BEGINNING:

When someone speaks of mankind going to outer space, there are many images that come to mind. Some will imagine an endless war, conquering the stars in a sea of blood as humanity marks its claim for eternity. Others will imagine a vast expanse of endless resources and potential, rife to be claimed and exploited so that all may revel in its bounty... others still imagine a darker future. One with endless tides of unknowable, alien flesh ready to do terrible things to us, making us wish to snuff out the candlelight and retreat to the safety of a darker age.

Yet in all these possible futures, there are our roots to consider. Much like a flower, we all started from somewhere, from the seed that is beloved Earth. Without a fertile beginning, like the flower we cannot grow and witness our true potential to face whatever future may be in store for us. So please remember the past, as you march towards the future that is laid out for you.

Oh, and do be careful. Those possibilities I mentioned? The correct answer for this place is 'all of the above'.

You gain **+1500 Choice Platinum** for your time here. No, this is not an error, but a one-time exception for you due to the options presented and the dangers that surround you. You will need it.

STORY:

Welcome to the world of Warframe, my friend. I hope you are ready for what is ahead.

It is the far future, and the Solar System, now known as the Origin System, lies shattered and ruined. Multiple factions fight each other for control, and the majority of humanity is caught in the middle. Countless lives are oppressed under military and economic pressure, with no end of danger lurking in the vastness of space and those too foolish to heed the warnings of the past. But to give context, we must explain how this came to be.

The Origin System once was in a golden age, led by a race of humans who had called themselves the 'Orokin'. For a time there was peace, as the Orokin pursued many scientific curiosities and created technologies that seemed so advanced that it was almost like magic. Wherever their golden machines went, so did their rule and their desire to understand more of the universe... and control it. In time, they even tried to probe and understand the Void, a realm of extradimensional space filled with strange energies. This extradimensional space was a realm where the laws of physics held little sway, and while travel to it was possible, without adequate protection it was consigning oneself to a nightmarish end.

Eventually, their thirst to understand and control everything led to the creation of a truly advanced type of terraforming machine called the 'Sentients', sending them to the Tau System for an expansionist mission. These Sentients would be able to adapt to any problem they may encounter in the Tau System, and as such would be perfect tools to spread the glory of the Orokin.

But soon the Sentients rebelled, returning to the Origin System and beginning the Old War.

It was a terrible conflict, the Sentients' ability to adapt becoming a useful tool of combat that allowed them to adapt to anything the Orokin threw at them. The more the Orokin attempted to fight, the worse the fighting became. In desperation, the Orokin unleashed the Technocyte Virus, a seamless solution of viral material and nanites, on a portion of their own population as troops in the form of the 'Infestation' to fend off the Sentients. Unfortunately, this did little to slow the Sentients' advancement, even breaking out of Orokin control and gaining a mind of its own.

Eventually, salvation came in the form of an unusual source; one ship they thought lost to the Void, eventually exited the Void with survivors. These children, found about the ship designated 'Zariman Ten-Zero', had somehow been exposed to the harsh energies of the Void and lived. Not only that, but imbued with powers beyond imagining. Even more lucky for the Orokin, these Void-based powers were poison to the Sentients. This meant that these children became a weapon that could never be adapted and used against the Orokin.

With enough time and experimentation, their powers were soon focused and channeled through a remote controlled suit called a Warframe. With these new 'Tenno' guiding the Warframes and channeling their Void-granted might, the Orokin managed to finally beat back the Sentients in a wave of force that allowed them to recapture the Origin System and cast the Sentients out. For a time, there was peace that lasted throughout the Orokin Empire. But it was a peace that was not meant to last.

The Tenno had been guided and weaponized by the Orokin, brutally mistreated and viewed as tools in the process. This mistreatment was not something the Tenno would tolerate, and so in a swift act, betrayed the Orokin and struck down their leadership in an event only known as 'The Collapse'. This single act was responsible for the collapse of the Orokin Empire, and led to the fractured state of the Origin System that you now see today. Two factions have been formed from the ruins of the Orokin. One of these factions were the 'Grineer', a cloned slave caste who took the cloning technology for themselves and became a harsh military empire headed by the Twin Queen. The second faction were the 'Corpus', the remnants of technologically-savvy Orokin survivors who have forgotten many things and have gone technologically backwards over time and started worshiping money and losing almost everything of what made them Orokin. During this time, the Tenno disappeared, fading into legend much like the Orokin themselves had.

Now, after centuries since these events, these two factions are tearing apart the Origin System, scavenging for relics of the past in hopes that Orokin technology has survived the harshness of centuries. All the while, the Infestation continues to terrorize the populace of the Origin System and anyone unfortunate to come across it. Fortunately for the innocent, the Tenno are slowly waking up, returning to the Origin System with no memory of their past... guided by the engimatic 'Lotus', she helps the Tenno bring balance and peace to the Origin System once more, much like a gardener would tend to a field to return it to its former glory.

This is where you come in, my friend. Like a flower eager to bloom, you are aware of what turmoils and troubles you may face. Now it is time to help you obtain what you need to flourish.

LOCATION:

Now I know what you're thinking... it is an awfully large system, is it not? So many places to end up, to take root and grow... you need not worry, my friend. Rather than have you fret over any innumerable amount of places you could be, I will simplify the choice for you so that you can focus on what's more important... knowing what you will do in this situation. You may roll 1d8 to decide your location, or pay 50CP instead to choose your own location.

1. Earth- Once a beautiful place worthy of life, this planet has been ruined, made desolate as a result of the Grineer Empire's hostile takeover and violent campaigns against anyone who dares to go against their rule. There are patches of lush forest and vegetation that somehow still thrive, but even these are under scrutiny as the Grineer seek to eradicate them. Curiously, the Moon has disappeared... and no one knows where it went. At least, no one who's willing to talk.

2. Mercury- Another planet that has fallen prey to Grineer conquest, this planet is an active hotbed of activity for the remaining Towers of the Orokin that are rumored to be hidden in the area. The Grineer also do their best to try and prevent Tenno incursions, wanting to greedily keep the potential technology within the Towers to themselves. The Larunda Relay is also stationed near here, hidden and providing a base and resupply point to those allied with the Tenno.

3. Venus- A bustling Corpus outpost, Venus is home to these risk-taking merchants for the valuable gasses and ores hidden within its normally uninhabitable, high-temperature surface. Being between Mercury and Earth, it's sometimes prone to Grineer invasions when the Grineer's bloodlust cannot be kept in check any longer. Beware, for the Corpus do not take kindly to unauthorized visitors...

4. Saturn- A stronghold of the Grineer, the Empire keeps a tight hold on this planet due to the well-traversed shipping lanes and training orbiters providing ample opportunity for their Elite troops. The Corpus are also prone to try and invade this area, seeking to take the shipping lanes in the name of Profit. The Kronia Relay is stationed out of sight in this area, a staging point for allies of the Tenno to use and act upon the conflicts as they see fit.

5. Jupiter- This planet used to be a wretched hive, a blighted victim of the Infestation. But the Corpus fought tooth and nail to get it back, now exploiting the gas giant for the absurdly valuable gasses within its atmosphere. Multiple floating cities and mining facilities are located here, doing what they can to collect Profit. It is also the home of Alad V, a very dangerous Corpus Board Member who is obsessed with harnessing the power of the Warframe for himself, and will do whatever it takes and double-cross whoever he needs to get it... for another form of Profit is an abundance of Power.

6. Uranus- Childish grade-school jokes aside, Uranus is a planet that is locked down by the Grineer for more than just mere conquest. Beneath its ocean waves, deep under the surface lies entire facilities dedicated to bio-modification and gene repair. Research continues on daily, and vile Grineer scientists continue to apply these breakthroughs and theories in hopes of curing themselves, top among them being the notorious Tyl Regor. But there are rumors of other things that wander the halls occasionally, with otherworldly echoes...

7. Eris- Once an outpost of the Corpus in their attempt to repair and expand the Solar Railways, a heavy outbreak has led this planet to one of the worst fates imaginable: Infestation. The entire planet is overrun with this horrible, infected flesh, and it is eternally hungry for more to add to its growing collection. The Infested do their best to use this planet as a staging point, though the Corpus are doing their best to fight for control back... even if every defeat means the Infested profit from their bodies.

8. Free Choice- Ah, it seems that luck is with you on this journey, my friend. You may choose to select any of the prior locations on this list, or simply choose any planet in the Origin System that you desire to begin at.

IDENTITY:

You are on the cusp of something very valuable, my friend. As the petals of the flower open up, exposing the contents, its nature is revealed to the world around it.

It is time to reveal your own nature, to choose what you will become in this war-torn place. Roll 1d8+15 to determine your age, while keeping your gender the same. Of course, should you seek a change more suited to your preferences, you may instead pay 50CP to choose both:

Drop-In (Free):
+You have no additional memories given to you, no new loyalties; you are effectively a wild card
+With no history here, you can make your own path, and for your initial time here have the ultimate advantage in surprise
-With no allies to begin with, you are on your own... and the various factions do not take door calls lightly
-With no prior memories, you will be forced to rely on past information and what you learn while here, to understand the world
Sometimes the best kind of flower is one that has been undiscovered. Though you have been brought here without history or purpose, one would argue that the situation you find yourself in is among the most fertile with opportunity. Take great care where you tread, my friend... and may you find good fortune.

Grineer (Free):
+You will always have allies watching your back. The Grineer are infinite, after all
+Built for war, bred for war, geared for war. There is a reason the Grineer have conquered so much
-It will be difficult to resist the order of the Twin Queens, the loyalty genetically bred into you
-There is risk of genetic decay; cloning something so much has its price
Just like how a flower is a plant, so is a weed. Weeds are strong and numerous like the Grineer, the vast army you have officially been conscripted into, to serve your Queens. It is a bland life that they have brought you into, from the comforts of the toxic womb that is your clone tank. But like food, blandness can be solved with a few additives... the decimation of those who oppose you will serve that purpose wonderfully.

Corpus (Free):
+There's a whole System out there to sell to... or steal from. Profit is profit, after all
+With advanced technology and robots always on the prowl, you can do what matters most
-Your bosses really don't give a shit about you, profit is what matters
-It's all the worst hells of a corporation exaggerated... with a dose of religion
A single flower is beautiful... but many flowers are profitable. Profit is what makes the Corpus continue their work, the massive proto-corporation that is practically an empire in of itself. Money is the bottom line, and because it's cheaper to use robotics you'll find multitudes of mechanical proxies in your time here. Corporate politics is rife, with entire work groups being sacrificed to assist the bottom line, but play it right and you'll make it through. May your ledgers become ocean, your margins see Centauri. In the name of Profit.

Infested (200CP):
+Assimilation is your modus operandi, for you will understand them if you become them
+Your flesh is strong. Your flesh will not fail you. Your flesh will not fail them.
-Flesh can only carry one so far; there are many ways to destroy your blessed flesh
-The urge to assimilate is strong, so it is unlikely you will be making friends any time soon
Unity. Immortality. Eternity. These are all things that are promised by the creatures dubbed the 'Infested', the creatures that have cradled you with their flesh. People are divided, flawed... mortal. All things that can be cured by the collective... all things that can be cured by you. You have your directive. You have your goal. Help them become united and eternal. Help them realize their destiny through your flesh. Assimilate.

Tenno (200CP):
+Gifted with the power of the Void, you are a figure shrouded in mystique and fear
+You know of something few in this world will ever know: Honor
-You have no true allies outside of your fellow Tenno, and they are ever so few in number
-For all your honor and pride, you are scavengers in a hostile world
Good. You're awake. Tenno. It may seem disorienting, but I assure you this is for the best. You are a part of something much greater than yourself. Steel and skill guide your hand like a petal on the wind as you travel the system. You will face tremendous odds, for it is not only a whirling maelstrom that surrounds you, but a raging storm that is contained within. Your Warframe will help you, but true balance is one that must be found on your own. May the Lotus guide you.

SKILLS AND ABILITIES:

Every flower has something inside when it blooms and reveals its true nature... a flower of sweetness that allures those around it to complete its goals. Or a flower of death, that dooms any who dare to brave approaching it. I'm sure you've learned of the many permutations that are out there... the only question now, is what will you reveal to the world when you finally bloom and show your true self?

-Melody of the Void (Free) -Everything has a song, my friend. The harsh battles of war, the ruthless pursuit of Profit... even the exploration of pasts long left buried. As much as it surprises people, even the mind-rending plane of the Void has a song if you listen to hear it... of course, what I mean is for free, you gain the means to hear the music of the Warframe setting's soundtrack whenever you wish. Whether it's to get you pumped up or in a meditative state of mind... it is your song.

-Smug Ki'teer (100CP) (Free: Drop-In): There is something to be said, about being calm and collected in the face of danger... then there's laughing at it. Whether it's selling some self-righteous animate soup can some amazing items you've dug up, or facing down an enemy who thinks so little of you, you can give off this air of confidence and smugness that can REALLY make folks question whether they were ever in control. As a bonus, the smiles you can pull off are absolutely infuriating. Perhaps they'll find out your secret at one of your next parties?

-Salt Trader (100CP) (Free: Drop-In): The best part about doing business at times? How you can force people to rely on you. After all, who else would buy the items they have on their person, only to unveil some new trinket to take away their hard-earned cash with interest? It can really drive people up a wall, but provided you're always offering something useful, those who make dealings with you will more often than none stomach their anger and do the proper thing: Lining your pockets. Of course nothing's stopping you from reveling in said anger.

-Proper Posture (200CP) (50% off: Drop-In): Everyone always talks about going forward. Always being on the move, always going from one place to another. They haven't understood the true skill everyone should know, the skill of standing still. But thanks to some stamina training, you've made it so you can keep a position and hold perfectly still for days on end without need of petty things like sustenance or sleep. This is awesome if you're trying to be stealthy, or sitting there with a smile as others come to you.

-Boundless Drive (200CP) (50% off: Drop-In): There is nothing you wouldn't give to see your goals realized. Nothing. So when someone says it would take a solid week of nothing but work for you to achieve the task you've set before you, you just laugh and proceed to do just that. Upon designating a task to complete, you will find that you can push aside petty things like hunger, or sleep, or lack of stamina in your single-minded pursuit. Of course by the time you've either succeeded or failed in your task, it's going to catch up to you, and deviating from that task will likewise cause it... but until then, your will and desire will be all you need to push through.

-Distinction of Luxuries (400CP) (50% off: Drop-In): Ruffians, the lot of them. Always those who think so highly of themselves, yet for all the times they scour and scavenge places of danger, they always seem to miss items of value. Of course they would, they seem to leave anything that isn't gold. But this is where you profit, my good friend. Your perception and appraisal ability has taken a dramatic increase, letting you find riches where others would only see rags. Even better, even after a place has been scoured, you'll always end up finding SOMETHING that will be worthwhile. After all, you are a person of finer taste.

-Beyond Reproach (400CP) (50% off: Drop-In): There are those who would claim you care little for consequence... but those who looked deeper would note otherwise. They would note a method to your madness, in the way you handle your operations and actions. They see it in how you weave through the intricate politics of opposing groups, managing a steady neutrality that while it does not make you their most favorite person in the world, it will ensure that you are not shot on sight for fraternizing with the enemy. At least, provided you aren't obviously selling them out. Work hard enough, and you could even host a luxurious banquet with the leaders of opposing forces, held together under your word.

-Death Mark (600CP) (50% off: Drop-In): Actions have consequences... for too long those who have commenced crime and corruption have gone unpunished, lauding their supposed invincibility over others. No longer. By focusing on the image and the name of the target who must be called to justice, you mentally place a 'mark' upon them. This mark will let you know where they are at all times, regardless of the distance or obstacles that are between you two while granting significantly increased stealth to approach your target with minimal problem. There can only be one mark at a time, but justice will be served. Piece by bloody piece.

-Blind Justice (600CP) (50% off: Drop-In): The guilty will not be allowed to walk away. Their tricks and their toys will not stop you. They will face Justice. Your drive and your will have granted you a unique gift, champion of vengeance. Single-target effects meant to disable or hamper your movement will merely wash over you, unable to affect you at all. Worse, effects meant to lower your defenses will be weakened, not as effective as they should be. Did they really think there would be no repercussions? They cannot run from their past.

-Broken Volume (100CP) (Free: Grineer): Let it be known that the battlefield is not for trite cowards or sniveling merchants! It is the realm of soldiers! WHO WILL WEAR YOUR SKULL AS A HELMET! Things can get loud on the field with guns blaring and soldiers screaming... so you must be louder for your commands to be heard. Upon putting emphasis into your words, you can make your voice sound significantly louder and full of the emotion you're attempting to portray. It’s very good for making an impression, friendly or otherwise. Or if that's not the impression you want to give, you can instead make your voice sound smooth as silk. Shakespearean even, commanding at least a begrudging respect.

-Going In Loud (100CP) (Free: Grineer): Funny, how the march of footsteps are akin to war drums beating in unison, each solder bringing with them a familiar song of camaraderie for their allies and a dirge for those who would stand against the might of an army. As you make allies and soldiers march in unison, with their boots hitting the ground on rote, it will be a significant morale boost to those of your side who hear it. It lets your allies know the war machine moves forward with no end in sight, becoming a demotivating sound for your enemies. After all, how can they stand against such unity and dogmatic determination?

-The Spartan Way (200CP) (50% off: Grineer): There is hardly time for luxury or love, and there is hardly time for relaxation. Not while the enemy still crawl over what is yours like maggots on a fresh carcass. With so many maggots, there must be dedication to the purging. Your dedication is evident, being capable of things like sleeping on solid rock while barely losing a wink, or consuming even the most tasteless nutrient pastes without so much as a groan of complaint. Being able to operate on such a base level has left it seared into your mind, and with effort the rest of your allies can learn how to be just as efficient in the face of similar adversities.

-Formation Bravo (200CP) (50% off: Grineer): You know what most people think when they hear 'war machine'? They think of efficiency. They think of training. They think of an organized, unified force bearing down on those who do not submit. It is time you became part of that machine, and for others to join you. The time it takes to practice combat formations and group fighting is significantly lessened, and the more you work with the same people the more effective your team fighting will become. It is time that you became the Machine.

-Fires of Industry (400CP) (50% off: Grineer): There will always be war. So long as there is conquest of that which lies before you, so long as there is an enemy to spill the internals of, there will be reason for war. It is a war you will be prepared for. You know the means to produce weapons and armor on a production-line scale, equipping troops in a timespan that would leave the logistics officers of many armies baffled at the speed. It may not look the best, since you're focusing on function over form... but the dead rarely offer negative criticism.

-Chemical Composition (400CP) (50% off: Grineer): Science is a lot like war, actually. As it becomes necessary to kill and conquer, it is the nature of science to light the way to a bloodied path. Which of course, means. chemicals. Lots of chemicals. Your knowledge in mixing and utilizing chemical reactions and compounds is heightened, letting you do marvelous things. Things like enhancing armor to be significantly more durable than it looks, or making flamethrowers able to melt through steel in seconds and not require a backpack. Your use in chemicals is grand indeed... some would call it a perversion of what science is meant for. You would call it a natural step to the power science brings.

-What's Yours Is Mine (600CP) (50% off: Grineer): All is fair in war. After all, if you're alive and the enemy is not, it means you did something right. So when they say you're cheating by using what you found, you can tell them to shove it. Upon purchasing this, you gain the uncanny ability to adapt the technology of others to your own, improving its ability and power while learning enough to figure out how to mass produce it. Granted, the more different and advanced it is the more effort it will take, but all will be Grineer dominion. One way or another.

-Cloning Blues (600CP) (50% off: Grineer): A machine cannot run forever, you know. Sometimes it breaks down, sometimes you lose parts. You need maintenance on a machine, and a war machine is no different. What do you do when your troopers start falling? Others have to recruit. You? You simply make more. The secrets to cloning technology are yours, as is the secret to genetic manipulation. You will need to supply the material yourself... but being able to splice in genetic memory so your clones come straight out the tank with knowledge or other things should be a useful boon, no?

-Money, Dear Boy (100CP) (Free: Corpus): Opportunity doesn't come on demand, you know. For there to be profit, there must be willingness. For there to be willingness, there must be the comfort of being able to spend. Therefore, when you're near a person, you can determine how much they're worth and how much they could reasonably spend on a product, whether in one lump sum or for payment-over-time plans. Maybe it's how they look at the product, or maybe it's the way they dress. But you know... and once you know, you can make them comfortable about things. Comfortable to spend. Everyone is an opportunity, after all. Everyone can make you a winner.

-Way of the Gaga (100CP) (Free: Corpus): Wait, how is that person able to see with that super tiny visor? Or even fit through the door wearing that giant harness? How can they even bend over with that equipment? All of these are things I'm sure you wonder when it comes to the intricacies of futuristic fashion, but they make it work. Now, so can you. So long as your aesthetic choices for your equipment and armor are not purposefully designed to hinder you, it's eerily simple to move around and do what you normally do despite how awkward it may seem. So what if that large collar on the neck seems problematic? You're in the future, baby!

-Coding Your Army (200CP) (50% off: Corpus): That's a lot of robots you have, my friend. I mean a LOT of robots. Cheap labor is all fun, but it's not cheap if they're just going to be a bunch of morons. Fortunately, your dedication to profit has granted you clarity into the workings of the machine, praise be your ledger. Your machine code is more tight and efficient than others, while maintaining a flexibility that lets the machines adapt tactics if they encounter something new. Now let them fly off and make some money.

-Balanced Ledgers (200CP) (50% off: Corpus): It's a big corporation, my friend. Whether your section spans a planet or a system, there are many numbers to keep track of; expenses, material allocations, interest rates, yearly plans. Profit. These are all important numbers, and it is these numbers you can now easily keep track of as easily as breathing... if your corporate modifications haven't removed that need, yet. The point is, you can keep track and do financial calculations in your head quite easily now, letting you tally up the numbers to let you make informed decisions. After all, you don't want that NASTY RED coming up on you, do you?

-Energetic Systems (400CP) (50% off: Corpus): When you think of 'corporate methods', what comes to mind? ...besides 'greedy'. The word you're looking for is 'efficient', which the Corpus have done in abundance for their weapons and systems. Now you too can enjoy their ruthless, cold efficiency in your technology, given the means to reduce energy waste by a significant amount while increasing conductivity to make for some very efficient systems. After all, sometimes less is more, right? Or more is more. Depending what you do with it.

-Shielding One's Opinions (400CP) (50% off: Corpus): With all this talk of profit and money, surely you can spend a little extra to ensure your minions or your products last a little longer, right? After all, spend money to make money. How fortunate for you that your money went to a successful venture, increasing the strength of your energy shields while even letting you make specific units that grant OTHERS energy shields within a certain proximity! It might make them a target if someone catches on, but that's what your ruthless corporate tactics are for, aren't they?

-Heart of the Machine (600CP) (50% off: Corpus): Robots. In so many ways, they can be considered an inferior to the power and glory that are humans. In many more ways, they can be considered humanity's superior. They who never tire, never hunger, and never fear. They have incredible power, and that power is now yours. When creating robots, you will find units you create work better together, synergize with each other, even have a decent power increase... and that's just the production models. Unique models will enjoy a significantly higher power increase, with a durability and intellect that will make them mighty assistants indeed. In the Name of Profit.

-Prophet of Profit (600CP) (50% off: Corpus): Profit is more than just a number or a currency. It is a primal force of the world. A force that should be gained, for he who has Profit has Power. Your lust for economic power and positioning has granted you a mighty way with words indeed, filling those who hear your sales pitch with a sense of awe and wonder. You're not offering mere products. You're offering them a place in the world. You offer salvation and prosperity through your profit. If they give unto you, then someday you can give unto them... and they will be much more eager to give unto you. Profit can help all who partake in it. Isn't that wonderful?

