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in: Damage 3.0, Speculation, Updateme, and 2 more

Damage

7 EDIT

Damage | Calculation | Overview Table

Damage (version 3.0) is a system that determines the damage done to a certain target by a given attacker. Damage results are modified by several mechanics – damage type modifiers (main content of this article), armor, critical hit bonuses, stealth bonuses, Warframe ability debuffs, body part modifiers, faction modifiers, and other sources of damage reduction – which are discussed below and on their respective pages.

All damage dealt by any weapon or ability belongs to a certain damage type, and every target has specific resistances and vulnerabilities to different damage types. In-game, enemy resistances and

Preceded by

Damage 2.0 since Update 36.0 (2024-06-18)

Damage

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the *Data-Parse Widget*. Exploiting enemy vulnerabilities and avoiding resistances by means of weapon selection and mod installation may significantly improve players' damage output.

Since its predecessor Damage 2.0, all different Health, Armor, and Shield types have been simplified into one type for each (e.g. Grineer's Cloned Flesh and Machinery is now just "Health", Ferrite Armor and Alloy Armor is now just "Armor", and Shield and Proto Shield is now just "Shield"). Vulnerabilities and resistances have also been decoupled from health types and are now solely based on the enemy Faction (e.g. all Grineer are now exclusively vulnerable to Impact and Corrosive at all times, regardless of the presence of armor or shields, and no longer have any resistances).

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Damage Display

Damage dealt from players to enemies is displayed on the HUD as numbers near the point of impact on an enemy. Damage dealt from enemies to players is displayed on the HUD both as a bent strip to indicate its direction of origin and as a reduction in shield or health hitpoints to indicate its quantity.

Each individual projectile or melee attack will display a single damage instance whose value is rounded to the nearest integer. Weapons with multiple projectiles like shotguns or rifles with Multishot will display a damage instance for each individual projectile. Weapons that fire continuously will display a damage instance at a constant rate depending on the fire rate of the weapon.

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- Critical hits and stealth attacks are in yellow (■).
- Orange crits, appear in orange (■). These are stronger than yellow crits.
- Red crits, as their name suggests, appear in red (■). These are stronger than orange crits.
- Damage against shields and overshields appears in blue (■), regardless of other factors such as critical hits.
- Attempts to damage an invulnerable enemy appear in grey (■).

Three different color tiers of critical hits along with normal damage color

Overview Table

This section is transcluded from Damage/Overview Table . To change it, please edit the transcluded page.

- As of Update 36.0 (2024-06-18), Vulnerable (+) = x1.5 and Resistant (-) = x0.5 incor

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Damage Type		Tenno	Grineer	Kuva Grineer	Corpus	Corpus Amalgam	Infested	Infested Deim	Oroki
Physical	Impact		+	+					
	Puncture				+			+	
	Slash						+		
Primary Elemental	Cold								
	Electricity					+			
	Heat			-			+		
	Toxin								
Secondary Elemental	Blast (Heat + Cold)					-		+	
	Corrosive (Electricity + Toxin)		+	+					
	Gas (Heat + Toxin)							+	
	Magnetic (Cold + Electricity)				+	+			
	Radiation (Heat + Electricity)							-	
	Viral (Cold + Toxin)							-	+

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Damage Types

Every weapon, ability or method of dealing damage is classified as one or more types of damage. Through mods or abilities, further types of damage can be added to attacks.

When multiple damage types are present on an attack, all of them will deal their respective amounts independent of each other, but only one damage number calculated from the combined value of the damage types will show.

With each shown damage value, there is also a chance of a Status Effect occurring; the likelihood of which type of damage this Status Effect is based on depends on the percent distribution of the damage types on the weapon.

Physical Damage

Most weapons' base damage is made up of a combination of three physical damage types: Impact, Puncture, and Slash. The overall physical damage of any given weapon is the sum of Impact, Puncture, and Slash damage. This is sometimes referred to as **IPS**.

