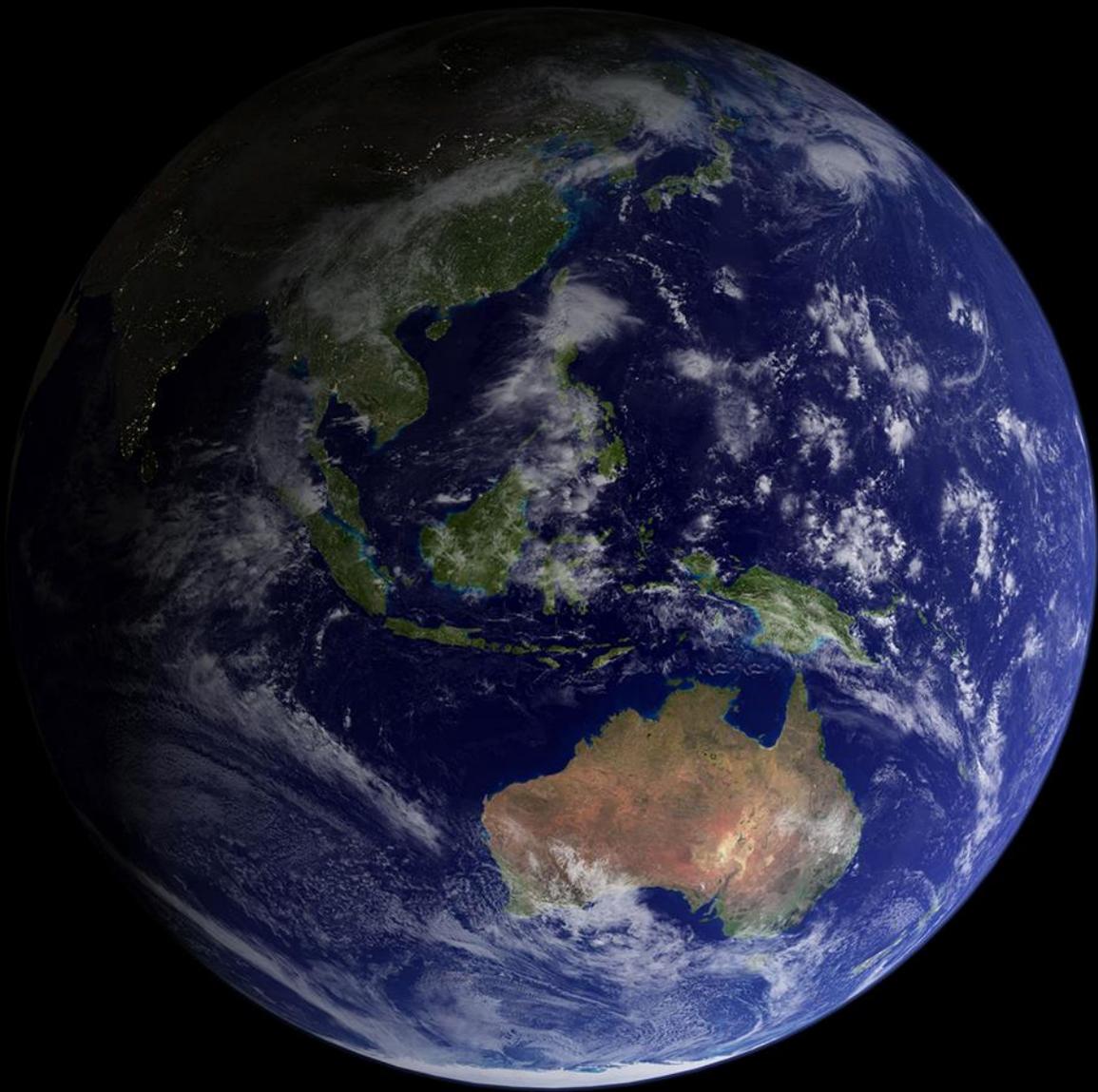


REIMAGINE

WARFRAME

PART ONE



CHRISTOPHER NUIN

REIMAGINE

WARFRAME

CHRISTOPHER NUIN

IDEA: 18.11.2018 WRITING: 19.11 - 27.11.2018

PART ONE

EXPLANATION: WARFRAMES AND TENNOS

Origin of the Warframe Project
The Warframe Project
The Star Child Project
The Tenno Project
Creative powers and Modifications
Warframe Excalibur
Warframe Volt
Warframe Mag
Warframe Loki
Warframe Ember
Warframe Rhino

STORY OF THE TENNO: TRANSFEARANCE

Excalibur
Grineer and Kubrows
Ordis



FROM THE AUTHOR OF THIS PROJECT

This project will take form of a series in which I will let my mind to reimagine Warframe — as a weapon, as a game, as an experience, and as a story.

The ‘reimagine’ part will be based on the concepts included within the game WARFRAME, created by Digital Extremes. I do not claim that I can tell their story better, I do not claim that I own any part of it. This project exist because I care about WARFRAME, and I see its potential, but I am not satisfied with the experience it’s giving me. To satisfy this need, I decided to let my imagination to obsess about it freely (as I always do when it comes to my own original creations), to tell me the story of WARFRAME in my own way — as a Tenno’s story, and as an audio-visual interactive experience.