-Patience of Eternity (100CP) (Free: Infested): Time. That's all you need. Flesh is fleeting, but all it takes is the right action, the right move at the right time, to make some serious headway in the world. After all, why else would everyone scramble the moment you did something right? Why else would they fear you? Your ability to be patient is improved, your emotions able to be more easily tempered when focused towards a goal. Patience is important, my friend... perfect unity must be done properly, and proper methods take time.

-Cloud of Potential (100CP) (Free: Infested): Every infection must start somewhere. For unity to be brought to all, unity must be spread. Your flesh must be spread. Your body has gained a peculiar mutation, able to slowly build and store a collection of spores for you to expel towards a victim, to bring glorious infection to the next member of the collective. How you do it is up to you. Breathing them out, creating openings on your hands... however you seek to spread the method of their ascension. As a bonus, I'll let you choose the color of the spores as well.

-Sight of the Seer (200CP) (50% off: Infested): There are those who would fear your gift. Fear the power it would bring them, the comfort of being made one with the collective. It is only natural for them to fear change, but it is why you bring change to them. Your senses are modified, letting you see the electrical signals of organic beings along with their thermal energy. They wish to escape their destiny, but with this they will not escape you. Sometimes you must be forceful in doing the right thing, and many will call that inhuman.

-Mind of the Shepard (200CP) (50% off: Infested): Unity is important. For there to be unity, there must be care and consideration for others. After all, pushing and pushing until they break will do no one any good; they must be brought into the fold without error. When you get ahold of flesh, you become aware of its potential. More importantly, you become aware of how far you can change it. The quality of the flesh becomes clear to you, as well as many of the combinations that such flesh can take. With such knowledge, you can truly ensure they tread the path to ascension with your guidance.

-Era of the Gods (400CP) (50% off: Infested): You must be patient, my friend. After all, you have the time for it. Your infected flesh has a longevity that many would call immortal, allowing it to last ages beyond what flesh would normally last. By proxy, that means you and the brethren you have infested. Likewise, such flesh can survive intense temperatures on either side of the scale and last for longer than usual without sustenance, which makes it perfect for surviving the vacuum of space. Let your flesh be a testament to what others could gain, should they submit.

-Direction of the Flock (400CP) (50% off: Infested): Those you infect can certainly be zealous, in their quest to assist you in spreading unity to those without purpose. This zealotry has its purpose, but it can make their tenure among your number woefully short. Unity must continue beyond the initial recruitment stage. Those you infect will be more capable of working together, almost by instinct as they start utilizing each of their strengths and countering each other's weaknesses... showing those who resist that unity is forever. One Mind, One Soul, One Flesh.

-Joyous Abundance (600CP) (50% off: Infested): Flesh is a wonderful thing. Flesh is able to be changed into so many forms and functions. Flesh is able to last for a long time with the right foods... and flesh can be grown. Your infectious nature has taken a unique mutation, and you are able to reallocate the biomass of others with little to no waste upon infection. Their energy reserves will go further in assisting their transformation, encouraging further cell division and letting you rig any biomass you create with the ability to replicate rapidly on a whim. In essence, this makes your flesh almost like a cancer... once it starts to spread, it's very difficult to stem the oncoming tide.

-Harmonious Unity (600CP) (50% off: Infested): You are the key to uniting all, my friend. Your flesh is a glorious gift, one that you should take joy in. One that you should spread. But in some rare cases, it comes to you. Your flesh is special, your virulent nature able to harmonize with other infectious agents to bring into the fold. In short, you are capable of absorbing infectious or mutagenic agents of organic nature, and mixing them with your own infection to spread to others. You are the vessel through which immortality is achieved. Let them embrace you.

-Graceful Myth (100CP) (Free: Tenno): You are more than a mere survivor. You are more than a dog on a leash who's outlived their master. You are a Warrior. You are one of the greatest triumphs a lost golden age, and regardless of the atrocities you have seen, you have a connection to the universe none will ever understand. This understanding has helped your movements and your actions in an elegant way. Helping you move with an intent and grace that seems almost mystical. Even the action of moving for a teacup can be done in such a way that proves to others that you are in tune with creation. That you are more than your blade.

-Peaceful Zen (100CP) (Free: Tenno): You have seen so many years of darkness... so many would-be conquerors and self-proclaimed gods who would take advantage of others. But you have also seen many years of light, and how the efforts of one man could change history forever. This has given you a unique perspective, letting you see the potential in others and how to foster it. But it also helps you understand why some would turn to the path of cruelty over the path of charity, accepting these outcomes with an open heart. They chose that path, and everyone is allowed to choose. You simply understand that with choice comes consequences, is all.

-The Honor System (200CP) (50% off: Tenno): You are more than just a blade, or a collector of blood. You are more than battle. You are capable of so much more, and it is this capability that brings you honor. An honor that makes it easier for you to adhere to your personal code, a code that will never falter. It is this code which lets you recognize the honor in others as well. This also helps you understand how to cultivate honor in others, by providing an example. That example being yourself. You hold yourself to Honor, my friend. In doing so, you bring Honor to others.

-Peace Within The Blade (200CP) (50% off: Tenno): A warrior must know more than themselves, for their weapons are an extension of that self, their armor like a second skin. These things are as important to them as their very arms or heart. That is why great care is given to those tools. Your ability to provide maintenance and care for your personal equipment has increased, not only making them easier to repair if they suffer damage, but even improving their quality over time by optimizing their performance to make them tools worthy of their wielder. You are the storm, and that which you wield is the bolt that shall smite your enemies.

-Storm of Petals (400CP) (50% off: Tenno): There are those who would have called you a Warrior-God, a force of nature contained in metal in fear of the world being destroyed by your very presence. Ironically, they are somewhat right; you are a force to be reckoned with. Your actions are as fluid as they are deadly, increased agility and strength allowing you the means to slaughter a small army of interlopers without even so much as touching the ground. You could jump off their falling corpses and move in ways that inspire legends, all soaked in blood. You are more than Balance. You are Power.

-Spirit of the Magpie (400CP) (50% off: Tenno): ...wait what? Oh, right. In the age of the Orokin, the Tenno were equipped and given the means to fight their enemies. Nowadays, it is an unfortunate necessity that they must scavenge and collect what they can to continue their work. Fortunately you have gotten very good at the act, gaining an idea of which locations might yield the resources you need at the time. You even have a bit of extra luck, gaining increased chances of obtaining rare or hard-to-find resources that would evade many others. Some would say it is dishonorable to hoard and steal from others. The Lotus would say that it is honorable for a warrior to be able to rely on their own skill to survive.

-Mindful Transference (600CP) (50% off: Tenno): The Void. It is a place of unbridled power, unbound by the laws of science or petty logic. It is a place which defies comprehension... and in being graced by the energies of the Void, channeled by glorious Transference, your mind defies comprehension. Your multitasking ability has increased, allowing you to control both your current body and your Warframe, at the same time for double the ability. Your mind has also been opened to the truths of the world. Able to comprehend what others would go mad upon encountering, able to understand parts of the world that others would shun. All of creation is beautiful after all... and you get to experience it.

-Devil of the Void (600CP) (50% off: Tenno): Monsters. Abominations. Unholy. Many names and insults were thrown to you when you were first discovered, when your gifts came to light... power unconstrained, unrestrained, uncontested. You were blessed by the Void, granted unnatural gifts which none could replicate or adapt to... gifts which made you mighty. In time your gift was shaped, its furious light focused and redirected, allowing you to summon a specter for a few moments to use special abilities. It's time for you to choose one, and only one, of the Five Great Schools:

> -Madurai: You never compromised. You never ceased. You never paused. Speed and savagery were your gifts, the Void granting power that could tear your enemies asunder. You gain the means to use a powerful beam of energy from your chest, purging the enemy with fire as it ignites them. You find your ability to inflict harm has also increased as a whole, your weapons dealing greater damage when you use them. You will cleanse the world of your enemy, by blessed fire or by crafted steel.
>
> -Vazarin: You never had to strike first. You never felt the need... not when countering the enemy and watching the looks on their faces was much more worth it, the Void granting this potential to you. You gain the power to unleash waves of restorative energy in an area around you, shielding them temporarily while you restored their wounds right before their eyes. Your ability to counter in and of itself has also increased, dealing a small amount of damage taken back to the enemy automatically. You should really tell them to stop hitting themselves.
>
> -Naramon: To defeat the enemy, you must know the enemy. This was an undeniable truth, for if you knew what they would do, then what reason would you have to fear anything? The Void appears to agree on some level, indulging your truth with its blessed light. Your power is to unleash a wave of psychic energy in a cone in front of you, scrambling the thoughts of those caught in its blast and making it far more likely that they will turn on each other. Your Void granted knowledge has likewise taught you well, drastically improving the damage done with a melee weapon when used as a finishing strike. Sometimes, knowledge truly is power.
>
> -Unairu: It is one thing to destroy the enemy. It is another to outlast them. You were the rocks of the Eternal Shore... for the enemy to crash upon you and be broken. The Void has sensed this stubbornness, and rewarded you for your faith in yourself. You have gained the power to unleash a petrifying ray, causing enemies caught within its light to be turned to stone for a few moments of blessed weakness as it reduces the strength of their defenses. Your ferocious willpower has likewise been rewarded, increasing the effectiveness of any armor you wear. Sometimes a good offense, is a legendary defense.

-Zenurik: Why go for destruction or defensiveness? They are effective, but they are not a true victory. To be victorious, you must annihilate the enemy's will to fight. You must dominate them in every sense of the word... and the Void has answered your call. Your power is sinister, unleashing pulses of Void Energy in a small area around you to incapacitate enemies for a few moments as you overwhelm their mind, and manipulate that energy so passing bullets veers towards them to strike. Your desire to dominate has also taken a curious form, granting a small aura that naturally replenishes the energy of technology that is near you. You are in complete control.

-Mantle of Legacy (50CP): Sometimes there are those who are not content with forging their own legend. No, sometimes it is considered an honor to add to the legend of another, to become that legend in body and spirit. You have that chance now, my dear friend. With this helpful trait, you have the ability to name yourself after a mythological being, or a weapon of legend that has been told in stories and tales of old. Even more, the more effort that you put forth to embody this name, the more they will believe you, revering you as a Legend made manifest.

-Stalking the Light (100CP): It's all about the entrance, you know. Some entrances call for flashy fire and grand gestures, to show off how much more fashionable and glorious you are. Sometimes you just need to scare the living daylights out of someone. Look no further with this. Upon consciously choosing a target and approaching them, they'll experience a 'flickering' effect, like the lights are failing. This will happen a few times before you reach the target, which is sure to fill them with Dread... or Hate... or Despair. If nothing else, they will know War is coming.

-Beauty of the Beast (100CP): There is something to be said about the potential in others... to see something small grow into something so big. To see that something beautiful can grow from something so ugly. Regardless of your origins, you have grown into something resplendent and wonderful. The imperfections of your skin removed, your shape made one of your aesthetic and preference, eyes altered to a color and design that suits you, and your hair as glorious as silk. For those of nonhuman modifications or appearances such as fur or scales, those aspects will also be boosted… oh, and if you desire it, this perk can give you a rather *shapely* posterior that would turn heads.

-Modification Creation (100CP): I know your kind, traveler of the stars. You who seek out your own path, you who wish for your life to be of your own design. It is only natural that this desire would be turned to the equipment you yourself use, wishing to fine tune it to your own whims. If you seek it, I shall grant it. This purchase will allow you to create 'Modification Cores', which can do all manners of wondrous things. Things like granting elemental damage to a weapon, or increasing its range, or improving the armor effectiveness of a suit you like. While this can only be used for personal equipment... it's still quite useful to make enhancements for your equipment at any time.

-Cybernetic Knowledge (100CP): Sometimes the flesh is flawed, and you need to fix that broken body instead of making a new one. Or maybe you just think it's more efficient to rewire someone's brain just so they can't say 'no' to you. Whatever your reasoning, it's time you learned the means to upgrade a person. The ability to graft cybernetics or install components inside a person is yours, with little issue of rejection or energy concerns so long as the component in question isn't too intensive. After all, a body can only do so much for a plasma cannon if you don't put its own energy systems in.

-Seat of Thine Throne (200CP): They say the engines of war are ever churning, and that conquest never ceases. But alas, every army needs a place to rest and every machine needs a shop to be maintained in. Even the Tenno are aware of this, needing special locations to rest and recoup their strength in their quest for Balance in the Origin System. If only there was a skilled architect that could help… oh wait, that's you if you pick this up. You gain the knowledge to design and construct buildings to not only serve as effective fortresses, but can also withstand the natural elements of the location you build it in. Right next to a volcano? You know what to do to make sure the base stands while everyone inside is a comfortable temperature. Found an amazing mineral vein on a frozen hellhole of a world? Your mining base will not only be effective in collecting every last scrap of valuable ore but also suffer little to no problems at all with the cold.

-Dimming the Light (300CP): When you seek to control a civilization, to control its very defenses, sometimes technology and science are not good enough. Sometimes you need to lie, in order to preserve the truth of your ways. But regular lying isn't enough. You need to double down on lying. You need to lie so hard the truth becomes buried. …your lying skills have reached this level. But it is not a one-and-done event, oh no. The best lies are the ones drawn out over days or weeks, reinforced, proven to such an extent that there was no suspicion that it was anything other than the truth… and the mind is powerful when it thinks it is armed with the truth, even going so far as to crippling their own power selection or effectiveness. After all, they say history is written by the winners… you're a winner, aren't you?

-Light of the Orokin* (400CP): Few have ever reached the innovation and technological prowess of the Orokin Empire... their gold and ivory exteriors hiding minds as sharp as steel. Likewise, the golden trim of their technology hid an advancement that continues to elude the majority of the System to this day. It eludes you no longer, the secrets of Orokin technology present in your mind. You'll be capable of augmenting technology significantly, increasing its capabilities at the same time and granting a durability that will last millennia. Perhaps in time, the secrets of the Warframe creation process will be yours to covet and yours alone, basked in the light of science and superior intellect.

COMPANIONS:

A lone flower has a beauty all in itself... to be admired and adored for succeeding where no one else has. To be thriving where others have perished. But think of how lonely that flower must be, without any of its kind to feel welcome around. To never know the joy of knowing they belong, or the comfort of companionship. Such things are a sad fate, are they not? It is a blessed opportunity then, that I grant you the choice of companionship.

You may choose to have a single companion imported as the option for 'Acolyte', 'Gunner No. 3452', 'Merchant of Scripture', 'Prophet of Unity' or 'Founder Tonati' instead of a new one

-Clanmates (50+CP): It is a dark and dangerous world out there, and sometimes the strength to survive must not come from you. There is strength that can be found in others... will you be one who would surround themselves with allies similar in ideology... or twist others into becoming their allies? For now, let's focus on the former. You can import one companion for 50CP each, or you may perform a single purchase of 200CP which will then let you import up to eight companions maximum. Each companion will gain 600CP to spend on skills and abilities only.

Be warned however, for you will need to pay an additional, one-time 100CP to make any of them qualify for the 'Infested' or 'Tenno' background.

-Cephalon A.I. (100CP): Oh, hello! This is a curious little being that you've come across, but they'll be most certain to ensure they're worth your while. Utterly loyal and appearing in a geometric shape of your choice, this Cephalon can interface with technology you own and assist in the control and maintenance processes of any ship you plug it into. Now granted they MAY have a slight quirk or two... but that's not a problem, is it? You two could talk it out. For an additional 50CP, your Cephalon will be Ordis themselves, with all the good and the bad that comes of it.

-Clem Clone (100CP): **CLEM CLEM. CLEM. CLEM. GRAKATA CLEM. CLEM CLEM CLEM. GRAKATA. CLEM.***

-Acolyte (200CP): I wonder... has this wandering soul simply been seeking one who shares their ideals, having no luck until you arrived? Or did you simply force your worldview on them, to make them as twisted as you are as you scour the system? Either way, you have your first Acolyte. Your disciple, as it were... and they will lay down their life for their master. Adorned in robes of red and black, it's hard to say what is underneath that cloth outside of loyalty. This companion gains all the freebies of the 'Drop-In' background, along with 'Boundless Drive', 'Blind Justice', 'Peace Within The Blade', and 'Storm of Petals'.

-Gunner No. 3452 (200CP): Born with not a name, but a number, this woman was one of many Grineer clones augmented with cybernetics and bred for war. But for all her dedication, for all she has done with only her trusty weapon and cybernetics, she has become disillusioned with nothing but hatred and conquest. She seeks a better life, one where her fighting skills will yield more than misery and ugliness. She hopes that you will supply that life. This companion gains all the freebies of the 'Grineer' background, along with 'The Spartan Way', 'Cloning Blues', 'The Honor System', and 'Energetic Systems'.

-Merchant of Scripture (200CP): This... this is a very concerning man. Dressed in silk that are lined with symbols of currencies long past, he truly believes that Profit is a divine act. His prayers to his 'Altar of Allowance' are daily, and he claims it speaks to him on how to make his money. Why it's made of solid platinum or why he thinks it speaks is something you might want to ask him yourself, but he's damned polite otherwise... now you just need to keep him from constantly adding armored sections of rare minerals to his robes. This companion gains all the freebies of the 'Corpus' background, along with 'Beyond Reproach', 'Balanced Ledgers', 'Prophet of Profit', and 'Proper Posture'.

-Prophet of Unity (300CP): Okay I take that back, THIS is the concerning one. You have a bona fide Infested on your hands, an Ancient no less. Normally these things are responsible for bolstering entire waves of lesser Infested to help overrun cities... but aside from their halo protruding from their back and dark-green skin of mottled flesh? This Infested has donned robes of black and gold, and reshaped themselves into something of an attractive woman. They insist their goal of bringing everyone into the fold is still their goal, but it must be voluntary. After all, is choice not the key to Inner Peace and Unity? ...Unitol... they're still figuring out a name. This companion gains all the freebies of the 'Infested' background, along with 'Proper Posture', 'Boundless Drive', 'Mind of the Shepard', 'Joyous Abundance', 'Graceful Myth', and 'Peaceful Zen'.

-"Founder Tonati" (300CP): I would say that the man was an enigma, but no. He's one of those types that wears his heart on his sleeves. Rare, considering he was one of the very first Tenno to be awakened. Adorned in one of the extremely rare 'Excalibur Prime' Warframes, he has aided the Lotus' cause greatly. Countless operations and skirmishes have left him a skilled combatant and tactician, and his understanding of others makes him a friend who will always know if something's bothering you. But above all, he considers himself a friend. This companion gains all the freebies of the 'Tenno' background, along with 'Formation Bravo', 'Direction of the Flock', 'The Honor System', 'Storm of Petals', and 'Devil of the Void (Vazarin)'.

-Canon Companion (300CP): Oh ho... it is not enough, then? You seek someone a bit closer to the setting? If that is your wish then I shall grant it unto you, oh gentle soul. You may choose a single canon companion, to come along with you on your journey. Should they perish during your time here, they will be revived when your time is up so they may continue on with you. There are some limitations, though... you cannot choose Infested bosses, nor can you choose Corpus robotic bosses.

**Sorry about that, those two words are all he can say. But he's a Grineer clone whose mutation freed him from the Twin Queens, and he defected. He's a very loyal person though, and he comes equipped with twin Grakata assault rifles that he can use to disturbing efficiency... seriously, get him on point and he'll be worth as much as a small army. As long as you care for him and his Grakatas he will always be by your side.*

SYNDICATE ALLEGIANCES:

No one person is an island, my friend. Not even you. Much like how a flower requires the assistance of others to thrive at its best, you too may find yourself in situations where you need some additional resources and assistance. The people of the Origin System have recognized this, and sometimes the problems of the Grineer and the Corpus are things that these people try to distance themselves from. You have the option to join one of these enigmatic Syndicates, and gain rewards from them as you curry favor and help each other out. You gain one Allegiance for free, and additional Allegiances are 50CP each. Beware however, for not all these Syndicates agree with each other, and those who disagree or hate the Syndicates you join may eventually send agents to deal with an increasingly useful agent like you...

-Steel Meridian: Led by a battle-hardened Grineer deserter, the Steel Meridian fight a guerrilla war against a vast enemy as they do what they can to uphold the ideal of Justice and protect those who cannot protect themselves. They are sworn protectors of what little remains of the colonies that lay scattered in the Origin System, adhering to a code of honor so they do not become what they seek to fight. Steel Meridian has allied themselves with the Red Veil, but do not agree with the views of New Loka and are fierce enemies of The Perrin Sequence.

-Arbiters of Hexis: The dogmatic Arbiters are the most the Origin System has to an order of monks... philosophers who hone their mind and body, and seek a truth through discipline and practice. They reject the "Tenno as Warrior" mythology - a lie constructed to limit their potential, a shattered fabrication to hide what they are truly capable of. They seek all ways to explore their past and discover the depths of what they are truly capable of. The Arbiters of Hexis are allies of the knowledge-seeking Cephalon Suda, but have come into conflict with The Perrin Sequence and are fierce enemies with the vicious Red Veil.

-Cephalon Suda: A vast consciousness watching with a curious eye. Seemingly devoid of emotion, Cephalon Suda's thirst for knowledge and abhorrence of destruction can only be described as passionate. This A.I. is ever-hungry for knowledge in a System where knowledge of the past and its technology is power incarnate, and will do whatever it can to learn and preserve whatever it finds of a past that many have forgotten. Cephalon Suda has found allies within the order of the Arbiters of Hexis, but has found the destructive Red Veil to be distasteful, and the dogmatic New Loka to be completely abhorrent.

-The Perrin Sequence: A collective of brilliant and powerful merchants, The Perrin Sequence is splintered from the Corpus upon the realization that there doesn't need to be conflict or violence in order to achieve Profit. Their goal is to restore order by bringing prosperity and direction to the violent world they study, and to search for ways to exercise their trade without resorting to violent measures. After all, what is Profit if there is no one to spend it on? The Perrin Sequence have found unlikely allies in New Loka, but seem to dislike the Arbiters of Hexis' views... and there is still bad blood with the Steel Meridian that cannot be healed easily.

-Red Veil: The Red Veil see corruption all around them... and they are honor-bound to heal the system through a great and violent purge. Change is sudden, after all... and violent, a necessary force to ensure the Origin System can return to a state of balance. The Red Veil see themselves as merely the instrument of this swift change... there is no cost too great for the end result, no blood too precious to spill. Steel Meridian have allied with them, being the shield to Red Veil's sword. But be wary, for Cephalon Suda has taken offense to their destructive ways, and the Arbiters of Hexis see them as everything that is wrong with their doctrine.

-New Loka: The New Loka are those who seek purity of form and value the restoration of said purity... worshipers of the human form and Earth, before its corruption at the hands of unrestrained science and the greed brought by war. They feel that only through restoration of a pure humanity and the repopulation of Earth can the conflict end, and so seek ways to cleanse nature and erase the flaws riddled unto humanity over the course of these past wretched centuries. New Loka have found allies within The Perrin Sequence, but have run afoul of Steel Meridian's protective ways... and have declared war on Cephalon Suda for her disregard of others in pursuit of knowledge.

-The Conclave: Cast off the petty squabbles of those too busy lining their pockets or feasting upon the blood of others. Discard your loathsome lethargy, the very thing which sees you herded like livestock around the System... and your journey. Horrors from beyond the Outer Terminus are coming. You must prepare. You must accept The Conclave. Let it be your teacher, your guide. You cannot fulfill your destiny without direction, and direction cannot be fulfilled without power... and power cannot be attained without Balance. Steel yourself, for true balance can only be found in the face of the ultimate enemy: Yourself.

-Cephalon Simaris: Flesh is fleeting. We cannot preserve civilization and its knowledge while waiting for others to settle differences that prejudice will never see mended... every second we waste is a second that irreplaceable knowledge could be lost. There is a way... but you will need to hunt. Provide for the data-oasis that is Sanctuary. The more Sanctuary can be fulfilled, the closer true immortality through preservation can be achieved. Will you do it? Will you answer the call for the hunt?