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Damage Type	Damage Type Internal Name	Status Effects	Status Effect Internal Name
Impact	DT_IMPACT	**Knockback** Universal: Causes target to flinch and staggers movement for **1** second with higher stacks causing longer stagger duration. For **6** seconds, increases the health threshold for a Parazon finisher by **8%** per stack, up to 5 stacks for **80%** (**100%** on Corpus with all their shields removed) of their total health. Each stack has its own duration.	PT_KNOCKBACK
Puncture	DT_PUNCTURE	**Weakened** Universal: Reduces damage dealt by the target by **40%** and increases received Critical Chance by **5%** for **6** seconds. Subsequent Puncture Status effects add **+10%** weakening, leading to up to **80%** reduced damage and **25%** critical chance at 5 stacks. Each stack has its own duration.	PT_FRAILTY
Slash	DT_SLASH	**Bleed** Universal: Deals **35%** of the base damage as Cinematic damage per second for **6** seconds after a **1** second delay. Stacks are not limited. Each stack has its own duration.	PT_BLEEDING

Although most weapons have varying proportions of Impact, Puncture, and Slash, some weapons (such as the Glaxion or Phage) can have no physical damage at all. Other weapons (like the Plinx or Tysis) can deal a combination of physical and elemental, or combo elemental damage.

Unlike elemental, or combo elemental damage types which can be added via mods, physical damage **cannot** be added to weapons already lacking them. Weapons that do not have one or more components of physical damage are **not** affected by the respective Impact, Puncture, or Slash mods.

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affect damage as a total damage multiplier against the faction in question.

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Primary Elemental Damage

Elemental Damage can be applied on top of a weapon's base damage depending on what Elemental Mods are applied. There are four primary Elemental Damage types: Heat, Cold, Electricity, and Toxin.

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Damage Type	Damage Type Internal Name	Status Effects	Status Effect Internal Name
Heat	DT_FIRE	**Ignite** On Enemy: Deals **50%** of the base damage as Heat damage per second over **6** seconds after a **1** second delay (can be refreshed) while causing the target to panic for **4** seconds and stripping up to **50%** Armor over **2** seconds. Stacks are not limited. On Player: Deals **50%** base Heat damage over **6** seconds and strips up to **50%** Armor over **2** seconds.	PT_IMMOLATION
Cold	DT_FREEZE	**Freeze** On Enemy: Reduces Movement Speed, Fire Rate, and Attack Speed by **50%**, and increases Critical Multiplier received by **+0.1**, for **6** seconds. Stacks up to **10** times, with subsequent procs increasing slow by **5%** to a total of **90%**, and critical multiplier by **+0.05** to a total of **+0.5**. Each stack has its own duration. On the 10th stack, the enemy becomes Frozen for **3** seconds, completely freezing them in place, negating Shield recharge, and increases critical multiplier to **+1.0**; upon thawing, 3 Cold stacks will remain. On Player: Reduces Movement	PT_CHILLED

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Electricity	DT_ELECTRICITY	**Tesla Chain** On Enemy: Deals **50%** of the base damage as Electricity damage per second over **6** seconds to enemies within **3** meters of the target and stuns the affected target for **3** seconds. Each stack has its own duration. On Player: Deals **50%** base Electricity damage to allies within **3** meters of the target.	PT_ELECTROCUTION
Toxin	DT_POISON	**Poison** Universal: Deals **50%** of the base damage as Toxin damage over **6** seconds after a **1** second delay (bypasses Shield). Stacks are not limited. Each stack has its own duration.	PT_POISONED

A single primary Elemental Damage type can be applied alone, but if a second primary Elemental Damage type is introduced they will combine into a secondary Elemental Damage type.

Secondary Elemental Damage

Creating these secondary elements requires mixing two primary elements together.

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Combined Damage Type	Elemental Damage Types	Damage Type Internal Name	Status Effects	Status Effect Internal Name
Blast	Cold + Heat	DT_EXPLOSION	**Blast** The status effect of **Blast** damage is **Detonate**. It causes a miniature explosion inflicting **30%** of base damage after **1.5** seconds. If the effect is forced to end early, either by reaching the maximum **10** stacks or when the target dies, all stacks are dealt simultaneously and enemies within **5** meters are dealt **300%** of base damage. The radius is unaffected by Firestorm or Fulmination.	PT_FLASHBANG
Corrosive	Electricity + Toxin	DT_CORROSIVE	**Corrosion** On Enemy: Reduces current Armor by **26%** for **8** seconds. Stacks for a maximum of 10 stacks and **80%** reduced armor. Each stack has its own duration. On Player: Reduces armor by **26%** for **8**	PT_CAUSTIC_BURN

