

ADVERTISEMENT

in: [Weapons](#), [Prime Weapons](#), [Vaulted Weapons](#), and [12 more](#)

SIGN IN

REGISTER

Bo Prime

180 EDIT

OROKIN WEAPONS PRIME

CONCLAVE (PvP)

CODEX

A classic Orokin weapon, Bo Prime creates elegant fury on the battlefield.

The **Bo Prime** is the [Prime](#) variant of the [Bo](#) staff, featuring higher damage, [status chance](#), and [attack speed](#). It was released alongside [Loki Prime](#) and [Wyrn Prime](#).

Contents

- 1. Characteristics
- 2. Acquisition
 - 2.1. Vaultings
- 3. Notes
 - 3.1. Incarnon Genesis
 - 3.1.1. Evolution
 - 3.2. Evolution I

Bo Prime

Normal Incarnon



Tradable
(parts and/or blueprint only)

[Update Infobox Data](#)

General Information

Type Staff



- 3.4. Evolution III
- 3.5. Evolution IV
- 4. Trivia
- 5. Media
- 6. Bo Prime Skins
- 7. Patch History
- 8. See Also

Characteristics

- This weapon deals primarily  [Impact](#) damage.
- Stance slot has  polarity, matches  [Flailing Branch](#) stance.
- Innate  and  polarities.

Advantages over other Melee weapons (excluding modular weapons):

- Second highest base damage of all staves, behind  [Broken Scepter](#).
- Tied with  [Tapedo Prime](#) for the highest [critical chance](#) of all staves.
- Highest [critical multiplier](#) and [status chance](#) of all staves.
- Normal Attack (wiki attack index 1)
 - Above average crit chance (24.00%)
 - Above average attack speed (1.08x animation speed)
 - High attack range (3.00 m)
 - High status chance (32.00%)

Requirement	
Max Rank	30
Slot	Melee
Trigger Type	N/A
Utility	
Attack Speed	1.08x animation speed
Block Angle	60°
Combo Duration	5.0 s
Disposition	●●●● (1.35x)
Follow Through	0.5x
Range	3.00 m
Noise Level	Silent
Sweep Radius	0.25 m
Normal Attack	
 158.4 ( 90%)	 17.6 ( 10%)
Total Damage	176 (90.00%  Impact)
Attack Speed	1.08x animation speed
Crit Chance	24.00%
Crit Multiplier	2.60x
Fire Rate	1.08 attacks/sec
Noise Level	Silent
Status Chance	32.00%
Heavy Attack	
Heavy Damage	880
Crit Chance	24.00%
Crit Multiplier	2.60x
Status Chance	32.00%
Wind-up	0.5 s
Heavy Slam Attack	
Slam	800



- Above average disposition (●●●●● (1.35x))
- High crit multiplier (2.60x)

Disadvantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
- Below average total damage (176)

See [WARFRAME Wiki:Stat Comparison/Percentiles](#) for more details.

Comparisons:

-  **Bo Prime** (Normal Attack), compared to  **MK1-Bo** (Normal Attack):
 - Higher base damage (176.00 vs. 90.00)
 - Higher **Impact** damage (158.4 vs. 81)
 - Higher **Puncture** damage (17.6 vs. 9)
 - Higher total damage (176 vs. 90)
 - Higher base **critical chance** (24.00% vs. 10.00%)
 - Higher base **critical multiplier** (2.60x vs. 2.00x)
 - Higher base **status chance** (32.00% vs. 10.00%)
 - Higher **attack speed** (1.08x

Crit Multiplier	2.60x
Slam Element	Blast
Forced Procs	Lifted
Slam Radius	7.0 m
Status Chance	32.00%
Slam Attack ^	
Slam Damage	352
Crit Chance	24.00%
Crit Multiplier	2.60x
Slam Radius	6.0 m
Slam Element	Impact
Forced Procs	Impact
Status Chance	32.00%
Slide Attack ^	
Slide Damage	176
Crit Chance	24.00%
Crit Multiplier	2.60x
Slide Element	Same damage type distribution as Normal Attack
Status Chance	32.00%
Miscellaneous ^	
Compatibility Tags	STAVES_STANCE
Riven Family	Bo
Introduced	Update 13.7 (2014-06-11)
Polarities	
Sell Price	5,000
Stance Polarity	



- animation speed)
 - More [polarities](#) (vs.)
 - Higher [Mastery Rank](#) required (5 vs. 0)
 - Lower [disposition](#) (●●●●● (1.35x) vs. ●●●●● (1.40x))
- **Bo Prime** (Normal Attack), compared to [Bo](#) (Normal Attack):
 - Higher base damage (176.00 vs. 140.00)
 - Higher [Impact](#) damage (158.4 vs. 126)
 - Higher [Puncture](#) damage (17.6 vs. 14)
 - Higher total damage (176 vs. 140)
 - Higher base [critical chance](#) (24.00% vs. 12.50%)
 - Higher base [critical multiplier](#) (2.60x vs. 2.00x)
 - Higher base [status chance](#) (32.00% vs. 20.00%)
 - Higher [attack speed](#) (1.08x animation speed vs. 1.00x animation speed)
 - More [polarities](#) (vs.)
 - Higher [Mastery Rank](#) required (5 vs. 0)