ITEMS AND EQUIPMENT:

You have done much to better yourself, dear traveler. You have honed your body, strengthened your mind... touched planes of existence when it was thought impossible, and gained allies in one form or another. But there is another thing you must decide before you move on... for a flower cannot be nurtured without tools. It is time for you to choose the tools that appeal to you. Of course, I should help nurture the flower you are as well. You will be given a budget of an **additional 500CP strictly for this section alone**, to be used how you wish. It is only for this section, and it is only for you alone... but it may stack with any discounts you possess.

-Warframe Bobble-heads (Free): Nothing wrong with a bit of decoration! This little box will supply just that, allowing you to gain a collection of pose-able bobble-heads for every Warframe character you can think of. ...don't give me that look, they're cute. Come on, just look at one.

-Art of Thy Craft (50CP): The Warframe is a capable thing... as powerful as it is enigmatic. There are thousands who have laid their lives to pursue its secrets... and many thousands more who will continue to do so. But if you possess a Warframe... why should you make it easy to give up the secrets of your power? For a conversion, you may trade in 50CP for 50 'Warframe Points', making it a 1:1 conversion. This is strictly one-way; you cannot trade WP for CP.

-Blood of Thy Flesh (50CP): The Flesh cannot rest. The Flesh has an eternal goal, and there are countless who do not understand that goal. Change is naturally resisted... but it is not like you to simply lay down and let them reject you. You must strengthen yourself. For a conversion, you may trade in 50CP for 50 'Infested Points', making it a 1:1 conversion. This is strictly one-way; you cannot trade IP for CP.

-Credits (50CP): Dosh! Rupees. Francs. Pounds. Moolah. CASH. Call it whatever you want, but in the world of honor and war and scavenging, it should say something that money is still one of the top contenders of control for the Origin System. That's why upon purchase of this, I'm going to give you a little starting package. One million credits. Sounds like an awful lot, right? Unfortunately, I promise you that without good investments or careful spending, you'll blow through it within a year. But it's a lot more than what you started with, and could easily give you a boost no matter how you use it.

-Armor Design Kit (50CP): You don't want to be just a regular space ninja or soldier, do you? Of course not. Anyone can be a regular space ninja or soldier. No, what separates you from them is the ability to be glamorous, unique, and loaded up with all kinds of bling. This armor kit will allow you to do just that, letting you change the color design of an armor while making attachable, cosmetic pieces for the shoulders, legs, and the chest area in any style you see fit. These armor pieces will also be as durable as the armor you put them on, ensuring your hard work won't just go up in smoke. ...get it? Up in smoke, because of the space ninjas? ... ...I'll show myself out.

> -Armor Modification Kit (50CP): Actually before I leave, I need to show you the second part to this thing if you're interested. Yes the first part let you change colors and put on nifty little add ons... but I just realized that didn't help with if you wanted a complete redesign. So, if you're interested, I've got this addition that will allow you to redesign the shape of the armor, along with its style and any engravings. You want to make a power armor look like a knight's regalia? Or maybe you want that boxy set to look more sleek and aerodynamic? This is the kit for you. Everyone, even anyone around you, deserves to look exactly how they want to look.

-Weapon Modification Kit (50CP): You know what can really grind gears? When you find this amazing weapon, it's got amazing powers and it really gives you the right boosts... but it looks ugly as sin and just clashes with your armor. Even in space, it pays to look good. With this kit, you can change the color and the 'style' of the weapon itself... a few grooves here, getting rid of the spikes, or maybe you want that barrel to have a bit of a 'fire' theme? The point is, the aesthetics of a weapon are yours to play with. Add some bling to go with that bang!

-Syandana Creation Kit (50CP): So hey, speaking of ninjas! You ever notice how in fiction, they've always got these awesome scarves or capes that just seem to flow around them? It's crazy, right? You wouldn't think they could stay stealthy with those things on but apparently they can. Guess that's why they're the ninjas. My point is, now YOU can make those awesome, flowing adornments to attach to your armor. It can be a scarf, or a cape, or an emitter with a luxuriously styled trail of energy following... however you wish to be, my friend. You could be as gritty as a fresh Grineer clone, or stylish enough to be worthy of being in the presence of an Orokin Emperor. I leave that choice to you.

-Ornate Robes (50CP) (One Purchase Free To All): To act important, you must look important. There is only so far mannerisms and speeches will get you without the proper appearance to pass yourself off, no? Worry not, for the civilizations of this time are still knowledgeable in the ways of honor and a proper appearance… even if they should all express it differently. You could choose to obtain golden flowing robes, gilded in the Orokin aesthetic, or you could obtain the Grineer fabrics that represent the Kuva; black robes and red braids embedded into its design that stress the purity of blood and what it can bring. Of course should you choose, you could instead obtain the robes of the Corpus with its mechanical headpieces and scrolling letters from the display screens built into the clothing itself to show that profit is power. But if those don't appeal, there is the way of the Lotus… flowing purple fabric with a snug bodysuit, head covered by a flowery helmet to show only the mouth. Multiple purchases can allow you to buy multiple robes, or different robes to merge their aesthetics into one glorious mix of your choosing.

-Transference Suit (50CP) (One Purchase Free To All): Just because the Tenno are not seen from outside their Transference Pods most of the time does not mean they should go without fabric, far from it. Soldiers they may be, but the Tenno have a place within the Orokin Society and they have been adorned as such with suits that are conductive to the energies of the Pod. Naturally this means you can probably find other uses for them, but the important part here is the appearance. They come with hoods, sleeves, vests and leggings, each from a different way. The Koppra suit is more elegant and with flowing fabric, the Varida Suit being more for an urban fashion not uncommon outside of a cyberpunk world, the Manduka suit for large hoods and gaining a mystic visage, or the standard Zariman suit which is sleek and utilitarian for the role the Tenno served. Multiple purchases can allow you to buy multiple suits, or different suits to merge their aesthetics into one glorious mix of your choosing.

-Crystalline Plantlife (50CP): Sometimes there's a limit to how exotic you can make your own surroundings… a limit to how far life can be modified. Sometimes you can tell the rules of life to stuff it because you happen to know more than it, and a good example would be the crystalline trees and vines that you've managed to come across, with the knowledge to cultivate more of them. Brilliant, pure white crystals that shine with sources of light near it, and at times it can even create a snowfall-like effect that glimmers and truly creates an ethereal scene. Surely you could find a use for these, right?

-Emblem Creation Kit (50CP): Be proud of who you are... be proud of WHAT you are. Do not be content with hiding your nature or your loyalty to yourself, and wear it on your sleeve. Literally. This specialized kit will allow you to create emblems of many different designs, and seamlessly place it upon any clothing or armor piece that can be worn by anyone. It can even use special materials that will allow the emblem to glow, should you choose it. It would even be easy to create massive banners so that all could see the symbol you have chosen. Be proud of yourself, and let those who gaze upon you know this.

-Skin of Allegiance (50CP): So many different forms of architecture, so many different styles that each of these groups indulge in. It really makes one wonder if they're not self-conscious to some extent, or if fashion is one of the many battles that are fought here... Fashionframe? No, of course not. But one cannot deny the effects an aesthetic can have on the morale of others, or the impressions they can leave. This is why by purchasing this, you can obtain an aesthetic for your Warehouse and the equipment inside of it... along with the means to understand how to forge weapons or armor with this aesthetic. You may purchase this option multiple times to gain multiple aesthetic choices:

> -Prisma (Free: Drop-In): Luxury isn't always about precious minerals or self-proclaimed 'rare items'. Sometimes it's all about HOW your aesthetic flows... sometimes literally. With surfaces specially treated using Void-Hardened Prisma Crystals, this aesthetic is sure to guarantee a mystical feeling at the very least. The warehouse and the equipment inside will possess a pearlescent, bluish-green color scheme with textures that almost seem like moving clouds... or flowing water. Maybe this will help you seek inner peace?
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> -Wraith (Free: Grineer): When someone dares to mention that there might be an art to war, more often than not they will turn to this aesthetic. Featuring a shiny dark-blue paint scheme with patterns of red bars and lines, these images invoke a sense of bloodstain and conquest to those blessed enough to grace these surfaces with their eyes... somehow bearing a grace in its own unique form. Should you not like that however, this option also comes with the original Grineer aesthetic, eschewing right angles and instead have a curves-and-spot-welding look in colors of browns, greens, and olive... sometimes with spikes that would make one think of an insect.
>
> -Vandal (Free: Corpus): Money. That's what makes the world go 'round, and when you have money, you usually want to flaunt it. How fortunate for you that we can accompany such taste. Featuring a metallic teal and dark-green paint scheme (that can come with optional Lotus symbols), the Vandal aesthetic presents itself with a sophistication that will leave visitors wondering what the true definition of 'wealth' is. Should you not appreciate that, this option also comes with the original Corpus aesthetic... proliferation of right angles, lamination, and small and fiddly components that boast a combination of colors ranging from metal grey to energy-blue, all things that boast 'marketable' to onlookers.

-Mutalist (Free: Infested): Flesh is a beautiful thing, is it not? So many shapes and colors it can take... like building materials. So when onlookers walk in and note that you thrive within a Cathedral of Flesh, they should know exactly what kind of person they're dealing with. Often hideous for others to behold, the Mutalist aesthetic will have visibly pulsing and squirming surfaces that are often visually grotesque, with edges made from chitin and bone and flecked with veins that thrum with organic fluids. Now granted, it should be noted that this does NOT make your equipment or items actual Biotech. But you got to admit, it has its own appeal.

-Dex (Free: Tenno): The Lotus has done great things, my friend. Protected her children, attempted to reward and arm them at every turn, and even risked life and limb to ensure the Origin System maintains balance. Is it not right to honor the one who cares for her children, then? Featuring a sleek combination of purple and grey colors with etchings and symbols of the lotus flower, the Dex aesthetic almost invokes a feeling of tranquility and pride within oneself for upholding honor and balance in all that they do. Should you seek something else, this option comes with the original Tenno aesthetic... a mix of hand-crafted wood and forged, unpainted metal featuring smooth lines, symbolic design, and an "organic" shaping that gives them a sleek, predatory look. Honor in all things, warrior.

-Kuva (Free: 'Kuva Supply'): Blood can be used to invoke powerful images, my friend. It can invoke terror, it can invoke dread… but it can also invoke a primal urge within oneself. Blood can grant life, and so too can the lack of blood take life. They who control blood has the power of life and death, and it is this aesthetic that will invoke that control. Black surfaces and red braids that are hung and adorned along the walls along with rivers of red, the Kuva aesthetic's blood colored lights will work with the surfaces to show anyone who bears witness that it is you that controls this precarious substance… and that their life is in your hands.

-Orokin (Free: 'Light of the Orokin'): Do you see that, my friend? That is no ordinary light... it is the light of a Golden Age, brought forth by a being who is above such petty things as 'mediocrity' or 'fighting'. You are of a higher status, and it would not befit you to not have your surroundings reflect this status. Featuring an almost mystical combination of gold and ivory surfaces, white crystal trees, and running energy conduits of blue... there are none that can deny that you represent something greater. The graceful symbols and patterns that show up regularly certainly help this impression, at least.

-Weapon Acquisition (100CP): Woah there! Don't go running just yet, you don't want to rush into the world bare-handed do you? ...well, it's your choice and I won't stop you if you want to run off, but in the event you're hoping for something that can deliver a bit of hurt on those who would face you, why not stop by here and pick something up? Yes, for a purchase here you can collect a weapon right off the bat, no forging required! Even better, it'll restore itself after a week if you somehow break it. Upon your first purchase, free or otherwise, within a weapon category, repeat purchases will be 50CP:

-Sentinel Unit (Free: Drop-In): Ah, the Sentinel. They've got quite the repertoire of ability, you know. But what are they? They're hovering robot units that follow their masters around and assist in various ways, dependent on the precepts used to program them. It is possible to program Sentinels with precepts, or specific routines, that can turn a Sentinel into an attack drone or a support drone, ranging from sucking in nearby loot like a vacuum or being equipped to scan a target to gather data on them! Options for Sentinels can be found here: http://warframe.wikia.com/wiki/Sentinels

-Grineer Weapon (Free: Grineer): Rocket hammers, whips with grinding blades, rifles with guided projectiles... all these and more are the trademark of the Grineer, beings who refine their ability to kill on a mass scale. Many of these weapons do not have full stocks, relying on the strength or armor of the wielder to deal with the recoil. Either way, a Grineer weapon is sure to hit the enemy where it hurts. Options for Grineer Weapons can be found here: http://warframe.wikia.com/wiki/Category:Grineer

-Corpus Weapon (Free: Corpus): Energy. The future requires energy, for pitiful chemical rounds are the sign of those chained to the past, unable to move forward. The weapons of the Corpus embody this view, mainly utilizing plasma and laser weapons to do their work. Curiously, many of these weapons seem to double as power tools, or maybe they were modified from power tools... I wonder if a certain engineer is in their R&D? Regardless, if you want the enemy to go down in a flash of light the Corpus armory will grant your wish. Options for Corpus Weapons can be found here: http://warframe.wikia.com/wiki/Category:Corpus

-Infested Weapon (Free: Infested): Weapons made from Infested Flesh are unusual sights to behold, as dangerous as they are grotesque. Ranging from toxic shards fired like bullets, to corrosive acids launched like grenades, to even streams of electric energy via neural impulse, Infested weapons use all the power of biology to their advantage, showing that the Flesh is never weak. Options for Infested Weapons can be found here: http://warframe.wikia.com/wiki/Category:Infested

-Tenno Weapon (Free: Tenno): Ah, the weapons of the Tenno. Credit where it is due, they know how to make the best use of what they can get their hands on. Ornately crafted, smooth designs, and having a large variety of ammunition options for the situation at hand, these weapons are as adaptable as the Tenno themselves. It doesn't matter if you prefer bullets or lasers or even a plain arrow... Tenno Weapons will be there to suit your purposes. Options for Tenno Weapons can be found here: http://warframe.wikia.com/wiki/Category:Tenno

-Syndicate Weapon (Free: Syndicate Allegiance): Syndicate Weapons... improved, altered, unique. They are representations of the faction that made them, examples of their goals. Of course... why worry about little things like that when you can cut the knot here? Whether you've had your eye on something special or just felt like using the enemy's weapons against them for giggles, we can accommodate your desire. Get your custom weapons here today! Options for Syndicate Weapons can be found here: http://warframe.wikia.com/wiki/Category:Syndicate_Offerings

-Weapon Upgrade (50CP): Now I know what you're thinking. Regular weapons are all fine, but you're not regular. No, you're SPECIAL. You're unique, you're irreplaceable. After all, why else would you be on this journey? So a special person needs a special weapon, yes? For a price I'll grant you this privilege. Upon purchase, you may upgrade to an improved version of your acquired weapon with better stats. This includes such versions as such as Prisma by Baro Ki'Teer, Vandal by the Corpus, Wraith by the Grineer, Dex by the Lotus herself, or Prime by the long-past Orokin. Even better, you only need to purchase this once, each Weapon or Sentinel purchase gaining this option... even if they do not normally have such options.

-Weapon Blueprints (50CP): Now hold on, you say! It's all nice and neat that you got to purchase this weapon, even upgrade it... but what about being able to make more? It's only right to be able to replicate it for whatever purpose you need! Well if you insist, I shall oblige. By purchasing this, you gain the blueprint to your acquired weapon... even if you had purchased a 'Weapon Upgrade' for it. You only need to purchase this option once, each weapon purchase coming with its blueprints.

-Animal Pet (100CP): When man took to the stars, it is only natural that they would take their comforts with them. The definition of 'luxury' changed to be sure, but one comfort that always remained was the company of a faithful companion. With a purchase of this, now you too can have the joy of a fuzzy ally by your side. You can have a choice between a Kubrow, which is something of a bat-dog hybrid that can grow to the size of a small bear, or you can have a Kavat which is a modified snake-cat creature that can likewise grow to the aforementioned sizes. The differences? Well while Kubrows are more combat-heavy and can help seek treasure, the Kavat can turn invisible and help sniff out stealthed enemies to reveal them to you. Get an adorable death animal today! You may purchase this option multiple times.

-Incubator Unit (100CP): It can be rough, trying to hatch an exotic egg when you're not sure of a safe place to put it. Too warm and it could kill the embryo inside, and too cold would never let it hatch. It's a delicate process that requires exact temperatures. ...or you could just buy this and be done with it, a machine that analyzes the egg and adjusts itself constantly to ensure optimal temperatures for the egg in question. This will guarantee the little critter inside will hatch healthy and ready for the world!

-Restore Units (100CP): The heat of battle can be one that also puts pressure upon you. After all, you cannot be everywhere at once regardless of how much you try, and the ability to resupply gets more difficult as you go further into the field. So why not play it safe and get this wonderful little device? By slapping this circular machine down, it will emit a wave of energy five times, in which it will restore a significant portion of what the device is geared towards in a radius of a few meters. By purchasing this, you will gain ten units and the ability to construct more. Multiple purchases will be discounted:

-Health Restore: Ah, going for what matters most? I don't blame you, my friend. This variation unleashes waves of restoration energy, healing up allies caught inside the green energy by a fairly decent amount with each wave. Now anyone can be the team medic! ...unless someone gets an arm or a leg blown off. Then this will only help stabilize them while you do the actual work. But otherwise it's pretty good!

-Energy Restore: Energy. It's the lifeblood of the Warframe, it's what makes the machines keep going, and it's just as important as ammunition or health. How fortunate for you then, that these waves of light blue energy that are emitted from this disc will assist in that. The energy of a Warframe is restored significantly with each wave, and fuel sources such as battery power are likewise replenished to continue a fight. The more esoteric the fuel the less will be restored, but it will at least be enough to get you going a bit again.

-Shield Restore: You know what's better than being able to heal after getting hit? Not getting hit at all. Yeah, that's pretty nice, right? To have a good shield able to block off bullets and other incoming projectiles, so you don't have to worry about petty things like pain or feeling your flesh tear like cloth? But shields can go down, which is where this disc comes in. Each pulse with this disc can restore the shield levels of those nearby by a significant portion, ensuring the survival of your allies! Non-technological shielding won't have as much of a recharge... but there's still something.

-Ammunition Restore: Ammo problems? WHAT AMMO PROBLEMS. There are no such things as ammo problems anymore when you pick up this bad boy, each wave restoring a significant amount of the ammunition of your carried weapons through advanced Orokin scanning technology. Whether it's physical ammunition or recharging your energy clips, it restores them all the same. There may be less ammunition if it's enchanted heavily with magic, but you'll still get enough to continue the fight, guaranteed.

-Armor Collection (100CP): Quantity is a quality all in itself, you know. There's the boxy, angular suits of the Corpus mechanics that go out into the field, or the bulbous suits that the Grineer soldiers are all equipped with to ensure their dominance. Or even just the grey, skintight suits of the Tenno relay allies, who seem to have embraced their adherence to their 'self' with gusto. All of these factions have something in common: Their armor is enough to make modern-day vests look like toys, and they're plentiful. A purchase of this will ensure you have a large supply of armor from one of these three factions, with the blueprints to make more. Arm yourselves and prepare for battle!

-Ammo Transmutation Unit (100CP): You know what can really be annoying? Not having the right ammunition for the right gun. After all, that beautiful rifle of yours can't really take pistol ammo, can it? Well maybe if you were a peasant who didn't have glorious technology to aid you, it wouldn't. But here you are, technology coming to save the day. Now you can carry around a satchel-sized machine that will let you feed ammo of one type in, and it'll give you ammunition of the type you desire! The conversion rate starts to drop if you take regular ammo and try to convert it into unique or esoteric ammo, but at least this way you won't have to leave a bunch of useful material around now.

-Yuvan Amphitheatre (100CP): What's the point of possessing a useful skill or talent without showing it off? What good is an item that can shake the world, if the world is unaware of its existence? There are times when you just want to show off what you can, and fortunately with this little purchase any time can be showtime! The size of a football stadium, this golden and intricate complex is rife with everything one needs to flaunt what needs to be flaunted. There's a stage for demonstrations, there's pedestals for showing off items (or bodies), seats for an audience that could be fit for true royals, and the entire establishment can be altered in arrangement as needed to suit your purposes. Even better, the advanced technology in this building has some of the best camera equipment imaginable… and should you be in a world with a global network of sorts, you can have the building attempt to hijack that network to make for a grand debut for your plans. The time it takes depends on the level of technology, but surely you can use that time to make sure everything's perfect.

-Base of Operations (200CP): Maybe you're looking for your own personal touch to the whole 'personal lair' bit. Maybe you just want to feel like a gloriously wealthy god-king who rules from the stars, as graceful as they are divine. Or just maybe you want to make sure there's sections that make each of your companions feel like they're at home. Either way, look no further. With this option, your Warehouse is converted into one of several different aesthetic choices and layouts. You can mix and match various aesthetics, apply different color palettes to each 'section' of your warehouse, or even use your own stocked up material to 'craft' new floors or walls. After all, why settle for less than the best? You may purchase this option multiple times to obtain each option:

> -Cosmic Relay (50% off: Drop-In): All these planets and worlds to explore... all these new places that could throw you for a loop. You don't want to go unprepared, do you? Of course not. So do what you can, for knowing is half the battle. This option converts the Warehouse to resemble one of the Lotus' Relays, making it a large concourse with any attachments in two wings to the west and east. While this would make it smaller than a true Relay, you can at least attempt to establish a Bazaar of your own should you feel particularly inviting of others. The real boon to this modification, however, is the room attachment; a Mission Control room, showing a detailed map of the world or ship your Warehouse's door is currently on with objectives that might be of interest to you. This will allow you to better plan your operations, or figure out the best place to hit. After all, the other half of the battle is extreme violence.
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> -Gritty Galleon (50% off: Grineer): Fashion? Who needs fashion? The fires of war is all the luxury you need! The blood and screams of your enemies is all the detail you could ask for! All you need to focus on is the battle, and it shows as the Warehouse is converted to resemble the interior of a Grineer warship. The lighting could be better, and the place could go for a thorough cleaning, but this option is very utilitarian, with several walkways and the layout of the area meant to optimize the space you have. However, this is not the only modification. Your Warehouse gains a room attachment; a firing range meant for testing your skills with weapons. Those who practice here will find that their accuracy and skill with weapons increases significantly faster than it normally would while construction of weapons and armor take noticeably less time, meaning more time using it on the enemy.

-Corporate Board (50% off: Corpus): To make a Profit, you must represent Profit. After all, nobody ever heard of a multi-billionaire with a shitty office space, right? To exemplify Profit and get the money flowing, this modification converts the Warehouse to resemble the insides of a Corpus Space Station. Featuring the angular and laminated design style unique to the Corpus, plenty of lightning, and the walls altered to let business numbers scroll down, it truly puts money on the mind. Of course, every CEO has a meeting place to discuss how to make more money... and the accompanying room attachment does not disappoint, an elegant board room with decadently comfortable chairs and an opulent table that encourages innovation in the fields of technology and marketing, while making financial calculations much easier to perform and business deals made in the room more likely to succeed if they are fair. Truly, this is the sacred altar at which Profit is earned.

-Corrupted Church (50% off: Infested): One Mind, One Soul, One Flesh. This is what it means to be of the Hive. It is this truth that shall grant you a church... not of brick and mortar, but of flesh and blood. Your belief shall be sated, your Warehouse converted to a living, breathing place of worship... a monument to yourself. The layout to your Warehouse is now organic and haphazard, pulsing and shifting as a creature would breathing and flex... but would you have it any other way? This new flesh comes with a boon; an additional room attachment that contains an incubator, a genetic spinner for helping you shape new forms of Infested, and a section with a large mass of Infested flesh for you to experiment with. This flesh is constantly regenerating, providing you a source to further your goal. It is time for you to welcome them all... to their new species.

