



DESIGN DOC

WARFRAME : FENRIR

WARFRAME TRIBUTE

CODEx

FENRIR IS THE PERFECT WARFRAME TO DEAL RAPIDLY WITH HORDES OF ENEMIES WHILE BEING PRESENT EVERYWHERE UNTO THE BATTLEFIELD. QUICK EXECUTION WITH PRECISION THINKING IS A MUST FOR FENRIR PLAYER

HUNT YOUR GREATEST FOES BY SLASHING AND CRUSHING YOUR WAY INTO HORDES OF ENEMIES. MAKE SURE TO BLEED THEM TO DEATH WITH YOUR SACRIFICE CLAWS, BRING THEM TO SALVATION WITH CHAINS OF TREASON, RUSH AND LEAP THROUGH AREAS WITH THE TYR BREAKER AND FINISH THE GREAT HUNT WITH THE TERRIFYING SMELL OF DESTRUCTION. FENRIR IS PUTING AN END TO HIS ETERNAL CAPTIVITY WHICH HE CLEARLY WANTS VENGEANCE FOR.

LORE

EZEKIEL FOUGHT WARS WITHOUT REAL PURPOSE, THE JUST FOUGHT BECAUSE THEY TOLD HIM TO. BEING CAPTURE WAS NOT PART OF HIS PLAN BUT IT HAPPENS. A PRISON WITH COLD FLOOR PROBABLY FLOATING INTO SPACE WAS HIS HOME FOR 5.6.7 YEARS ? I COULDN'T EVEN COUNT THE DAY ANYMORE BECAUSE OF THE SOMBER CORRIDOR THAT WAS FACING HIS CELL EVERYDAY. ONE DAY, A HIGHER OPS OF HIS PAST ARMY APPEARED IN FRONT OF HIS CELL THAT WAS FEELING MORE AND MORE LIKE A CAGE.

- IT'S FINALLY OVER EZEKIEL, WE FOUND YOU.

ONCE A YOUNG SOLDIER WITH A TALENT FOR WAGING WAR FOR OTHER, EZEKIEL WAS ONLY A SHADOW OF HIMSELF. HE DIDN'T SPEAK ANYMORE, HIS EYES WERE EMPTY. BUT DEEP DOWN, ONLY ONE THING SURVIVED THE TIME PASS INTO THIS TERRIBLE EXPERIENCE, HIS HUNGER TO FIGHT EVEN WITHOUT A PURPOSE. AFTER WEEKS OF VERIFICATION INSIDE HIS OLD ARMY FACILITY, HE QUICKLY BECAME THE GREATEST CANDIDATE TO WIELD THE LEGENDARY FENRIR, BEARER OF BAD OMEN AND BRINGER OF DESTRUCTION.

FENRIR



PASSIVE

THE FIRST HIT ON ENEMIES INFLICT THE BLEED STATUS. IF FENRIR DEALS THE KILLING BLOW WITH ONE OF HIS ABILITY ON A TARGET WITH A BLEED STATUS, HE HEAL HIMSELF BY 10% OF HIS MAXIMUM HEALTH AND ARMOR.

GENERAL INFORMATIONS

SEX

MALE

MASTERY RANK

0

HEALTH

150 - 300 AT RANK 30

SHIELD

150 - 400 AT RANK 30

ARMOR

250

ENERGY

150 - 225 AT RANK 30

INITIAL
ENERGY

50

SPRINT
SPEED

1.5

THEMES

WEREWOLF, LIFESTEAL,
FENRISULFR

ABILITIES

1ST ABILITY



SACRIFICE
CLAWS

2ND ABILITY



CHAINS OF
TREASON

3RD ABILITY



TYR
BREAKER

4TH ABILITY



SMELL OF
DESTRUCTION



SACRIFICE CLAWS

ENERGY
20

KEY

1

FENRIR SPINS ON ITSELF CREATING A SLASHING ATTACK AROUND HIM. THIS ATTACK CAN BE EMPOWERED BY HOLDING THE KEY.

1 SECOND = REDUCE FENRIR LIFE BY 10% BUT AUGMENT THE DAMAGE BY 100. MAXIMUM 3 SECONDS.

STRENGTH

500 / 750 / 1.000 / 1.250
10 / 15 / 20 / 25 % (HITPOINTS DRAIN/RESTORE)

DURATION

2 S (CAN BE CHARGE UP TO 3 MORE S)

RANGE

0.03 (SLASHING REACH)



CHAINS OF TREASON

ENERGY
35

KEY

2

FENRIR UNLEASHED THE CHAINS OF TREASON. THEY CAPTURE ENEMIES AT A CERTAIN DISTANCE AROUND FENRIR AND BRING THEM NEXT TO HIM.

STRENGTH

300 / 600 / 900 / 1.200
APPROACH 3/6/9/12 TARGET TO HIM

DURATION

1S

RANGE

5M - THE TARGETS ARE DRAG NEXT TO FENRIR



TYR BREAKER

ENERGY
55

KEY

3

FENRIR IN A FURY CAN LEAP AROUND THE AREA EASILY. TYR BREAKER TRANSFORM THE JUMP OF FENRIR INTO A LEAP THAT CAUSE DAMAGE WHEN IT LAND.

STRENGTH

100 / 200 / 300 / 400 ON LANDING
FENRIR CAN JUMP UP TO 10/15/20/25M

DURATION

10S

RANGE

10/15/20/25M



SMELL OF DESTRUCTION

ENERGY
100

KEY

4

FENRIR CONVERT HIS ARMOR POOL INTO HEALTH FOR A SHORT PERIOD OF TIME. AUGMENT HIS LIFESTEAL AND AUGMENT THE RANGE OF SACRIFICE CLAWS.

STRENGTH

CONVERT 100 / 150 / 200 / 250 ARMOR INTO HEALTH
AUGMENT LIFESTEAL BY 10%/20%/30%/40%
AUGMENT THE RANGE OF SACRIFICE CLAWS BY 1M/2M/3M/4M

DURATION

10S

RANGE

N/A