Vendor Sources ^

Article Categories ^

- [Weapons](#)
- [Prime Weapons](#)
- [Vaulted Weapons](#)
- [Impact Damage Weapons](#)
- [Staff](#)
- [Bo](#)
- [Melee Weapons](#)
- [N/A Weapons](#)
- [Weapons With No Trigger Type](#)
- [Prime](#)
- [Silent Weapons](#)
- [Tradeable Weapons](#)
- [Available In Conclave](#)

Acquisition

Lith, Meso, Neo, and Axi refer to [Void Relics](#) | (V) Denotes [Vaulted Void Relics](#) | (B) Denotes [Baro Ki'Teer Exclusive Void Relic](#)

Bo Prime's Relic Drops

Handle	Blueprint	Ornament
Neo F1 Uncommon (V)	Lith G2 Common (V)	Axi L4 Common (V)
Neo V8 Uncommon (V)	Lith O2 Common (V)	Meso E1 Common (V)

Manufacturing Requirements

[Edit blueprint requirements](#)

15,000	2	1	Orokin Cell 10	Time: 12 Hour(s) Rush: 50
Market Price: N/A		Blueprints Price:N/A		

Vaultings

- On [May 10th, 2016](https://forums.warframe.com/topic/646870-last-chance-for-l-oki-prime-in-the-void/) (<https://forums.warframe.com/topic/646870-last-chance-for-l-oki-prime-in-the-void/>), it was announced that the Bo Prime, alongside [Loki Prime](#) and [Wyrn Prime](#), would enter the Prime Vault and be retired from the reward tables on May 17, 2016. Any preexisting components or fully-built weapons will remain as is.
- Bo Prime, alongside [Loki Prime](#) and [Wyrn Prime](#), were **unvaulted** (<https://www.warframe.com/news/prime-vault-opening-april-30>) on April 30, 2019.

Notes

Incarnon Genesis

- Upon completion of [The Duviri Paradox](#) and [Angels of the Zariman](#), and unlocking [The Steel Path](#), players can earn [Bo Incarnon Genesis](#) from [The Circuit's](#) Steel Path to place on their Bo with the help of [Cavalero](#) in the [Chrysalith](#). This [Incarnon Genesis](#) form grants it evolutions to a transformation and newfound strength.

Evolution

This section is [transcluded](#) from [Bo Incarnon Genesis § Evolutions](#). To change it, please [edit the transcluded page](#).

- Installing the Bo Incarnon Genesis requires 20 [Pathos Clamps](#), 70 [Dracroot](#), and 80 [Kovnik](#).
- When installed, the first Evolution tier is unlocked. The following Evolution tiers, their requirements for unlocking them, and their related perks, are shown below;
 - Each challenge additionally grants **5,000 affinity** to the weapon, affected by [Affinity Boosters](#).

Evolution I

- Reach **6x** Combo and then [Heavy Attack](#) to activate Incarnon Form.
- Incarnon form increases Range and Heavy Attack Efficiency.



- **+4** Range
- **+50%** Heavy Attack Efficiency
- **+20%** Sprint Speed
- **+20%** to Bullet Jump
- Incarnon Form lasts for **180** seconds and persists until [death](#).

Evolution II

Unlock Challenge: Complete a solo mission with this weapon equipped.

- Perk 1: **Stalwart Oak:**
 - Increase Damage by **+110** (Bo) / **+90** (MK1) / **+34** (Prime).
 - While Armor is greater than 450: **+30** Parry Angle and **+300%** Combo Count Chance while Blocking.
- Perk 2: **Swordsman's Flourish:**
 - Increase Damage by **+100** (Bo) / **+85** (MK1) / **+30** (Prime).
 - With Melee Weapon Equipped: **+100%** Combo Count Chance.
 - Does **not** apply to quickswap melee. Requires manually equipping the melee, either by holding the weapon swap key (default **F**) or going into a mission with only the melee weapon equipped.

Evolution III

Unlock Challenge: Active this weapon's Incarnon Form **6** times in a mission.

- Perk 1: **Orokin Reach:**
 - +0.5 **Range**.
- Perk 2: **Overhand:**
 - Heavy Attack Efficiency set to **20%**.
 - This is additive with other sources of heavy attack efficiency, and is not an override.
- Perk 3: **Swordsman's Celerity:**
 - With Melee Weapon Equipped: **+20%** Movement Speed.
 - Does **not** apply to quickswap melee. Requires manually equipping the melee, either by holding the weapon swap key (default **F**) or going into a mission with only the melee weapon equipped.



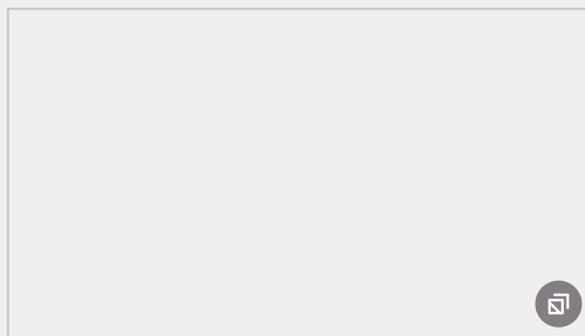
Unlock Challenge: Kill **40** enemies with slide attacks.

