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Pain Threshold

34 EDIT

Pain Threshold is an [Index/Exilus mod](#) that increases the stagger recovery of your Warframe.

Stats

Rank	Stagger Recovery	Cost
0	+40%	6
1	+80%	7
2	+120%	8
3	+160%	9

Drop Locations

Pain Threshold

Full

Icon

Tradeable

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Cannot be obtained from transmutation

✎ Update Infobox Data

Max Rank Description^

+160% Faster Stagger Recovery

General Information^

Type

Warframe

Polarity

⚡

Naramon

Rarity

Rare

Max Rank

3

Endo Required To Max

210

Credits Required To Max

10,143

Base Capacity Cost

6

Trading Tax

💰

8,000

Introduced

Update: The Index Preview

 (2016-10-20)

Vendor Sources^

Official Drop Tables^

<https://www.warframe.com/droptables>

Mission Drop Tables



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✕

Mission Type ▾	Source ▾	Rotations or Drop Table ▾	Chance ^[1] ▾	Quantity ^[2] ▾	Avg. per roll ^[3] ▾	Star Chart Nodes ▾
The Circuit	Tier 4 The Circuit (Normal)	A	1.49%	1	0.0149	Accessed through Duviri's The Circuit gamemode
The Circuit	Tier 6 The Circuit (Normal)	A	1.03%	1	0.0103	Accessed through Duviri's The Circuit gamemode

Enemy Drop Tables



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Enemy [↕]	Drop Table Chance ^[4] [↕]	Item Chance ^[5] [↕]	Chance ^[6] [↕]	Expected Kills ^[7] [↕]	Quantity ^[8] [↕]	Avg. per roll attempt ^[9]
002-ER	10%	12.5%	1.25%	80	1	0.0125
Armis Uta	10%	12.5%	1.25%	80	1	0.0125
Auditor	10%	12.5%	1.25%	80	1	0.0125
Azoth	10%	12.5%	1.25%	80	1	0.0125
Derim Zahn	10%	12.5%	1.25%	80	1	0.0125
Dru Pesfor	10%	12.5%	1.25%	80	1	0.0125
Jad Teran	10%	12.5%	1.25%	80	1	0.0125
Jen Dro	10%	12.5%	1.25%	80	1	0.0125
Lockjaw & Sol	10%	12.5%	1.25%	80	1	0.0125
M-W.A.M.	10%	12.5%	1.25%	80	1	0.0125
Nako Xol	10%	12.5%	1.25%	80	1	0.0125
Pelna Cade	10%	12.5%	1.25%	80	1	0.0125
Rana Del	10%	12.5%	1.25%	80	1	0.0125
Raptor RX	10%	12.5%	1.25%	80	1	0.0125
Tia Mayn	10%	12.5%	1.25%	80	1	0.0125
Ved Xol	10%	12.5%	1.25%	80	1	0.0125

Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See [Module:DropTables/data](#) to edit on the wiki.

Notes



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- [Tia Mayn](#)
- [Tomb Guardian](#)
- [Ved Xol](#)
- [Volatile Runner](#)
- Staggering weapons include:
 - [Acceltra](#)
 - [Battacor](#)
 - [Basmu](#) (Primary Fire)
 - [Ferrox](#)
 - [Javlok](#)
 - [Komorex](#)
 - [Kuva Bramma](#)
 - [Kuva Chakkhurr](#)
 - [Lenz](#)
 - [Mutalist Quanta](#) (Alternate Fire)
 - [Ogris](#) ([Kuva](#))
 - [Opticor](#) ([Vandal](#))
 - [Penta](#) ([Secura](#))
 - [Scourge](#)
 - [Shedu](#)
 - [Simulor](#) ([Synoid](#))
 - [Tonkor](#) ([Kuva](#))
 - [Torid](#)
 - [Zarr](#)
 - [Zhuge Prime](#)
- Does **not** affect [Cleaving Whirlwind](#)'s *Broken Bull* combo.
- Does affect stagger from [Concealed Explosives](#), [Thunderbolt](#), and [Quick Thinking](#).

Patch History

[Update: The Index Preview](#) (2016-10-20)

- Introduced.



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Warframe [Exilus Mode](#)

Edit

[Collapse]

[Drift](#) • [Cunning Drift](#)
[Speed Drift](#) • [Stealth Drift](#)



WARFRAME Wiki



Bullet Jump	Battering Maneuver • Piercing Step • Rending Turn Firewalker • Ice Spring • Lightning Dash • Toxic Flight • Proton Pulse
Movement	Maglev • Mobilize • Patagium • Rush • Streamlined Form
Resistance	Aviator • Sure Footed (Primed) • Warm Coat
Other Utility	Aero Vantage • Enemy Sense • Gale Kick • Handspring • Heavy Impact Kavat's Grace • Master Thief • Pain Threshold • Retribution Synth Reflex • Thief's Wit • Vigilante Pursuit • Preparation • Motus Signal
Augments	Anchored Glide • Catapult • Conductor • Controlled Slide • Escape Velocity • Hysterical Assault • Ironclad Flight • Mesa's Waltz • Revealing Spores
Peculiar	Peculiar Audience • Peculiar Bloom • Peculiar Growth



1. Chance to roll item within drop table
2. Amount rewarded on successful roll
3. (Quantity × Chance)
4. Chance to roll drop table
5. Chance to roll item within drop table
6. (Drop Table Chance × Item Chance)
7. (1 / Chance), see [WARFRAME Wiki:Expected & Nearly Guaranteed Numbers](#) for more details
8. Amount rewarded on successful roll
9. (Quantity × Chance), average item quantity on a roll attempt (successful or not)

Categories

▼

Languages

▼

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