-Tranquil Dojo (50% off: Tenno): For those who focus on honor and inner peace, this will hopefully help with reaching a calm mind. This modification converts the Warehouse to resemble a Tenno Clan Dojo, which features a grand hall with any rooms and attachments off to the sides, and easily converting spare space into labs for research or simply places to rest. This modification also comes with an attachment; its own meditation pond. The pond is a room with small bridges spanning over water, complete with candles floating on the surface and koi fish swimming beneath, making it much easier for those who meditate here to clear their mind and sort through issues troubling them at the moment. This room also helps with soul-searching and understanding their identity… giving increased resistances to mental corruption or influences and making it easier to dispel them. No maintenance is required for this room, being self cleaning and self-repairing.

-Kuva Siphon (50% off: 'Kuva Supply'): There is much meaning to be found in the blood of one's ancestors and one's allies… there is also strength to be found in it as well. Just as blood flows through your body and brings strength to you, you may now bring that strength to others with this purchase, transforming your Warehouse's appearance to a Kuva Fortress… black surfaces, red lights, and braids of red adorning the walls and floors to invoke the primal nature that is found within us all. It also comes with an attachment; a Siphon Chamber which continues to derive potent chemicals from the power within blood. This red substance can be used to augment technology with additional strength and another effect or two… or three… and can even empower people who have been submerged within the red liquid or have partaken of it, dramatically increasing their strength, speed, and potentially granting a trait or two depending on the blood used. Kuva has been an important factor of Continuity… continue your quest for knowledge, child of blood.

-Regal Tower (50% off: 'Light of the Orokin'): Of course, why settle for anything less than that which demonstrates what you truly are? Whether you are simply one of higher taste, or simply a higher being who knows their place in the universe, this is sure to do wonders in reinforcing this fact. This modification converts the Warehouse to resemble an Orokin Tower, bathing it in gold and white that makes you swear it's made of Forma. This grand locale is as beautiful as it is effective, with grand halls and chambers containing a quality of beauty that none can deny. Of course, such spaces must be KEPT beautiful, which is why it comes complete with a room attachment containing a re-purposed security orb that will refill the energy of any Warframe or power armor that touches it and assist in the maintenance of weapons or armor you bring to it provided it has materials. As a bonus, it will also scan machines or designs for super soldiers, making gilded copies that will watch over and protect this space of yours. Truly, you live a blessed life.

-Codex Database (200CP) (50% off: Drop-In): There are many paths that require you to know thyself... but in combat, it is also important to know thy enemy as well. If you know yourself and the enemy, you need not fear the result of a hundred battles... so it is time to collect that knowledge. This supercomputer will collect any data you feed to it and analyze the scans taken of an enemy to provide much needed information on them... their possible abilities, their level of technology, physical make-up, even possible weaknesses. Naturally the more scans you provide the more detailed these readouts will get, and the more esoteric the enemy the longer it will take. But stay on top of things, and soon knowledge will be your power. Upon purchase you are given a single-target Codex Scanner to gain the readouts... but if that's not enough, for an additional undiscounted 100CP you can obtain a Synthesis Scanner, which will digitize a target upon multiple successful scans in a short period of time. Along with a much more detailed readout, you can access a simulation room to fight these digitized beings, to train yourself to their ways.

-Weaponized Augmentation (200CP) (50% off: Grineer): It is no secret that the Grineer come out of the tanks defective... and that because of this, they're better at fixing broken bodies than they are at making newer and better ones. It is also because of this that they have become quite skilled at creating cybernetic augmentations for their troopers. Upon purchase, also for you. Whether it's an arm that's replaced with a mechanical variant that contains a flamethrower, or new eyes that see in multiple spectrums at the same time, or other augments, Grineer technology is potent and durable. Of course, for an additional undiscounted 100CP, you can be given a full suite of cybernetic augmentations, making you more machine than man. Stronger, faster, better vision, more durable, and a compliment of internal systems that lets you utilize one of four 'Elemental' types of damage: Fire, Ice, Lightning, or Toxic.

-Drone Blueprint (200CP) (50% off: Corpus): Numbers. Proxies. Minions. It doesn't matter what you call them, what matters is that you have them. At least, you have the means to make them. A purchase of this grants you two specific blueprints; the MOA and the Osprey. The MOA unit is a two-legged robot that runs around and shoots people, and it more or less looks like a turret with chicken legs. The Osprey unit instead is a twin-thruster flying unit with no legs, just weapons in place of those legs. They're not much on their own, but that's why building these robots are cheap... so you can swarm the enemy. Be warned that modifications will make them more expensive. But if that's not enough, you may spend an additional undiscounted 100CP to also gain blueprints to the Bursa unit, a robot with a large metal plate in front and a device that can disrupt technology around it. These guys' job is to disrupt the enemy as much as possible, so their robotic buddies can clean up.

-Hive Node (200CP) (50% off: Infested): The sensitivity and intricacies of technology rarely lend themselves to the purity of flesh... to a medium so malleable and adaptable. Who can blame them? Flesh is so very capable of change, and that change can be terrifying. Now, with a purchase of this, that change is presented to you. You gain a 'Hive Node', a massive car-sized pustule that greatly accelerates the rate that infected flesh can grow to ensure you have a veritable tide of flesh to utilize. Should you provide a sample of specialized flesh to the Hive Node, it could possibly start producing that too, at a reduced rate. The more esoteric the flesh, the longer it will take. If that's not enough? An additional undiscounted 100CP extra will upgrade this node, letting it augment and reinforce any flesh it has made to ensure stronger strains are produced. Flesh cannot be weak if it is to survive, after all.

-Archwing Backpack (200CP) (50% off: Tenno): Long has man dreamed of beings among the stars, soaring on great wings and doing the work of a magnificent creator god. These dreams have given birth to faith, knowing they are watched over and protected from their enemies... others sought to replicate those wings, to take their place in the celestial realms above them. With this, now you too can dance with the angels. The Archwing Backpack unit attaches to a sufficiently high-tech armor once calibrated, and will react to its wearer's thoughts to move in any direction they please. It not only will work in the depths of space, but in the treacherous waters of oceans as well. It comes in a style of your choice, and you must choose to either specialize in Speed, Maneuverability, or Damage Output. ...of course, for an additional undiscounted 100CP you can instead have a Primed version with all three specialties to have a truly unique machine. As a bonus, this backpack unit will be summoned at the whim of the user, so you don't have to keep it on all the time!

-Landing Craft (200CP) (Free: Orbiter): A warrior's work is never done, so a warrior must always be on the move. It is with great luck that the relics of the Orokin have survived so long, letting you gain said swiftness as you travel from place to place in search of your next mission. Upon purchase you gain a small craft that is roughly the size of a small bus, designed to bring a single occupant into an operating zone quickly before backing off and hiding to pick them up later. While it can't perform Faster-than-Light travel, there is little it can't traverse; Landing Craft are capable of travel in many environments, including deep space, planetary atmospheres, and even through the ocean depths. May swift winds hasten your journey, warrior. Choose between one of four models:

-Liset: The default landing craft of the Tenno, this is a sleek Orokin-styled vessel that has the vague appearance of a horseshoe crab. The function of the Liset during a mission is that every so often, it can initiate an 'Override' function, temporarily disabling lockdowns and security alarms within the area that you are present in to give you a bit of breathing room. More time means more opportunity, yes?

-Mantis: Possessing an insectoid-like appearance with its tubular main body and antennae-like wings, the Mantis brings a design that one would expect more in other futuristic settings. The Mantis' function is one of ensuring you can survive, launching an emergency 'Medical Tower' that drops capsules capable of healing a significant portion of a person's physical health. This Tower only possesses twenty capsules, but some is better than none.

-Scimitar: With the appearance of a stingray without a tail, the Scimitar's flexible wings and design makes it more aquatic themed than its other brethren. Perhaps more entertainingly, the Scimitar's function is 'Carpet Bombing',. a series of bombs dropping on the target area you designate, decimating the environment and anyone in the way. More powerful enemies may have defenses against this, but focusing on that means they won't notice your follow-up move.

-Xiphos: A circular back end with a two-pronged front section protecting the main body, the Xiphos fulfills its namesake of appearing like a double-edged sword. It's one of the more unique looking craft, with intricate patterns on the hell much like the Liset's hull, possibly marking it of Orokin origin. The Xiphos' function is 'Sentry Gun', which is exactly what it says on the tin... deploying a high-powered automatic laser turret that targets enemies and fires on its own accord. One might not thing much, but in a small corridor it won’t let you down.

-Exilus Unit (200CP): Ah. What you have here... this wonderful little tool, is a thing of great significance. For the longest of times, man has dreamed of self-modification, of being able to better themselves. This ingenious little device is proof that man has succeeded. By applying this device to an equipment piece or a personal item, its technology unlocks the item's potential and disappears, leaving you with one more Modification Slot than what the item in question should really be allowed to handle. You might say that it's not much, but that kind of flexibility has decided the outcome of many battles, and upon purchasing this you will have the means to create more. Would you really turn down the path to self-improvement?

-Fabrication Table (200CP): There's the 3-D printers of the modern world... then there's this crazy table-sized machine. The ultimate in fabrication technology, by feeding a blueprint in and the required materials you will witness an amazing thing before your very eyes. Using specialized technology that dissects the resources and places them in the exact specifications guided by the blueprint, you could take a pile of resources and watch it become an ornately crafted item before your very eyes. Of course... such precision requires your blueprint be just as detailed, and this is a rather lengthy process to see from start to finish. Of course... that's what you need when you want quality, right? Unlike the normal version however, this version can work with esoteric materials... should you have them.

-Blueprint Creation Unit (100CP): Oh... you're not satisfied, then. You seek to ensure that your purchase will be sufficient for the technology of other lands. Well, if you really must be indulged who am I to disagree with you? This purchase will add a secondary function to your Fabrication Table, allowing you to feed scans of technology into the machine to add to its library. Of course, you must ensure these scans are both thorough EXACT with no margin of error... and the more rare or esoteric the material it's made of, the longer it will take to process the data, easily risking an exponential increase in time. But once the process is complete and you have the required resources, making more will be much easier by comparison.

-Research Labs (200CP): Whether you decide to treat this as a Warehouse Attachment, or apply this to another lab of your choice, this purchase will be well worth your time. By feeding it materials and any other resource that you may have come across, it will meticulously analyze the material or resource's composition and structure... and while the more supernatural options you could feed it would take much more time than the slow process it would normally take, the reward is a list of the uses such resources can have, along with its strengths, weaknesses, and helpful suggestions on how to use it. Even better, it will accumulate all this data over time, which can lead to assistance in creating new blueprints as the research correlates what you need.

-Creature Armor Crafting Kit (200CP): Kubrows, Kavats, Wolves, Bears... whatever, the point is you might have a pet, or a selection of creatures, or even a mount that you want to improve. Maybe you just want them to be protected, or to look glamorous. Fear not, for this world has understood the necessities of such things. This specialized kit can scan the creature in question, then assist with the creation and design of specialized armor meant to improve their capabilities and grant them additional protection! Even better, there will even be hardpoints for any small weapons to be attached, if you're that kind of person. Give Nature that extra edge in battle.

-Crates of Resource Replenishment (200CP): This is more or less exactly what it says on the tin, an ever-replenishing supply of resources and materials that may be used in the construction of weapons or armors... or even the epoynous Warframes. Why are the crates expensive? Well that's because they also contain the VERY rare resources, such as those that normally wouldn't survive long... so for those who fear about Argon Crystals, Oxium, or Nitian Extracts, or just about any other resource you could think of in this setting, why not ease your mind and loosen your wallet with this purchase?

-Kuva Supply (200CP): The exact nature of the substance known as 'Kuva' can be difficult to explain, but one thing for certain is that the Orokin made great use of this liquid in preparing others for a life gilded in luxury and power. After all, the Continuity of the Orokin were very, very important. Now this substance, this liquid derived from the blood of Orokin ancestors… is now yours. Apart from being used to create powerful modifications, it can be used to enhance the skill, prowess, and appearance of those who imbibe it. Just be wary… you don’t want to fall to the hubris of the Orokin of old, do you?

-Kuva Scepter (200CP): The Orokin wanted to explore, yes. They wanted to know as much as they could, to understand the world so they could change it. But they also wanted to control the world, and that meant controlling that which they felt was beneath them. This ornate red scepter is a mark of respect, a symbol of the Orokin Elite and their status in their society long ruined, but it also holds a more insidious purpose. By inputting the exact details and a sample of a creation of yours, you may use the Scepter to enthrall such entities to your will. It makes for a good control for supersoldiers or monsters of your creation, so long as you can make sure the staff isn't taken away. Just be warned, it's only your creations the staff will allow you to control, and they may try to use subterfuge or take vengeance somehow if you're cruel in your treatment.

-Eximus Modification Unit (300CP) (50% off: Drop-In): A curious modification, one that has not been seen until recently thanks to the recent engineering or assimilation of Orokin Technology within the various factions that call the Origin System their home. Now with units such as this, units that can turn the tide of the battlefield, such power will be realized once more. Now? You can join in on the fun as well. Eximus Modification Units are very expensive and resource intensive, but when equipped to a person can increase their strength significantly and grant them unique powers that can aid their allies and hinder their foes. Quite handy if you have some kind of force you want to modify. Details on the kind of Eximus Units you can create can be found here: http://warframe.wikia.com/wiki/Eximus

-Clone Tanks (300CP) (50% off: Grineer): War. War never changes. War is eternal, and War requires bodies. With this large cluster of bulbous cloning tanks, you now have those bodies. You have a choice on whether you wish to grow them slowly and get the most bang for your buck... or if you don't care about the defects, churning them out as disposable troops who will more than likely die within a week if they're lucky, succumbing to horrific genetic problems. You'll need to find a way to equip them and teach them how to fight, but the logistics are just a part of War, right?

-Security System Designer (300CP) (50% off: Corpus): You have money. You have power. These are things that are important in the world, and that which is important must be protected. Fortunately, you now have some of the best protection options that money can buy. Cameras with advanced identification software and Friend-or-Foe recognition, laser grids in doorways and moving versions on the walls that can be activated in a split-second which disable enemies that walk through, and even top-of-the-line encryption systems for any data system you happen to possess. This security system is also very receptive to modifications you make, allowing it to be bolstered even further with your personal touch. In order to preserve your power, sometimes you must flex it.

-"Cuddles" the Friendly Juggernaut (300CP) (50% off: Infested): Flesh must be protected. Flesh is strong, but Flesh must look out for itself. For those who cannot possess this strength, there is an avenger. A beast of terrible might, with armor capable of withstanding artillery fire and launch-able spines that can tear steel like butter. A creature as large as a person... and it is SO ADORABLE DON'T YOU JUST WANT TO HUG THE LITTLE ABOMINATION. This Juggernaut creature is ever loyal and will gladly... erm, 'befriend' a person in need of seeing that the Infested only want to accept others. Should it perish, and you possess enough Infested Flesh, the Juggernaut can 'respawn' itself within a short time to resume its happy mission! For those of a non-Infested origin, this option also comes with a special Control Collar that makes it recognize you as its wonderful best friend.

-Extractor Unit (300CP) (50% off: Tenno): Digging?! Who has time to set up all the equipment and make the calibrations or dig down!? No, you need some materials NOW. Time is important! Upon finding a source of material that you want, you can call down an Extractor Unit, a three meter tall machine that slams into the ground and begins drilling immediately, using sophisticated technology to burn through the refuse and carefully collect exactly what you want. Mundane materials will come up quick, while the more rare or unusual materials will take a fair bit more time, but for skimming the surface and collecting resources you need immediately, this machine will do the job and do it quickly. Even with a smile! ...if it had the capacity or the face to smile, anyway.

-Void Relic Refiner (300CP): The Void has always been a dangerous and barely-understood part of the world, warping or destroying anything it touches. ...and yet, the Orokin were determined to control it, to make it their own. In a way, they succeeded, and you shall reap the rewards. The refiner unit can assist in unlocking treasures found in ancient Orokin caches, and even help to restore other ancient relics you may have found, restoring them to their prime condition. But like other items in this section, this unit is special. How, you ask? By placing a personal item, weapon, or armor piece into the refiner, it will begin its work. Ancient Orokin technology using the energies of the Void will alter the inserted item, changing it. Enhancing it. Everything about it will be significantly enhanced, improved to even greater heights. Should you possess a Warframe, some of its power may be transferred to the item. As a bonus, any aesthetical power or options you have can be used in this refiner unit.

-Forma Blueprint (300CP): Ah, the Forma. So pristine in its glistening apparance, and yet its beauty belies its true power. ...what, no! Stop playing that banjo tune, this isn't a jigsaw puzzle piece! Even if it looks like one, it's much more useful. By applying a Forma to a weapon, armor, or item that has a Modification slot, you can grant or even change the 'alignment' or 'polarity' of the slot in question, helping you gain bonuses or apply more modifications without overloading the item in question! Now you may be thinking that you can just get it for free in your journey, but this Forma is special. How? By making it so you don't have to 'reset' your equipment each time. Even better, with a bit of tweaking it could work on more than just the equipment of this world.

-Project "Zanuka" (400CP): What... what foul purpose would you have to require such a thing. Have you any idea what monstrous techniques were used to produce this thing? This beast most unholy and profane? But I suppose it matters little where the knowledge comes from, if you truly seek it. The research data of Warframes dissected while still alive, countless hours of combat footage, and even preserved skin traces of a Warframe or two, this large collection is all part of the design plans the sinister Alad V used to make his prized project, the dog-sized machine known as "Zanuka". It is meant to harness the power of a Warframe inside a machine, and while it is resource-intensive like none other, it is also a very powerful minion capable of doing much... even using the abilities of a Warframe or two. Of course if minions aren't your forte, the research would undoubtedly bring you closer to understanding the nature of Warframes, for whatever reason you need that understanding.

-Orbiter Ship (500CP): Every Warrior needs a home... whether stationary or moving. After all, every battle has its toll, and no action is without its price. This ornate looking spaceship is roughly half the size of a Boeing 747, and automatically comes equipped with docking clamps for the 'Landing Craft' or whatever you decide to use as your infiltration craft. While it may not have weapons... what it excels at is utility. Equipped with advanced Void-based Orokin Technology, its stealth capabilities are second to none, letting it traverse while hiding from all but the most truly advanced detection methods. Its also quite capable of resting in very harsh conditions without fear of harming the intended occupant inside, even resting within the Void itself without fear. But most important is its storage capabilities, using spatial manipulation to store large quantities of resources for crafting, a wide array of weapons and armor... and should you have one, a Transference Pod which can be used for whatever purpose you need. Of course if you don't, I'm sure you'll have other uses for the room. As a bonus, purchase of this craft will let you modify the look of the ship with any Warehouse Aesthetic you possess.

WARFRAME CUSTOMIZATION TABLE:

It is time, oh dreaming child of the Void. Though its energies and power, you have been granted a boon. A boon that will now be focused and guided, like harnessing divine light within shaped glass. ...it is this very light which you will need, a light that will shine through the darkness that threatens to engulf the Origin System. Savage beasts, oppressive tyrants... enemies from a bygone era who seek to destroy the future. You are the final hope, the bastion upon which they will break.

You are a great being, my friend. Blessed with a powerful mind, and a powerful will. It is time you proved to them who you are, and how nothing they try will overcome the strength that burns within you. But they can try all they wish, regardless of its futility. Go forth, child of the Void.

Dream... not of what you are, but of what you want to be.

-Warframe Exosuit (100CP) (Free: Tenno): Behold, the instrument of your will... the Warframe. Despite it only being the size of a human, do not let this fool you for the true power this exoskeletal armor contains. In truth, this walking armor is more akin to a second body, allowing those who are controlling it to see and hear like it were their very own vessel. It will move just like you, talk just like you... fight just like you. After all, it is your mind and yours alone that inhabits it. Upon collection of this Warframe, gain 1500 'Warframe Points' to use in the customization table. You may only gain this option once.

-Transference Pod (Free: Warframe Exosuit): What is this for? Well, my friend... you don't actually get inside the Warframe itself. After all, haven't you noticed that there's no machines to actually open it up? No mechanisms to slip in? No, the Warframe is one you must mentally project yourself inside... and this device is specifically tailored to let you do just that. As large as a van, this machine suffers no latency and no delay in reaction time... meaning any faults in speed the Warframe suffers are the pilot's fault, not the machine's fault. It has its own power supply, but it is keyed in to the Warframe itself.

-Fluid Mind, Fluid Form (Free: Tenno Only): It's funny... how so often we assume that we can understand the inner workings of a mind, the cogs and motions of a psyche... only to find ourselves woefully misunderstanding just how special the mind truly is. Its ability to adapt is impressive, but the mind of a Tenno is unparalleled. Never again will you find yourself having problems with a new body, able to adapt and use a new form as gracefully and effectively as though it were one you had all your life. Whether it is swapping Warframes, or somehow using an ability to change your shape... it will always be comfortable and easy to control.

Choosing your Warframe:
Of course, it's not as easy as simply grabbing a Warframe and going... after all, this is your second body we're talking here. It should be an experience trying to figure out what's right for you... like choosing a new pair of shoes! But, if you wish to forgo all that hub-hub and simply collect a Warframe to move on to what matters most to you, you may purchase a single non-Prime option from here: http://warframe.wikia.com/wiki/Warframe

If you prefer to gain something a little more customized, something closer to your heart and soul... then I would urge you to consider the list I have prepared for you here. After all, a Warframe is a meticulous thing and must be handled carefully.

-Primary Element (Free): Every Warframe has an alignment which their strength is directed; a direction which your divine light is shaped and harnessed like the fury of a star's might. It is a power that will leave your enemies trembling in fear... a power that you shall truly harness. You may select one Element for your Warframe to embody, while choosing an additional Element for an extra 50WP each. You may have a maximum of three Elements total:

> -*Heat:* The power of fire has always fascinated mankind. It brings warmth, it enables one to take back the darkness... and it does quite well in destroying everything that displeases you. This element does quite well in burning your enemies and dealing damage over time, though it is also an effective tool for cleansing and purifying.

-*Cold:* The cold has always been in a constant cycle of being friend or foe, for it can assist mankind or it can push them to the brink of death. Now, it can help you make that distinction for yourself. This element is superb for slowing enemies down or even rooting them in place, but it can also be used to preserve those you love and solidify barriers to protect them.

-*Electricity:* This element has been seen as a sign of power for generations. It has been depicted as a weapon of the gods, and it has caused our ancestors to catapult forward in technological advancement. This mythical power, this element of the gods, belongs to you now. Electricity is good for working with restoring shields or sapping the shields of others, but it can also disrupt and damage any who are unworthy of your presence.

-*Toxin:* The last of the four primary damage elements, the power of toxins and poisons are cruel in of themselves. They corrupt and rot the enemy, afflicting them with terrible conditions. The power of Toxin is a power that turns life itself into a weapon against other forms of life, destroying the health of those who are unfortunate enough to be caught in its wake.

-*Radiation:* The terrible result of mixing the 'Heat' and 'Electricity' elements, radiation is just as cruel and deadly a weapon as one might think. It has been the bane of anything that's flesh, corrupting and killing anything that is unfortunate enough to receive too high of a dose. Worse, it has the cruel effect of both reducing the accuracy of those afflicted by it, and clawing at an enemy enough to drive them into a temporary insanity, attacking the closest ally they can see.

-*Blast:* A curious result of what happens when you mix the 'Heat' and the 'Cold' element, one should look no further if they are planning to create a new Tenno Space Program. This combination, for those who do not get the joke, invokes explosions. That's it, just large explosions that have enough force behind them to create a 'knockback effect' in those unfortunate enough to be attacked by this element. The answer is always 'Explosions'.

-*Corrosion:* The result of mixing 'Electricity' and 'Toxin', what this element does is more or less exactly what's on the tin. It corrodes those you strike with it, watching their armor being eaten away into nothing, their physical defenses failing in the wake of your onslaught. It might be awkward to watch their armor slowly dissolve away, but don't worry. They can't worry if they're dead.

