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## Warframe how to mastery rank up fast

[illegible]

Mastery Rank 18 Test Advanced Defense Test This test requires the player to defend a Cryopod for 5 waves of level 25 to 30 Corpus. Each platform contains a respawnning Archwing that can be used to travel to another platform once it has been cleared. The test may be paused (default: Esc). You must kill all enemies spawning periodically atop five elevated platforms which time the rank can be attained. Victory is only obtainable by killing all 100 enemies. The player is not allowed to purchase the Night's Oubliette decoration and the Ember Nihil's Oubliette Key. Fixed upon a Liset being parked sideways, the next Relay after completing a practice Mastery Test. The metallic spheres will act as targets during the test. Tips Be careful of the gaps in the field. This may not destroy it at first so it might take a few attempts. Below is the list of items that can't be obtained anymore. Skip to content Mastery Ranking, commonly abbreviated as MR, is a method of tracking how much of the game's total content a player has experienced with ranking up Warframes, Weapons, Companions, K-Drives, Necramechs, and Archwings with Affinity; successfully completing Junctions and nodes on the Star Chart; and ranking up Intrinsics. Mastery Rank requirements remain for Side Quests like The Deadlock Protocol, more advanced gameplay systems like Rivens, and features like trading. This includes Lato Vandal, Braton Vandal, Gorgon Wraith, Dex Furis, Dex Dakra, Dex Sybaris. There are up to four players that can participate within a singular mission. Fixed Mastery rank of Sigils resetting on login. Carousel Test This test requires players to eliminate enemies while being aware of their surroundings. Warframe - Mastery Rank 21 Test Timed Exterminate Test This test requires the player to kill 35 enemies before the timer runs out. Wait until you are out of line of sight and kill the three enemies one at a time whenever convenient. So in this guide, we'll be sharing with you some quick and easy ways to level up Mastery in Warframe. With The Steel Path unlocked, unlocks the ability to launch The Steel Path Bounties for open world missions. Tips Keep in mind that all humanoid Terra Corpus variants resist 75% of all Cold, Blast, Magnetic, and Viral damage done to their health, so mod your primary weapon accordingly. However the following items had a limited distribution period or were removed from circulation entirely. Update 24.4 (2019-03-08) A Mastery Rank 27 Test has been added! Hottfix 24.2.1 (2018-12-18) Fixed inability to complete Mastery Rank tests (the increased Mastery for K-Drive and Moa-Pets was not being included). Summoning an On Call Crew and commanding them to "Hold position" (default: X while being close to the crew member) will cause the nearby enemies to attack the initially invulnerable crew member thus causing enemies to cluster in that spot (note that the crew member will become vulnerable to enemy damage if a canister is thrown closely). Previously, Drifter intrinsics were counted in the Railjack Mastery category. If you haven't already, I would suggest that you join a Clan in Warframe, as soon as possible. Increasing field of view in the options helps in glancing around corners. Due to the test using exclusively high-level Grineer enemies, modding for Corrosive and/or Heat damage is highly effective. Second red orb: Double-jump to the first platform, then bullet-jump to the second. My personal Syndicate Reputation Cap is 2000 + (2000 x 15) Using BEDMAS: 2000 + 30000 32000 is my Daily Syndicate Standing cap as a Mastery Rank 15 player. The only complete solution is to retake the trial since even failing the attempt in progress doesn't fix the issue. Tips Upon missing the white sphere, the original red sphere will be voided, reverting into a normal sphere. The things you're looking for in your clan are the Teno lab, the Bio lab, and the Chem lab. However their parts and relics can be traded or used normally. You can obtain these benefits by ranking any of the following: Warframes, Companions, Archwings, K-Drives, the Plexus, and Necramechs. At any point in time each enemy will be in one of 4 alert states: "Calm", "Investigative", "Suspicious" and "Alerted". We are making your Mastery Rank "match" those milestones, so to speak, with the end goal being a Mastery Rank 30 player can use Forma without ever having to be locked out of Abilities. There are no sources of energy outside of enemy drops, so Energy Siphon, Rage and/or Hunter Adrenaline, and High Ability Efficiency are recommended. Most importantly DO NOT RUSH the test - a slow and methodical approach makes this test much simpler. MR10 Unlocks the ability to deploy 3 Resource Extractors simultaneously. Any accurate weapon with a large magazine size (to avoid wasted time reloading) will do nicely. Then, kill the two in the far corners: Move towards them, hiding behind pillars, and kill them when their back is turned. Each fall counts as a try and returns all previously exhausted platforms. "Alerted", is to