Please remember: even though I will be writing as if the things I will write about were created by me, I do not claim so. I will only try to remake some things, fill the blank spots, connect everything in consistent way, and in the final effect to tell the story I long to see. And that is a science fiction experience that I will fall for, because at this moment there are more elements within WARFRAME which are telling me to not treat it seriously at all, than elements that are telling me to consider it as something worthy of my attention. Despite that I still respect the amount of work DE placed it this game, and that is why I will try to preserve their original vision as much as possible. I really do believe that WARFRAME has the potential to become a sci-fi title that future games in sci-fi genre will look up to.

In Part One of this project, I will focus on few things:

1. Explaining to you in short (based on my vision) the origin of Warframes, their physical structure, blueprints, characteristics, visual appearance. The origin of Sentinels, Synthetic Companions, Spectre Mode, Warframe Aids, weaponry and Void Relics. The origin of Tenno. Explaining the powers of six Warframes.
2. The beginning of the Tenno’s story — his connection to the first Warframe Excalibur, the voice of the Lotus, first encounter with the Grineer, Kubrows and Ordis.

Excalibur was my first Warframe, and that is why I chose it as a starting weapon for the Tenno’s story that I am about to tell, and my Tenno will be male.

Be aware of the fact that in the future the Story in this project will not be conducted in the chronological order. My imagination is beautifully uncontrollable (and out of any kind of control whatsoever) and I already can feel that it wants to obsess over the Prelude to the New War and the New War events in Part Two and Part Three.

Have a good read!

Christopher Nuin

www.christophernuin.com

***Disclaimer:** English is not my native language, so some parts of the text may be clunky as floof or incorrect meaning-wise. Some ideas included in this project can remind you of your own ideas or ideas of others, which is normal, since no one has the monopoly on imagination. This project is a non-commercial work of fanfiction.*

EXPLANATION: WARFRAMES AND TENNOS

ORIGIN OF THE WARFRAME PROJECT

The Warframe project was one of the projects conducted by the Orokin scientists and engineers, who were seeking for a solution in a form of an obedient weapon, that would stand against the growing threat posed by the Sentient race. This project evolved from an idea of joining animal DNA with Infestation particles (biological weapon) on a micro scale.

The Orokin races long possessed the knowledge and technology of changing and creating matter on atomic level and creating the Atomic Blueprints for everything they studied (including organic brains). Unfortunately controlling the outcome of their trials, the outcome they didn't understand yet, was often beyond their abilities and skills.

Joining Infestation with animals turned out to be fruitless and catastrophic. Animal DNA in every case ended up being devoured by the Infested particles, and tests conducted on animal subjects, including Kubrows, shown the same effect: subjects became Infested monstrosities with not even a spark of what they used to be, with no way of controlling them and with ever-changing DNA. This branch of the Infestation project was conducted on hundreds of animal subjects of many races, often in small zones of their natural habitat, which eventually led to Infested outbreak. That is how the Infestation spread across the Solar System.

Luckily for the Orokin, joining Infestation particles with lumps of human flesh has shown a lot of promise. Human DNA was fighting back the Infestation, forcing its particles to mend with it, thus creating a completely new line of stable DNA. Further studies and observations led the Orokin scientists to believe that something within those Infested flesh lambs and body parts, something within the new line of DNA had the potential to change the surrounding matter on atomic level. Furthermore, the same Infested body parts and limbs taken from different human subjects (humans were a lesser race created from Orokin DNA), were showing different kinds of 'creative powers'. It didn't take long before the decision was made to use alive human subjects to push the Infested project forward.

Still remembering the Infested outbreak, paranoid and unwilling to make the same mistake they did with Infested animal subjects, the Orokin conducted human trials with the greatest caution and in extreme seclusion. The effects of those trials were truly mind bending, and the creatures those humans became had primitive brains that could be fully controlled with the technology of the Orokin.

Infested human subjects despite their creative abilities were not enough. They were made only from the flesh, and even though some subjects were able to create parts of their bodies scaled with armour, they were too fragile to withstand Sentients in combat; furthermore their powers were undeveloped and weak. At this point of the project the Engineers joined the research on full term, because the stable DNA line was allowing them to create the Atomic Blueprints of those Infested subjects, that could be further developed. That is how the project Warframe came to life.

THE WARFRAME PROJECT

THE ATOMIC BLUEPRINT OF A WARFRAME

The Atomic Blueprint of each Warframe was designed by the Orokin in a form of four Schematics as follows:

1. (Warframe) Organics — it contains information about every aspect of a Warframe created with organic tissue, like: muscles, fluids, the Organic Brain etc.
2. (Warframe) Synthetics — it contains information about every aspect of a Warframe created with synthetic material and titanium, like: skeleton, cameras, nano-technology and Nanobots, armour, the Artificial Brain etc.
3. (Warframe) Potentials — it contains information about every aspect of a Warframe that refers to its creative powers and usability, like: the Astral Brain, Warframe powers, Transference, Integrity etc.
4. (Warframe) Cipher — fully responsible for unlocking Schematics; it contains: (Warframe) DNA code, plus mathematical, biological and chemical formulas required to mend every atom, particle and system of (Warframe) during the process of its creation.