-*Magnetic:* This is what happens when you combine the 'Cold' and 'Electricity' elements, but oddly enough this isn't actually magnetic enough to attract metals on its own without some tweaking. No, what Magnetic really does well is attacks the energy capabilities of opponents, such as energy shields or power supplies. If you want to look for a 'sapper' type of element, look no further, for this will allow you to crack the energy barrier for that delicious reward underneath.

-*Gas:* The 'Toxin' and 'Heat' elements are what makes this dangerous element, and upon usage it can easily be seen what makes it so dangerous. This poisonous cloud spreads rapidly upon contact with the enemy, causing great pain and making an AoE effect that damages the victims over time as the poison works its way through their system. It's callous, people might argue with you... but the results cannot be denied.

-*Viral:* If you ever hated how much resilience or regeneration capabilities an enemy has, this mixture of 'Cold' and 'Toxin' elements will do you right. The potent nature of this element is one that must be appreciated in the long run, its infectious nature capable of reducing the capability an enemy has for regeneration as it sabotages their body. When you're in for the long haul, you might be appreciative that you have this.

-*Health:* Life. It's important for the obvious reasons, and so it is this life that is important to everyone. Everyone wants it, everyone is afraid to lose it. This is where you come in, you who controls life. Along with this element providing a significant amount of healing ability, you can also bolster the life force of others or improve their healing factor... or vampirically drain life from others in order to replenish those of you and your allies.

-*Armor:* It's only common sense to try and protect yourself or others. After all, the more protection you have the less likely you will suffer should something bad happen. At the same time, it's also a good call to try and strip the armor from others to weaken them. This element grants you that power, able to bolster the armor and shields of yourself or your allies with additional effects, while rending the armor of your enemies!

-*Energy:* Machines need it, weapons often need it... powers need it. You can't get something for nothing, after all. Energy to fuel these tools is of the utmost importance to possess, for more energy means more options... and more options means the battle is in your favor. It is for this reason that those who manipulate Energy are seen as mighty support allies indeed, imbuing themselves or their allies with a large amount of Energy or increased regeneration... or draining the Energy from their enemies, depriving them and leaving them as lambs for the slaughter.

-*Sound:* One would think that in a world where the mythical god-warriors of old could throw around fire, tear the armor from one's flesh, or make radiation work to their will, that something like sound wouldn't be a proper tool. One who thinks that would be very wrong. Sound is a powerful thing, allowing one to pinpoint enemies and weak spots, suppress the sounds one could make, or even create tremors though sound vibrations to hamper the battlefield. They could even use the sound of music to add a beat to their mayhem or aid their friends with their melodies of death. Sounds like a good deal, doesn't it?

-*Gravity:* Gravitational forces are no laughing matter, not when one has found out how to weaponize it. It is capable of doing much, ranging from immobilizing enemies in a certain radius, to creating orbs that launch enemies afar with a unique gravity field... or pulling them in, crushing them as the gravity field becomes too much for their petty bodies to handle. With this element, things like 'Up' and 'Down' are your decision.

-*Light:* They say that magic is only smoke and mirrors... illusions. Tricks. But the greatest trick the Devil pulled was making the world deny his existence, and with the power of Light they'll be denying things about you as well. Light is a delicate thing, allowing for strong illusions, mirror images, and photokinetic displays that will leave the enemy wondering just what happened on that battlefield. With the versatility that Light can bring, you can bring wonder to all you come across... and death.

-*Dark:* Primal fears have always been a part of humanity... and for good reason. Fear helps us understand things, like how darkness and the night can hide so many dangers that are just waiting to end those unfortunate enough to ignore these fears. It is this darkness that is yours, and all the fear that is associated with it. Snuffing the light out of a room, blinding someone as the darkness swarms around them and drives them in a panic... even using the darkness to create facsimiles of the dead, shadows of corpses rising to fight for they who command the dark. It is time they are reminded of why they are afraid of the night.

-*Space:* The concept of space is a dangerous thing, and we're not talking the vastness of outer space either. No, I mean pockets of space or manipulating its fabric... which is what this element specializes in. Whether it be teleporting distances by opening rifts, or temporarily removing people via putting them 'out of sync' with current space, or surrounding weapons in a specially tailored bubble to augment its damage... it is a risky venture, but fortune favors the bold.

-*Earth:* The ground beneath our feet is something we do not often think about. It is there, it is meant to support us. What greater thought should there be? It is these thoughts that will be your greatest ally, as they do not suspect the true danger. By warping the ground, you can perform feats such as erecting walls or force the ground to cover yourself to suit your whims. Greater levels can summon elementals of stone, dedicated to protecting you against any who would do you harm.

-*Wind:* It's just a gust of wind, they said. What could air possibly do, they said. Turns out, the power of air and wind is a mighty thing indeed, able to tear asunder any who would underestimate it. It lends itself well to a graceful type of fighter, allowing for the creation of large gusts to propel them while tearing at anything in its wake... or making intense streams which can rapidly increase speed or deflect projectiles. Great whirlwinds are not out of the question either... concentrated twisters capable of peeling flesh from bone. Perhaps the enemy will learn to respect the wind when they meet you.

-*Water:* It's interesting, how water can be so important to our survival and yet still pose such a terrible risk the moment it is in large quantities. Water holds great force when it is in movement, after all, and most people can't breathe water. Machines are often hampered when exposed to it, too. This is what makes you such a dangerous enemy, able to summon great amounts of water to deliver terrible force on an enemy or to surround them in it, depriving them of their ability to breathe. At greater levels, the water can mimic terrible creatures of the deep, only increasing the wrath that you can bring upon them. The seas are an unforgiving place, and you are the reason why.

-*Antimatter:* Now hold on there, let's not freak out and assume things so quickly. When I say 'Antimatter' I'm not talking about completely destroying everything that comes into contact with it. It's more of a 'controlled state' of antimatter, allowing for some versatility in its use... of course that doesn't mean it's less dangerous. Whether it's clumping particles together to guide at others, sends a large orb of antimatter that detonates on collision and accumulates additional damage, or even unleashing a wave of particles to slow enemies down and dramatically increase damage taken in a volatile explosion... it's still a dangerous thing to use.

-*Gunslinger:* Sometimes... sometimes it's not the power you can exert around you that matters in a fight. Sometimes it's the power that comes from being skilled to a supernatural degree, to the point of becoming a power itself. This 'element' is somewhat unique in that regard, not only providing incredibly accuracy with a ranged weapon and manipulating projectiles to be redirected from you... but even causing your guns to 'collect' damage, climbing in destructive force and stacking with each shot for a short period of time. Just as long as you get the shots off, anyway.

-*Melee:* Doing things from a distance can be safe, if you've got the skill for it. But sometimes... sometimes you just need to do the deed yourself, to get visceral and personal. It is this determination that has raised your melee prowess to the point of being a power in of itself, an aspect of yourself empowered by the Void. Along with being a terrifying melee combatant, you can unleash primal roars that can increase the melee speed of allies around you or overwhelm the minds of enemies with terror... or lose yourself to your prowess, becoming a berserker that could be confused for a god of war.

-*Stealth:* Whether anyone wants to admit it or not, everything is about straight-up, straightforward combat. After all, support comes in many ways... such as sabotage. Those who partake in this 'element' know this more than anyone, perfecting the art of subterfuge and sleight-of-hand. This has allowed them to do such things as become invisible, swapping places with a target via teleportation, or even release an aura that locks up any ranged weapon in the area, reducing the enemy's options and turning a fair fight into a one-sided slaughter. After all, there are no rules in combat. Only results.

-*Psychic:* There is the power of body, and the power of spirit... but nobody ever mentions the power of the mind. Which is a terrible shame, as a powerful mind has turned the tide of battle on many occasions... in the case of those who specialize in this 'element', quite literally. They hold great power, from invading an enemy psyche with their thoughts to lock said enemy in place, guiding projectiles with telekinesis... or even building psionic energy in a bubble as enemies attack, only to lash out with all the damage accumulated... with interest. Your mind is akin to a steel fortress, one they shall find as indomitable as it is deadly.

-*Soul:* Even among the Orokin, this 'element' is both mysterious and terrifying all the same... it is one thing to be aware of the soul, but it is another to weaponize it. Those who specialize in this method of combat can do things like punch a person so hard it launches part of their soul backward to damage anyone in their path, or even force an enemy to leave pieces of their soul upon death, to be absorbed for temporary power-ups. There may be additional means to use this... but it is an uncertain path nonetheless.

-*Flesh*: For many, the flesh is a prison that keeps them from becoming who they could truly be. For others, their flesh is but clay to sculpt and shape constantly, to become an example of what others could achieve. Yet it takes a special madness to see that sculpting and wish to use it as a weapon. This element is for those kinds of people, being able to cause rapid cellular growth to create monstrous minions to swarm their enemies or infest the environment to gain a home field advantage. Some use it differently, augmenting their Warframes to mutate and temporarily adapt to those who attack them, or parasitically connecting to others to achieve symbiosis and boost the strength of both.

-Warframe Abilities (Free): Power is not to be let loose like a wild animal, untamed and unrestrained. Without control, power is useless. Without the means to direct that power, you are no better than those you cut down. Thus it is time you choose one ability for each slot, granting four methods your Elements can manifest and affect the flow of battle. You can choose to either decide one of your Elements to be used in the Ability, or somehow mix your elements together in a unique manifestation and power. Be wary however, for these abilities are like swords... it is not simply holding the sword, it is the myriad of ways you can use that sword that decides your prowess. Of course, if this is not enough, you may choose to purchase one additional ability per slot for 200WP per power, granting you effectively two passive abilities and eight forms your power can take, an unprecedented feat:

-Passive: Precisely what it implies, the Passive ability of the Warframe is a constantly active ability that benefits the Warframe in a small, yet thematic way and contributes to both the image of the Warframe and their purpose. Examples include:

- Turning a small amount of energy gained into health, and a small amount of health gained into energy
- Noticeable resistance to a status effect, such as knockback or paralysis
- Noticeable speed increase when surrounded by your element
- Gaining increased damage and energy recovery when surrounded by your element
- Increasing the time your status effects linger on the enemy by a significant amount
- Gaining a small amount of extra defense for every ally within a small, twenty meter circle of you
- Each attack you land on an enemy has the chance to leave a DoT effect that will damage the enemy for a short length of time

-1st Ability: This section is the bread and butter of Warframe abilities, usually reserved for a beginner attack or a method to strike at the enemy without much effort. They will not cost much energy, and is a good way to start tapping into the power your Warframe can grant you. Examples include:

- Cast on Other: Drawing upon your Void-imbued elements, you cast your element(s) on an ally to enhance their physical or mental traits or imbue a beneficial effect, or an enemy that is close to you in order to place a harmful status effect on them or deliver a powerful attack.
- Cast on Environment: Focusing your element(s) on the immediate area around you to create 'patches' that carry effects that would be beneficial to you, such as making the ground seep with your element temporarily to harm or inflict status effects on the enemy, or slighting increasing a trait for allies who walk upon it.
- Cast on Self: Upon activating this, you allow your elements(s) to surround you in some way to assist you in battle so you can focus on killing your enemies, like small orbs of your element(s) that seek out enemies who get near you, or giving yourself a temporary status effect.
- Line of Sight Attack: This version is more of a straight-up attack by using your element(s), launching your attack out in a direction of your choice. It is stronger than a guaranteed 'Cast On Other', but requires you to manually aim where you wish the attack to hit.

-2nd Ability: This slot is similar to the first Ability you can choose, only it will inevitably have a different effect from the first Ability. Generally it is used to supplement your combat prowess or to manipulate the environment to better suit your needs. Such examples include:

- Cast on Self: You focus your element(s) upon yourself in order to grant yourself a boon, augmenting your potential to do things like increasing the damage of a weapon, or boosting a trait of yourself to better improve your capabilities. You could even surround yourself in your element(s) to give yourself a status effect, or create weapons made from your element(s) to assist you in fighting!
- Cast on Environment: Channeling your element(s), you cast your ability on the area around you in order to create a sort of effect. This can range from forging your element(s) into a booby-trap, or creating a trail of your element(s) that follows you where you walk, or even having it expelled in a burst around you to create an effect!
- Line of Sight Attack: You project your element(s) in a single direction, creating a projectile or a line that can either deliver damage to an enemy, or redirect their attention, or make the means to trap them in a location so you may better strike them down!

-3rd Ability: This third ability is usually dedicated to supporting the Warframe or providing direct support for yourself or your allies. Even a combat-oriented Warframe must think of having a defense once in a while, or the means to provide some assistance for when you need to go on the defensive. Examples for such abilities will often include:

- Create Shield: By focusing your element(s) in an area around you, you can choose to drop a shield down that will assist in deflecting or absorbing damage, and will eventually fade when it absorbs a significant amount of damage. You may choose to either have this shield be a 360-degree bubble around you that you can put down one at a time but with vastly improved damage absorption, or a single-direction shield which has less shield capability, but you can drop multiple of them instead for versatility.

- Create Status Effect: Typically this effect will create one status effect that is related to your element(s) in some way, by creating a wave or sending an amount of your element(s) to an enemy to obstruct them in some way. This can range from paralysis, to draining them of their shields, to blinding them, or even knocking them down for an extended period of time! This doesn't have to stick with your enemies either, for you can instead choose to grant a boon to your allies such as increasing their armor or damage, improve their firing rate, even speeding them up temporarily!
- Cast on Environment: Like the second Ability, this section would allow you to cast your element(s) upon the area around you that would allow it to benefit you in some way. This version however is fairly stronger and inevitably must differ from the second Ability in some way if your second Ability also affects the environment. Examples include placing booby-traps or patches that hamper the enemy, creating a damaging field, or even make a fast-travel wormhole to walk more easily!

-Ultimate Ability: Exactly what it says on the tin, this special ability can be considered your ultimate technique. It is when the Warframe unleashes a technique that can, and has, been known to change the tide of battle and redirect the direction of war in a most crucial time. Techniques like this are why the Warframe has been considered a monster, a god, a devil, a boogeyman of the Void... or all of the above. Examples of such terrible might include:

- Cast on Self: By letting the full power of your element(s) course through you, you awaken a terrible ability that allows you to bring swathes of destruction upon the enemy. Examples would include creating a sword that can throw waves of destructive energy with each blast, an orb around you that absorbs all damage for a few seconds before making it explode in an area around you with interest, or tremendous damage resistance as your melee capability increases to impressive heights!
- Cast on Environment: Unlike others of this type in other ability slots, this version is when you truly reach dangerous levels. You could do things like cause the ground to erupt constantly under your enemies to cause untold havoc, or create a large shield bubble that phases you out of reality to make you unable to be targeted so long as you remain in the bubble, or make a gesture that makes all ranged weapons in your area useless for your enemies.
- Summon Constructs: Of course, why fight when others can do it for you? You could potentially instead summon large, mindless constructs made of your element(s) to wildly thrash at any enemy, or a small group of intelligent bodyguards to protect your allies in many ways, or even use the corpses of your slain foes as temporary allies so that even the dead cannot be saved from your might.

Shared Section:
It is time, my friend. The Void's power flows through you, and you shall cut through the enemy with the grace of petals on the wind. Those who know of you have come to fear you, understanding the might you bring. Those who do not know of you will soon regret not doing so, as your slaughter among their ranks will become all the more prevalent. Now, you must choose the tools you will use in this battle.

-Zen Projection (Free): What is this little odd thing? Well, the Void is a strange force, my friend. It manifests in strange ways, and not even the Orokin at the height of their power could fully understand it. But this tidbit here is simple, allowing you to calmly float a few feet in the air as you take on a cross-legged meditative position. At the very least it will add to any mystical appearances you might want to give.

-Stealthy Shapes (50WP): The Warframe is much like a second body. It can move like a body, act like a body... is it not fair then, that you should have the right to choose its shape? By purchasing this option you have the means to change the color and general physique of your Warframe to a style of your choice. You can make yourself look like a towering behemoth, or a scrawny zombie-like being, or even just make the adjustments to get a ~~sweet ass~~ part of your body to look one way over another. Either way, you may choose to make your Warframe anywhere from three to nine feet tall and alter your physique how you wish with this purchase.

> -Nonstealthy Shapes (50WP): Not enough? Well... I suppose depending on your culture or preferences, simply relegating yourself to a humanoid form would be too much of a confinement. How fortunate then that this will allow you to go further beyond, warping your Warframe with more inhuman traits. One purchase will grant you up to four extra limbs... whether they be tails, arms, legs, tentacles or even wings. You may purchase this option multiple times, and should you possess the proper limbs, can truly take on inhuman appearances such as mythological creatures of old. Should you seek it, you could also use this purchase to gain an aura effect of your choosing or to add an additional three feet beyond the size limit, to truly look more than human.

-Pointing It Out (50WP): Many are fine with the sleek, smooth appearances that come with a humanoid shape, that can make them appear nonthreatening. Others are the opposite, wishing to bear claws and fangs, or wearing horns like a crown. For those of the latter persuasion, this option will allow them to make a purchase for their Warframe to collect one set of claws for the hands, or the feet, or up to four horns on the top of one's head in order to reclaim that primal image that have made their mark in legends of old. This option can be purchased multiple times, in the event your desire to represent a bestial nature is greater than average. It should also be noted that all these options are functional, meaning they will be capable of being used in battle.

-Alien Visage (50WP): There is a third option, if you do not wish for the average design. After all, looking like something from out of this world could be an alluringly exotic choice in of itself. Perhaps you wish for more eyes on your Warframe, or you want your head to look a certain way that defies the human appearance. Maybe you wish for additions on your Warframe like an armored skirt or sections of the Warframe to appear like it has additional pieces or symbols upon its surface. Whatever your preference is, allow me to grant any wishes of that nature with this option, allowing you to reshape your Warframe's head to inhuman designs, or gain up to four additional 'eyes' or optics, or to gain custom symbols or pieces of armor that share the same durability as your Warframe to grant it a specific design. This option is able to be purchased repeatedly for additional customization. The stars are a dangerous and alien place, after all, and should you not welcome it by embracing that alien nature?

-Helpful Friends (100WP): There are some days where it might not be enough to fight with sword or blade. There might be days where you wish to demonstrate a power that does not require you to move your hands. Whatever your choice, you may use this option to purchase up to four small 'drones' anywhere from the size of a human eyeball up to the size of one's fist, expelling waves or beams of your Warframe's chosen element. These waves can be used to either attack your enemies or provide support for your allies as well, and may take forms ranging from simple spheres to small creatures like spiders or butterflies.

-Whirling Maelstrom (100WP): A Warframe is meant to embody both power and grace, my friend. A balance of harmony and destruction as they move through the battlefield, every action worth more than the actions of dozens of lesser men. That is why the Warframe must be able to adapt, to embody a storm that can batter any foe. Upon purchase, unusual weapons picked up by the Warframe will be scanned as they understand how to use the weapon itself. This will allow the Warframe to use the weapon as though they had gained full training in it, turning it against their former owners with poetic irony. It will not be enough to understand how to take it apart or recreate it, but that's not the thing to worry about in battle, is it?

-Warrior's Stance (100WP): In martial arts, taking a stance places you in a position to attack or defend those who would dare to stand before you. While these stances are meant to be neutral, some stances emphasize offensive or defensive measures more than others... and while these would normally be mere preference, for a Warframe they can be far more. The power of the Void flows through the Warframe, empowering it and their actions, and in this case it empowers their stances. Offensive stances see a noticeable increase in damaging potential, while those taking defensive stances see the power of their own defenses climb in kind. Your training has not gone unrewarded, my friend.

-Greased Lightning (200WP): When it is one Warframe against a small army, speed is just as important as any other tool in your arsenal. You have to constantly be on the move, never stay in one place for too long, and be ready to move on a moment's notice. This upgrade will allow you that speed, allowing you to reduce or increase the personal effect that friction may have on your Warframe. What does that mean? It means such things like sliding on the floor for extended lengths with little speed reduction, running on walls indefinitely, or just plain reducing the air friction of your suit while you run.

-Dealing with Ciphers (200WP): There's something about computers and machines that make them so pliable to the right coding, the right wording... rather open to the deal you can present them, aren't they? What wonderfully compliant things, those machines are. Your Warframe's computer systems are upgraded with this ability, doing more than merely burrowing into computer networks and security firewalls to let you attempt hacking into them. No, it also assaults the system with hundreds of thousands of pings and codebreaking probes in order to simplify the attempt as well, requiring a truly staggering system to strain the Warframe's ability. But hey, you get to show the enemy your impression of them three seconds after you've turned their security into toys!

-Leaf on the Wind (200WP): Warriors. Keepers of Balance. Guardians of the Origin System. These are but a few of the views others have for the eponymous Warframe, they who have done so much with so little. But in the end, stealth is one of their greatest weapons. It is only natural then, that it shall be one of your greatest weapon as well. Upon selecting this option, the sound your Warframe makes is reduced significantly to the point where your footsteps only would make noise at maximum speed... and your Warframe's systems are calibrated to assist you in moving in a very stealthy manner. Let the sounds of enemies dying be the only herald of your arrival, provided you don't simply take efforts to prevent even that giving you away.

-Personal Affinity (300WP): There's always that awkward phase when you gain a new toy or a new tool, that unfamiliarity when you're trying to get used to it. You're always needing to adjust to it, you need to understand how it works. Shouldn't the right tools do that instead, adjusting to your whims and your preferences? If you purchase this, your Warframe certainly will do that. The more you pilot and utilize the Warframe, the more it will slowly change and adjust itself to suit your needs. You rely on jumping around and using speed? The Warframe will start augmenting the speed it can go. You're one for defenses? The Warframe will slowly augment its armor and shielding systems to accommodate. Should you change styles over time, the Warframe will change to accommodate and assist you... and perhaps, even grow more powerful should it survive long enough.

-Waxing Wuxia (300WP): In ancient times, the ability to parry a bullet, or even slice a bullet in half to defend yourself, would have been utterly laughable and inevitably end in the death of those who attempted it. But these are not ancient times, my friend... and you are no mere being. In an existence where advanced technology and guns are prevalent, you have mastered the art of Cutting. In short? When you are focused and possess a strong melee weapon, your speed and reflexes are amplified enough to cut a bullet in half before it can hurt you. Multiple bullets, in fact, from multiple sources in front of you. You can even cut or parry energy blasts, provided they are not as large as you or larger. It's time for the Old to topple the New.

-Mirrored Mind (300WP): The Warframe is not as inert as one would think, my friend... as little as it may seem, it is capable of independent thought. But why risk the fear of ambiguity? Why not upgrade with this little boon? Purchasing this will replace the base thoughts inside the Warframe with a mind that is a copy of yours, allowing faster processing speed and almost preternatural reflexes on the field. Even more, while piloting the Warframe it will seem like you have a second brain that reflects your current brain... and surely that's useful, yes?

-Primed (600WP): The wonders of the Orokin were vast and mighty indeed, bringing order to the Origin System under the shine of their golden technology. They could create metals that could reshape itself to suit the task at hand, traverse the Void with little problem, and at the height of their power even the Sentients were forced to admit their existence was thanks to the Orokin. That power now augments your Warframe as it is uplifted into a 'Prime' variant, increasing its power, defenses, and capabilities tremendously while granting larger energy reserves to throw that power around. In addition, your Warframe may now take on a color scheme that is gold, black, blue, or ivory while obtaining metallic golden adornments, as a sign that your might is greater than those you face. In ancient times you could have been a god-king. In this era, the myth of the god-warrior lives on through you.

Now that you have browsed through your prior choices, it is time to make another important decision. Many Warframes are designed with a goal in mind, a purpose they serve in the greater picture. You must now choose which purpose you will serve. Will you follow the Way of the Closed Fist, striking out at your enemies and delivering pain and horror to those who would threaten you or what you stand for? Or will you follow the Way of the Open Palm, extending your hand to your fellow allies and those in need, proving that blood and death are not the only things that warriors from the stars are capable of?

