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Concentrated Arrow



EDIT

Concentrated Arrow is a [Warframe Augment Mod](#) for [Ivara](#)'s [Artemis Bow](#) that replaces [Artemis Bow](#)'s multiple projectiles with a single arrow. On headshots, the arrow has added [critical chance](#) and explodes. The single arrow is incapable of utilizing [punch through](#).

Stats

Concentrated Arrow

Full Icon



Tradeable



WARFRAME Wiki



 **Update Infobox Data**

Max Rank Description

Artemis Bow Augment: Fires a single arrow that has +50% Critical Chance on Headshots and explodes in a 7m radius. Removes Punch Through.

General Information

Type

Ivara

Polarity

 Zenurik

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

[Hotfix 22.17.3](#) (2018-04-11)

Vendor Sources

Vendors

[Cephalon Suda](#) (Rank 5: Genius)  25000 for x1

[The Perrin Sequence](#) (Rank 5: Partner)  25000 for x1

Official Drop Tables

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

Rank	Added Critical chance on Headshots	Explosion Radius	Cost
0	20%	7m	6
1	30%	7m	7
2	40%	7m	8
3	50%	7m	9

Acquisition

purchase.

Notes

- On headshots, the augment adds a flat amount of critical chance, that works on the entire explosion and is **not** affected by [critical chance](#) or [Ability Strength](#) mods.
 - "On headshots" specifically **means** headshots, and not other weakspots, such as the backpacks of most [MOA](#) variants. Similarly, shooting weakspots generated by either  [Sonar](#) or  [Detect Vulnerability](#) in places *other than* heads will have no effect either.
- With the augment equipped, Artemis Bow fires only one arrow instead of the usual seven.
 - The single arrow deals the same amount of damage as an individual one without the augment.
 - Charging shots will **not** increase arrow damage, but will increase projectile speed.
 - Arrows are affected by [Multishot](#) but **not** by [punch through](#).
- The explosion deals **500**  [Blast](#) with a **0%** [status chance](#) and forces an  [Impact](#) proc.
 - Explosion damage is affected by Ability Strength and mods equipped on  [Artemis Bow](#).
 - Explosion radius penetrates all obstacles and is affected by [Ability Range](#) and ( [Primed](#))  [Firestorm](#).
 -  [Firestorm](#)'s bonus is additive to the one from ability range mods.
 - Explosion damage can [critically](#) hit and does **not** diminish over distance.
 - Explosion is [silent](#) and does **not** inflict self-stagger.
 - Explosion can inflict  [Slash](#) procs via  [Hunter Munitions](#) and  [Internal Bleeding](#).
 - Damage of [slash procs](#) from Hunter Munitions is not affected by elemental damage mods like  [Primed Cryo Rounds](#).

Tips

- Synergizes well with  [Ivara](#)'s Sleep Arrow  [Quiver](#), allowing for easy headshots on slept targets.



- Sleeping targets are unable to be staggered by Concentrated Arrow's forced  [Impact](#) procs.
- Building for Ability Range allows for both Sleep Arrow and Concentrated Arrow's explosion to hit more targets.
- Also synergizes the bonus critical damage granted by the  [Empowered Quiver](#) augment.
- Synergizes with other Warframes with abilities that can pin enemies in place and allow Ivara to easily shoot their heads to proc the explosions (i.e.  [Trinity's](#)  [Energy Vampire](#),  [Garuda's](#)  [Blood Altar](#),  [Khora's](#)  [Ensnare](#),  [Harrow's](#)  [Condemn](#),  [Yareli's](#)  [Sea Snares](#)).
-  [Gloom](#), be it with  [Sevagoth](#) or infused by [Helminth](#) into Ivara herself, will also help slow enemies for easier headshots.
- ( [Primed](#))  [Firestorm](#) is additive to Ability Range:
Totaled Explosion Radius = Base Radius × (1 + Ability Range Bonus + Firestorm Bonus)
 - With maxed  [Stretch](#) and  [Firestorm](#), explosion radius will be: $7 \times (1 + 0.45 + 0.24) = 11.83$ meters.
- Using Concentrated Arrow causes charged shots to only increase projectile speed, rather than altering the shot pattern.
- While the reduction of the number of arrows fired may seem like a handicap, the high explosion damage and radius make Artemis Bow highly viable against crowds.