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Gas	Heat + Toxin	DT_GAS	**Gas Cloud** Universal: Creates a **3** meter radius effect which deals **50%** of base damage as Gas damage per second for **6** seconds to targets inside. Stacks for a maximum of 10 stacks and a **6** meter radius. Each stack has its own duration. The effect stays for its duration even if the affected enemy dies.	PT_ASPHYXIATION
Magnetic	Cold + Electricity	DT_MAGNETIC	**Disrupt** On Enemy: Any instance of damage dealt to target's Shields and Overguard will deal **+100%** additional damage for **6** seconds. Stacks for a maximum of 10 stacks and **+325%** additional damage. Each stack has its own duration. Enemies under this effect also cannot regenerate shields naturally. When Shields/Overguard break, the target receives	PT_MAGNETIZED

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				Shields/Overguard per Magnetic stack up to **30%**. On Player: Amplifies damage dealt to shields by 100%, nullifies shield regeneration, and deals **20** Energy Drain damage per second and scrambles the interface for **4** seconds.	
	Radiation	Electricity + Heat	DT_RADIATION	**Confusion** On Enemy: Attacks any closest enemy with **+100%** bonus damage to allies and will be attacked in return for **12** seconds. Also applies **+100%** damage dealt to allied units. Stacks for a maximum of 10 stacks and **+550%** damage against allied units. Each stack has its own duration. Bosses: Increases damage received from other units. Stacks for a maximum of 4 stacks and **+250%** damage received. Does not make the Boss attack allied units	PT_RAD_TOX

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			damaged by allies for **4** seconds.	
Viral	Cold + Toxin	DT_VIRAL	**Virus** On Enemy: Any instance of damage dealt to target's Health will deal **+100%** additional damage for **6** seconds. Stacks for a maximum of 10 stacks and **+325%** additional damage. Each stack has its own duration. On Player: Amplifies damage dealt to health by **100%** for **6** seconds.	PT_INFECTED

Elemental Damage is applied in addition to a weapon's physical damage types.

Weapon Damage = (Impact + Puncture + Slash) + (Elemental Damage Types)

Note that a primary elemental damage type that has been combined into a secondary type will no longer be dealt to the weapon's targets, nor its status effect will be applied to the targets either. For example, a weapon dealing Blast damage that is created by combining Cold + Heat will no longer deal Cold damage or cause its **Freeze** effect, nor Heat damage or its **Ignite** effect to this weapon's targets.

Modding

Elemental Damage Combinations are made by following a mod placement hierarchy. This hierarchy is from closest to top left (first to be considered) to the bottom right (last to be considered) on the mod layout. Innate weapon elemental damages are considered the very last in any hierarchy, with one exception: some Kuva and Tenet weapons from Kuva Liches or Sisters of Parvos are capable of having two base elemental damages (one from the weapon, one from the Valence damage of the Progenitor Warframe that

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short - will be placed second to last in the element combine order, while the other primary element will be placed last in the combine order.

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However, a weapon's innate elemental damage can be forced into a different position in the hierarchy (and thus be combined into a secondary element earlier) if the player has equipped a mod of the same element as the innate element. As well, when using multiple mods with the same element, the first position that element is placed in establishes its hierarchy and where it's combined.

For example, putting Stormbringer on the top left slot of an Amprex will change the position of its innate Electricity damage from last in hierarchy to first in hierarchy. Similarly, placing Thermite Rounds earlier in the hierarchy before placing Hellfire will still count the Heat damage where it was first placed.

A weapon's innate elemental damage will contribute to elemental combinations, as long as the combination has been established earlier in the hierarchy. It can also combine with the last uncombined elemental mod in the hierarchy to form a secondary element.

Load Order	For example: when modding a weapon with Electricity such as the Prova or the Lecta, then adding Cold, Toxin, and Heat in 1, 2 and 3 respectively get: Viral (Cold + Toxin) and Radiation (Heat + Electricity).

In the case of Riven Mods where there is more than one elemental stat present, the hierarchy priority will be given to the **last** elemental stat listed on the Riven mod. For example, a Riven mod with a bonus of +100% Electricity damage first and +90% Toxin damage last, will enable the Toxin damage to combine with an elemental mod higher up in the hierarchy, and the Electricity damage will combine with an elemental damage type lower in the hierarchy. If no other elemental damage mods are present, the elements on the Riven mod will combine with itself.

Weapons with innate secondary elements such as Ogris (Blast), Penta (Blast), Stug (Corrosive), Nukor (Radiation) and Detron (Radiation) will **always** have that damage type, regardless of mods used. On weapons like these, basic elemental damage mods will combine and function *independently* of the innate secondary elements, as basic elements **cannot** combine with a weapon's already

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This is an example of a secondary elemental with the combination elemental.