Way of the Closed Fist:
A Warframe is built to kill. Designed to kill. They are instruments of war and death, serving only to sweep over the enemy and their lands akin to the sun rising and bathing all in its light. The enemy thinks that they could stop you, not knowing that such an act is as folly as attempting to stop the sun itself.

What intoxicating innocence they possess, what idiot beasts they are.

You will grow stronger. You will empower your Warframe and see that it is more than mere blade or gun, that it is more than mere strength. Your Warframe shall be the End, a force that shall know no mercy and spare no man. Whether you see yourself as a living maelstrom that shall rend all who walk before you, or a force of death that passes judgment on any who are foolish to deny your power... it will all end the same. It will end with your prowess proven once more, atop a mountain of broken bodies.

-Fists of Nonacceptance (50WP) (Free: Closed Fist): The body is a weapon, meant to be honed, trained, and used. So many people can talk all day about how humans' greatest strength is their versatility, but in the end it's all about how much you can hurt those who would want to hurt you. Your Warframe reflects this now, its grip strength augmented significantly and its punching capability similarly enhanced. Where others could punch hard enough to break bone, you can now break armor. Where others would simply strangle an opponent, you could squeeze hard enough to pop their head clean off their shoulders. Never again will you be without a weapon, for you are the weapon itself.

-Augmented Prowess (50WP) (Free: Closed Fist): So many people simply spray the enemy with ammunition hoping they will fall down, or throw around their melee weapons like a newly hired butcher carelessly chopping into meat. This is not combat. At least, it is not efficient combat. Your Warframe was built for delivering death, and so it has been tailored to grant this death in the most efficient way. Mathematical computations and analysis of both your weapon and the enemy gives you projectile trajectories, the best angle to slice limbs, and other such assistance for personal combat. You are the next stage in how a war is fought, and those who cannot keep up will be left to rot with the other corpses.

-Circus Show (100WP) (50% off: Closed Fist): Welcome one and all, to the greatest show in the Origin System! ...well, it's not a show, but by the time you get done with the enemy it'll look like one. Your balance and acrobatic skills are practically superhuman when in the Warframe, allowing you to do absurd feats like running across a tightrope with no issues, or jump rather high in the air while spinning around in a bullet-spewing dance. You'll even suffer no vertigo or dizziness, allowing you to whirl your blade around like a spinning top that cuts apart anything it touches. For your first act, you'll make all those poor souls disappear.

-Data Assistance (100WP) (50% off: Closed Fist): There will be times where you must engage in fisticuffs and melee combat, not by choice but by force. You may not know how to defend against this enemy, they may possess moves that can put you in a world of hurt. But then again, the power of technology can always be counted on to even the odds. Your Warframe's analysis algorithms gain something of a useful addition, allowing you to weaponize the combat data you collect on an enemy and feeding it into the motor functions of the suit. In short? It takes the analysis of your enemy and guides your actions to adapt to their fighting style, putting them in a bad position very fast.

-Weapon Recall (100WP) (50% off: Closed Fist): Throwing your weapon always works! Except when it doesn't, because you either missed like an idiot, or you have to go over and grab it again after you threw it. Again, like an idiot. But you're smarter than that. Yes, you've planned for that occasion, your Warframe's hands manipulating minute traces of Void energy and imbuing your held weapon with just enough for your Warframe to get influence over it. What does this mean? Well, imagine throwing your sword at an enemy, only to make a gesture and have it rip itself out of the corpse and land back in your hand again. It's kind of like a basic 'tugging' ability, but I'm sure you can imagine all kinds of things to do with this.

-Hidden Emitters (200WP) (50% off: Closed Fist): There are times when you have to disarm yourself, honest intent be damned. But nobody said that the weapons you give up have to be your only weapons, and your fists can only do so much. That's where this nasty little modification comes into play, small micro-emitters hidden inside the fingers and feet of the Warframe designed to pour out streams of the Warframe's chosen elements in a cruelly effective manner, turning your immediate area into a danger zone. Just because you don't obviously have something in your hand, doesn't mean you still can't be dangerous.

-Extra Pockets (200WP) (50% off: Closed Fist): Well, it's not exactly 'extra pockets' but it'll basically act like them! Your Warframe's systems have developed a small sort of Void-based extradimensional system, allowing you to stash a decent amount of gadgets or a couple of additional combat weapons in order to gain greater versatility on the battlefield. Even better, thanks to it being Void-based, it's practically undetectable, so you could choose to bring extra weapons or simply hide your chosen weapons inside to appear harmless, before pulling them out of nowhere to begin the slaughter.

-Ricochet Riot (200WP) (50% off: Closed Fist): One mook, two mook, three mook, floor. There's nothing quite as beautiful as firing off one shot and seeing it also hit the enemy next to the one you aimed at, and it is that exact sight that this augmentation to the conductive properties of the Warframe was designed for. When firing off a projectile, whether from gun or from Warframe, there's a high chance that upon hitting the target that it will bounce off and hit another person nearby, with lower chances to hit additional people from there. It's like a chain of fun! For you, at least.

-Wombo Combo (300WP) (50% off: Closed Fist): One-two-three-GO! Combos are amazing when they're pulled off correctly. They're also awesome when the combo in question is in your favor, and that's what this nasty little upgrade does. By channeling additional Void energies through the Warframe, you can 'infect' a person as you strike them physically over time, building up with each successful hit. What does this mean? Well each melee strike will start stacking increasing damage, and upon the tenth strike within a twenty-second window, a large detonation of energy from your chosen elements will occur, engulfing them in a terrible person-sized explosion and you completely unharmed. The poor bugger won't know what hit him.

-Hatred of the Void (300WP) (50% off: Closed Fist): Your power is not to be trifled with, my friend. They all assume you are a weapon to destroy people or machines. They assume though the land would be stained with lubricants or blood that it will endure your destructive tendencies. They assume incorrectly, for your power is more disturbing than that. By focusing your elements and letting the Void energy within your Warframe go wild, you can start corrupting the immediate area around you, making the land infected with your elements and creating a hellish landscape that torments any who walk it. At least, any who walk it except you, for the elements know their true master. This is limited to a small area around you at first, but given time and training you could eventually engulf a few city blocks.

-Ribbon of Sinanju (300WP) (50% off: Closed Fist): The art of redirection is a tricky one as technology marches forward. There's lasers, enhanced soldiers, machines, and so many other things that would make a simple swordsman or any melee weapon an obsolete thing of the past. But... you were never really simple, were you? Your Warframe's algorithms and motor functions allow for precise movements in bursts and low-level awareness of the area around you, giving you the opportunity to quickly dodge attacks and guide your blade where you need it to go. Then again, with those kinds of functions, you could potentially move fast enough to trick an enemy into shooting their friend, or even move your weapon at such a speed temporarily that you could reflect a projectile back at them. With this, your enemy's strength unwittingly becomes your own.

-Beast of the Bones (600WP) (50% off: Closed Fist): Profit was never a goal for you, but a consequence. You were a warrior at heart, one of many who had been merely seen as a pitbull ruining yourself atop a colossal moon of rib and skull, for the pleasure of the glorious and beautiful. ...what is the addition of a few more? Your Warframe's technorganic body has undergone a strange mutation, allowing you to instinctively understand and sense where weak points would be on an enemy the longer you fight them or their species. Even more strange, you'll find that as you take damage, the Void bleeds through and strengthens you depending on how much you are damaged, to the point where if you are on Death's door you would find very little that is capable of stopping you. Let the ribbons of red fly in your deadly dance, and the bone dust of the fallen darken the skies above you.

Way of the Open Palm:
The Warframe is a powerful tool, one that can be directed to tasks and goals the Operator deems necessary. After all, there is more to life than finding ways to bring death. The Orokin created the Warframe as a way to kill, to destroy their enemies and allow their golden empire to reign everlasting among a sea of blood.

You will prove their legacy wrong. You will prove that something is only a weapon if you use it as such.

A gift should be shared with those in need, after all. You have been gifted with so much, blessed by the Void and given opportunity that no one else has been able to obtain in their greed and lust for power. You have seen this, and have chosen the path of using that opportunity to help others in need or in danger. It is a path that is not expected of you, but it is a path that is no less important than any other. May the Origin System be graced by your blessings.

-Augmented Sensors (50WP) (Free: Open Palm): It is no secret that despite all the work you can do, all the good you could accomplish, there is a simple truth that binds everyone: You cannot get something for nothing. How fortunate then, that your Warframe has found a way to make it easier on you, adapting its optics to better detect things of value for yourself. You will need to calibrate the sensors any time you come across something new, but once that 'something new' is in the databanks, it will be quite easy for the Warframe to detect these valuable items and give you the route needed to retrieve them. Surely with this newfound means to boost your resources you can help others more efficiently, right?

-Caressing Touch (50WP) (Free: Open Palm): It is one thing to fight in the horrors of war or putting down ruffians. It is another thing to kill. Death is not the answer for many situations and you have recognized that, your Warframe's motor functions fine-tuned to an almost impossible degree. Your Warframe practically has perfect control of how much strength they use in any given act, allowing you to adjust your strength when seeking to deal with ruffians or misguided opponents who simply need a few soft hits to give them the hint. On the plus side, this will also ensure you can determine exactly how soft your touch is when around others, or how soft your hugs can be when they need to be comforted.

-State of Tranquility (100WP) (50% off: Open Palm): A Warframe will inevitably invoke feelings of uneasiness and potential conflict, if only from the name alone. This isn't anything against you, but merely an aspect of the Warframe itself. It's in the name, after all. But sometimes you do not wish to fight. This option is for those times, allowing you to release a small 'aura' that invokes feelings of calmness and serenity, to invoke the idea that you are there to help. Mind you, this must be an honest intent. Any deception or planned malice will see this aura shut down or twisted immediately, giving away your intent. Peace requires trust, after all... and for you to be trusted, you must trust them in kind. So long as your intent is pure, this aura will help others see you are willing to make that first step.

-Serene Footsteps (100WP) (50% off: Open Palm): It is one thing to walk with no sound, to prevent anyone from hearing you. It is another to walk with no fear of harming any beneath your feet, a testament to your desire to never take life unintentionally. Your Warframe invokes the power of the Void, creating a state where should you seek it, you could walk a field of flowers with not a single footstep harming them. Naturally this would also help with things like standing upon a single leaf in the water, or standing upon a small branch without fear of breaking it, but never shall you harm life so recklessly again.

-Gaze of Truth (100WP) (50% off: Open Palm): Honesty is the best policy, for if people are honest then you can get to the root of things. In doing that, you can better encourage others to work together. Unfortunately the truth is not always presented, but your Warframe will take more than mere words to fool. Pheromone detectors, voice analysis algorithms, even scanners specifically meant to detect vitals and minute differences in said vitals, all designed to assist in telling truth from lie. After all, if they would lie to one such as you, then you should be prepared for it. Of course, nothing stops you from using these sensors for other purposes.

-Eyes of Life (200WP) (50% off: Open Palm): To help those in need, you must understand what makes them. You must understand what binds them, what makes them a being. Your Warframe's optics have been augmented to better grant this understanding, not only giving the ability to scan and analyze the chemical make-up of organic beings but also to analyze the make and purpose of any cybernetics they may possess. While this could easily be used for war, surely there can be medical or research purposes to this augmentation, can't there?

-Bountiful Cleanse (200WP) (50% off: Open Palm): War and battle can do much to destroy the land around it, creating damage and harm through wayward shots or missed sword swings. But the worst damage comes from corruption, from chemicals and disease. It would not be a paradise for the beautiful if the land itself could not be beautiful as well, and so your Warframe has channeled the Void in an unusual manner. Through focus, you can start projecting a small aura capable of pushing disease and chemical damage from the land and the air, purifying it to a pristine state and helping the land heal. It will take time if you wish to sweep a large area, but is that an issue for those who truly wish to help?

-Somatic Sight (200WP) (50% off: Open Palm): Knowledge is key for understanding a situation, and knowledge is best when it is passed along. But sometimes it cannot simply be explained. Sometimes it must be shown, and so it is with this unusual mutation in your Warframe that you can share this knowledge. Upon touching someone and forging a bond, you can create a small Somatic Link much like the one that controls your Warframe. But rather than control them, it gifts them the ability to see what you see, to see how you see it. They might have trouble adapting to this at first, not being used to seeing from two angles and all, but you are merely doing what should always be done with knowledge: Passing it on. In time, you may slowly forge bonds with multiple people, but this could be taxing on your mental processes.

-One For All (300WP) (50% off: Open Palm): For there to be progression, it will sometimes fall upon the works of one person to progress the whole of their society. For there to be progression, sometimes a person has to take the bullet. In this case, that person is you. Your control over the Void is unique in its subtlety, enough to imbue a small group with a special field that will take damage dealt to them... and deliver that damage onto you instead. Maybe it's because you can't stand to see them suffer. Maybe it's because you can handle it better than they can. Whatever your reason, you are more than just the person who helps them. After all, every messiah figure suffers so their loved ones can prosper.

-Gifts of the Void (300WP) (50% off: Open Palm): Your power is not to be underestimated, oh kind one. They assume your power is only for death and destruction. They assume your power cannot be used for peace, that the land will suffer for every life you would take with these gifts given to you by ancient golden lords. They assume incorrectly, for your power is far more versatile than that. By focusing your elements and carefully directing the Void energy within your Warframe, you can start imbuing the immediate area around you, making the land enriched with your elements and creating a unique landscape that will be ripe for farming and harvesting. It may have unusual outcomes over time, but inevitably the land will be bountiful with your gifts. This is limited to a small area around you at first, but given time and training you could eventually imbue a few city blocks.

-Selfless Gestures (300WP) (50% off: Open Palm): Power is something that terrifies people, because power is something that not everybody possesses. Only empires can create super soldiers, only golden lords can chain the Void as they have. But you believe in a more collectivist view, and your Warframe has changed itself to reflect this state of mind. By touching someone you can choose to share the energy you possess, making a dead tired person suddenly rested and ready to go, or restore a machine's energy to get it working again. As time goes on, the range you can do this could progress to a circle around you... or let you give other forms of energy you possess instead. The power of the whole trumps the power of the one.

-Embodiment of the Oro (600WP) (50% off: Open Palm): The Oro... the binding force of those who can persist even beyond death. It is a mysterious thing, and while it is not a force that everyone possesses, those who do can accomplish many things. You have taken this a step beyond, your Warframe able to channel and use it to infuse others. This goes beyond mere healing, able to cleanse the mind and heal corrupting effects on a body. It may even revive the dead, cleansing the recently deceased of all ailments and leaving them stronger than before. As amazing as this power is to those who witness your actions, you know that deep down in your heart, you are merely doing what is expected of you.

STRAIN CUSTOMIZATION TABLE:

Poor, pitiful creatures... with flesh that is riddled with flaws such as disease, imperfection, diversity... ...death. But you can fix that, can't you? You can bring them salvation. You can bring them peace... and Unity. But such things can invoke fear to the unenlightened, for change has always brought time of instability and uncertainty. Many of them fear this change so much that they will fight and do what they can to ensure they are forever damned, using weapons to cut you down. This is why you shall be given a weapon of your own.

You are an agent of great change. One envoy of many, but no less important than any other. All Flesh is sacred, and it is time for you to spread this gift as far as it can reach. You are the vessel through which Immortality is achieved.

Assimilate.

-Infestation Strain (100CP) (Free: Infested): The tool through which you shall bring others into the fold. This nifty viral-based plague is not a mere pathogen, but rather a custom-tailored viral strain held together by nanomachines that graft a synthetic component to it. This ensures that the plague affects creatures of Earth and Earth-based organisms, while ensuring their non-organic functions can be absorbed into the end product. But with this, you can obtain your own base strain of Infestation. Upon collection, gain 1500 'Infested Points' to use in the customization table. You may only gain this option once.

-Presence of Mind (Free: Infestation Strain) (Optional): The Flesh is not a mere collection of monsters and creatures, no. Far from it, my friend. Their individual, bestial nature belies their true design, their purpose. Their potential. The Flesh is coordinated by a Collective, a powerful telepathic network that can guide and direct members of the Flesh to objectives that would accomplish their goals. Depending how you utilize this, it can merely stay a telepathic network or become something terrible. Where it grows from here is a path I leave to you.

-Direction of Purpose (Free: Infested Only): What good is a Shepard if they cannot find a Flock? What good is a Priest who cannot find others to bring into the fold? None. But you're of the Flesh. You don't suffer such... concerns. No, you have gained the greatest gift of all... direction. You have a very powerful sense, allowing you to divine large sources of biomass in a vast area around you to seek out. How powerful? ...let's just say you will have no trouble finding remote cities on a planet even if you are on its moon. Even better, should there be anything 'unique' or unusual about the biomass you go after, you will be able to sense this difference and how you may use it to your purposes. Of course, the smaller the 'accumulation' of biomass, the harder it will become to divine... but is that really such a problem? The Flesh never rests, after all. Not until all are made One.

Shared Section:
It is time you answered the call, my friend. You have been burdened with glorious purpose, sent out into the stars to show those not of your Flesh the glory of what you are... the glory of what they could become. But you will not do this task empty-handed, no. It is time for you to choose the tools to use for your task, and decide how the Flesh shall grow and flourish.

Infection Method (50IP): The Flesh is one of acceptance, a form to bring others into its loving embrace, to sing victory everlasting. It is this goal, however, which means you must be careful of how you go about your recruitment efforts. You may choose to spend 50IP for each method of infection you grant your peculiar strain of the Infestation. This can be purchased multiple times.
-*Spores (Free):* The most common form of infection, this requires merely ensuring that the soon-to-be-recruit merely breathe in the spores or become in contact with the spores on their skin to begin the process. It can be terrifying, but it's also effective.
-*Bites/Body Fluids:* A common function of those infected in the old days of horror films and nightmares; by spreading body fluids or biting, the infection can be transmitted into a target to instantly spread. It's less effective than spores, but it can be so... visceral, you know?
-*Waterborne:* Something of an unorthodox method... but you can allow the Infestation to survive the water in a form that can infect those who partake in what they think is a normal drink. It's something of an 'unfair' trick, but your detractors do many things that are unfair, so why should you hold yourself back?

-*Injection:* Maybe you want it to be a more personal touch to those you bring into the fold. Maybe you just want to go back to basics, the beauty of the needle piercing skin and delivering its payload. Either way, you've gained that ability now. The Infestation can now be produced in a liquid form, inert until it is placed within the bloodstream. This severely limits how many people this particular variant can infect at any time, but perhaps the liquid form comes with its own advantages...
-*Embryonic Implant:* A very strange method of infection, perhaps the most personal of all. This method allows a member of the Flesh to implant an embyro into the victim; from there the choice is up to you. Does the embryo merge with the host, bringing them into the fold? Or does the embryo grow rapidly, consuming the host from within and bring their consciousness into the Collective while using everything else? Either way, it is a unique fate.

-Bioluminescence (50IP): The Flesh is a curious thing, one rife with components and pieces that shouldn't even be a thing at times. But... parts that glow with power? Well, that's a thing found in nature all the time, and it is a function that the Flesh have been able to assimilate within their ranks. Upon choosing this, you may have the members of the Flesh gain the ability of bioluminescence. What kind? Well, I leave that to you.

-Pigmentation (50IP): Is it really so wrong to want to change the color of one's Flesh? To bring about a unified theme, to make them feel comfortable with each other? ...or maybe you just don't like how the Flesh originally looks. Fair enough, with this option you can change that color scheme and select a palette more to your choosing. One might argue that vanity goes against the Flesh. You would say it merely encourages others to join the Flesh.

-Enhanced Senses (50IP): Nothing wrong with making sure you give some additional boons to the ones you infect. After all, you're changing other things with whatever you're stuffing into people, aren't you? You may choose a single sense out of the five senses humans possess, and increase its potency noticeably. You may purchase this multiple times to increase the sense again, or choose a different sense.

-Powerful Vocals (50IP): There is a roar that can shake the very foundations of one's adversaries. Or a dark voice that proves they are more than they once were, thanks to the embrace of those who accept all into their ranks. Whether you seek the sound of a monster or a man, by choosing this you may decide how those of your Flesh will sound. After all, they will likely hear you before they see you. Why not make it a good impression?

-Tide of Flesh (100IP): You know what's beautiful about the ocean, in its own way? It's the power behind it, the force behind its crashing waves that can break bone as easily as it breaks sand. By choosing this, the Flesh is akin to the ocean, roaring upon anyone unfortunate to get in its way. Any non-lethal wound to the Flesh that does not compromise their abilities or mobility will be greatly diminished, letting them descend upon those who refuse the enlightenment that Infestation can provide.

-Additional Tools (100IP): Templates. Every member of the Flesh possesses them, every piece has its purpose. But... why not give them more to do things with? After all, if they had more options then they could get more things done. By purchasing this option, you can grant members of the Flesh two of the following options: An extra set of arms or legs, a tail, a pair of wings, up to 1-3 tentacles, an extra mouth, or even up to 1-5 additional eyes if you're into that. You may also purchase this option multiple times at a discount to add more tools if for some reason you seek it. Accomplish more by giving more!

-Fishing Line (100IP): You know what's really annoying? When the enemy is a good ways away, using cheap things like guns and keeping their distance. How annoying, right? Well, the Flesh recognizes that people will keep their distance, and will make efforts to close that distance. For instance, this modification that's build into the body of one of the Infested, able to launch up to ten meters towards a target. Should it connect and the target isn't too heavy, the line will drag them in... perfect for the Flesh to welcome them and embrace them as they should be. Don't let those of anti-social tendencies avoid the love of the Flesh. Reach out and touch someone.

-Common Courtesy (200IP): You know what can really be detrimental to the goals of the Flesh? Watching everyone trip over each other like some kind of pack that can't keep their own hunger in check. It shouldn't be the case, regardless of how funny you think it is. How fortunate that the Flesh assists what it recruits, instilling a sense of coordination and awareness of each other. This won't take the place of true teamwork, but at least they won't run into each other like brain-dead zombies.

-Jar of Tar (200IP): The Flesh are not ones to simply re-use the same thing over and over, no. The Flesh is innovative. The Flesh will always improve to better perform its job... such as this mutation. By purchasing this, those of the Flesh can possibly grow modifications that can let them lob or launch globs of sticky substance at the enemy, hampering their movement and letting other members of the Flesh close the distance on them. If you want, you can instead have it loaded up with other viscous concoctions so long as you supplied it. After all, isn't the end result of disrupting the enemy the same?

-Strength of the Past (200IP): The Flesh is a powerful tool... the Infestation its method of bring others into the Flesh. It erases weakness... but what of strength? What if they possessed a talent or uniqueness that the Flesh did not possess? Clearly, the Flesh needs that strength. The Infestation when granted this boon will be able to preserve any unusual gifts the physiology of the recruit had before their induction. Perhaps even augment it to some extent. This risks unneeded difference among the Flesh... but sometimes it is this strength that can benefit the whole.

> -Strength of the Whole (200IP): But then again, why should that strength be kept ONLY to that one singular member? After all, the Flesh seeks to spread itself, to share its gifts with all... why can't it be the same with this? Provided you have the appropriate amount of biomass and the proper understanding of the unique physiology, you may start to induce the unique quirks of said physiology you have preserved within others among the Flesh. This will take time, and you must manually dictate each inductee so that will slow things down further... but is such charity not worth the time? What is time to one who has forever?

-Flesh's Embrace (300IP): The Flesh's work can be... haphazard. The rapid change being one of fear and panic as the Infestation overtakes them, changing them and bringing them into the fold. Such rapid changes can be concerning, so why not play it safe? This option can instead encase its host within a cocoon while they change and transform inside with relative safety. It goes without saying that it's better if they were hidden while this happened, but their change will be more complete as this happens. A new being, rather than the twisted limbs and mangled bone that is synonymous with the Infested.