Trivia

- With the augment equipped, the model of the arrows change from lines to energy bolts.
- Upon release, the orientation marker for Artemis Bow's extra arrows was still visible, despite it having no use.

Maximization

Strength:

Range:

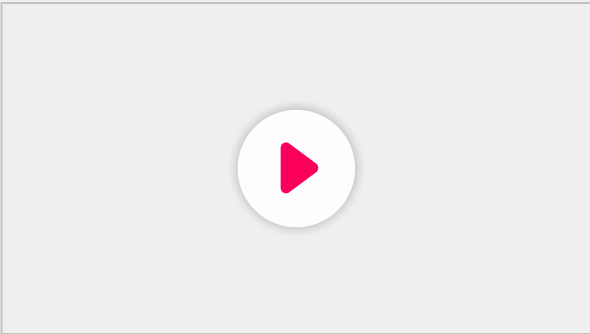
Efficiency:

Duration:



160	Base damage	7.00m	Range
50.00	Energy		
15.00	Energy/shot		

Media



WARFRAME - Ivara Concentrated Arrow

Patch History

Hotfix 29.6.2 (2020-12-22)
Fixed an exploit with Ivara’s Concentrated Arrow Augment.
Hotfix 29.0.7 (2020-09-03)
Fixed Ivara’s Concentrated Arrow Augment not disabling Multishot when used in the Simulacrum or viewed in the Arsenal.
Hotfix 22.17.4 (2018-04-13)

Last updated: [Update 23.2](#) (2018-08-02)

Warframe Augments				Edit	[Collapse]
PvE	PvP				
Ash	Seeking Shuriken • Smoke Shadow • Fatal Teleport				
	Rising Storm				
Atlas	Rubble Heap • Path of Statues • Tectonic Fracture				
	Ore Gaze • Rumbled • Titanic Rumbler				
Banshee	Sonic Fracture • Resonance • Savage Silence				

<u>Chroma</u>	Afterburn • Everlasting Ward • Guardian Armor • Vexing Retaliation • Guided Effigy
<u>Citrine</u>	Recrystallize
<u>Dagath</u>	Spectral Spirit
<u>Ember</u>	Fireball Frenzy • Immolated Radiance • Healing Flame • Purifying Flames • Exothermic
<u>Equinox</u>	Duality • Calm & Frenzy • Peaceful Provocation • Energy Transfer
<u>Excalibur</u>	Purging Slash • Surging Dash • Radiant Finish • Furious Javelin • Chromatic Blade
<u>Excalibur Umbra</u>	Warrior's Rest
<u>Frost</u>	Biting Frost • Freeze Force • Ice Wave Impedance • Chilling Globe • Icy Avalanche
<u>Gara</u>	Mending Splinters • Spectrosiphon • Shattered Storm
<u>Garuda</u>	Dread Ward • Blood Forge • Blending Talons
<u>Gauss</u>	Mach Crash • Thermal Transfer
<u>Grendel</u>	Gourmand • Hearty Nourishment • Catapult
<u>Gyre</u>	Cathode Current
<u>Harrow</u>	Tribunal • Warding Thurible • Lasting Covenant
<u>Hildryn</u>	Balefire Surge • Blazing Pillage
<u>Hydroid</u>	Viral Tempest • Tidal Impunity • Rousing Plunder • Pilfering Swarm
<u>Inaros</u>	Desiccation's Curse • Elemental Sandstorm • Negation Armor
<u>Ivara</u>	Empowered Quiver • Power of Three • Piercing Navigator • Infiltrate • Concentrated Arrow
<u>Khora</u>	Accumulating Whipclaw • Venari Bodyguard • Pilfering Strangledome
<u>Kullervo</u>	Wrath of Ukko
<u>Lavos</u>	Valence Formation • Swift Bite
<u>Limbo</u>	Rift Haven • Rift Torrent • Cataclysmic Continuum
<u>Loki</u>	Damage Decoy • Deceptive Bond • Savior Decoy • Hushed Invisibility • Safeguard Switch • Irradiating Disarm
<u>Mag</u>	Greedy Pull • Magnetized Discharge • Counter Pulse • Fracturing Crush
<u>Mesa</u>	Ballistic Bullseye • Muzzle Flash • Staggering Shield • Mesa's Waltz
	Hall of Malevolence • Explosive Legerdemain • Total Eclipse