state an enemy in "Suspicious" state enters when they only glance momentarily at a player. You will also now have access to a larger Daily Standing Cap at each Mastery Rank than in the previous system! This will take effect next Daily Reset. Reset password instructions sent. Hottfix 27.3.8 (2020-04-02) Fixed some players appearing to be eligible for a Mastery Rank Test but upon selecting it would be rejected. Check your email An account confirmation link was sent to your email. Hottfix 29.5.3 (2020-11-23) Separated Kitguns from the Primary/Secondary weapons in the Mastery breakdown into its own category. Tips Crowd control and Sprint Speed are both essential considerations for this test, as killed mobs drop crucial Life Support Modules that when picked up extend the test's timer. Update 30.5 (2021-07-06) Legendary Rank 1 is now available for eligible Tenzo thanks to the new Warframe Yareli and the abundance of weapons in this Update! Mastery Ranks beyond 30 are considered/titled as "Legendary 1", "Legendary 2", etc. He spawned during the Nightwave/Series 1 and can now only spawn with a Wolf Beacon. Daily Standing caps for non-Syndicate missions for have been reduced by half (remember, this cap is determined by Mastery Rank). Kill the immobile enemy whose back is turned. Life support depletes at a rate of 1% every 0.66 seconds (which is therefore 2.25 times faster than every 1.5 seconds in regular Survival), and the test will instantly fail when this reaches 0%. What You Need To Know The next method you can utilize to raise your Mastery rank is by completing all the major objectives when conducting a Mission. Fixed floating platforms appearing way in the distance in the Mastery Rank 29 test. Unlocks ability to purchase more Mod Config and Appearance Config slots (max 3 more slots per item). Enemies falling off the platforms do not count as kills; as such, Crowd Dispersion or melee weapons with high knockback may be undesirable. It is also useful to open the full map (default M) immediately on starting the test. Blink maneuver can be used to traverse between platforms extremely quickly. It is thus absolutely ideal to rerun if you are an early game player. Only 11/34 frames had any Mastery Rank restrictions, so we decided to make these consistent with the rest (there were no Mastery Rank restrictions on any non-Primed Warframes). Sorties now require players to have completed The War Within and be Mastery Rank 5. Naturally, take Itzal into this mastery test to grant you an upper edge on the challenge thanks to its higher base speed. A free Loadout slot in the Arsenal, with each even-numbered rank attained before 30 giving another one (note that additional slots can be purchased for 20 Platinum each at any time regardless of the player's current rank). Once a canister is thrown, the next one will spawn in 10 seconds (reduced to 5 seconds if the canister expires without being instant). Mastery Ranks beyond 30 are considered/titled as "Legendary 1", "Legendary 2", etc. Completing missions in The Steel Path also awards mastery that is separate from normal missions and Junctions. Discover the power within and experience your first taste of invincibility with one of three original Warframes before you begin your journey, then develop your skills and seek out the truth behind your awakening.MASTER YOUR ARSENALYour starter Weapons are only the beginning. Warframes built with high Ability Range and possessing abilities that pull enemies into a cluster (Nidus's Larva, Vauban's Bastille in Vortex mode, Khora's Ensnare, Mag's short-pat Magnetize, or Yareli's Riptide), will also help deal with the mobs and make Life Support Module pickups more convenient to pick up. Players must keep in mind that equipment will only give you mastery once it reaches level 30, applying forma on it won't give you mastery again. Total count: 104 (+ 1 for Founders) Hidden items: Total count: 185 Hidden items: Item Mastery Acquisition Dera Vandal 3,000 Invasion Dex Sybaris 3,000 WARFRAME Anniversary (around March 27th) Gorgon Wraith 3,000 Razorback Karak Wraith 3,000 Invasion Latron Wraith 3,000 Invasion Nataruk 3,000 The New War quest Opticor Vandal 3,000 Thermia Fractures and Baro Ki'Teer Prisma Lenz 3,000 Baro Ki'Teer Quanta Vandal 3,000 Baro Ki'Teer Snipetron 3,000 Operation: Plague Star and Star Days Snipetron Vandal 3,000 Invasion Total: 39,000 Total count: 215 (+ 1 for Founders) Hidden items: Item Mastery Acquisition Dex Dakra 3,000 WARFRAME Anniversary (around March 27th) Korumm 3,000 Bounty after The New War quest Machete Wraith 3,000 Baro Ki'Teer Nepheri 3,000 Bounty after The New War quest Paracassis 4,000 Chimera Prologue quest Prisma Ohma 3,000 Baro Ki'Teer Sheev 3,000 Invasion Skjajati 3,000 The Sacrifice quest Skana Prime 3,000 Founders Program Verdila 3,000 Bounty after The New War quest Xoris 3,000 The Deadlock Protocol quest Total: 34,000 Total count: 48 Hidden items: \* Prisma Burst Laser is included with Prisma Shade when purchased from Baro, but the items are separate when traded with other players.Total count: 15 Hidden items: \* Venari and Venari Prime do not show up