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Primed Mods

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Primed Mods are enhanced versions of their original non-primed counterparts, featuring additional ranks and with it greater bonuses. It is important to note that these mods **cannot** stack with their standard counterparts, though they can stack with mods that provide the same bonus (i.e.  [Primed Continuity](#) cannot stack with its  [standard counterpart](#), but it *can* stack with  [Constitution](#) and/or  [Narrow Minded](#) and receive penalties from  [Fleeting Expertise](#)).

Most primed mods are sold from [Baro Ki'Teer](#) aka **Void Trader**. Four Primed mods are only available as [Daily Tribute](#) rewards:  [Primed Fury](#),  [Primed Vigor](#),  [Primed Shred](#) and  [Primed Sure Footed](#). Those Mods are presented at Days 200, 400, 600 and 900. At those days you can choose one between three different of these four mods.

As they are Legendary Mods, keep in mind that trading them will cost the buyer  **1,000,000** in trade tax. Primed mods obtained as [Daily Tribute](#) rewards **cannot** be traded.

The total cost of all prime mods together is  7,695,000 and  17,155. In sections, this cost is split up into  435,000 and  1050 from Warframe mods,  1,575,000 and  3,660 from Shotguns mods,  1,380,000 and  2,785 from Melee mods,  1,445,000 and  3,615 from Rifle mods,  1,915,000 and  4,305 from Pistol mods, and finally,  945,000 and  1,600 from Archwing, Arch-gun, Sentinel, and Companion mods



Warframe Mods **Shotgun Mods** Melee Mods Rifle Mods Pistol Mods >

Primed Mods									
Name	Cost	Effects	Ranks and Status						
			0	1	2	3	4	5	6
Shotgun Mods									
 Primed Ammo Stock 	 280  200,000	Magazine Capacity	+10	+20	+30	+40	+50	+60	+70
		Power Cost	2	3	4	5	6	7	8
 Primed Charged Shell 	 350  200,000	Electricity Damage	+15	+30	+45	+60	+75	+90	+105
		Power Cost	6	7	8	9	10	11	12
 Primed Chilling Grasp 	 350  125,000	Cold Damage	+15	+30	+45	+60	+75	+90	+105
		Power Cost	6	7	8	9	10	11	12
 Primed Cleanse Corpus 	 350  140,000	Damage to Corpus	+5	+10	+15	+20	+25	+30	+35
		Power Cost	4	5	6	7	8	9	10
 Primed Cleanse Orokin 	 350  140,000	Damage to Corrupted	+5	+10	+15	+20	+25	+30	+35
		Power Cost	4	5	6	7	8	9	10



 Primed Cleanse Grineer x1.55 Damage to Grineer SHOTGUN Primed Cleanse Grineer	350 140,000	Damage to Grineer	+5	+10	+15	+20	+25	+30	+35
		Power Cost	4	5	6	7	8	9	10
 Primed Cleanse Infested x1.55 Damage to Infested SHOTGUN Primed Cleanse Infested	350 140,000	Damage to Infested	+5	+10	+15	+20	+25	+30	+35
		Power Cost	4	5	6	7	8	9	10
 Primed Point Blank +165% Damage SHOTGUN Primed Point Blank	300 110,000	Damage	+15	+30	+45	+60	+75	+90	+105
		Power Cost	4	5	6	7	8	9	10
Primed Ravage	280 100,000	Crit Damage	+10	+20	+30	+40	+50	+60	+70
		Power Cost	4	5	6	7	8	9	10
Primed Shotgun Ammo Mutation	400 140,000	Rifle/Pistol Conversion	1	3	4	5	6	8	9
		Sniper Conversion	3	5	8	10	13	15	18
		Power Cost	4	5	6	7	8	9	10
	300 140,000	Reload Speed	9.1	18.2	27.3	36.4	45.5	54.5	63.6
		Power	2	3	4	5	6	7	8

Trending pages



Primed Sure Footed



Primed Shred



Primed Continuity



Primed Fury



Primed Flow



Primed Vigor



Primed Cryo Rounds



Primed Redirection

All items (56)

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B



[Baro Ki'Teer/TennoCon Items](#)



P

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Primed Redirection



Primed Regen



Primed Rifle Ammo
Mutation



Primed Rubedo-Lined
Barrel



Primed Shotgun Ammo
Mutation



Primed Shred



Primed Slip Magazine



Primed Smite Corpus



Primed Smite Grineer



Primed Smite Infested



Primed Smite Orokin



Primed Sniper Ammo
Mutation



Primed Sure Footed



Primed Tactical Pump



Primed Target Cracker



Primed Vigor

Categories



Languages



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