THE ATOMIC BLUEPRINT PROTECTION

To protect their research, including Warframes, Sentinels, Synthetic Companions, Formas and weaponry of many types, from falling into wrong hands, the Orokin engineers used three methods of keeping it safe and useless to those who would find only some parts of it. Those methods are as follows:

1. Schematics — each Atomic Blueprint of a Warframe, a Sentinel, a Synthetic Companion or a weapon was designed in the form of four Schematics.
2. Guarded Vaults — well guarded and hidden Vaults placed deep within research facilities, scattered across the Solar System. Each of them containing full set of Primed Schematics for one Warframe and random Primed Schematics for its loadout.
3. Void Relics — encrypted portable devices used to store and transport Schematics, that could be opened only by exposing them to the Essence of the Void via Orokin technology, called Decryptor. Cracking the Void Relics open only with the Essence of the Void would erase almost all data from them, leaving only one Schematic which acquisition chance would circle around 20%. Void Relics are the proof of how paranoid Orokin were about their science. Void Relics are categorized as follows:
 - a. Lith (code) — (Warframe) Organics and four random Schematics from a pool of Sentinels, Synthetic Companions, weapons and Formas.
 - b. Meso (code) — (Warframe) Synthetics and four random Schematics from a pool of Sentinels, Synthetic Companions, weapons and Formas.
 - c. Neo (code) — (Warframe) Potentials and four random Schematics from a pool of Sentinels, Synthetic Companions, weapons and Formas.
 - d. Axi (code) — (Warframe) Cipher and four random Schematics from a pool of Sentinels, Synthetic Companions, weapons and Formas.

Creating Warframes and weaponry with the use of their Atomic Blueprints was conducted via Creator — Orokin invention capable of morphing resources on the atomic level into required creation. Creators were fairly common within Orokin scientific circles. Every research facility had at least few kinds of Creators, one for building Warframes, Synthetic Companions and Sentinels, second for the weaponry, another one for Formas, aiding equipment etc.

THREE BRAINS OF A WARFRAME

Organic Brain — fully natural organ devoid of consciousness, used for better recognition of danger with animal senses, controlling muscles and fluid flow throughout Warframe, processing data and cooperating with Artificial Brain. Organic Brain is placed in Warframe's chest, on the left side. It was engineered as the first one based on brains of human subjects exposed to Infestation, and as such, it can be used by the Orokin to control Warframe with their will.

Artificial Brain — fully synthetic organ, used for data storage, sending data to Organic Brain, receiving data from the entire Warframe structure (including sensors and cameras), steering Warframe when out of Transference, generating Shield and cooperating with Organic Brain. Artificial Brain is placed in Warframe's chest, on the right side and it was implemented to the Warframe Project as the second brain.

Astral Brain — fully crystalized organ containing small amount of the Essence of the Void, used for Transference and boosting Warframe's creative powers. Astral Brain is placed in Warframe's head and it was implemented to the Warframe Project as the very last.

SPECTRE MODE OF A WARFRAME

Before Orokin scientists and engineers found about the possibility of the Transference, they were testing Warframes abilities and skills in a way that later on, after introduction of the Astral Brain, would be called the Spectre Mode. According to the first concept, Warframes were supposed to be used by the Orokin Operators who were trying to bend Warframes Organic Brains to their will, but their creative abilities were denied to them. No matter how many test they run, they were unable to break the barrier between their will and true potential of a Warframe.

This led to three big changes in the Warframe Project:

1. Invention of the Artificial Brain, fully programmed to use Warframe with no access to its powers in a Spectre Mode, when free of the will of the Orokin Operators.
2. Creating a line of weaponry (Kinetic, Solar and Void guns, melee weapons and Archwing) designed for Warframes only.
3. Inventing Synthetic Companions, fully weaponized spectres inspired by animals trained in the art of war. Synthetic Companions are controlled via default AI, made by creating a digital copy of an animal's brain, like Kubrows, Kavats etc.

INTEGRITY, SHIELD AND ENERGY

During the development of the Warframe project, the Orokin scientists discovered two important qualities held by Warframes.

One of them was the fact that the structure of a Warframe could not be damaged permanently by physical means. In contrast to fragile Infested human subjects, exposing a Warframe to kinetic or elemental damage didn't leave marks on them that could be described in human terms as 'wounds'. However, the damage received was capable of destabilizing Warframe on molecular level, thus making it inoperable. The natural resistance of a Warframe to damage was named its Integrity, later on named Organic Integrity (OI).

The second quality discovered after implementing Warframes with Artificial Brains shown astounding ability of the Organic Brain to cooperate with synthetic devices and hardware, telling the Orokin scientists and engineers that a Warframe DNA line possess intelligence of its own. Furthermore, without Orokin intentions the alliance between the Organic Brain and the Artificial Brain invented a self-defence ability, which was significantly amplifying Integrity of a Warframe. Studies and tests conducted with different spectrum of light revealed a faint azure halo enfolding Warframes, that in the end was called its Synthetic Integrity (SI).

Those revelations brought further studies and with them new discoveries. It turned out that losing Integrity by a Warframe is not permanent and it can be reverted in few ways:

1. The longest method of doing so (taking around one hour) was keeping Warframe safe, and letting Warframe's DNA to 'grasp' the entire structure of a Warframe on molecular level as it was intended to function.
2. Another faster way of achieving it (taking around ten seconds) was the presence of other Warframes within range of 1 meter of the disintegrated Warframe. It led the Orokin scientists to believe that the closeness of other Warframe DNA was either stimulating it to revert disintegration, or it was 'presenting a general pattern' to disintegrated Warframe, which was used as a molecular guidance by its DNA. This resulted in the birth of the Sentinel Project.
3. The fastest way of preventing disintegration turned out to be the creation of synthetic organic Sentinels, floating companions, that would always stay within range of one meter from their host. Sentinels were created with only few goals: stimulating OI of its host; stimulating SI of its host; providing the host with 'the pattern' of its molecular structure via Artificial Brain mere seconds before its disintegration, thus allowing it to 'grasp itself' again before disintegrating.
4. The Sentinel Project gave life to invention of Warframe Aids, in a form of external stationary synthetic stations, designed to provide nearby Warframes (within three meters range) with the 'average molecular pattern' of a Warframe. Similar to Sentinels, Aids were meant to keep a Warframe from disintegration, but their use was temporary and far less efficient than the Sentinels were able to provide.