- Perk 1: **Flashing Bleed:**
 - **+40%** chance of [Bleed](#) on [Impact](#) Status Effect
 - On enemies that are knocked down, Impact effects will not apply but the bleed still will.
- Perk 2: **Subtle Force:**
 - Increase Critical Chance by **+12%** (Bo) / **+15%** (MK1) / **+6%** (Prime).
 - Increase Status Chance by **+12%** (Bo) / **+15%** (MK1) / **+6%** (Prime).
- Perk 3: **Absolute Dominion:**
 - Increase Status Chance by **+34%** (Bo) / **+38%** (MK1) / **+30%** (Prime).

Trivia

- This was the first staff to have a [primed](#) variant.
- The Bo Prime was first seen as an accidentally leaked Codex entry in [Update 13.0](#) (2014-04-09), along with the [Serro](#) and the [Venka](#), before any of the weapons were released.
- Bo Prime's ornaments protract when in use.
- The Bo Prime briefly appeared on the Market for **65** following [Update 17.1](#) (2015-08-12). This error was quickly corrected with [Hotfix 17.1.1](#) (2015-08-12).

Media



Bo Prime in Codex.





A Gay Guy Reviews Bo Prime, Double Ended Goodness



A look at Warframe Bo Prime



Warframe Bo Prime





Warframe Bo Prime Pro Builds Update 13.7.2



Warframe Melee 2.0 BO PRIME Build Guide

Bo Prime Skins

Edit



Anpu

Eklypsa
Tennogen

Lemnas

Oscira

Volu

Patch History

Update 26.0 (2019-10-31)

- Mastery Rank increased from 5 to 10.
- Damage increased from 70 to 176.
- Status Chance increased from 25% to 32%.
- Critical Chance increased from 12.5% to 24%.
- Critical Damage increased from 2x to 2.6x



- Slide Attack increased from 161 to 176.
- Parry Angle set to 60.

Last updated: [Update 26.0](#) (2019-10-31)

See Also

- [Bo](#), the original variant of this weapon.
- [Bo Incarnon Genesis](#), the Incarnon power-up for the Bo series.

Weapons • Damage • Incarnon • Compare All • Cosmetics [Collapse]						
Primary	Secondary	Melee	Archwing	Robotic	Modular	Railjack
Arm Cannon						
Auto	Bubonico • Shedu					
Bow						
Charge	Cernos • Cernos Prime • Cinta • Daikyu • Dread •					
	Evensong • Kuva Bramma • Lenz • MK1-Paris • Mutalist Cernos •					
	Nataruk • Paris • Paris Prime • Prisma Lenz •					
	Proboscis Cernos • Rakta Cernos					
Crossbow						
Auto	Attica • Zhuge • Zhuge Prime					
Semi / Mag Burst	Nagantaka • Nagantaka Prime					
Exalted Weapon						
Charge	Artemis Bow • Artemis Bow Prime					
Launcher						
Active	Carmine Penta • Penta • Secura Penta					
Auto	Tenet Envoy					
Charge	Ogris					
Semi-Auto	Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid • Zarr					
Rifle						
Active	Simulor • Synoid Simulor					
Auto	AX-52 • Acceltra • Acceltra Prime • Basmu • Baza •					
	Baza Prime • Boltor • Boltor Prime • Braton • Braton Prime •					
	Braton Vandal • Buzlok • Dera • Dera Vandal • Gotva Prime •					
	Grakata • Karak • Karak Wraith • Kuva Karak • MK1-Braton •					



Auto / Active	Alternox
Auto / Charge	Aeolak • Ambassador • Quellor • Stahlta
Auto / Semi	Argonak • Fulmin • Fulmin Prime • Phenmor • Stradavar • Stradavar Prime • Tenet Tetra • Trumna • Zenith
Auto Burst	Battacor
Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma • Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime
Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
Burst / Semi	Hind
Burst / Semi / Auto	Kuva Hind • Tiberon Prime
Charge	Miter • Opticor • Opticor Vandal
Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
Semi-Auto	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astilla • Astilla Prime • Boar • Boar Prime • Kuva Sobek • Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm
Charge	Drakgoon • Kuva Drakgoon
Duplex	Sancti Tigris • Tigris • Tigris Prime
Held	Convectrix • Phage • Phantasma • Phantasma Prime
Semi-Auto	Arca Plasmor • Corinth • Corinth Prime • Exergis • Hek • Kuva Hek • MK1-Strun • Rauta • Steflos • Strun • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale
Charge	Lanka
Semi-Auto	Komorex • Rubico • Rubico Prime • Snipetron • Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar • Vulkar Wraith
Sneargun	



Auto Charge	Javlok
Charge	Ferrox
Charged Auto	Tenet Ferrox
Semi	Afentis

Categories ▼

Languages ▼

Community content is available under [CC-BY-SA](#) unless otherwise noted.

More Fandoms

[Sci-fi](#) | [Warframe](#)