-Exponential Growth (300IP): The more resources you have, the more you can pool towards something. That's how it works, right? The Flesh understand how it works... and in a somewhat disgusting way, they've capitalized on it. Instead of making one Infested per body, you can instead choose to gather numerous bodies into an enclosed area or a pile before beginning Infestation... or simply have an absurd amount of Infested flesh before starting, causing them all to amalgamate into each other to create a much bigger member of the Flesh. The bigger you want to make them, the required number of bodies climbs exponentially... mass requirements climb as a being gets taller, after all, to say nothing of making sure it's supported. But the dedicated will find themselves rewarded.

> -Falling to Pieces (100IP): But size isn't everything, you know. After all... there's numbers. There's a certain joy to repurposing the bodies, in salvaging... or just giving the enemy a lot more problems than they thought they had. By invoking the desire towards an Infested, you can make them suddenly break apart into multiple smaller creatures, roughly down to the size of a small cat as they suddenly move around to whatever dastardly goals you desire of them. Just imagine the look on their faces and how quickly their own grip on things will crumble like the Flesh has... proving strength in numbers.

-See As They See (300IP): The Flesh is whole. The Flesh is unity, it is the progress of infinitude... but it is also a collective. This means the Flesh shares what it can. Upon choosing this option, you may choose members of the Flesh and effectively ‘see’ through their sensory organs... letting you gain valuable information without even being there. This can increase your awareness a great deal, but just remember you can only see through them... you cannot act through them.

-Mutalist Strain (600IP): The works of the selfish, yet enigmatic man known as Alad V have left marks wherever they go. Regardless of his desire for profit, one cannot deny that he is skilled... and his modification, the very thing that has made the Infestation stronger, is now in your hands. ...I mean if you still have hands. Anyway, this expands the Infestation's capabilities to infect robotic machines and technology, assimilating them and turning them into disturbing bio-tech to be turned against their former masters. Naturally it will be much more difficult to infest if you do not understand the technology, and the more... powerful machines will be even more difficult, but surely you won't give up so easily? Not when there are many paths around an obstacle.

Now it is time for you to choose, oh Envoy of Flesh... do you seek the role of Destructor, becoming a wave of nightmares and change as the Flesh swarms and consumes until all are in the fold? Or do you seek the role of Creator, caring for those in the embrace of the Infestation and doing what you can to improve their lives further than the gifts they have been given? You may choose one 'Path' to receive a 50% discount on all perks within that tree. You may still buy perks from the other Path, but you must buy them at full price.

Role of Destructor:
They call you 'Infested', like you are some sickness to be cleansed. They do not even try to understand you beyond what you can do, and they only ever use the Flesh when they try to turn it against you in the form of weapons. They seek to fracture the Flesh, turn it against itself... what blasphemy.

Mere words are no longer possible. Words are no longer needed. Now is the time for action, for force. If they will not see the gift for what it is, you will MAKE them see. You shall be a tide of everlasting Flesh, forcing their eyes open so that it will finally dawn that you are only trying to help them. Through force, Unity shall touch every corner of creation. Peace through Tyranny.

-Legion of Leashed Minds (50IP) (Free: Destructor) (Req: Presence of Mind) (Optional): It is not enough for the Flesh to be unified in body. No, for all to be made truly one, the Flesh must be made one in mind. The synthetic pieces of the Infestation Virus grant a great deal of flexibility in its functions, and one of these functions are the coordination of those of the Flock. Should you choose this option, those who are Infested will lose their minds... all logic and thought stolen from them, absorbed into the Collective and leaving a loyal, near animalistic minion. Your detractors call you a monster for this... but monstrous acts are needed for the benefit of the Flesh.

> -Praetorian Mind (50IP): But should all within the Flesh be made beasts? Their bodies mere extensions while the Collective reaps the consciousness of the Infested and keeps them safe? Nay, for every army needs its lieutenants... every Faith in need of its Shepard. It is this need that allows you to dictate specific beings prior to Infestation, marking them to succumb to a slower conversion, making their transformation take additional time, but the Collective does not destroy their mind. No, merely linking with it and preserving higher thought while ensuring their loyalty. Be wary however, for if they are mentally strong enough their shackles may not be as tight as you would hope.

-Weapons of Flesh (100IP) (50% off: Destructor): Flesh can be soft, and while it does its job at sustaining life... what about taking it? To cut through inferior meat, or tear through doors of steel? Fear not, for the Flesh hears and answers your call. Those of your Flesh will now see an increase in gaining powerful claws or teeth, or even weapons made of twisted bone! For an additional 100IP, this option can even include ranged weapons... imagine the looks on their faces when your army fires bone spikes at them!

-Infectious Body (100IP) (50% off: Destructor): Even in death, the Flesh still serve. Those who oppose the Flesh simply wish to destroy them... destroy the bodies, leave nothing behind. Normally when the Flesh is destroyed, the strain of Infestation ceases holding them together and causes the body to disintegrate. No more. Now when one of your minions perish, their corpse remains and becomes an incubator. In layman terms? Their body begins to produce infectious spores and spew clouds into the immediate area. Never again will your enemies casually wade through your forces with reckless abandon, for they will know better.

-Bombshell (100IP) (50% off: Destructor): The mind is forever. The mind will always be present, for the Flesh does not abandon its own. But with that in mind, who cares what happens to the bodies of your lessers? Who indeed, for this 'upgrade' is one of callous disregard, filling your minions with a volatile chemical that can be triggered to explode. That's right, you've effectively turned your ground troops into living bombs. Of course if you desire it, you can force them to trigger it manually. Either way it'll spread all manners of toxic material. Your enemies will only wish they died in the explosion.

-Battle Torn (200IP) (50% off: Destructor): The Flesh is always under siege from those who do not believe in the gifts it brings. The Flesh cannot simply sit and watch as fire and steel whittle it away. No. This will not do. This modification ensures additional durability and ability to survive by growing additional, chitinous plates that can be used as a defense. In an emergency, they can temporarily curl up and grow an additional shell, to act as a bunker or take a breather before it cracks and releases the Flesh within to begin the attack anew. This temporary ability takes energy though, so it should be used sparingly.

-Slithering Colony (200IP) (50% off: Destructor): Flesh is as versatile as technology, believe it or not. It can change, it can be modified, and it can carry a payload. This modification does precisely that, granting some of your followers the ability to carry or produce small hand-sized worms that can crawl or fling themselves towards unwitting foes, burrowing themselves to kill or take over those who would resist your gifts. It is up to you how they do this, but as a bonus should the carrier die they will instinctively release all the worms in their body... creating a nasty surprise for anyone who thought the fight was over.

-Chasm of Hunger (200IP) (50% off: Destructor): Flesh is more than just something to spread and infest. Flesh is more than just something to accumulate... the Flesh must be fed. The Flesh is like a machine in that sense, that it requires food and energy. ...how fortunate then, that you have this option for those who you deign unworthy of joining the Flesh. Consuming the meaty bodies of others will speed up your healing ability by a small amount and revitalize your energy reserves a small portion, ensuring you waste no part of a battle. After all, the Flesh should not be inefficient.

-Thoughtful Appetite (200IP): But... maybe you could do even more. After all, there's so much knowledge contained in some of the meat you might consume... why not repurpose it? By choosing this nondiscounted upgrade, upon the successful consumption of a victim's brain (regardless if you Infest the corpse afterwards or not), you can potentially gain some of the victim's memories! Nasty, right? Just remember the victim HAS to be made of flesh, and the more powerful the opponent the more problematic it could be... after all, strong memories have been known to do some terrible damage.

-Presence of Famine (300CP) (50% off: Destructor): They say that your Flesh is a disease. That you are some sort of blight upon creation, that only destruction is the cure for what you bring upon them... ignorant fools. They know little of what the Flesh truly brings. But if they are so convinced of this perspective, why not help it along? With this, your minions have a chance to obtain one of three different aura types that encompass a small five-meter area around them; one that saps the vitality from nearby enemies, one that infects with a potent toxin, and one that simply irradiates the area to ensure none but the Flesh can survive. It's cruel, it's immoral... but very effective. Let all that isn't of your Flesh wither and die.

-Hive of Hegemony (300IP) (50% off: Destructor): An Infested attack, a deadly bee weapon... ...bees. My god. ...erm, sorry. I had to throw the reference in there, let me just get back into character... ahem! The Flesh is always looking for new ways to improve itself, to spread its gift and show the light to those who are uncertain about its promises. But there comes a time when some are so ignorant of your divine wisdom that they will fight to the death. Is it not your duty then, to fulfill their wish? You can create a small hive-like section in your minions or yourself, to launch small swarms at your enemies that can damage and devour any who are unfortunate enough to be caught in it. Let them tremble, for if they will not join the flock, they shall die to the swarm.

-Force of Nature (300IP) (50% off: Destructor): Nature is important, for it is nature that can feed the Flesh. It is nature that is capable of sustaining life, or ending it. It is a terrible, yet beautiful power. A power that is now yours to command. Choose one element of Fire, Electricity, Toxin, or Ice to imbue your Flesh with, to let them gain powerful abilities and strike with the force of a primal part of the world. Should you choose, you can buy this multiple times to grant variety among your minions, or combine them to deadly effect.

-Source Strike (600IP) (50% off: Destructor): Every machine runs off of energy, every power from a source. After all, you cannot get something from nothing. It must always come from somewhere. It is that connection that the Flesh has recognized, if only to destroy it. It takes a physical, melee strike in order to activate this ability, but with a successful strike, you have a chance to disrupt the opponent enough that a noticeable amount of what fuels their power will be torn away, along with disorienting the victim at the same time. You do not feed off of it, but it is still a supply they do not possess. It also takes a significant amount of time to prepare for the next strike, but surely such a thing is a pittance compared to the surprise you will rend upon them?

Role of Creator:
Flesh is a beautiful thing, to be treated fairly and with the respect it deserves. But what happens when someone has joined the flock, after a fresh recruitment? Are they to be abandoned, merely another cog in the machine armed and equipped with only what they came in with? That would make you no better than the unenlightened who resist the gift. Worse, that would weaken the Flesh. That is unacceptable.

Your role is simple: Preserve the Flesh that has joined the flock. Improve it. Weave it and mold it as needed, change what is required to ensure that the Unity among you all remains. They shall see that it is not your vast numbers that is your true power... but how you are all as One. One Mind. One Body. One Soul.

-Legion of Serene Minds (50IP) (Free: Creator) (Req: Presence of Mind) (Optional): It is not enough for the Flesh to be unified in body. No, for all to be made truly one, the Flesh must be made one in mind. The synthetic pieces of the Infestation grant a great deal of flexibility in its functions, and one of these functions are the coordination of those of the Flock. Should you choose this option, those who are Infested will find their thoughts within a sea... surrounded by the thoughts of those who are like them, who are of Flesh. This is not a true Hive Mind, but merely a telepathic network. It will take time and effort to adapt to, but soon the boundaries of difference will erode.

> -Archivist Mind (50IP): But should you really force it all upon them so quickly? Unity is something to pursue, but there are ways to unify while ensuring the Flesh does not destroy. After all, while difference can be bad it is difference that can sometimes be useful, and it is this realization which has led to this modification. The network allows each person to decide what they share with the Collective, slowly building an 'archive' of emotion, experience, and thought with which to commune and gain clarity. One would say this is not useful if it cannot store scientific knowledge like a database... but isn't knowledge of how to grow as a 'self' in accordance to one's world far more important?

-FEAR NOT (100IP) (50% off: Creator): The Flesh can be a terrifying thing to those unused to its presence. After all, change can be scary in any form. ...it is why your job is twofold, to recruit and to calm. By extending the presence of the Collective network to those who are not Infested, you can send them the calming presence of Unity and show you truly mean it when you say you only wish to help. ...be warned however, this is only sending them these vibes and feelings. This does not mean they are guaranteed to listen and calm down, so I recommend you speak with actions along with words.

-No Place Like Home (100IP) (50% off: Creator): It is one thing to be sending the Flesh and all within it off to places unknown... but what about the comforts of a home? A domicile that contains the Flesh, the advantage of being on familiar ground? You should really do something about that, for the Flesh must be made comfy... if you are within a place that has a major supply of Infested tissue covering the ground or the walls, you will find those of the Flesh will have something of an increased ability to move and defend what is theirs. After all, home is where the heart is.

-Hear Me Roar (100IP) (50% off: Creator): There are times that the Flesh is pushed back... when they must themselves push in order to retain what is theirs, retain their gifts granted to them by the Infestation. ...but they will not do it alone. Not when Unity is prevalent among the Flesh, when no one is truly alone. By bellowing a loud roar, you encourage those of the Flesh and allow them to push their fears back... even find that they strike harder and more effectively when empowered by this truth! It is a temporary effect, but the power of united strength will have an impact that lasts forever.

-Garden of Emotions (200IP) (50% off: Creator): It is curious, how the organic nature of creatures means they come with a myriad of different scents. Rotting flesh, chemicals... beautiful flowers. Why not help the Flesh project the state of mind they current possess? Choosing this option makes it so you can produce large amounts of pheromones to mimic all kinds of scents... even assist producing pheromones you may have acquired previously or might acquire in the future in impressive volumes! Make your impression without even being seen!

-Environment Equilibrium (200IP) (50% off: Creator): The Flesh is capable of thriving in just about any environment, this much is obvious. But what should happen if the Flesh wish to set up shop in a world? Or better yet... maintain some form of balance with their surroundings? It is an unusual idea, unorthodox even, but should you choose it I will grant you this opportunity. The more you Infest a flora species, the greater chances you will gain in being able to eventually create your own version, grown from your own Flesh. The Infestation is all about giving to others... why not branch out?

-Doctor's Touch (200IP) (50% off: Creator): This beautiful, wondrous Flesh that grants the vitality of life... the endless reservoir of gifts. After all, should those of the Flesh not reap the boons of its progress? It is why you are given this option... why you are given the means to shape the gift. By holding someone who has been recruited or touching their skin, you can see how they are shaped, how their flesh is knitted... and you can change it. Alter it, twist it into something else. Perhaps you wish for them to look different, or you need them to suit a task more efficiently. Be warned however... you are limited by the amount of mass they have, and life can be fragile.

> -Doctor's Embrace (200IP): ...but should life really be so fragile? No, you say. They are of Flesh. They deserve better. They WILL have better. By choosing this nondiscounted upgrade your range is increased, allowing you to alter those of the Flesh from a distance instead. You can only focus on one to three at a time, but it is still a fair upgrade. Even better, provided you give the energy needed and you're careful, you can alter your targets beyond what their mass would normally allow! You're still better off having lots of medical knowledge... but it will only help.

-Upgrade the Machine (300IP) (50% off: Creator): Parallels are often made between machine and Flesh, this much is obvious. It is only natural then that the Flesh takes some tips from the workings of Machines and learned how to take its strengths in a different way... such as ensuring the Flesh can do more with less. The efficiency of any organs the Flesh may possess is improved tremendously, ensuring greater works for less energy so that they can truly focus on what is important in life... the spreading of this glorious gift. After all, are works like the great Lephantis not an example of the efficiency Flesh grants, having lived since before the end of the Orokin Era?

-Crafter of Flesh (300IP) (50% off: Creator): Proteins and amino acids are often considered the building blocks of life itself. Versatile. Strong. ...why not take that literally? The Flesh has heard your call, and the Flesh obeys. Provided you have enough Infested Flesh one way or another, you can use them to start creating buildings or various weapons to bring the gift of organic might to those in need! Just... be mindful that being Flesh it might have its own needs and limitations without proper planning.

-Pillar of Support (300IP) (50% off: Creator): The Flesh has needs, much like any organic being would. They need to be maintained, taken care of... would you deny them that right? Any loving person would not dare do such a thing, and it is with that thought that this option will assist you, granting a chance for your flock to gain one of three auras that span a five meter area; the ability to revitalize one's vitality, the ability to grant a protective shield, or the ability to push back enemies with great force upon stomping the ground. They are not much for offensive purposes... but they will increase the survival ability of your Flesh significantly.

-Member of Two Flocks (600IP) (50% off: Creator): They call you a 'monster'. They call you twisted flesh, beasts and aberrations of life. All life is sacred, and deserves the embrace of the Flesh... but perhaps presentation is something to be considered. Through careful consideration, you have found the answer... the means to mimic the recruit's old form. Upon choosing this option, the members of the Flesh are capable of retaining their original form, or even improving the aesthetics of what they consider 'beautiful'. Of course, this has the side effect of making the Infestation even more deadly, if your mind works like that... after all, they would make such wonderful sleeper agents.

DRAWBACKS:

Oh pitiful and wilting flower... you have gone through so much, placed yourself through ordeal and torment time and time again. As the storm approaches and the flower is at risk, I offer you a reprieve. Should you require it, I will allow you to take on additional conditions to your stay, granting up to a **maximum of +1500CP**. You could take on more if you desire, but you will not gain additional points beyond the maximum amount.

And yet with such a boon, you would have greater options... and the flower may yet survive the storm. Know that beyond the pain you may bring unto yourself, that this is an act of mercy.

-Legend of the Warbro (+0CP): When you think of the vastness that is the Origin System, you realize there is room for multitudes of groups and factions. Many permutations and alignments within the realm of countless possibility. So really, it should be no surprise at all that you may eventually run into the enigmatic clan known as the 'Warbros'. At the least, you'll certainly hear of their handiwork and their unusual practices. You might meet them someday, so keep an eye out.

-Clem, Clem! (+100CP): The Grineer's liberal abuse of cloning technology inevitably leads to defects. When you clone the clone of a clone, that will happen. But you happen to be under the effects of such things even if you weren't a product of cloning tanks, your speech impeded so that all you can say is 'Clem' and 'Grakata'. You best find a good translator or someone who understands what you're trying to imply.

-Ammunition Concerns (+100CP): Normally, ammo for your weapons fall like snowflakes in a storm. This is because many weapons have modular ammunition packs that shape itself to fit the weapon at hand. You're not so lucky anymore if you choose this, for ammunition drops will become much less likely. You best hope you have good aim or that you're good with a blade.

-Fashionframe (+100CP): With all these different designs, the intricate symbols, the ornate gold... it's no surprise that eventually those in this world that have a mind for the sort of thing would try to keep up an appearance that they prefer. After all, if you're going to be in a position of risk, have fun with it! If you choose this drawback though, your sense of fashion will be completely destroyed. Polka-dot syandana with a plaid-colored helmet? That's the least horrid thing you would come up with.

-Rule of Three (+100CP): In the game, a Warframe can only carry three weapons at a time. One main weapon, one sidearm, and one melee weapon. This is the rule. Now you are bound by the rule as well, unable to swap out any weapons while you are on a mission or performing a task. You will be unable to exchange your weapons until the mission at the time is complete, and no force in the multiverse can change this.

-Honorabu Warrior (+200CP): In war, you generally do what you can to win by any means necessary. After all, if you don't fight with all your might, you're likely to end up dead. This drawback just turns your thinking in that regard upside down, making you feel like you have to do things the noble, honorable way. No sneak attacks, nothing considered underhanded, and always announcing yourself to the enemy to face their death. At the least, you're going to get really good at frontal assaults.

-Resource Rarity (+200CP): The Origin System, despite its activity, is essentially one big scavenger pile. The Orokin Empire's legacy remains only in the technology they have left behind, and to reconstruct it the factions within the System compete for resources and materials to rebuild this technology. Your luck in this matter is abysmal now, forcing you to go on mission after mission just for the most basic of materials, to say nothing of the more rare ones. Good luck.

-Orokin Oracle (+200CP): Something compels you to do this. You are not sure why, but it drives you, endlessly, mindlessly. It is a purpose you cannot let go of, and for the life of you, you do not know why. But you know one thing, and that is the fact that the Orokin will not be left to the hands of vultures. Any time you see an attempted excavation for Orokin artifacts, you are compelled to stop it and let the artifact remain buried where it is. The past is meant to be left alone, and no one will take it from its resting place. Not even you.

-Happy Feet (+200CP): You've got those happy feet! Give them a low down beat, and they begin daaaaanciiiiiing. ...sorry. What I mean to say is that your feet always have big rubber ducks on them that make the most squeaky noises you can imagine. It's silly, and it's going to outright destroy any attempt at trying to sneak around ever. You will never, ever successfully be stealthy.

-Outcast (+300CP): This... is a problem. A big problem. In a world where even the Tenno cannot accomplish much without working with each other, you have been placed in a situation that has seen the destruction of many. You are declared an outcast by all factions, no one wishing to help you under any circumstances. You will need to repair, refuel, and accomplish everything by yourself. Attempting to force the issue with these factions will see them acting quite hostile to you.

-Profiteering (+300CP): You owe a debt to the Corpus, and that debt is not one they will take lightly. If there's one thing the Corpus value over all else, it is profit. They want their profit. You will be constantly harassed by debt collectors, armies of robots, power-draining sappers, the works. You can potentially hold them off temporarily by giving them the total charge they bill you, but each time the bill will grow exponentially higher... and eventually you'll be unable to pay. Then they'll try to take their pound of flesh.

-Infested Thoughts (+300CP): Oh. Oh dear. This is bad. Normally the Infested cannot communicate with anyone who is not absorbed into their plague, requiring the use of technology to try and taunt those who would try and attack them. Not anymore, at least not for you. The Hive Mind has a tight grip on you, its thoughts and its demands constantly ringing in your ears. They will urge you however they can, questioning why you deny them, why you do not seek immortality with their flesh. Any time you do fight the Infested this voice will be nearly deafening as their thoughts become full of malice and hate that you would deny them for so long.

-Ducats! (+300CP): Baro Ki'Teer is considered to be one of, if not the most wealthy non-Corpus person in the entire Origin System. Entire crates of Orokin artifacts pass through his hands, and he's so rich he has his own currency in the form of Ducats, which can only be obtained by trading him artifacts from the Void. Now you are in the position of being unable to purchase anything important in this setting without trading him items for Ducats, from which he will immediately offer you the item you need... in exchange for the very Ducats you painstakingly gained, with expensive prices no less. It should also be noted you cannot steal from him, or harm him in any way. You don't mind him smiling about that, do you?

-Fomorian War (+600CP): The worst has happened. The Twin Queens of the Grineer Empire have opted to forego Vay Hek as their military commander and have given the reins to Tyl Regor, their top scientist. Now you've got a different outcome. *Hellish* outcome. Balor Fomorians are massive warships that can waste entire fleets, bristling with weapons and troops while having an energy shield that can laugh off many attacks. Now there's much more of them, all of them converging on the Relays that the Tenno have orbiting various planets. You must defend these Relays and keep the constant Fomorian assault at bay. If all of the Relays are destroyed, it's a failure condition and your adventure is over.

-Stalker of Sins (+600CP): You cannot escape your past, friend. The sins of your past lives will not be forgotten, and retribution will be dealt upon the wicked. In this case, you. The Stalker is a terrible foe, capable of negating powers and wielding weapons specifically meant to damage and target you while presenting his own fearsome powers drawn from the Void. In time he will draw others like him to assist his war against you, his empowered Acolytes. He will even be granted the might of the Sentients, giving him the means to adapt to your own tactics. While the times he shows up is few and far in between, he will strike at inopportune times... and it will always be a fight for your life.

No one can run away from their sins.

-The Void Cometh (+600CP): The Void is a dangerous place, a dimensional realm where the laws of physics and material logic completely fail and any who are touched by its energies inevitably are twisted and killed. Even the Tenno, the only beings who have ever been exposed to the Void and survived, are wary of entering without adequate protection. Now the Void is threatening to break into the material plane, fissures and tears cracking through and bleeding terrible energies that could make the instability worse. You must find these tears, and seal them before they get worse. You don't want to know what happens if you fail.

-Nightmare Mode (+600CP): Are you really so hateful of yourself that you're willing to torment your very body for a small advantage? Is this really what you want? Very well. Your enemies now all deal a tremendous amount more damage against your person, all while your own attacks are much weaker when you are attacking them. It will be a cruel journey for you, sadistic to watch you struggle against foes such as these. But this is your decision and yours alone. I will not force you, but if you choose this route then it will be a terrible journey to survive. That is, if you can survive it.