in the profile even if leveled up, but still provide mastery.Total count: 13 Hidden items: Item Mastery Acquisition Plexus\* 6,000 The Archwing Total: 6,000 \* Plexus is hidden from the profile until The Archwing is completed.Total count: 19 Hidden items: Item Mastery Acquisition now Total: 0 Total count: 8 Hidden items: Item Mastery Acquisition Prisma Vertux 3,000 Baro Ki'Teer Total: 3,000 Total count: 9 (some players may see an additional "amp" that counts, but does not provide mastery points) Hidden items: All amps are hidden from anyone's profile until the viewing user has acquired an Amp. Warframe - Mastery Rank 22 Test Arena This test consists of three rounds requiring the player to kill 12 / 18 / 24 Executors (level 40). Using the Ignis can make the test inconsequential; as without having to aim precisely, you are free to focus on ensuring you have a safe platform to stand on. Unlocks level 20-40 Bounties. Reserve ammo is not consumed throughout the test. An alternative way to make this test bearable would be to utilize Warframes with abilities that can distract or divert the enemies' attention. These are the easiest and simplest ways that you can gain Mastery Rank in Warframe. Hottfix 10.2.1 (2013-10-04) Fix for issues with retrying the rank 7 ~ 8 mastery tests. Fixed Vektids Syndicate indicating that you can Rank up when you're not actually eligible yet. It's important to note that only the player trading requires MR 11 and not the receiver. Best way to rank up is buy all blueprints from the Market and the clan labs, craft and level all of them. Reddit and its partners use cookies and similar technologies to provide you with a better experience. The Mastery Tests aims at making the players understand the game mechanics. Should prevent boss encounters from becoming too difficult at lower ranks when higher rank players join missions. Purchasable Weapons - Warframe One of the easiest ways to raise your Mastery rank and obtain Mastery points is by ranking your weapons. First, kill the nearer three: As soon as they appear, run towards the closest pillar on either side and hide. Fix for issues after failing the rank 9 mastery test not allowing successful retrials. The Affinity Booster regularly can increase your mission affinity by 2x but if you pair it with a Double Affinity Event mentioned above then the affinity can increase to 4x from missions. Even if you do not want to because the reward can equate to hours of grinding completed in an instant. Fluxus Mastery Rank increased from 0 to 2. The first round has a speed boost modifier, the second round has a health drain modifier (drains 100 health periodically until you have 3 health), killing enemies restores all health) and the third round has a scaling enemies modifier. Hottfix 11.0.1 (2013-11-20) Fixed Mastery Rank tests not attributing higher rank to player after successful test. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Ivara's passive as well as mods such as Enemy Radar, Enemy Sense and Vigilante Pursuit will allow you to see enemies on the minimap, making locating and avoiding them easier. Using a Continuous Hit-Scan weapon, such as the Quanta can make hitting targets easier. And have just begun improving your weaponry and Warframes. This includes both the player, ordinary mobs and bosses - they will simply respawn shortly near their jumping off location. The player starts the test standing on a brightly lit circular platform in a dark room encircled with metallic spheres. The player starts in the center encircled by terminals. Strategically deployed near targeted ranged enemies, decoys by Loki and Saryn can both help draw fire from faraway ranged enemies and pull melee-type enemies closer for a faster kill. MR2 Unlocks Trading. Certain weapons or Frames have set mastery requirement, you can't use/craft it before you reach the required rank. In the Relay room, it has been replaced with a display showing the Mastery experience required to initiate the test. Note: bullet-jumping from a crouch rather than a slide makes this trial MUCH easier. Therefore, area-of-effect weapons and abilities are highly recommended. \* Deth Machine Rifle Prime is included with Dethcube Prime and cannot be obtained separately. You may use Ciphers, despite the test's purpose. Once landed, bullet-jump up to the final platform marked with a bright arrow. Helene on Saturn - Mission The best mission to grind for ranking up weapons and Warframes is the Helene mission on Saturn. The developer provided this information and may update it over time Data shared with third parties:Learn more about how developers declare sharingThis app may collect these data typesPersonal info, Financial info and 4 othersData is encrypted in transitYou can request that data be deletedRelease build with App Iconflag as inappropriate Tenzo are stronger together! Join players on PC, Xbox, PlayStation & Nintendo Switch and fight alongside 80 million Tenzo in the Origin System. Grineer, Corpus, and Infested units will spawn in waves and must be dispatched of before time ends. Open Mission Progress with (ESC) > View Mission Progress, or