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Companion Mods

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Companions

These are mods that can be equipped on both Robotic and Beast [Companions](#). Some can't be equipped on [Sentinels](#).

Name	Description	Companion	Polarity	Rarity	Precept
Aerial Bond	Airborne kills decrease Companion Recovery timer. Companion creates a field of cold while Warframe is airborne.	Any		Rare	No
Animal Instinct	The Companion detects the location of nearby enemies and	Any		Rare	No



Name	Description	Companion	Polarity	Rarity	Precept
	loot for the player				
	Damage dealt by Operator/Drifter grants Void damage to your Companion's attacks.	Any		Rare	No
Astral Bond	Companion Void damage adds Amp and Energy Efficiency.				
	Increases maximum shield of the Companion	Any		Common	No
Calculated Redirection	The Companion's kills will spread status effects if the killed target has status effects.	Any		Rare	No
Contagious Bond	Finisher and Mercy Kills grant your Companion stealth.	Any		Rare	No
Covert Bond	The Companion clones itself when you use energy, those clones can spawn energy orbs	Any		Rare	No
Duplex Bond					



Name	Description	Companion	Polarity	Rarity	Precept
 Enhanced Vitality	Increases maximum health of the Companion	Any		Common	No
 Link Fiber	Shares maximum armor of the player's Warframe with the Companion	Except Sentinel		Uncommon	No
 Link Redirection	Shares maximum shields of the player's Warframe with the Companion	Except Sentinel		Uncommon	No
 Link Vitality	Shares maximum health of the player's Warframe with the Companion	Except Sentinel		Uncommon	No
 Loyal Companion	Triggers when the Warframe's health drops below a certain threshold, granting the Warframe Damage Reduction and making the Companion invulnerable while taunting enemies.	Except Sentinel		Common	No
 Medi-Pet Kit	Provides Health regeneration	Except Sentinel		Rare	No



Name	Description	Companion	Polarity	Rarity	Precept
	<p>Recovery Time</p> <p>for the Companion.</p>				
 Metal Fiber	<p>Increases armor of the Companion</p>	Any		Common	No
	<p>Killing Eximus enemies grants bonuses of Elemental Damage to your Companion and reduces Companion Recovery.</p>				
 Momentous Bond	<p>After your Companion uses Abilities, you may cast a Warframe Ability without an energy cost.</p>	Any		Rare	No
	<p>Heals a Companion a set amount with Warframe Melee hits. Excess healing grants Overguard.</p>				
 Pack Leader	<p>The Companion detects the location of nearby enemies and loot for the player</p>	Except Sentinel		Common	No
 Primed Animal Instinct		Any		Legendary	No



Name	Description	Companion	Polarity	Rarity	Precept
 Primed Pack Leader	Heals a Companion a set amount with Warframe Melee hits. Excess healing grants Overguard .	Except Sentinel		Legendary	No
 Reinforced Bond	High shields or overshields on the Companion will give fire rate, reloading restores overshield to the Companion.	Any		Rare	No
 Restorative Bond	Health Orbs restore more health and reduces recovery time for the Companion.	Any		Rare	No
 Seismic Bond	The Companions melee attacks cause shockwaves while using channeled abilities. Attacks from the Companion will grant Ability Efficiency .	Any		Rare	No
 Synth Deconstruct	Enemies damaged by the	Any		Rare	No



Name	Description	Companion	Polarity	Rarity	Precept
 Synth Fiber	drop a health orb upon death Health orbs increase the armor for a limited time	Any		Rare	No
Tenacious Bond	Headshot kills reduce Companion Recovery timer . If the Companion's Critical Chance is over a set value you gain Critical Damage Multiplier .	Any		Rare	No
Vicious Bond	The Companions melee attacks will reduce enemy armor , using abilities on those enemies will spread the effect .	Any		Rare	No

Robotics

[Robotic](#) Sentinel MOA Hound

Name	Description	Polarity	Rarity	Precept
 Anti-Grav Array	The Companion increases its owner's jump height .		Rare	No



Name	Description	Polarity	Rarity	Precept
 Coolant Leak	The Companion generates a small freeze aura which slows incoming enemies		Rare	Not sure
Guardian	The Companion automatically restores some of its owner's shields when they are reduced to zero		Common	Yes
Manifold Bond	The Companions Precept Mods apply status effects . Killing enemies with status effects reduces the cooldown of the companion's abilities .		Rare	No
Medi-Ray	The Companion periodically restores a percentage of its owner's health		Uncommon	Yes
Sanctuary	The Companion provides a shield when its owner is reviving an ally		Rare	Yes
Shield Charger	The Companion periodically increases nearby Warframes' max shields and shield regen		Rare	Yes
Vacuum	The Companion collects Pickups, Ammo, and Mods within the area		Common	Not sure

Beasts

[Beast](#) [Kubrow](#) [Kavat](#) [Predasite](#) [Vulpaphyla](#)

Name	Description	Polarity	Rarity	Precept
Bite	Increases Critical Chance and Critical Damage		Rare	No
Fetch	The Companion collects Pickups, Ammo, and Mods within the area		Uncommon	Not Sure
Flame Gland	Increases chance of causing status effects Adds Heat damage to attacks		Rare	No
Frost Jaw	Increases chance of causing		Rare	No



Name	Description	Polarity	Rarity	Precept
	Adds Cold damage to attacks			
Hastened Deflection	Increases shield recharge rate		Uncommon	No
Hunter Command	The Companion attacks the nearest enemy affected by Slash Status		Rare	Yes
Hunter Recovery	Restores player health as the Companion deals damage		Common	No
Hunter Synergy	Increases Companion's Critical Chance based on the Critical Chance of the player's primary weapon		Uncommon	No
Maul	Increases melee damage		Uncommon	No
Scavenge	The Companion has a chance to open nearby lockers		Common	Yes
Shelter	The Companion provides a shield when its owner is reviving an ally		Uncommon	Yes
Shock Collar	Increases chance of causing status effects Adds Electricity damage to attacks		Rare	No
Tandem Bond	The Companions melee hits increase your Combo , player heavy attacks increase Companion damage .		Rare	No
Venom Teeth	Increases chance of causing status effects Adds Toxin damage to attacks		Rare	No

Trending pages



Manifold Bond
Companion Precept



Tenacious Bond
Headshot kills reduce



Duplex Bond
Companion will alone



Reinforced Bond



Manifold Bond

Tenacious Bond

Duplex Bond

Reinforced Bond



Synth Deconstruct



Momentous Bond



Animal Instinct



Contagious Bond

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A



Accelerated Deflection



Aerial Bond



Aerial Prospectus



Animal Instinct



Astral Bond

C



Calculated Redirection



Contagious Bond



Covert Bond

D



Diversified Denial



Duplex Bond

E



Enhanced Vitality



Equilibrium Audit



Evasive Denial

F



Focused Prospectus



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