Energy is used by Warframe to fuel its creative powers. Warframes generate Energy naturally over time, but only when consciousness mind is being transferred into them through Transference. Energy was often referred to by Orokin scientists and engineers as an azure spark.

WARFRAME'S VISUAL APPEARANCE AND FOUR ABILITIES

Visual appearance of a Warframe is changeable, but limited. This ability has its roots in the original Infested human test subjects. Each of those subjects had its own individual appearance after its DNA mended with Infestation particles, and the newly created entity had only one partly developed creative ability. For the Orokin engineers it wasn't enough, they needed their weapons to be more powerful if they were ever meant to defeat the army of Sentients. The decision was made to create Warframe's DNA as a mixture of at least five DNA lines of Infested human subjects. The result of those trials was everything the Orokin wanted. The newly created entities were showing rapid development of four powerful creative abilities and their outer layer structure could visually morph thanks to their multiple DNA roots. The appearance of a Warframe can morph between the number of DNA lines, they were created with. If a Warframe was created with ten DNA lines, it had only ten different appearances to morph into.

THE STAR CHILD PROJECT

In contrast to humans, invented as a lesser version of the Orokin meant as a working class, kids used in this project were completely different breed. They were cloned from the Orokin DNA changed with synthetic sequences containing particles of the Essence of the Void. However, those children were not developed within the help of human surrogates but developed within the Carriers — partly organic, partly synthetic incubators used by the Orokin scientists in the extreme cloning projects.

The Star Children were raised and nurtured in a cosmic station used as a nursery, but from the very beginning they were showing signs of severe schizophrenia, emotional instability and no empathy, caused by lack of connection with human body during their pre-birth development. And around their seventh year of life they were revealing signs of possessing a chaotic, devastating powers that could be only connected to the Void itself.

Tempted to shut down the entire project, yet still unwilling to give up source of such power, the Orokin scientists made the second attempt. This time the Star Children's brains were under fulltime screening and observation since their birth, which led to invention of the synthetic Neural Inner Walls, surgically implemented within Star Children's brains, to put in shackles their insanity, so their powers could be steered and studied.

Neural Inner Walls consisted of three synthetic barriers formed by nanobots injected in the brain tissue of the Star Child Project subjects:

1. The third barrier was blocking the Star Childrens' access to their true power.
2. The second barrier was stabilizing the Star Childrens' flawed psychology and restraining their access to the Void.
3. The first barrier was used to further restrain the Star Childrens' access to the Void and to place them under a coma devoid of consciousness and memories when needed.

Human scholar, Archimedian Margulis was in charge of the Star Child Project, and was taking great part in nursing 'her children'. However, as the Project flourished, the Orokin developed more and more hatred towards its subjects, jealous of the powers they couldn't possess themselves. That is why they started to refer to them as the Devils.

THE TENNO PROJECT

The concept of a Tenno came to life by the events that took place after the Warframe Project collided with the Star Child Project.

Two Star Children with a strong bond were chosen, Irwa and Dershan, to be introduced as the first to two individual Warframes, at the stage prior to implementation of the Astral Brains. When Irwa and Dershan approached docile Warframes, an unexplainable connection between them was established, causing the Warframes to mimic their actions. Preliminary studies has shown that the Organic Brains of those Warframes recognized Irwa and Dershan as something that could be only described as their kin and Alpha leaders.

While the first contact was a revelation for the Orokin, it was also a bolt of fear to Margulis' heart. From that very moment she knew, that violent exploitation of the Star Child Project subjects would begin with all its power, and to her horror, her fears turned into reality.

Irwa and Dershan, and many other Star Children, were placed under a coma and their consciousness was transferred via Transference (developed in the very early stages of the Warframe Project by Archimedian Margulis with Silvana's help) to Organic Brains of the Warframes they previously connected with. In that instant their original bodies died, and their minds were trapped within Warframes, with no recollection of who they used to be.

Warframe/Star Child hybrids that came out of this experiment were easy to brainwash and to be used as weapons, with Warframe's powers unlocked and accessible to the minds trapped within them. Those hybrids were separated from the Warframe Project, renamed to the Seekers of Justice and placed in full command under Executioner Ballas.

Fully realizing what she did, Margulis made a desperate attempt to save as many of her children as she could. To achieve that goal, she decided to place the Star Children under a coma, board them on ships and run with them into hiding. Unfortunately she never had a chance to make it through, since in trust blinded by love she carried her request for help to the wrong person — her Orokin lover, Executioner Ballas.

With her heart broken and enraged by his treason, Margulis managed to send out into space one 'dead' spaceship, boarded only with the Star Children under a coma and in Voidstasis. That spaceship, called Zariman Ten-Zero, had all of its systems shut down, except for the ones responsible for keeping the Star Children in Voidstasis. This way it could remain untraceable and forever lost in the cosmic space.

For her deed of sabotaging the Orokin, Archimedian Margulis was sentenced to death by the Seven, who ordered Ballas to execute her.

