Strength** and the well's duration and range. However, Zenurik is no longer capable of producing **Electricity** stunning effects, **Void Mode** no longer pulls in enemies, and no longer has **heavy attack** efficiency bonus.



The treeways of the Zenurik school.

Ways

Energy Pulse

Energy Pulse

25,000 / 50,000 / 105,000 / 200,000

Energy pickups

Warframe And Operator

Passive

grant **20 / 30 / 40 / 50** % additional energy over **11 / 9 / 7 / 5s**.

- Multiple Energy orb pickups stack the energy regeneration.
- Energy is not regenerated while using channeled abilities.
- Effects are applied after bonuses that increase energy orb effectiveness (e.g. [Grendel's Nourish](#), [Dagath's Passive](#), or [Amber Archon Shard](#)). For example, with one Amber Shard (50% effectiveness), Energy Pulse will grant $[25 * 1.5 * 0.5] = 18$ energy over 5 seconds, as opposed to $[25 * 0.5] = 12$.

Inner Might

Inner Might

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

Allows Abilities to be cast without using Energy or Shields but requires **90 / 80 / 70 / 60s** to recharge.

Passive Warframe

- Appears to act as if the player had 200% [Ability Efficiency](#) for a single cast.
- Will only apply to the initial energy cost of [channeled Abilities](#).
- Has no effect (nor triggers its cooldown) on [Nidus's Parasitic Link](#) or [Ravenous](#).
- Has no apparent effect on [Layos's](#) abilities, including [Infused](#).
- Has no effect when casting railjack abilities.

Void Siphon

Void Siphon

60,000 / 105,000 / 215,000 / 400,000/750,000 + [Brilliant Eidolon Shard](#)

Increases

Operator

Passive, Way-Bound

22 / 45 / 67 / 90%.

- Only increases energy regen for the [Operator](#) and not for [Amps](#).

Void Flow

Void Flow

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

Passive, Way-Bound

Operator

Increases Operator Energy
by **22 / 45 / 67 / 90%**.

- Only increases the Operator's energy capacity, not [Amp](#)'s.

Wellspring

Wellspring

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

First Warframe And Operator

Ability creates a well of energy for

5 / 5 / 6 / 8s. Allies passing

through the well gain **3 / 4 / 4 / 5**

Energy/s for **20 / 22 / 25 / 30s**.

- Costs **50** energy to cast.
- Also affects [Necramechs](#).

Hardened Wellspring

Hardened Wellspring

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

Warframe And

Operator

Use your first Ability inside
a Wellspring to increase its
size, boost its duration by
14 / 16 / 18 / 20s, and
grant **+12 / +15 / +18 /**
+20% Ability Strength to
those inside.

- Costs **75** energy to cast.



Temporal Drag

Temporal Drag

Operator

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

Second Ability emits a radial burst slowing any enemy it touches by **50 / 60 / 70 / 80%** for **4 / 6 / 8 / 10s**.

- Costs **50** energy to cast.
- Has a radius of **20** meters.
- Affects most [bosses](#).

Temporal Shot

Temporal Shot

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

Warframe And
Operator

Precision head shot damage increased by **40 / 60 / 80 / 100%** on enemies afflicted with Temporal Drag.

Disarming Sling

Disarming Sling

Operator

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

Slinging through enemies has a **20 / 30 / 40 / 50%** chance to disarm them.

No Quarter

No Quarter

Operator

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

Killing a disarmed enemy increases Operator energy regen rate by **2 / 5 / 7 / 10%** for **2.5 / 5 / 7.5 / 10s**.
4 / 4 / 4 / 4 Max Stacks.



- The Zenurik school tree requires **9,000,000** Zenurik 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 Zenurik Operator is capable of:
 - **Way-Bound:** Increases the Operator's energy capacity and regeneration by **90%**.
 - **Passive:** Energy Pickups grant **50%** additional energy over **5** seconds.
 - **Warframe Passive:** Abilities can be cast at no [energy](#) or [shield](#) cost once per **60** seconds.
 - **Void Sling:** Slinging through enemies have a **50%** chance to be [disarmed](#). Killing a disarmed enemy increases Operator energy regeneration by **10%** for **10** seconds and stacks **4** times.
 - **First Ability:** Creates an energy-restoring well for **8** seconds which grants a **30** second buff regenerating **5** energy per second, affects Operators, Warframes, and [Necramechs](#). Casting inside a well increases its radius, increases its duration by **20** seconds, and grants **20%** Warframe [Ability Strength](#).
 - **Second Ability:** Emits a radial burst that slows down enemies within **20** meters by **80%** for **15** seconds, with **+100%** [headshot](#) damage.

Tips

- Zenurik school can help mitigate Energy Reduction debuff in [Sortie](#) missions.
 - Wellspring can help regenerating energy, though at the significantly lower rate.
 - Inner Might provides full benefit of casting an ability at no cost.

Patch History

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

- Fixed certain Warframe Abilities showing 0 Energy Drain (and 0 Shield Drain for Hildryn) in the Abilities screen with Zenurik Inner Might equipped.

[Update 35.5](#) (2024-03-27)

- Fixed some of Wisp's abilities not consuming Inner Might upon cast.

[Update 35.0](#) (2023-12-13)



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	
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



Unairu

Zenurik

Last Gasp

Void Siphon

Vengeance

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 Lens](#) on a Warframe will earn [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.

Focus Lens

Regular

Greater

Eidolon

Lua



Untradeable

Information

Type

Crafted / Purchased

*Note that regular lens, Eidolon Lens blueprints, and Lua Lens blueprints are **tradable**.

Introduced

Update 18.0 (2015-12-03)

- 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]

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 period will be displayed on the player's screen.

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**



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	Vosphere 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

- If farming Focus through Focus Lenses, see [Affinity#Farming 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.



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					
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Unairu	Magnetic Flare (Magnetic Boost) • Caustic Strike (Unairu Wisp)				
	Walloping (Hardened Walloping) • Temporal Drop (				

Void Sling	
Madurai	Chained Sling (Sling Strength)
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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	

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	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
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