Possible Combinations

Except for weapons with innate secondary elemental damage, it is impossible to add more than two elemental damage types on a single weapon, because there are only four types of primary elemental damage and every two types of primary damage will be automatically combined into a secondary type. Because of this mechanic, the following combinations of added elemental damage are possible on a single weapon:

Type 1 \ Type 2	Cold	Electricity	Heat	Toxin	Blast	Corrosive	Gas	Magne
Cold						✓	✓	
Electricity					✓		✓	
Heat						✓		✓
Toxin					✓			✓
Blast		✓		✓		✓		
Corrosive	✓		✓		✓			
Gas	✓	✓						✓
Magnetic			✓	✓			✓	
Radiation	✓			✓				

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Unique Damage

These damage types are unique as they are not available as base damage types for any typical weapons nor can they be added through mods.

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Damage Type	Damage Type Internal Name	Description	Status Effects	Status Effect Internal Name
Finisher	DT_FINISHER	A damage type that can be applied through finishers. Ignores armor's damage reduction and has neutral modifiers.	N/A	N/A
Void	DT_RADIANT	A damage type that can be used by the Operator after completing The War Within or by players controlling the Warframe Xaku. It deals increased damage to Zariman but is neutral towards all other	**Bullet Attract**: A 2.5 meter radius field will be centered around where target is shot at for 3 seconds, redirecting all bullets and projectiles to its center.	PT_RADIANT

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		special properties and effects against certain Sentient enemies.		
Tau	DT_SENTIENT	A damage type unique to the energy attacks of Sentients and the warframe Caliban	**Increased Status Vulnerability**: Those inflicted by Tau are 10% more likely to receive a status effect. Tau can stack up to 10 times, capping the status chance multiplier at 100%.	N/A
Cinematic	DT_CINEMATIC	A damage type that can be applied through Slash procs. Ignores armor's damage reduction and has neutral modifiers.	N/A	N/A
Shield Drain	DT_SHIELD_DRAIN	A damage type that	N/A	N/A

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		certain Warframe abilities.		
True	DT_HEALTH_DRAIN	A damage type that can be applied through certain Warframe abilities and some weapons. Only applies to health and overguard, and bypasses armor's damage reduction.	N/A	N/A
Energy Drain	DT_ENERGY_DRAIN	Applied by Magnetic procs and Ancient Disruptor's aura. Drains energy equal to the damage dealt. Unaffected by most sources of Damage Reduction.	N/A	N/A

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		by typing `/kill`?		
Physical	`DT_PHYSICAL`	Possibly a generic wrapper class for physical damage.	N/A	N/A
Base Elemental	`DT_BASE_ELEMENTAL`	Possibly a generic wrapper class for primary elemental damage.	N/A	N/A
Compound Elemental	`DT_COMPOUND_ELEMENTAL`	Possibly a generic wrapper class for secondary elemental damage.	N/A	N/A
Any	`DT_ANY`	Unknown	N/A	N/A
Invalid	`DT_INVALID`	Unknown	N/A	N/A

Empyrean

Empyrean gamemode and Railjacks use a slightly altered system of the currently existing damage system. Archguns and Archmelees deal 90.91% (10/11) reduced damage to space enemies (or 9.09% of its arsenal damage) while Railjack Armaments and Tactical mods deal their full listed damage to them before accounting for hit point resistances and vulnerabilities.

Primary physical and elemental damage types have different status effects against space enemies outlined in the chart below. Secondary elemental damage types (Blast, Corrosive, Gas, Magnetic, Radiation, and Viral) do not have

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This system does not apply to on-foot enemies, such as Ramsled boarding parties, and Crewship and Points of Interest personnel, who will take damage and status as per normal.

Damage Type	Empyrean-only Status Effects
Impact	**Concuss** Crew within a gunship have reduced aim and damage for **6** seconds. Additional procs refresh duration.
Puncture	**Decompress** Temporarily reduces target ship's shields by ?% and *current* armor by 10% for **20** seconds. Additional procs stack multiplicatively.
Slash	**Tear** Target ship receives **7.5%** increased damage for **20** seconds. Additional procs stack multiplicatively with itself.
Cold	**Immobilize** Target ship's weapons are disabled and it slows down to a complete stop. Lasts for **6** seconds. Additional procs refresh duration.
Electricity	**Scramble** Target ship spirals erratically for **6** seconds, being unable to attack while moving in a straight line. Additional procs refresh duration.
Heat	**Sear** Target ship receives damage over time for **6** seconds. Additional procs increase damage dealt over time.
Toxin	**Intoxicate** Target ship attacks any closest enemy and will be attacked in return for **12** seconds. Additional procs refresh duration.