Since then the Star Child Project was led by Ballas, who renamed it into the Tenno Project — either to commemorate Margulis' sacrifice, or to make a mockery of it.

The example of Irwa and Dershan's incident pushed the Warframe science onto the next stage. The decision was made by the Orokin engineers to use Tenno's abilities of the Void to bring significant changes to the Transference process. Countless studies and tests were conducted, and they all fruited in creation of the Astral Brain — fully crystallized organ containing small amount of the Essence of the Void — thanks to which Tennes were able to temporarily slip their minds into Warframes, without causing damage to their own bodies.

Shortly after the Old War, the Tenno Project was shut down, and the no longer needed subjects fell under extermination. The Seekers of Justice were sent in pursuit of former Star Children. Unfortunately for their creators, Tennos didn't leave without a fight, which triggered the chain of events that in the end resulted in The Collapse of the Orokin empire.

CREATIVE POWERS AND MODIFICATIONS

Creative Powers of a Warframe have their roots in multiple DNA lines from which its organic parts are made. Categorized in sets of four Abilities, that could be accessed by Tennos through Transference and empowered by Modifications.

Modifications were designed in order to boost Warframes on many levels, including their Integrity, Shield, Energy and Armour, as well as the qualities of their Abilities, like Efficiency, Duration, Range and Strength. Modifications are applied directly to the Artificial Brain in a form of digital sequences, which stimulate the Organic Brain to amplify Warframe's qualities.

The most important thing in understanding how Warframes and their powers are controlled and exploited, is deeper understanding of the Transference. Thanks to the powers of the Void, Tennos are not controlling Warframes as they would their own bodies. In fact, they are in control of every single atom of a Warframe structure with what can be understood as telekinesis, described by the Orokin scientists as Voidkinesis. This ability allows Warframes to bend the laws of gravity in forms like dashing, gliding in the air, clinging to walls, running on ziplines etc.

Each Warframe has its own layer of nanotechnology and its own set of Nanobots, both created by synthetic stem cells woven into the structure of a Warframe.

Each Warframe weapon is created with metals, synthetics and nanotechnology. Similar to Warframes, weapon's layer of nanotechnology is created by synthetic stem cells woven into the structure of a weapon.

WARFRAME EXCALIBUR

Excalibur is the only Warframe which can use its creative powers to morph its nano-structure on upper limbs into weapons — Exalted Blades. Excalibur's unique melee weapon is the Excalibur — extremely sharp, double-edged, one meter long sword after which the Warframe received its name. The weapon is made with synthetic materials, nanotechnology and metals including gold and titanium.

ABILITIES

Void Slash — Tenno's Voidkinesis dashes Warframe towards random or chosen enemies, to perform arch slashes with Exalted Blade. Tenno uses Excalibur's creative powers to morph its nano-layer on one of arms into Exalted Blade, then stimulates it on molecular level to make it able of opening Void slits within organic or synthetic matter it cuts. Those slits damage and constantly absorb atoms of wounded enemies until their entire structure is sent to the Void.

Solar Flash — Tenno uses Excalibur's creative powers and Artificial Brain to stimulate Warframe's nano-layer to its limits, thus emitting blast of white light, capable of permanently burning out organic eyes and frying synthetic circuits in cameras and sensors.

Nano-Javelins — Warframe detaches synthetic nano-splinters from his outer layer, which controlled by Tenno's Voidkinesis rush towards nearby enemies. Tenno uses Excalibur's creative powers to imbue the Javelins with the ability of mending themselves with matter and objects they come in contact with. Those nano-splinters controlled by Tenno, not only slit through enemies, but they mend with their parts and internals pulling them through, until the enemy gets impaled to a wall or other obstacle.

Exalted Dance — Tenno uses Excalibur's creative powers to imbue the molecular structure of newly created Exalted Blades in three ways. One, to make them able of opening Void slits within organic or synthetic matter upon contact. Two, to stimulate synthetic stem cells within the weapons to produce with the speed of light new self-expanding nano-layers. Three, to stimulate the blades to their limits and pass that solar charge onto nano-layers. During the Exalted Dance, Excalibur performs arch slashes with Exalted Blades, from which nano-layers are being released, directed by Tenno's Voidkinesis towards enemies and expanded until they hit and enfold their target or an obstacle.

WARFRAME VOLT

Volt's name has its origin in the word 'voltage', since Volt's set of abilities is locked in its meaning. Volt is one of the few Warframes which creative powers can morph something else than matter, in its case it is electricity. Volt's unique melee weapon is the Sparking Chain — almost two meter long fractured chain-sword imbued with electricity. The weapon is made with synthetic materials, nanotechnology and metals including silver and titanium.

ABILITIES

Thunderbolt — Tenno uses Volt's creative powers to ionize Warframe's outer structure as either electropositive or electronegative, dependent on an enemy's ionization. Next, it releases electric spark, to ignite a powerful lightning that hits the target and changes its ionization to induce a chain reaction between enemies. Organic enemies either fall unconscious with little life in them, or they become instantly brain-dead. Synthetic enemies become either stunned, or their circuits are permanently fried.

Speedster — Tenno uses Volt's electric powers to amplify Organic Brain and Artificial Brain, to maximize their processing power, and in the end to force every plane of the Warframe to be faster. Swarms of Nanobots charged with Volt's electric power can be detached from its nano-layer and directed with Voidkinesis towards any nearby Warframes, to cling to them and temporarily speed them up.