TAB) to see how many Grineer enemies have been killed so far. Players start on a platform facing a carousel-like structure with two disks connected with a large pillar at their centers. Each of the 5 end-of-stage single use life support capsules when activated increases timer by 35% (i.e. by 23.1 seconds). A melee weapon with innately high status chance (such as a Ninkindi, Harmony, Orthos Prime or Rumblejack) and Healing Return trivializes this test, as constantly hitting enemies and causing guaranteed procs will ensure you get healed. The player starts in the center of a room encircled by four pillars. Hottfix 18.12.2 (2016-05-20) A Mastery Rank 22 test has been added! Hottfix 18.5.4 (2016-03-07) Removed item drops from Mastery Rank 4 survival test. When a player becomes eligible for their next Mastery Rank they will be alerted and be given the option to proceed to the test immediately or wait. There will never be more than two Brood Mothers at one time, excepting bugs/glitches. Fixed failing first attempt at the Mastery Rank 19 stealth Test causing enemies to spawn facing the player and detecting them immediately - ultimately causing them to fail the test. Warframe - Mastery Rank 25 Test Deployable Archwing Exterminate Test This test requires the player to use an Archwing deployed by the Archwing Launcher to traverse a multitude of floating platforms, killing 50 enemies before the timer runs out. Making them less dangerous while each player is running the test. Which means you will be able to rank them up faster. You will be provided with the objectives that particular mission. From here they must eliminate 8, 12 and 16 enemies within 0.45, 1.00 and 1.15 for each wave respectively. Upon successful completion of the test, there is a 23 hour cooldown before the player can attempt the next mastery rank test. Thrown melee weapons like Glaive, Kestrel and Halikar don't deal any damage to the spheres when thrown. Unranked weapons can be traded. Hottfix 35.5.11 (2024-05-07) Fixed cases where falling off the platforms in the Mastery Rank 25 test would not teleport you back to a platform. In comparison to the other types, the Necramechs will provide you with additional Mastery rank points. True Mastery Tenzo will be awarded the following: 3x Umbra Forma 15 Loadout Slots 30 Riven Mod Slots True Master Chat Emoj Access both the .truemaster: and .truemasteralt: Chat Emoji. Item Mastery Acquisition Sirroco 3,000 The New War quest Total: 3,000 Mastery Rank Benefits Higher Mastery Ranks grants several benefits. Saryn's Molt will divert enemy attacks while the speed boost allows her to catch up with the mobile control points. Update 27.2 (2020-03-05) Updated the Mastery Test UI screen with more information and style! Fixed broken icons for Mastery Rank in the in-game Market or Inventory if the selected weapon has a minimum Mastery Rank requirement. We still want to prevent new players from diving into late-game content too quickly, so in lieu of The War Within Mastery Rank prerequisite, we have deliberately added a Mastery Rank 5 prerequisite to certain experiences: Kuva Liches and Sisters of Parvos now require players to have completed The War Within and be Mastery Rank 5. It can only be harmed with melee. Then move below the walkway, keeping the other two in view; they can't see you standing below them, so you can jump up behind them and kill them whenever they are far away from each other. Leveling up weapon grants you 3k mastery points, leveling up frame or a companion grants ... Boosting your Mastery Rank in Warframe is essential for accessing the game's most powerful weapons, including Prime versions that require a specific Mastery level unlock. Remember to look up, not at the platform, while doing so, to jump higher. Using Zenurik Tree on your Operator with max bound "Void Flow" to dash around is a fast way to complete this test. Transference and Companions (except Venari) are disabled, so try to use a well-rounded loadout. f Sweeper Prime is included with Carrier Prime and cannot be obtained separately. Now, with the changes we've made, your daily Standing cap for MR 10 is 21,000. These are premium items that can increase the speed at which you gain experience from conducting missions. This is so as not to distract new players from their Main Quest Path, as this Quest originally became available to them upon completing Vox Solaris. It is recommended to go on all the edge platforms then use the one in the very middle to make use of all platforms and provide additional time. Warframe - Mastery Rank 24 Test Operator Test This test requires the player to use their Operator to destroy an orb in the center of a small arena, while being attacked by Infested Brood Mothers. Warframe - Mastery Rank 30 Test Advanced Survival Test This test requires the player to kill in each of 5 stages (or waves) a number of level 60-100 enemies (colored in cyan) from all different factions, then level 90-130 Arbitration Shield Drone together with 1-9 level 100-140 Eximus "bosses" (colored in red and highlighted with a globally visible red "target" icon), and finally interact