Conclave-Specific (PvP)

Main article: Conclave#Damage Mechanics

Status Effect

Main article: Status Effect

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inflict a Status Effect. Each damage type has a unique Status Effect associated with it.

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It is a common misconception that status effects determine the damage type dealt to the enemy when in fact **a weapon will always (with every shot) deal any elemental and physical damage installed, regardless of the corresponding status triggering or not.** In other words, status chance/effects are independent from the actual damage types dealt.

Damage Over Time

Damage over Time (DoT) is a type of damage dealt to targets over a duration. Throughout the duration, a target will take "ticks" of damage periodically. These ticks of damage will sum to be the total damage dealt over the duration, which is the value described when referring to DoT.

> *This section is transcluded from Status Effect § Damage Over Time. To change it, please edit the transcluded page.*

For example, when an ability is described to deal 600 damage per tick and it ticks twice per second, it means the ability will deal 1,200 damage per second. Or more concisely, the ability has a DoT of 1,200.

Tick rates vary across DoT sources. In the example above the tick rate was $2s^{-1}$, which is a common rate for DoT from Warframe abilities. But in the case of a Bleed DoT, damage ticks 6 times over a 6 second duration. This results in a tick rate of $1s^{-1}$, and the same applies to all DoT from Status Effects. If the tick rate does not divide into the total duration evenly, the total number of ticks dealt is rounded down. For example, with a tick rate of $2s^{-1}$ and a total duration of 3.4s, the first tick will occur at 0 seconds, with each subsequent tick occurring every 0.5 seconds until 3 seconds have passed. The last tick occurs here because the 3.4 second duration ends before the next tick can occur at the 3.5 second mark. As such, the total number of ticks that occurred is 7. More generally, this can be expressed as:

$$\text{Total Ticks} = \lfloor \text{Tick Rate} \times (\text{Duration} - \text{Delay Time}) \rfloor + 1$$

Altering the total duration does not affect the tick rate of the DoT, it will only affect the total number of ticks dealt, and in turn, the total damage dealt. For example, at base Slash procs have a tick rate of $1s^{-1}$ and a duration of 6 seconds. If the duration is

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For the sake of damage calculation, DoT will hit enemy torsos or their torso-equilvalent. The targeted Enemy Body Parts will differ from enemy to enemy, but DoT will be affected by any damage multipliers on the enemy's torso. Note that any DoT will still inherit the headshot multiplier bonus if the initial shot that procs the DoT damages the enemy's head.

Enemy Damage Scaling

Main article: Enemy Level Scaling

The formula enemy damage scales at is as follows:

$$\text{Damage Multiplier} = 1 + 0.015 \times (\text{Current Level} - \text{Base Level})^{1.55}$$

Current damage scaling at Base Level = 1.

Increasing Base Damage

Primary Secondary Melee Archgun Archmelee

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Amalgam Serration

Blaze

Heavy Caliber

Semi-Rifle Cannonade

Serration

Point Blank

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Vicious Spread

Arcane Rise

Arcane Primary Charger

Arcane Rage

Primary Deadhead

Primary Dexterity

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Financial Stress debuff Arcane Arachne

Theorem Demulcent

Decreasing Base Damage

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Having equipped an Extinguished Dragon Key reduces damage by 75%.

Frail Momentum

Hollow Point

Being affected by proc

Puncture

Shrapnel Rounds

Vile Acceleration

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Impact, Puncture, Slash Warframe Damage Rundown (2020) (Correction: Impact procs also increase health threshold for mercy kills)

All damage types explained (Updated for 2024)