Nano-Shield — Tenno uses Volt's creative powers to imbue millions of Nanobots with electric charge. Controlled via Voidkinesis, this electro-synthetic layered obstacle is spread in front of the Warframe to provide cover, and to rob incoming projectiles from their acceleration and kinetic power. Nano-Shield can be carried to another position with the use of Voidkinesis by Tennes in person or in Transference.

Storm Discharge — Tenno uses Voidkinesis to control millions of charged Nanobots detached from Volt's nano-layer and spreads them across vast area. Next, Tenno uses Volt's creative powers to send a violent discharge that ionize Nanobots rapidly and in contrast to each other, to induce a storm of devastating lightnings and more electric discharges.

WARFRAME MAG

Mag's name has its origin in the word 'magnetize', since Mag's set of abilities is locked in its meaning. Mag is one of the few Warframes which creative powers can manipulate something else than matter, in its case it is magnetic polarity. Mag's unique melee weapon is the Azure Galaxy — incredibly detailed in ornaments throwing glaive, visually resembling a swirling galaxy. The weapon is made with synthetic materials, nanotechnology and metals including neodymium and titanium.

ABILITIES

Pull — Tenno uses Mag's creative powers to set the polarity of its old nano-layer and newly created nano-layer as the same. Outer nano layer is forced to detach with a blast and is sent towards enemies as swarms of Nanobots controlled with Voidkinesis, that enfold targeted enemies and merge with their structure. When it's done, Tenno changes polarity of the nano-layer on Mag to pull those enemies towards the Warframe, placing them within range of a melee weapon.

Nano-Clash — Warframe detaches two nano-layers with opposite powerful polarization, that are controlled by Voidkinesis and directed towards chosen enemy. Both layers grasp the target from the opposite directions, and their polarity forces them to rash towards each other, shredding the enemy on a molecular level with a lethal clash.

Magnetize — Tenno charges Warframe's outer structure with Mag's creative powers, stimulates nano-layer to take form of thick shards, then again uses Mag's powers to polarize them in opposite to each other. Nano-projectiles has the ability to merge with matter they come in contact with. Tenno controls those projectiles with Voidkinesis, hitting nearby enemies. Powerful polarization of those nano-projectiles pulls scored targets towards each another, sticking them together.

Magus — Tenno uses Mag's creative powers to stimulate synthetic stem cells to produce nano-magnets imbued with powerful polarization, that are being detached from Mag's nano-layer and controlled with Voidkinesis. Next, Tenno uses powers of the Void to slip those nano-magnets inside enemies structure, armour, internals and skeleton. Finally, Warframe releases powerful magnet impulse that sends scored enemies up in the air while constantly manipulating the polarity of used nano-magnets, to force enemies' bones to brake, internals to shred, armour to rip into pieces.

WARFRAME LOKI

The Warframe is named after Loki, the mythical cosmic giant, who supposedly gave life to the Orokin race. Thanks to its creative powers, Loki is the only Warframe that is able to

change its visual appearance freely. Loki's unique melee weapons are the Ailing Siblings – two long, very thin, straight daggers. The weapons are made with synthetic materials, nanotechnology and metals including arsenic and titanium.

ABILITIES

Identity Thief – First, Loki scans targeted enemy to make a blueprint of his shape and visual appearance within the Artificial Brain. Then Tenno uses Loki's creative powers to change its visual appearance into the scanned enemy's appearance, allowing Loki to flee the battlefield or pass unalerted enemies.

Assassin – In cooperation with Warframe's sensors, Tenno uses Loki's creative powers to constantly change the structure of the outer nano-layer, by adjusting its pigmentation dependent on the surroundings, thus making Loki invisible to eyes, cameras and movement sensors. Loki's equipped weaponry is being covered by nano-layers expanding from Loki's body, to make them invisible as well. With this ability active, Loki is able to perform assassinations on enemies with lethality probability raised by 1000%.

Nano-Giant – Stimulated synthetic stem cells produce massive amount of nano-layer, and after it gets imbued with Warframe's creative powers, it's is being detached from Loki by Voidkinesis. This nano layer is shaped in a form of invisible giant Loki, that spreads havoc among the enemies with melee combat.

Wizard – Tenno uses Loki's creative powers to first stimulate synthetic stem cells to produce new nano-layers with incredible speed, and then imbues them with Loki's creative power. Next, the Warframe sheds multiple nano-layers controlled by Tenno via Voidkinesis, to create several clones of Loki, and to use them as decoys to confuse and draw the enemies away but also as melee assassins.

WARFRAME EMBER

The Warframe's name comes from its visual appearance, that reminded the Orokin scientists of smouldering embers. Ember is the only Warframe that possess natural immunity to one of the elements, in its case it is fire. Ember's unique melee weapon is the Crystal Ardor – double-bit synthetic, diamond axe on a long pole. The weapon is made with synthetic materials, nanotechnology, diamonds and metals including platinum and titanium.

ABILITIES

Nano-Heat – Constellation of Nanobots detaches from Warframe's nano-layer and shoots towards targeted enemy with Tenno's Voidkinesis. Next, Tenno uses Ember's creative powers to unleash from them powerful microwaves that heat the enemy they surround. Tissue of the organic enemies gets boiled, parts of robotic enemies are either getting overheated, fried or melted. Heated armour causes further damage.