with the Life Support Capsule (highlighted with a globally visible yellow "interact" icon) all while under Survival-style conditions (albeit with a much accelerated depletion timer and an instant failure upon depletion). Players have three chances to complete the test. Once the player steps on a platform it will begin flashing increasing in speed until it disappears 8 seconds later. If they don't see a player within several seconds, they will fall back into "Calm" state and continue patrolling. HowLongToBeatView Interactive MapWarframe NewsLoad More Reddit and its partners use cookies and similar technologies to provide you with a better experience. Protea's Blaze Artillery and Grenade Fans are powerful crowd control abilities that will help eliminate mobs en masse. The Operator can be used for Mastery Rank tests at 23 and below. The orb's size and hitbox shrink as it takes more damage. Each Mastery Rank beyond 30 requires the same amount of Affinity as Rank 29 to 30. Players are allowed three tries. Your Mastery level is probably the most important stat in Warframe. Tips The timer starts at 20 seconds and ends when the timer reaches 0. Velocitus Mastery Rank increased from 9 to 4. The charge attacks from Saryn and Sarpa cannot harm the spheres. The daily maximum of Focus points earned through Focus Lenses is 250,000. The Operator is stripped of their Amp, and thus must carefully choose between using energy for Void Sling, Void Mode, or Void Beam. Fourth red orb: Bullet-jump towards the wall, then wall-jump up to it land on the platform at its top. Hottfix 12.0.4 (2014-02-07) Fixed all Sentinel Mastery achievements requiring ranking rank 30 to unlock. Update 13.1 (2014-04-23) Players under Mastery Rank 2 will no longer be marked by the Grusstrag Twins, so your weapon will not alert them either, except if they are in a close proximity. Hottfix 15.0.1 (2014-10-24) Fixed an issue with Mastery Rank showing as '0' in player Profiles. Aklex Prime parts can be obtained through AXI 4 Relics, and Akvasto Prime parts can be obtained through AXI A5 Relics, both of which are exclusively sold by Baro Ki'Teer.Acquisition: Daily Tribute system These weapons are available from the daily tribute system at milestones 100, 300, 500 + 700 \* Sigma & Octantis will only be available from Day 300Acquisition: Legacy Relics, Trade, or Prime Vault Access Relics containing their parts have been placed in the Prime Vault, no longer appearing in drop tables. Prepare yourself with skills you've acquired on your travels throughout the Star Chart for this pinnacle test. Hottfix 24.0.9 (2018-11-21) Fixed ability to invite other players to a Mastery Rank Up Test. If you use Apple or Google to create your account, this process will create a password for your existing account. Then at the apex of your jump, aim glide towards the platform in order to be able to reach it. Mastery Ranks Allocation Experience needed for each level, up to MR 30. Is calculated by the formula: 2,500 x (Rank2) For Legendary ranks: 2,250,000 + (147,500 \* Legendary rank #) Rank Image Rank Name Rank Number Next Rank Requirement Total XP Required Test Unranked 0 2,500 0 None - Initiate 1 7,500 2,500 Primary Test CorpusRank 1-3 Silver Initiate 2 12,500 10,000 Sidearm Test GrineerRank 1-3 Gold Initiate 3 17,500 22,500 Melee Test GrineerRank 1-3 Novice 4 22,500 40,000 Survival Test InfestedRank 12-15 Silver Novice 5 27,500 62,500 Terminal Hacking Test - Gold Novice 6 32,500 90,000 Target Tracking Test GrineerRank 12-15 Silver Novice 7 37,500 122,500 Drifter Test GrineerRank 12-15 Silver Novice 8 42,500 160,000 Disappearance Test GrineerRank 12-15 Silver Novice 9 47,500 202,500 Stealth Test GrineerRank 1 Seeker 10 52,500 250,000 Disappearing Platform Test GrineerRank 1 Silver Seeker 11 57,500 302,500 Time Trial Test - Gold Seeker 12 62,500 360,000 Carousel Test GrineerRank 1 Hunter 13 67,500 422,500 Advanced Disappearing Platform Test GrineerRank 1 Silver Hunter 14 72,500 490,000 Advanced Exterminate Test All FactionsRank 20-25 Gold Hunter 15 77,500 562,500 Interception Test GrineerThree TowersRank 15-20 Eagle 16 82,500 640,000 Defense Test Corpus3 Waves Silver Eagle 17 87,500 722,500 Advanced Timed Exterminate Test Infested35 Targets Gold Eagle 18 92,500 810,000 Advanced Defense Test Corpus5 WavesRank 27-30 Tiger 19 97,500 902,500 Stealth Rescue Test GrineerRank 15 Silver Tiger 20 102,500 1,000,000 Archwing Time Trial Test - Gold Tiger 21 107,500 1,102,500 Timed Exterminate Test GrineerRank 26 Dragon 22 112,500 1,210,000 Arena Test GrineerRank 40+ Silver Dragon 23 117,500 1,322,500 Mobile Point Capture Test GrineerRank 40 Gold Dragon 24 122,500 1,440,000 Operator Test InfestedRank 15 Sage 25 127,500 1,562,500 Deployable Archwing Exterminate Test GrineerRank 25 Silver Sage 26 132,500 1,690,000 Advanced Mobile Point Capture Test GrineerRank 41-46 Gold Sage 27 137,500 1,822,500 Index Banking Test GrineerRank 25+ Master 28 142,500 1,960,000 Condensed Thermia Extermination Test - Middle Master 29 147,500 2,102,500 Advanced Timed Extermination Test All FactionsRank 50-110 True Master 30 147,500 2,250,000 Advanced