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Internal Bleeding



EDIT

Internal Bleeding is a rifle [mod](#) that gives every [Impact](#) status effect a chance to produce an instance of a [Slash](#) proc. This chance is doubled when the weapon's [fire rate](#) is below 2.5.

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Internal Bleeding

Full

Icon



Tradeable

Cannot be obtained from transmutation



WARFRAME Wiki



Rank	Effect	Cost
0	+10%	10
1	+15%	11
2	+20%	12
3	+25%	13
4	+30%	14
5	+35%	15

Drop Locations

 **Impact Status Effects have 35% chance to apply a  Slash Status Effect (x2 when Fire Rate is below 2.5)**

General Information

Type

Rifle

Polarity

 Madurai

Rarity

Rare

Max Rank

5

Endo Required To Max

930

Credits Required To Max

44,919

Base Capacity Cost

10

Trading Tax

 8,000

Introduced

Update 29.10 (2021-03-19)

Vendor Sources

Official Drop Tables

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

Mission Drop Tables

Mission Type 	Source 	Rotations or Drop Table 	Chance ^[1] 	Quantity ^[2] 	Avg. per roll ^[3] 	Star Chart Nodes
Corpus Veil Proxima Point of Interest	Corpus Veil Proxima Point of Interest	B	9.09%	1	0.0909	Calabash, Veil Proxima Numina, Veil Proxima Arc Silver Veil Proxima Erato, Veil Proxima Lu-yan, Veil Proxima Sabmir Cloud, Ve Proxima
Neptune Proxima Point of Interest	Neptune Proxima Point of Interest	B	9.09%	1	0.0909	Arva Vector, Neptune Proxima Nu-gua Mines, Neptune Proxima Enkidu Ice Drifts, Neptune Proxima Mammon's Prospect, Neptune Proxima Brom Cluster, Neptune Proxima Sovereign

Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
						Neptune Proxima
Pluto Proxima Point of Interest	Pluto Proxima Point of Interest	B	9.09%	1	0.0909	- Khufu Envoy, Pluto Proxima - Seven Sirens, Pluto Proxima - Obol Crossing, Pluto Proxima - Fenton's Field, Pluto Proxima - Profit Margin, Pluto Proxima - Peregrine Axis, Pluto Proxima
Venus Proxima Point of Interest	Venus Proxima Point of Interest	B	9.68%	1	0.0968	- Bifrost Echo, Venus Proxima - Beacon Shield Ring, Venus Proxima - Orvin-Haarc, Venus Proxima

Mission Type ↕	Source ↕	Rotations or Drop Table ↕	Chance ^[1] ↕	Quantity ^[2] ↕	Avg. per roll ^[3] ↕	Star Chart Nodes
						- Vesper Strait, Venus Proxima - Luckless Expanse, Venus Proxima - Falling Glory, Venus Proxima

Enemy Drop Tables

Enemy	Drop Table Chance ^[4]	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempt ^[9]
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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

- Cannot produce multiple procs in a single instance of damage alongside any other Slash sources, such as a weapon's innate Slash, Hunter Munitions, or the debuff from Seeking Talons.
 - Procs of Hunter Munitions and **Internal Bleeding** are drawn independently, and if both proc at the same time, only 1 slash proc is applied. With both mods, if a shot both crits and applies impact status, the probability of Slash proc is 54.5% (with attack speed > 2.5) or 79% (with attack speed <= 2.5).
- Proccing impact more than once in a single instance of damage will not allow this mod to proc more than once, nor will it increase the chance of the mod proccing.
- Hard Engage works with this mod.
- Fire Rate buffs such as Gauss' Redline, Wisp' Haste, Reservoirs and

may increase the weapon's fire rate past 2.5.

- If the weapon's fire rate is exactly 2.5 it won't count towards the 70% chance.
- For bows, the threshold is still depending of the Fire Rate, even if it is an hidden stat. Most bows have an unmoded Fire Rate of 1, except : [Cinta](#) with 1.5 Fire Rate, and [Kuva Bramma](#) and [Nataruk](#) with 0.667 Fire Rate.

Tips

- [Critical Delay](#) has *potential* synergy with this mod, due to its **fire rate** penalty reducing fire rate below 2.5 on some weapons.
- Some primary weapons have *guaranteed Impact status effects*, so gain the most direct benefit from this mod.
 - [Acceltra](#) (direct hit)
 - [Daikyu](#)
 - [Fulmin](#) (within 9m)
 - [Javlok](#) (fully charged alt fire explosion)
 - [Kuva Chakkhurr](#)
 - [Kuva Ogris](#) (direct hit)
 - [Lenz](#) (direct hit)
 - [Nagantaka](#)
 - [Nataruk](#) (quick shot)
 - [Quellor](#) (within 18m)
 - [Scourge](#) ([Prime](#)) (alt fire explosion)
 - [Shedu](#) (upon depleting mag)
 - [Stahlta](#) (alt-fire direct hit)
 - [Tombfinger \(Primary\)](#) (direct hit)

Patch History

Update 33.0 (2023-04-26)

- Fixed many mods that previously worked on Exalted Weapons not correctly applying, for example (but not exclusively) Internal Bleeding when installed on Ivara's Artemis Bow.

Update 29.10 (2021-03-19)

- Introduced.



See Also

- [Hemorrhage](#), the Pistol version.

Primary Mods			Edit	[Collapse]
Non-Shotguns Shotguns All				
Damage	Base	Heavy Caliber • Serration • Amalgam Serration		
	Physical	Crash Course • Fanged Fusillade • Piercing Caliber • Piercing Hit • Rupture • Sawtooth Clip		
	Elemental	Cryo Rounds (Primed) • Hellfire • High Voltage • Infected Clip • Malignant Force • Rime Rounds • Stormbringer • Thermite Rounds • Wildfire		
Critical Hits	Faction Bonus	Bane of Corpus (Primed) • Bane of Orokin (Primed) • Bane of Grineer (Primed) • Bane of Infested (Primed) • Bane of The Murmur		
	Chance	Argon Scope (Galvanized) • Critical Delay • Point Strike • Proton Jet		
Status	Multiplier	Bladed Rounds • Hammer Shot • Vital Sense		
	Chance	High Voltage • Thermite Rounds • Malignant Force • Proton Jet • Rifle Aptitude (Galvanized) • Rime Rounds		
Multishot	Duration	Continuous Misery • Hunter Track		
		Split Chamber (Galvanized) • Vigilante Armaments		
Fire Rate		Shred (Primed) • Speed Trigger • Vigilante Fervor • Vile Acceleration		
Magazine		Magazine Warp (Primed) • Wildfire		
Reload		Fast Hands (Primed) • Tactical Reload		
Exilus		Aerial Ace • Aero Periphery • Agile Aim • Ammo Drum • Cautious Shot • Eagle Eye • Mending Shot • Stabilizer • Tactical Reload • Terminal Velocity • Twitch • Vigilante Supplies • Vile Precision		
Assault		Guided Ordnance • Gun Glide • Overview •		



Beam-only	Combustion Beam • Sinister Reach		
Bow-only	Arrow Mutation •	Split Flights •	Thunderbolt
Sniper-only	Aero Agility •	Charged Chamber •	Depleted Reload •
	Harkonar Scope •	Primed Chamber •	Sharpshooter •
	Sniper Ammo Mutation (	Primed) •	Target Acquired
Misc	Adhesive Blast •	Firestorm (	Primed) • Internal Bleeding •
	Hunter Munitions •	Metal Auger •	Shred (
		Primed) •	Vigilante Offense

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)

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