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# Galvanized Mods

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**Galvanized Mods** are alternative versions of some [mods](#). They have slightly lower base stats and higher maximum drain than their original counterparts, but provide additional stacking buffs from killing Enemies.

Each mod can be purchased at rank 0 from the [Arbitrations](#) vendor for **20**  [Vitus Essence](#) in the [Arbiters of Hexis](#) room in any [Relay](#) (regardless of the player's personal standing with the Arbiters of Hexis), and all these mods can be [traded](#) between players.



| Weapon<br>\ Mod<br>Bonus | Multishot                                                                                                                                                                                                | Status Chance and<br>Damage per Status<br>Type                                                                                                                                                                                                             | Critical Chance<br>when Aiming                                                                                                                                                                                                                                                            |
|--------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Rifle                    |  <p><b>Galvanized Chamber</b><br/>+80% Multishot<br/>On Kill:<br/>+30% Multishot for 20s.<br/>Stacks up to 5x.</p>      |  <p><b>Galvanized Aptitude</b><br/>+80% Status Chance<br/>On Kill:<br/>+40% Direct Damage per<br/>Status Type affecting the<br/>target for 20s. Stacks up<br/>to 2x.</p> |  <p><b>Galvanized Scope</b><br/>On Headshot:<br/>+120% Critical Chance<br/>when Aiming for 12s<br/>On Headshot Kill:<br/>+40% Critical Chance<br/>when Aiming for 12s.<br/>Stacks up to 5x.</p>        |
| Shotgun                  |  <p><b>Galvanized Hell</b><br/>+110% Multishot<br/>On Kill:<br/>+30% Multishot for 20s.<br/>Stacks up to 4x.</p>       |  <p><b>Galvanized Savvy</b><br/>+80% Status Chance<br/>On Kill:<br/>+40% Direct Damage per<br/>Status Type affecting the<br/>target for 20s. Stacks up<br/>to 2x.</p>   |                                                                                                                                                                                                                                                                                           |
| Pistol                   |  <p><b>Galvanized Diffusion</b><br/>+110% Multishot<br/>On Kill:<br/>+30% Multishot for 20s.<br/>Stacks up to 4x.</p> |  <p><b>Galvanized Shot</b><br/>+80% Status Chance<br/>On Kill:<br/>+40% Direct Damage per<br/>Status Type affecting the<br/>target for 14s. Stacks up<br/>to 3x.</p>   |  <p><b>Galvanized Crosshairs</b><br/>On Headshot:<br/>+120% Critical Chance<br/>when Aiming for 12s<br/>On Headshot Kill:<br/>+40% Critical Chance<br/>when Aiming for 12s.<br/>Stacks up to 5x.</p> |

## Notes

- Cannot be equipped with their other counterparts (e.g. [Galvanized Diffusion](#) cannot be equipped with [Barrel Diffusion](#) or [Amalgam Barrel Diffusion](#)).
- In most Galvanized mods when their buffs time out, only *one* stack is lost and the buff duration resets.
  - [Galvanized Scope](#) and [Galvanized Crosshairs](#) behave differently in that each stack has its own duration.



- Only kills from a weapon equipped with a Galvanized mod will give stacks, and only the weapon equipped with said mod will benefit from the buff. If the same mod is equipped on both a normal weapon and an [Exalted Weapon](#) (such as  [Mesa's Regulators](#) or  [Hildryn's Balefire Charger](#)), it will affect both weapons.
- Kills from status procs (including from  [Hunter Munitions](#)) from a weapon equipped with a Galvanized mod will give stacks.
  - However, kills from status procs on the target's head do **not** count as a headshot kill, with the exception of  [Electricity](#) and  [Gas](#).
- The shotgun mod  [Galvanized Acceleration](#) currently has no rifle or pistol counterpart (for  [Terminal Velocity](#) and  [Lethal Momentum](#), respectively). In the same manner, shotguns do not have a Galvanized version of  [Laser Sight](#), which the other two ranged weapons have (for  [Argon Scope](#) and  [Hydraulic Crosshairs](#), respectively).

## Trending pages



Galvanized Chamber



Galvanized Aptitude



Galvanized Shot



Galvanized Diffusion



Galvanized Scope



Galvanized Hell



Galvanized Savvy



Galvanized Acceleration

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