Survival Test All Factions Legacyndary 1 1 147,500 2,397,500 Legacyndary Exterminate Test (Primary) CorpusRank 80-85 Legacyndary 2 2 147,500 2,545,000 Legacyndary Exterminate Test (Secondary) GrineerRank 80-85 Legacyndary 3 3 147,500 2,692,500 Legacyndary Exterminate Test (Melee) GrineerRank 80-85 Legacyndary 4 4 147,500 2,840,000 Legacyndary Survival Test InfestationRank 100 Total Mastery Category Count Mastery Last updated: Update 36.1 (2024-08-21) Warframes 105 630,000 Primaries 179 555,000 Secondaries 137 421,000 Melees(including Zaws) 216 654,000 Kitguns 6 18,000 Normal Missions (nodes + Junctions) 254 (241 + 13) 27,519 (14519 + 13,000) Railjack Intrinsics 50 75,000 Drifter Intrinsics 40 60,000 Sentinels 17 102,000 Robotic Weapons 24 72,000 Robotic Weapons 21 63,000 Hound Weapons 3 9,000 Companions 25 150,000 Kuhrovs 3 36,000 Kavats 3 36,000 Predasites 3 18,000 Vulpaphys 3 18,000 MOAs 4 24,000 Hounds 3 18,000 Plexus 1 6,000 Archwings 5 30,000 Archguns 19 59,000 Archmelees 8 24,000 Amps 9 27,000 K-Drives 5 30,000 Necramechs 2 16,000 Total 1355 2,978,038[?] Minus Exclusives 1241 2,552,038[?] Notes Mastery Checklist Main article: Mastery Rank/Checklist Exclusive Mastery Most Mastery-rewarding items can be directly bought, built, or researched. From here they must eliminate 5, 7 and 9 enemies within 0.45, 1.00 and 1.15 for each wave respectively. Dashing towards the Brood Mothers to knock them off platforms also provides time to concentrate on the orb. Fixed an issue where playing as Khora in the Mastery Rank 13 will result in no enemies spawning. It can be mounted to the exterior of your Landing Craft to display your Rank to all who see it. Limbo or Loki are ideal as they can ignore incoming damage by utilizing Rift Walk or Invisibility, respectively. Tips In contrast to the normal variant of this test: The Grineer enemies here are relatively high leveled (level 41-46). Higher ranks mean tests with higher difficulty, each and every progressive rank has a difficult test comparing to the previous one. Falling out of the map uses one respawn. Update 31.5 (2022-04-27) Mastery Rank 30 test changes: Increased the Life Support pickups from 10% to 20% in the Master Rank 30 test. Prior to Hottfix 27.3.6 (2020-03-31)[citation needed], Mastery Rank 30 was called "Grand Master". Update 11.6 (2014-01-08) Fixed issue with Rank 3 Weapon Mastery Challenge/Achievement not being updated immediately. And as a result, will not have to grind for as long to obtain the same sort of benefits. Update 23.10 (2018-10-12) Mastery Rank 26 test added. You do not need to collect every ring, just make it to the platform at the end of the course. Utilize Power Walk Climbing to stand on top of walls and shoot enemies easier above disappearing platforms. Update 30.9 (2021-11-11) FORMA MASTERY RANK CHANGES When we first introduced Forma years ago, Warframe was a much smaller game. Hottfix 8.1.3 (2013-06-19) Tuned difficulty for Mastery Rank Challenges for Ranks 4+ to be more balanced for a wider range of weapons. Some of the newer players will miss out on fewer mastery points since some of the items are no longer obtainable. Update 31.1 (2022-02-09) The Legacyndary Rank 2 Test is now available to eligible Tenzo! We appreciate your patience as we worked on getting it ready. E.g. falling off the platform in front of an enemy is an example of what could cause them to enter this state from "Calm". Hottfix 27.3.14 (2020-04-15) Fix ability script errors that could occur in the transition between phases in Mastery Rank 14 test (and possibly others). If equipment below max rank are sold, then purchased and reused, only the ranks previously not gained will grant mastery points. Hottfix 31.0.2 (2021-12-16) Fixed Mastery Rank Up not being available from Orbiter Pause Menu. Area-of-effect crowd control abilities can trivialize the test if modded for sufficient range and duration. Shotgun are also a viable option since the test counts one shot per round, not per pellets. Mods that increase enemy radar (Enemy Radar, Enemy Sense, Vigilante Pursuit) are extremely useful. Fixed Focus Point cap increase missing from the list of Rewards in the Mastery Rank Screen. This is often the tricky part as you will have to keep track of your objective progress from the map. His passive 5 masteries of death can also allow you extra revives. You can retry unlimited times to complete a test, it is always recommended that you visit Cephalon Simaris to practice the test before you waste another try (24 hours KIP Rappa). The license may not give you all of the permissions necessary for your intended use. However, sometimes you will be required to grind. Each rank-up increases the maximum accumulation cap of Void Traces by 50 (starting from 100 for [MR0]). Equipping Adaptation further helps reinforce survivability. Adapt -- remix, transform, and build upon the material for any purpose, even commercially. Garuda infused with Gloom can trivialize this test, as enemies around her are significantly slowed and leaving them extremely vulnerable to attacks. MR15 Unlocks all Market, Syndicate, and clan Research weapons. Level