END CHOICE:

Oh beautiful flower, who has gone through so much and has done just as much... you've endured much torment to be here. At least, assuming you have survived, and were not trampled under the weight of those who would see you perish beneath their heel. Should you have been fortunate or skilled enough, all physical injuries will be healed... and you will have one last decision to make.

-Go Home: The world you have witnessed has been too much. You've seen the violence and greed, you've seen the death... you've seen what caused it all, and you have vowed no more. You return home to your world, with everything you have collected thus far on your journey. As a consolation prize, I offer you a fully operational Relay in orbit of Earth, and an additional 1500CP to spend on the prior choices to prepare yourself. What you do is up to you.

-Stay Here: This world is broken... or maybe it's just right. Something about this world has called to you, and you have decided to answer it. You have decided to end your journey here, ready to spend the rest of your life in a war-torn System for whatever purposes may suit you. Along with time resuming where you have journeyed before, your affairs will be handled and your original world will have a guaranteed life of happiness for your loved ones. You also gain the consolation prize of a fully operational Relay wherever you wish, and an additional 1500CP to spend as you see fit.

-Move On: It isn't enough. This world is not enough, your journey is not yet finished. It is time to pack your things and move on, to another System... to another world. Time is paused here, like your home and other places you have visited, while you travel onward. I hope the next world is just as eventful as this one for you.

Of course... if you acquired a Warframe somehow in this journey, you are given one more choice. What, did you think that it would be as easy as walking out? I'm afraid not, for you must decide which front you will fight upon:

> -The Battle Without: The Warframe is much like your own skin... and you have chosen to treat it as such. The Warframe is de-synced from the Transference Pod, instead being converted to something like a suit of armor. You will be able to use your out-of-setting abilities should you possess any, at the cost of being unable to use the Transference Pod to control your Warframe. But you are closer to it than ever before, now.

-The Battle Within: You cannot stand to give up the bond you have made with your Warframe. It is a second pair of eyes, your body away from your body... a dream of what you want to be. While you cannot physically act while using the Transference Pod, should you possess any Warframes they will still work superbly and be synced to your Transference Pod. You no longer possess the failure condition if your Warframe is terminated, however... merely waking up, as a dream often is. The destruction of a Warframe will be very weakening and will take time to recover from.

NOTES:

-The original version was made by Mib, and the update was done with his permission
-The 1500CP starting budget is an exception, it is not meant to be a new rule. It is only that way because of how many items and perks are in the document, and is not meant to be used as a justification to start hiking up budgets in other documents.
-If you are concerned about terms or issues, please consult the wiki:
http://warframe.wikia.com/wiki/WARFRAME_Wiki

-You will be unable to copy, acquire, scan, or replicate the adaptive nature of the Sentients in any way. This is because being able to absorb and assimilate any technology ever, while becoming immune to any damage you take within a single-digit period of seconds is impossible to balance, and impossible to properly price. So simply put: No.
-Likewise, acquiring the 'Broken War', 'War', or any Sentient-related weapons or accessories in the game will not let you get around this restriction. They're inert bones. You could replicate the bones to give people more shinies, but it will not let you gain the adaptive ability of the Sentients at all.
-On that note, should you acquire the Lotus, the Stalker, or Hunhow via the canon companion option, or pods, or other companion-acquiring methods, their Sentient-related abilities will be lowered to the levels of if they possessed 'Blind Justice' enhanced by 'Light of the Orokin'. They will regain these abilities post-spark.

-‘Death Mark’ can only be placed on one person, but after placing the mark you may swap it to another target that you have both above-average knowledge and a clear mental image of, after a five minute period.
-'Mantle of Legacy' specifically makes it easier for you to convince others that you are the legend that you say that you are, so long as you put in effort to look the part. A good example is how the Warframe 'Inaros' was worshiped as a god-king in the old days of Phobos, and upon collecting the Inaros suit, Baro Ki'Teer treats the character as though they were the actual Inaros from the legend. Also, you are not limited to a single legend.
-'Dimming the Light' isn’t retconning powers, it’s lying to the person so hard they forget they had those powers or think they’re nowhere as good as they thought they were with it. Use it wisely.
-It should be noted that possessing a Warframe and having 'Light of the Orokin' will give you the insights needed to eventually figure out and replicate the method of creating Warframes. Also purchasing 'Project "Zanuka"' will give you additional insight that will make it easier.

-In case it wasn’t obvious, for Companion Imports you only need to spend a single 100CP purchase to make all imported companions able to qualify for Tenno or Infested.
-Yes, this means they get their own Strains or Warframes.

-It should be noted that Cephalon A.I. companions are not true A.I… in the sense of being digital to start. Each one was made from a killed person, their memories torn out and digitized, memories cut away as needed to serve their purpose as dictated by the Orokin, a Neural Sentry implanted to keep the memories suppressed. I leave their stories to you, and how these memories may surface. After all, Ordis' Neural Sentry broke down when the Orokin fell.

-'Animal Pet' does not count as a true Companion, and does not take up a slot.
-'Ornate Robes' and 'Transference Suit' can additionally be mixed in aesthetics how you please if you possess or more of each.
-To clarify for 'Weapon Acquisition', if you purchased a Corpus weapon, all subsequent purchases of Corpus weapons are discounted. But to get the discount for Grineer Weapons, you must purchase a Grineer weapon to gain the discount on repeat purchases. If your first weapon is free in a category due to your background, this counts and further purchases are discounted.
-'Weapon Acquisition' will allow you to gain a Syndicate Weapon for free regardless of background. So if you have a 'Syndicate Allegiance' and you are a Grineer, you gain a Syndicate Weapon for free and a Grineer weapon for free.
-'Weapon Acquisition' allows Sentinel units to be purchased, which can be equipped with Modification Slots and augmented to suit various tasks. They also understand various commands.
-'Yuvan Amphitheater' can become a warehouse attachment after the jump, and can be modified after the fact. If you want, you can also use other Warehouse Aesthetics on it instead of the Orokin design.
-'Base of Operations' cannot make the Warehouse bigger. It can, however, let you make new walls or replace pieces of the infrastructure with materials of your own, provided you have enough. Examples would include making pillars out of dragon bone, or making the floor solid mithril. Know that while the material is not consumed in this manner, you can't mine your Warehouse for infinite resources.
-For 'Base of Operations', you can choose to mix and match the aesthetics you have collected thus far like it says in the perk. Prefer the golden luxury of the Orokin, but still want that Infested incubation chamber? This perk will let you do the customization needed, so you don't have to feel like you have to keep one specific aesthetic. This also means 'Base of Operations' will let you merge Warehouse Attachments together in the same designated 'Attachment' of your choice. However, this is not a reversible process, and it combine the spaces of the two Attachments into a single Attachment that has their combined floor space together.
-If you do not like the Warehouse changes that 'Base of Operations' grants, you may instead choose to take the changes and either place them in the first Attachment that comes with 'Base of Operations', or make them a second Warehouse Attachment that becomes something of a mini-HQ or a small storage space aligned with the theme granted. Examples include flesh samples for Infested, weapons for Grineer, etc.
-'Base of Operations (Kuva Siphon)' specifically is taking the innate power within blood and using it to improve technology by adding stats, such as critical chance rating or extra damage, or elemental powers. How this translates is up to you, be responsible. As for enhancing bodies, think of it like Riven Mods: Up to four random traits from varying sources can be imbued, but you cannot choose which traits they are. You can use another dose of blood and attempt imbuement for another attempt if you wish. Similar effects do not stack with each other.
-'Codex Database' can only Synthesize mook-level or minion-level targets, being unable to Synthesize unique beings. This is due to the sheer difference in data compilation in comparison, and without the complete data compilation needed these unique beings cannot be copied. You'll get the data as though it were a Codex Scan, but you will never be able to Synthesize them. Trying to clone or duplicate these beings to get around this limit will not work.

-'Codex Database' has a cooldown of a single week for Synthesis Scans. Likewise, you cannot Synthesize your allies, even by accident.
-'Fabrication Table' is only capable of crafting things that are meant for beings of human size to wield or wear. You can't just dump it in and watch a massive warship get crafted, but for personal items and the right blueprints, it's kind of like a small STC unit.
-'Kuva Supply' is basically harvested Orokin Blood, and consuming the purchased version will not grant voices in your head. If you have 'Modification Creation' it can be used to make Riven Mods, which can have up to three randomized good traits and one randomized negative trait. With time you can learn how to make it four good traits. In addition, you're basically turning people into Orokin. This is how they prepared bodies of their choosing for their plans to hijack the body for themselves. Whether you do this or not is up to you.
-You can have up to four 'Extractor Units' out at a time, and they will drop the resources automatically in your Warehouse after its storage has filled up and it despawns. Upon calling one, it will drop at the target location within a few seconds.
-'Void Relic Refiner' is basically a device that, simply put, turns out-of-setting items into Prime variants. It can only take in items roughly up to 3 cubic meters in default size, so keep that in mind when you're cramming something inside. Also to clarify on the aesthetic portion, it means Warehouse aesthetics can be applied to items and equipment you place inside this machine in order to modify their exterior design.

-Be warned. For this particular period, should you possess a 'Warframe', if it is destroyed while you are piloting it with the 'Transference Pod', it will count as a death and a loss condition. You're not getting free lives out of this one.
-It should also be noted that certain abilities of Warframes may have limited or even no effectiveness against stronger, 'boss'-like enemies. Before there's complaints, it worked like that in the game, there's no reason you would be any more special. This includes abilities like Nekros' powers or Nyx's mind control.
-After you leave this world, should you have turned your Warframe into a remote body or manage to create or control other Warframes simultaneously, you will not be able to channel non-Warframe powers through it. Of course, considering the powers of the Void and the likelihood of upgrades from Orokin technology or other sources, this isn't to say those Warframe abilities can't be augmented or tinkered. It just won't be an easy way to get six free 'Get Out of Jail Free' cards.
-Should you somehow make your Warframe your own, actual body somehow, you will be able to channel your non-Warframe powers through it and ignore the note above this one. I mean if it's your own body now, why should it stay?
-It should be noted that Warframes WILL NOT BECOME SENTIENT ON THEIR OWN. They will never gain the sentience to become a companion on their own. The only way for that to happen is if you make it happen.
-If you decide to get a pre-designed Warframe like Excalibur or Inaros, you may still choose to purchase two additional Elements or the second set of Warframe Abilities for further customization. But they will have their first four Abilities locked to their canon Warframes and have their primary Element locked in.
-The examples given for the Abilities that Warframes can possess are just that. Examples. You don't have to choose the examples given, but they should give you an idea of what scale your Abilities should have. Please be responsible, I'm trusting you on this.
-Also don't be afraid to go to the wiki link above and look at the abilities Warframes possess to get further assistance!

-'Nonstealthy Shapes' is what you want to get if you want to be a bird, or a spider, or be a kitsune Warframe, or whatever. Floor is yours, just get the right amount of limbs or the like. They can either be clarketech-enhanced fluffy tails or look like Warframe armored pieces.
-'Alien Visage' can let you gain head shapes like Nyx's headcrest or Loki's hammerhead shape. Or gain armor pieces like Trinity Prime's lobster skirt or Frost's coat tails. It can also be used to adorn your Warframe with robe-like attachments should you seek it. The eyes also don't have to be eyes, they can be visor slits or optics if you choose that instead.
-'Helpful Friends' are not good replacements for 'Sentinel' items in the item section. 'Helpful Friends' are more like dumb add-ons that only know what they're made for, while 'Sentinel' units are much more modifiable and much more customizable.
-Surgeon General's Warning: 'Leaf on the Wind' will not prevent a harpoon to the chest.
-Be wary, 'Waxing Wuxia' can only do so much with so many sources. A good squad of machine gunners is one thing, but an entire army or attempting to deflect everything in a full circle around you will encounter harsh problems. But hey, this ability doesn't pin you to the ground.
-'Mirrored Mind' will ONLY grant the effect of the second brain so long as you are piloting the Warframe, or wearing it as armor. You will not gain the effect otherwise, and it will never gain the sentience to become a companion, at least not on its own. If you give it the sentience by your own actions, that's on you, not the perk.
-Be warned, 'Hidden Emitters' is something you have to fluff for what it does. It has to be tangibly related to your 'element', please be responsible with coming up with something. Be reasonable.
-'Wombo Combo' may require multiple combos on stronger or larger enemies, due to how they could potentially tank the damage. But mook-grade enemies? Well, have fun turning them into living bombs.
-To clarify, 'Beast of the Bones' lets you instinctively find a person's weak points as you fight them or their species, and the more damage you sustain the more you'll find your damage output increased. Being healed would have a negative impact on this ability, but you will never fall below your default potential.
-'Eyes of Life' cannot give you information on technology or biology that exceeds your understanding and ability to comprehend it. If it was that advanced anyway then a scanner wasn't going to help you on its own.
-'Somatic Sight' does not interfere with the bonded person's own senses, and if they are seeing what you see then their own accuracy could possibly be increased with having your sight to help them.
-'One For All' has a limit to how much damage it can transfer at any given time based on their own natural defenses; as a human they might be able to handle constant machine gun fire, maybe even a tank round or two, but something like multiple tank rounds at once or constant exposure to a volcano if they're not heat proof is going to see them get torn apart quite easily. Also be wary of how much damage you yourself take in at once without preparation.
-'Selfless Gestures' is an energy distribution perk, not a power distribution perk. If the energy in question ends up awakening powers as a natural occurrence then it's whatever, but just shoving mana into them isn't going to make them a mage if it doesn't do that naturally.
-'Embodiment of the Oro' can only be used on a person-by-person basis, with a maximum total use of seven times a week. It also will not make the person affected continually respawn; if they get killed again you have to revive them again. Trying to use the ability on a person multiple times will not make the strengthening aspect stack.

-You may stack 'Additional Tools' purchases such as gaining two tails or two pairs of arms in a single purchase.
-'Strength of the Past' and 'Strength of the Whole' only works on things that are biology-based. Naturally this means the more complex it is the more time it will take, and you can't just toss abilities that are not directly related to the physiology and flesh of the person. Likewise there is only so much the Flesh can transfer over... being limited to four-to-five different physiological traits.
-'Falling to Pieces' will be somewhat limited if being used by sapient beings like you; there will also be a 'master' section of you that cannot be split off, which is determined by where you store your consciousness... whether that is your head or the 'core' of yourself. Also, the resulting creatures programmed to a single, very simple task determined immediately before detaching. Also, hope you have a healing factor to regain those limbs.
-'Thoughtful Appetite' is only the knowledge and experience a memory might have. They do not grant you the ability to use magic or psionic abilities or whatever if you didn't have the ability to do it yourself beforehand.
-'Thoughtful Appetite' also doesn't instantly give you all the skills needed to maintain every piece of technology. You may have the memory to see what they've done, but you don't have the intrinsic creativity or innovation that lets them create new variations with the ease the victim may have demonstrated. To put it simply: You're imitating, not innovating.
-'Presence of Famine' will not affect other minions. So don't worry about the auras killing your minions off.
-Yes, you can combine 'Hive of Hegemony' with 'Weapons of Flesh' to make a bee gun.
-'Source Strike' may not be able disorient more powerful opponents, so be wary of that.
-'Environment Equilibrium' has a limit in that the more unique or 'powerful' the plant in question is, the number of Infestations required to synthesize it rises tremendously. I hope you've got a LOT of plants to infest.
-'Doctor's Embrace' does not come with the multitasking ability to increase the number of people you can affect. It is possible to increase that number on your own but you will need to find those methods yourself. Also remember they must be Infested for the ability to work.
-'Crafter of Flesh' is limited by how much knowledge you have of weapons and architecture and all the things that go into actually making buildings. You can't expect to just drop a large tumor and call it a day, you're going to need to know all the wiring and plumbing needs if you want that stuff.
-'Pillar of Support' works on the unit that possesses the aura.

-Should you possess both a Warframe and an Infested Strain, you may combine the two in an unholy merging to make an Infested Warframe, with all the strengths and power of both sides. It is up to you to decide how this manifests on a physical level. Be wary of the implications, as this has only been accomplished once by anyone in the setting.
-Obtaining both a Warframe and Infested Strain also can optionally grant you a Helminth Infirmary, a Warehouse Attachment or room in the Orbiter that has a large supply of Infested biomass and an automated chair with a Cyst Injector, run by a biological intelligence that describes you as “Master”. Along with aiding you on any biological changes you could make on yourself or your Warframe should you choose “The Battle Within”, it can also inject a Cyst within you that will take time to incubate and collect genetic material. After a week, it can be used to grow a unique form of Infested that will essentially be a powerful pet that can fight alongside you, called a Helminth Charger. Its appearance can be customized during incubation.

*Light of the Orokin is a Capstone Booster, and provides enhancements to the following perks:
-'Death Mark' is even more deadly to the enemy; this allows you to designate up to three weapons on your person which will deal a massively increased amount of damage to the marked target. These must be weapons you yourself possess and are using. **The Orokin's desire for control of one's surroundings have also manifested within you, and has granted you the means to create three Death Marks instead of one at a time. You will obtain significantly increased reflexes and speed when fighting those you have marked.**
-'Blind Justice' has made you even more of a bulwark to those who would wrong others; as the enemy attacks you in repetition, you will start building resistances to their attacks, up to a 50% reduction in damage to that specific damage type. Be warned however, that if you go for long enough without being damaged, the reductions will reset. **The Orokin have done much to ensure you would survive, and now their secrets are yours in the ability to increase your damage upon an enemy in the same manner; by attacking an enemy in repetition, their own resistances to your attacks will decrease up to a 50% reduction in resistances to the damage type used. The same rules apply for time windows.**
-'What's Yours Is Mine' is effectively streamlined; no longer is it just haphazardly mashing technologies together. You understand the means to merge the two technologies into one unique, glorious result embodying the ability and strength of both. This reduces both potential complications and difficulties in reproducing it. **The Orokin knowledge you have discovered also grants the means to turn various technologies into cybernetic versions, and can even install an unusual amount of cybernetics while significantly minimizing the needed space for such devices. It is better to fix someone, than build them anew.**
-'Cloning Blues' make the clones more stable, making genetic memory additions more effective while allowing further malleability for additional modifications to them AND yourself, a good example being Tyl Regor's ability to make Manics... beings who can turn invisible and are physically stronger and faster than the average person. You may also 'store' this genetic memory, essentially being able to revive those you deem important enough to dispose repeatedly. **In addition, ancient Orokin knowledge has given you the knowhow to make the Dax; engineered supersoldiers of great speed and feats, capable of fighting a Warframe without the Void powers that would normally be needed for such a task.**
-'Heart of the Machine' allows unique robots to gain an even better power increase, and should you choose they will come with a personality that is loyal to you right off the bat. Provided you don't mistreat them, this personality's ability to adapt will make them powerful enforcers. **The knowledge of the Orokin has granted insight, and now you know how to design intricate machines powered by unusual and esoteric energies. The energies used will have an effect on the machine, potentially imbuing it with a small effect or two depending on what you used.**
-'Prophet of Profit' gives an increase of quality to the products you sell specifically, further reinforcing and enhancing the weight of your words to your customers. This will increase influence to those you sell to, making it easier for you to control them through products. **Your dedication to controlling others through this method has given you a breakthrough with studying Orokin Technology, allowing for the reconstruction of Neural Sentries capable of enslaving the minds of most. These Corrupted entities will have their equipment take on an appearance of your choice, augmenting their capabilities significantly while serving your every whim so long as the control node remains fused to their face.**

-'Joyous Abundance' has gained additional mutations, turning facets of Infested Flesh into something akin to a bio-reactor. Whether through sunlight, food, or another method of receiving energy, this ensures the Infested Flesh has enough energy reserves to preserve itself for quite some time. If needed, they can also transfer that energy into other creatures with physical contact. **The Orokin wished for the Infested to spread, to become a weapon… their desire shall be the undoing of all, for you can use biomass to create a layer of Infested flesh that will slowly spread along the surfaces of the area around you to help the Infested spread faster. Those who are Infested will find this layer healing them more quickly, and those who aren't… will be absorbed to be used as fuel to spread further.**

-'Harmonious Unity' is bolstered in ability, not only allowing you to assimilate the organic infections but also to augment their initial abilities before mixing it with your own, to make your minions more powerful in the long run... and yourself. **The Orokin's intent on creating a powerful weapon has been evident in much of their work, but never so much as yourself now. You maintain a 'genetic library' of creatures or people you consume or Infest, being able to keep an untainted recording of their original self and genetic makeup. Whether you use this for splicing or replacing traits once lost is up to you.**

-'Mindful Transference' has your Somatic Link enhanced, truly expanding your consciousness to new heights... not only are you much more capable of handling and understanding eldritch or alien truths, but you can also experience true parallel processing... able to possess multiple thought processes at once, easily up to six. Should you possess multiple Warframes you can control them all, or even walk outside your pod while controlling Warframes. **The power of Orokin technology has now opened to you as well, granting you an innate technopathy so great that you may possess machines and use them as though they were an extension of yourself while boosting the power and abilities of said technology significantly. This extends to your Warframe as well. Be wary of security measures for technology that is not your own.**

-'Devil of the Void' has granted additional augmentations, improving the power of your Warframe's abilities along with your connection to the Void, improving the Void powers along with granting additional effects:

*Madurai can leave a fiery trail behind them that deals incredibly high fire damage, along with splitting one beam into three to spread the damage out while ending the effect's duration with a large explosion that deals tremendous damage to anyone around it.

*Vazarin can have its healing waves restore the lives of any allies who have died within minutes of you activating the ability, while both increasing the radius of your waves and granting a significant chance to stun the enemies who are caught in them.

*Naramon has its cone expanded to hit additional enemies, while granting a significant chance to disarm enemies caught in the cone and granting allies in your area a temporary invisibility so they may move along the battlefield without notice.

*Unairu grants a chance for your melee strikes to cause the petrifying ability, while those petrified take significant damage over time and granting your ray the ability to significantly buff the defenses of allies in its ray temporarily.

*Zenurik allows allies caught in your Void energy to see through walls to spot enemies and objectives, while further increasing the efficiency of friendly technology in the area such as Warframes. The Void energy is also significantly harmful to enemies, dealing great damage with each wave.

-**The Void's power has also wrapped around your heart, truly making you capable of astounding feats. Additional Void powers are unlocked without the need for a Warframe, such as a constant damaging beam, a powerful blast that can stun enemies, a teleport-dash that can throw you across fair distances, and a stealth walk that leaves you without image and without sound for a short time. Your Warframe powers are also boosted a rather high degree.**

-'Beauty of the Beast' has granted the means to create a unique Red Liquid made from blood that can grant those who imbibe it a copied portion of your beauty. Never again will you need to suffer imperfection from those around you.
-'Modification Creation' has been improved, allowing you to create Orokin Reactors and Orokin Catalysts, which double the modification capacity (capacity is different from slots) of armor and weapons. It will also allow you to make improved versions of Modification Cores, such as Primed variants, along with allowing you to fashion eight to nine 'Modification Slots' on to weapons or armor outside of this setting. Why leave your other toys out of the fun, after all?
-'Cybernetic Knowledge' has been improved significantly, your cybernetics becoming significantly more powerful and requiring even less energy. Likewise, you can make external cybernetics that could be hidden well enough that a majority of people would never suspect the person was augmented to begin with... or decorate them with the grace of an Emperor with no loss to function.
-'Seat of Thine Throne' allows for much greater efficiency when it comes to installing technology in new bases; three rooms worth of tech can be installed in one room with no loss of efficiency and still plenty of space to work with. You can also expect your power requirements to drop down significantly.
-'Dimming the Light' grants a stronger boon, able to let your lies seep into their mind and with sufficient reinforcement, can effectively rewrite memories of those you personally make efforts to lie to as you enforce the lies of memories over the truth. This works on one person at a time.