Incinerate – Tenno uses Ember's creative powers to first form detachable nano-layer, which gets heated and processed with chemicals until it turns into burning plasma. Next Tenno uses Voidkinesis to send the plasma flying towards targeted enemies, enfolding them and burning through with alive fire.

Combust — Similar to Incinerate, Ember forms detachable nano-layer, which gets heated and transformed with chemicals into persistently blazing matter. With use of the Voidkinesis, Tenno spreads that matter with a blast around Ember in a violent spiral, covering wide area.

Emerald Flame — The Tenno combines Ember's creative powers with Tenno's powers of the Void. The Warframe's powers are turned to work with synthetic stem cells and chemical reactions by the Tenno, to constantly create new persistently blazing nano-torches capable of burning Void rifts in space and matter. Those nano-torches are spread across wide area by Voidkinesis, turning the environment ablaze.

WARFRAME RHINO

The Warframe's name comes from an ancient animal called Rhino, known for its very thick, scaled armour plates. Rhino is the Warframe with the highest Organic and Synthetic Integrity. Rhino's unique melee weapon is the Titan — galvanized chained square hammer. The weapon is made with synthetic materials, nanotechnology and metals including chromium and titanium.

ABILITIES

Charge — By the Tenno's will, Warframe's synthetic stem cells are stimulated with Rhino's creative powers to produce galvanized thick nano-layer imbued with acid chemicals, that on impact detaches from Rhino and merges with touched matter. Next, Tenno uses Voidkinesis to dash Rhino forward to perform a devastating charge. Detached parts of nano-layer merge with scored enemies, penetrating them over time with corrosive qualities.

Hardening — Tenno uses Rhino's creative powers to stimulate its synthetic stem cells to grow a galvanized, disconnected from its host, thick layer, that can be removed over time by receiving damage or by shedding it. This layer protects Rhino's OI and SI from any incoming damage, and clings to Rhino's structure thanks to Voidkinesis. Damaged and detached parts of this galvanized layer are used by Tenno with Voidkinesis as deadly projectiles on nearby enemies.

Nano-Punch — Rhino's creative powers controlled with Tenno's will stimulate synthetic stem cells and their production, to form galvanized, acid nano-fists that are being detached from Rhino and launched towards targeted enemies by Voidkinesis. Nano-Punch crashes targets structure and penetrates it with corrosive qualities.

Void Stomp — Tenno mixes powers of the Void with Rhino's creative powers. First, synthetic stem cells create vast quantity of nano-filings imbued with Warframe powers and chemicals, that gather on Rhino's left or right lower limb. Next, Rhino performs a powerful stomp to detach prepared nano-filings with the blast that spreads them across vast area. Chemicals in those nano-filings mend with the environment and vaporize. Produced this way strong fumes are imbued with Tenno's powers to make the barrier between reality and the Void very thin, thus bending the laws of physics. Affected enemies float in the air and their structure gets partly devoured by the Void, making them either dead or inoperable.

STORY OF THE TENNO: TRANSFEARANCE

Don't forget to imagine what you will read, since the text itself may be weird.

EXCALIBUR

There was only faint light in the dark and nothing else to see. There was only one faint voice and nothing else to witness. No memory of the days long gone, no consciousness within. So unreal Its state seemed to be, yet it wasn't just a dream.

Something pulled with all its force, something pushed with all its might. Strong light has cracked the dark dome open, blessing It with hearing and sight. Motion flooded Its ancient body, senses has lit with the azure spark. Staring at everything, yet understanding nothing, It heard her voice calling to It from beyond the sky.

Lotus: For eternity you were drifting, with no reason, no dream and no will. But the time has come, for you to become what you are meant to be. Come forth, chosen Star Child, to wield your weapon one last time. The Old War has left this world in ruin, but the horrors of now are unwilling to die.

Silver slit appeared in gold, followed by long hissing sound. Viral air enfolded It with warm touch, like the limits of Its senses were not meant to be found. Among the stream of information, one element rose above them all. Its right limb was wielding bright and cold longsword, that reminded It of an old name, the Excalibur.

Tenno's thoughts: Is this what I really am? Is this what I'm meant to be?

Loud shouts of excitement brought Its thoughts to here and now. Curious to see the source of new set of noise, It leaned forward and then looked down. Gravity grasped Its structure and rushed It towards the solid ground. Excalibur reacted in a glimpse of an eye, landing on the pearly marble, like an ancient warrior that descended from the sky. Bright blade went deep inside the crystallized floor, both upper limbs clinging to its handle.

Loud shouts of anger and fear filled the air, and It wanted to respond. But Its sensors were focused on Its own reflection trapped in the surface of the sword.

Tenno's thoughts: Is this me? Is this what I seem to be?

More spoken words in harsh language It couldn't understand, and then something latched to Its lower left limb. But the self-consciousness was obsessing with an image of Itself, looking for an answer, calling from beyond the dream. The answer came from within Its core, streaming priceless data, revealing Its structure, Its name, Abilities and use.

Lotus: Why are you idle and silent? Why aren't you doing what is right? Are you awake at all, or just unwilling to fight?

The female voice was familiar, and at the same time cold and soft, but It was only thinking about Its existence, with no desire to charge forth. Where has It been? Where does It come from? To what purpose It served? To what end Its path is leading? With what kind of deeds Its past was stained?

Bolt of light enfolded Its left lower limb, and the sensor's revealed to It the cause of that spark. Right hand grasped the alien tool and ripped it off Its structure, to prove that It is no longer an empty crust.