them up and experiment until you find the right combination of weapons that suits your unique playstyle. It is possible to complete the test without any Archwing modifiers as shown here Warframe Rank 26 Test Advanced Mobile Point Capture Test This test requires the player to capture 6 mobile control points within 5 minutes by standing within a radius as they move along set paths, while under constant fire from the Grineer. They will pronounce a suspicion phrase that sounds like a question, and alter their patrol course to start moving to the point where they saw the player. With the Eximus changes in the Angels of the Zariman update, the test was reported to be rather difficult to complete. Update 15.5 (2014-11-27) Changed boss scaling to consider Mastery Rank 0 players. In the past dying during the test allowed the player to use their equipped amp, but this is no longer possible. Fixed a script error caused by a player with a Mastery Rank lower than 5 joining an Eidolon hunt. Fixed enemies in Mastery Tests spawning with random unintended levels. Titania also works very well for rapidly reaching canisters with Razorrowing (however if a canister is held - it will be dropped if Razorrowing is activated). Lose yourself within mysterious open-world landscapes and discover a system teeming with fascinating lifefoms - both friendly and hostile.DISCOVER AN EPIC STORYLose yourself in the sweeping history of the Origin System as you experience Warframe's massive cinematic narrative which includes 10+ years of sprawling expansions and story-based Quests. Fixed Hovering over a player that is Mastery Rank Legacyndary 1 in the Trade screen stating Mastery Rank 31. The mobile points move even faster, and they can move along a vertical path. Jumping continually, landing behind and melee attack clears the map easily. Although playing... Equipping Mesa's Waltz is recommended to help circle around obstacles to take out hiding enemies. Hottfix 32.0.9 (2022-10-05) Reduced the Mastery Rank restriction of all Prime Warframes to 0. A relatively accurate weapon is recommended, as the enemies are at mid to long range. Note: It's important to manage your expectations when leveling up. LV125+ Grineer units will spawn during the mission, gradually increasing in level as time passes. Mastery Rank Tests Mastery Test prompt In order to be promoted to the next Mastery Rank, a player must pass a test for each progressive rank they are trying to achieve. You are limited to your secondary weapon for this test, so make sure to bring one with at least some range (and not, say, Atomos), or you might have trouble reaching the spheres. Enemies can see far ahead of them in a cone-shape that expands with more distance. Jump to the next platform. Active warframe abilities are disabled, however passive abilities (such as Banshee's Hush) remain in effect. Hitting ESC will pause the test, which is very useful when following a video walkthrough. However, I would argue that this tedium is all part of what makes Warframe such an interesting game. These 10 extra ranks will grant Mastery Points like normal. Excess mastery points are not lost if a player reaches the amount required to advance a rank - these will automatically fill the next mastery bar, displayed only once the player has succeeded on the rank-up test. Last Updated on October 18, 2022 Warframe Mastery Rank is a relative number that helps track the progress a player has made in the game. Ammo is not replenished between rounds; bring ammo efficient weapons. Players have three tries to complete the test; any fail from the platforms counts as a try. Please enter your birth date to continue: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 January February March April May June July August September October November December 1900 1901 1902 1903 1904 1905 1906 1907 1908 1909 1910 1911 1912 1913 1914 1915 1916 1917 1918 1919 1920 1921 1922 1923 1924 1925 1926 1927 1928 1929 1930 1931 1932 1933 1934 1935 1936 1937 1938 1939 1940 1941 1942 1943 1944 1945 1946 1947 1948 1949 1950 1951 1952 1953 1954 1955 1956 1957 1958 1959 1960 1961 1962 1963 1964 1965 1966 1967 1968 1969 1970 1971 1972 1973 1974 1975 1976 1977 1978 1979 1980 1981 1982 1983 1984 1985 1986 1987 1988 1989 1990 1991 1992 1993 1994 1995 1996 1997 1998 1999 2000 2001 2002 2003 2004 2005 2006 2007 2008 2009 2010 2011 2012 2013 2014 2015 2016 2017 2018 2019 2020 2021 2022 2023 2024 2025 This date is for verification purposes only and will not be stored. Plan the order by which you will use the platforms, to avoid getting stuck in a corner. Update 33.0 (2023-04-26) Fixed Legacyndary 3 (241 + 13) 27,519 (14519 + 13,000) Railjack Intrinsics 50 75,000 Drifter Intrinsics 40 60,000 Sentinels 17 102,000 Robotic Weapons 24 72,000 Robotic Weapons 21 63,000 Hound Weapons 3 9,000 Companions 25 150,000 Kuhrovs 3 36,000 Kavats 3 36,000 Predasites 3 18,000 Vulpaphys 3 18,000 MOAs 4 24,000 Hounds 3 18,000 Plexus 1 6,000 Archwings 5 30,000 Archguns 19 59,000 Archmelees 8 24,000 Amps 9 27,000 K-Drives 5 30,000 Necramechs 2 16,000 Total 1355 2,978,038[?] Minus Exclusives 1241 2,552,038[?] Notes