<u>Nekros</u>	<u>Soul Survivor</u> • <u>Creeping Terrify</u> • <u>Despoil</u> • <u>Shield of Shadows</u>
<u>Nezha</u>	<u>Controlled Slide</u> • <u>Pyroclastic Flow</u> • <u>Reaping Chakram</u> • <u>Safeguard</u> • <u>Divine Retribution</u>
<u>Nidus</u>	<u>Abundant Mutation</u> • <u>Teeming Virulence</u> • <u>Larva Burst</u> • <u>Parasitic Vitality</u> • <u>Insatiable</u>
<u>Nova</u>	<u>Neutron Star</u> • <u>Antimatter Absorb</u> • <u>Escape Velocity</u> • <u>Molecular Fission</u>
<u>Nyx</u>	<u>Mind Freak</u> • <u>Pacifying Bolts</u> • <u>Chaos Sphere</u> • <u>Assimilate</u> • <u>Singularity</u>
<u>Oberon</u>	<u>Smite Infusion</u> • <u>Hallowed Eruption</u> • <u>Phoenix Renewal</u> • <u>Hallowed Reckoning</u>
<u>Octavia</u>	<u>Partitioned Mallet</u> • <u>Conductor</u>
<u>Protea</u>	<u>Temporal Artillery</u> • <u>Repair Dispensary</u> • <u>Temporal Erosion</u>
<u>Qorvex</u>	<u>Wrecking Wall</u>
<u>Revenant</u>	<u>Thrall Pact</u> • <u>Blinding Reave</u> • <u>Mesmer Shield</u>
<u>Rhino</u>	<u>Ironclad Charge</u> • <u>Iron Shrapnel</u> • <u>Piercing Roar</u> • <u>Reinforcing Stomp</u>
<u>Saryn</u>	<u>Revealing Spores</u> • <u>Venom Dose</u> • <u>Regenerative Molt</u> • <u>Contagion Cloud</u>
<u>Sevagoth</u>	<u>Shadow Haze</u> • <u>Dark Propagation</u>
<u>Styanax</u>	<u>Axios Javelineers</u> • <u>Intrepid Stand</u>
<u>Titania</u>	<u>Ironclad Flight</u> • <u>Spellbound Harvest</u> • <u>Beguiling Lantern</u> • <u>Razorwing Blitz</u>
<u>Trinity</u>	<u>Pool of Life</u> • <u>Vampire Leech</u> • <u>Abating Link</u> • <u>Champion's Blessing</u>
<u>Valkyr</u>	<u>Swing Line</u> • <u>Eternal War</u> • <u>Prolonged Paralysis</u> • <u>Enraged</u> • <u>Hysterical Assault</u>
<u>Vauban</u>	<u>Tesla Bank</u> • <u>Photon Repeater</u> • <u>Repelling Bastille</u>
<u>Volt</u>	<u>Shock Trooper</u> • <u>Shocking Speed</u> • <u>Recharge Barrier</u> • <u>Transistor Shield</u> • <u>Capacitance</u>
<u>Voruna</u>	<u>Ulfrun's Endurance</u>
<u>Wisp</u>	<u>Fused Reservoir</u> • <u>Critical Surge</u>
<u>Wukong</u>	<u>Celestial Stomp</u> • <u>Enveloping Cloud</u> • <u>Primal Rage</u>
<u>Xaku</u>	<u>Vampiric Grasp</u> • <u>The Relentless Lost</u>
<u>Yareli</u>	<u>Surging Blades</u> • <u>Loyal Merulina</u> • <u>Merulina Guardian</u>
<u>Zephyr</u>	<u>Anchored Glide</u> • <u>Target Fixation</u> • <u>Airburst Rounds</u> • <u>Jet Stream</u> • <u>Funnel Clouds</u>



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