GRINEER AND KUBROWS

It crashed the useless piece of junk, and throw it on the marble. Aliens screamed in foreign speech and echo of their words started to rumble. Metal has clanged in their hands starting to spit with kinetic fire, and when It felt their touch, ancient want to kill shouted in Its mind like a demonic choir.

It rose from Its knees and pulled out the sword with fluid motion, causing among his enemies even greater commotion. It raised the blade above Its head, as It did in the past thousands of times, and then Its body flashed with solar light burning out enemies' eyes.

Tenno's thoughts: The power that I now wield, the power that I now use. Should I fully accept it, or should I fully refuse?

Its enemies were squealing very loud, running and stumbling painfully blinded. Still trying to find a way out, they directed Its focus toward the portal that they have ignited.

Lotus: How glad I am to see you safe and awake. Extraction Capsule awaits you, at these coordinates, so rush forward and don't wait.

- - -

When It almost reached the designated point on the map, the last few shouts of anger sounded in the air. It rushed to find the source of that noise, and saw few green enemies standing on Its way. Followed by a furious barking something started to fight aliens back, but those animals got silenced fast with merciless bullets when their weapons clanged.

Excalibur dashed forward, killing the enemies with the Void Slash, and soon there wasn't even one atom left after them. Then It looked again at the corpses of wildlife laying in pools of blood, massacred and breathless, when not that long ago their will to survive and defend was on fire and restless.

Suddenly Its sensors focused on an unfamiliar round object nested inside an old tree trunk. Curious to witness what it may be, It attached the Blade on Its back with a soft clunk. With a steady motion of hands It took it out of its original place, and scanning it with all its senses, It felt pulse of life, that never before It was given to face.

With discovered treasure in Its hands, It directed Its steps towards Extraction Capsule.

ORDIS

The Extraction Capsule was right there in front of It, but It didn't new how to find a way in.

Ordis: Heil to you, Operator. I am Cephalon Ordis, artificial intelligence of the Void Sparrow, your spaceship to be. To open the Extraction Capsule for the first time, please use voice command.

Tenno's thoughts: Open.

Extraction Capsule stood there motionless with no response so AI repeated.

Ordis: To open the Extraction Capsule for the first time, please use voice command.

Tenno's thoughts: Open.

Again no response, so AI repeated.

Ordis: To open the Extraction Capsule for the first time, please use VOICE command.

It looked inside Its structure for tools with which It could speak. And finally It found them, but the voice that came out was uncertain and weak.

Excalibur (Tenno): Open...

Extracting Capsule stopped moving and fully lifted its walls.

Ordis: Welcome aboard, Operator. My sensors tell me that an unwanted life form has attached itself to your upper limbs. Recommended immediate action: extermination with fire. Should Ordis proceed?

It covered the egg with Its arms in protective gesture.

Ordis: It is not advised to keep wild life in a form of a Kubrow aboard the Void Sparrow. Doing so may result in organic contamination, loss of its fur, annoying barking, scratched walls and most of all b...

Ordan: *Betrayal!*

Ordis: ...biological excrement. Recommended immediate action: extermination with fire. Should Ordis proceed?

Excalibur (Tenno): No...

An image of the recent past flooded Its mind, recalling those metal bullets that pierced through animal bodies, making them dead and lying in blood. It still felt the small heart beating through the egg's shell, and It wanted to keep it alive, to keep it safe an well.

Excalibur (Tenno): I want to keep it safe.

Ordis: As you command, Operator. Be advised that the Void Sparrow was not build to incubate Kubrows. However, Ordis have found two solutions to this dilemma. One, keeping the Kubrow Egg inside an Operator's bed should provide it with proper temperature needed for its further development. Two, throwing the Kubrow Egg into the engines fire. Which should it be?

It didn't understand AI's will to kill such vivid warmth and innocent beauty, when protecting Kubrow's Egg at all cost felt to It like Its true and only duty.

Excalibur (Tenno): Bed...

Ordis: As you command, Operator. Sending to you the Void Sparrow's map at this very second. Direct yourself to the Operator Quarters whenever it pleases you, my Operator.

It laid down the egg on the soft white structure of the Operator's bed. And when the glass rounded lid closed over it, for a second It was scared that the Egg would end up dead.

Ordis: Raising the temperature to reach the optimal conditions for Kubrow's pre-hatching development. Ordis established the Kubrow's development progress at circa seventy six percent. Reaching one hundred percent of its organic development should take around four to seven weeks. You are welcome, Operator.

Little attention was paid to AI's spoken words, because a glimpse of something else got Its attention. And in Its mind appeared a mixture of fear, wonder, curiosity and tension.

It slowly approached the crystal mirror, absorbing every bit of light it was reflecting. While looking at full picture of Its shape and colours Its sensors were detecting, Its right hand moved forward, powerful yet uncertain, to point at Its face. Then with the most gentle touch it rested on part of Its head on the cold, shiny surface.

Tenno's thoughts: Am I?

To be continued...

WHAT'S ABOUT TO APPEAR IN PART TWO?

Further explanations of some of these topics: Warframe Prime, Infestation, Void, Voidstasis, Voidkinesis, Archwing, Synthetic Companions, Sentinels, Sentients, Void Sparrow's interior, Extraction Capsule.

Next batch of Warframes, hard to say how many and which ones.

Story of the Tenno, two parts most likely. First, about the beginning of the Tenno's secret mission on Mercury. Second, concentrating around events prior to the New War.