Mastery Checklist Main article: Mastery Rank/Checklist Exclusive Mastery Most Mastery-rewarding items can be directly bought, built, or researched. From here they must eliminate 5, 7 and 9 enemies within 0.45, 1.00 and 1.15 for each wave respectively. Dashing towards the Brood Mothers to knock them off platforms also provides time to concentrate on the orb. Fixed an issue where playing as Khora in the Mastery Rank 13 will result in no enemies spawning. It can be mounted to the exterior of your Landing Craft to display your Rank to all who see it. Limbo or Loki are ideal as they can ignore incoming damage by utilizing Rift Walk or Invisibility, respectively. Tips In contrast to the normal variant of this test: The Grineer enemies here are relatively high leveled (level 41-46). Higher ranks mean tests with higher difficulty, each and every progressive rank has a difficult test comparing to the previous one. Falling out of the map uses one respawn. Update 31.5 (2022-04-27) Mastery Rank 30 test changes: Increased the Life Support pickups from 10% to 20% in the Master Rank 30 test. Prior to Hottfix 27.3.6 (2020-03-31)[citation needed], Mastery Rank 30 was called "Grand Master". Update 11.6 (2014-01-08) Fixed issue with Rank 3 Weapon Mastery Challenge/Achievement not being updated immediately. And as a result, will not have to grind for as long to obtain the same sort of benefits. Update 23.10 (2018-10-12) Mastery Rank 26 test added. You do not need to collect every ring, just make it to the platform at the end of the course. Utilize Power Walk Climbing to stand on top of walls and shoot enemies easier above disappearing platforms. Update 30.9 (2021-11-11) FORMA MASTERY RANK CHANGES When we first introduced Forma years ago, Warframe was a much smaller game. Hottfix 8.1.3 (2013-06-19) Tuned difficulty for Mastery Rank Challenges for Ranks 4+ to be more balanced for a wider range of weapons. Some of the newer players will miss out on fewer mastery points since some of the items are no longer obtainable. Update 31.1 (2022-02-09) The Legacyndary Rank 2 Test is now available to eligible Tenzo! We appreciate your patience as we worked on getting it ready. E.g. falling off the platform in front of an enemy is an example of what could cause them to enter this state from "Calm". Hottfix 27.3.14 (2020-04-15) Fix ability script errors that could occur in the transition between phases in Mastery Rank 14 test (and possibly others). If equipment below max rank are sold, then purchased and reused, only the ranks previously not gained will grant mastery points. Hottfix 31.0.2 (2021-12-16) Fixed Mastery Rank Up not being available from Orbiter Pause Menu. Area-of-effect crowd control abilities can trivialize the test if modded for sufficient range and duration. Shotgun are also a viable option since the test counts one shot per round, not per pellets. Mods that increase enemy radar (Enemy Radar, Enemy Sense, Vigilante Pursuit) are extremely useful. Fixed Focus Point cap increase missing from the list of Rewards in the Mastery Rank Screen. This is often the tricky part as you will have to keep track of your objective progress from the map. His passive 5 masteries of death can also allow you extra revives. You can retry unlimited times to complete a test, it is always recommended that you visit Cephalon Simaris to practice the test before you waste another try (24 hours KIP Rappa). The license may not give you all of the permissions necessary for your intended use. However, sometimes you will be required to grind. Each rank-up increases the maximum accumulation cap of Void Traces by 50 (starting from 100 for [MR0]). Equipping Adaptation further helps reinforce survivability. Adapt -- remix, transform, and build upon the material for any purpose, even commercially. Garuda infused with Gloom can trivialize this test, as enemies around her are significantly slowed and leaving them extremely vulnerable to attacks. MR15 Unlocks all Market, Syndicate, and clan Research weapons. Level them up and experiment until you find the right combination of weapons that suits your unique playstyle. It is possible to complete the test without any Archwing modifiers as shown here Warframe Rank 26 Test Advanced Mobile Point Capture Test This test requires the player to capture 6 mobile control points within 5 minutes by standing within a radius as they move along set paths, while under constant fire from the Grineer. They will pronounce a suspicion phrase that sounds like a question, and alter their patrol course to start moving to the point where they saw the player. With the Eximus changes in the Angels of the Zariman update, the test was reported to be rather difficult to complete. Update 15.5 (2014-11-27) Changed boss scaling to consider Mastery Rank 0 players. In the past dying during the test allowed the player to use their equipped amp, but this is no longer possible. Fixed a script error caused by a player with a Mastery Rank lower than 5 joining an Eidolon hunt. Fixed enemies in Mastery Tests spawning with random unintended levels. 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