Visual Effects

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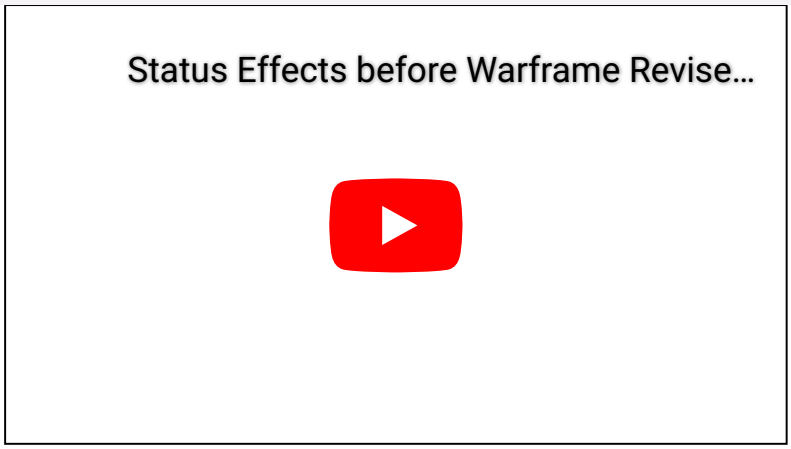
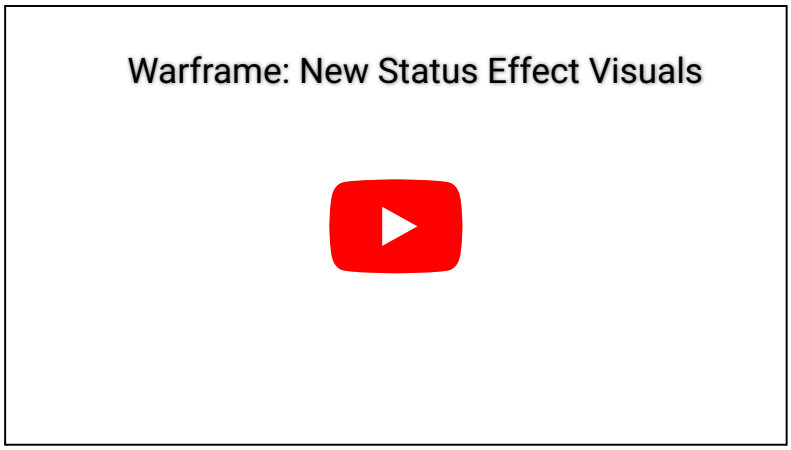


Status Effects before Warframe Revised U27.2- Warframe Archive



Warframe: New Status Effect Visuals

References

See Also

- Category:User_Research_(Damage)

Patch History

Update 37.0 (2024-10-02)

- Damage stat tool tips will no longer show unknown Factions as “???” if the player has yet to encounter them.
  - For example, if you haven’t yet unlocked Albrecht’s Laboratories instead of the Murmur Faction appearing as “???” in the tool tip, it will now just

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Damage Mechanics		Edit [Collapse]
Offense		Attack Speed • Buff & Debuff • Critical Hit • **Damage** (Faction Damage Bonus, Positive Type Modifier, Quantization) • Damage Falloff • Damage Reflection • Enemy Body Parts • Fire Rate • Multishot • Punch Through • Status Effect
Defense		Armor • Damage Attenuation • Damage Reduction • Health (Healing) • Invulnerability • Negative Damage Type Modifier • Overguard • Shield
Damage Types		
Physical (IPS)		Impact • Puncture • Slash
Elemental	**Primary (HCET)**	Heat • Cold • Electricity • Toxin
	Secondary	Blast • Corrosive • Gas • Magnetic • Radiation • Viral
Special		Tau • True • Void
Hidden/Internal		Cinematic • Energy Drain • Shield Drain
Status Effects		
Physical		Knockback • Weakened • Bleed
Elemental	**Primary**	Ignite • Freeze • Tesla Chain • Poison
	Secondary	Detonate • Corrosion • Gas Cloud • Disrupt • Confusion • Virus
Special		Status Vulnerability • Bullet Attractor
Effect Only		Big Stagger • Disarmed • Impair (PvP only) • Knockdown • Lifted • Microwave • Parried • Ragdoll • Silence • Sleep • Slow • Stagger • Stun
Shield, Armor, and Health Classes		
Tenno		Tenno
Grineer		Grineer • Kuva Grineer
Corpus		Corpus • Corpus Amalgam

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Narmer	Narmer
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Game System **Mechanics**		Edit [Collapse]
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
	Base of Operations	Backroom • Clan Dojo • Dormizone • Drifter's Camp • Orbiter
	Special	1999 Calendar • Kinemantik Instant Messaging
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

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		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 Intrinsics • 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

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(Mechanic) • Enemy Level Scaling • Maximization • User Research

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