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Synth Deconstruct

💬 **18**   ✏️ **EDIT**

Synth Deconstruct is a set mod that can cause enemies damaged by the Companion to drop a Health Orb upon death.

Synth Deconstruct
Full   Icon

Contents
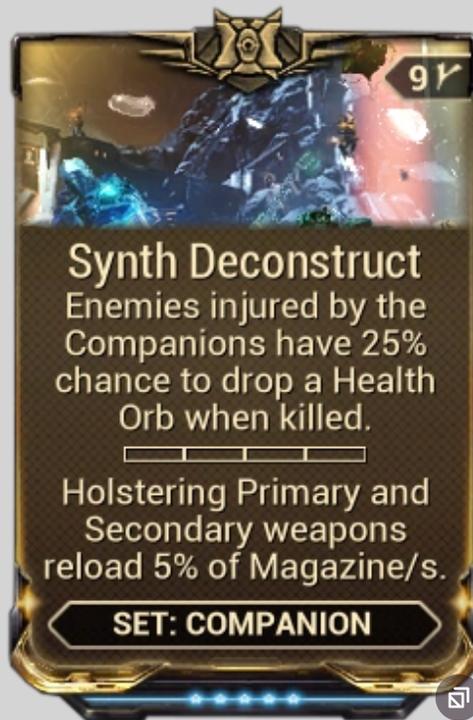
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Stats

Rank	Chance	Cost

1	+5%	5
2	+10%	6
3	+15%	7
4	+20%	8
5	+25%	9

Max Rank Description	^
Enemies injured by the Companions have 25% chance to drop a Health Orb when killed.	

General Information	^
Type	Companion
Polarity	⅂ Madurai
Rarity	Rare
Max Rank	5
Endo Required To Max	930
Credits Required To Max	44,919
Base Capacity Cost	4
Trading Tax	🎮 8,000
Introduced	Update 24.0 (2018-11-08)

Vendor Sources	^

Official Drop Tables	^
https://www.warframe.com/droptables	

Set Bonus

This mod is part of a set, whose set bonus increases with each additional mod equipped from that set.

Synth Set: *Any primary or secondary weapon will automatically reload X% of their magazine (using reserve ammo) per second while holstered.*

Mods Equipped	Percentage Reloaded
1	5%
2	10%
3	15%
4	20%

Drop Locations

Mission Drop Tables

Mission Type	Source	Rotations or Drop Table	Chance[1]	Quantity[2]	Avg. per roll[3]	Star Chart Nod
Fortuna Bounty	Fortuna Bounty Lvl 20-40 Final Stage	A	25%	1	0.25	• Orb Vallis/For Venus; ta Eudico

Enemy ⇕	Drop Table Chance[4] ⇕	Item Chance[5] ⇕	Chance[6] ⇕	Expected Kills[7] ⇕	Quantity[8] ⇕	Avg. per roll attempt[
Corpus Sniper Target	20%	25%	5%	20	1	0.05
Corpus Supra Target	20%	25%	5%	20	1	0.05

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

- Also activates upon damage dealt to shields.
- If you're knocked down, your weapon is forced into its holster and begins automatically reloading.
- Does not activate via damage dealt by companion clones created using Duplex Bond.

Tips

- Synergizes well with   Health Conversion,   Synth Fiber,   Equilibrium, Arcane Pulse, and   Arcane Blessing.

Patch History

Hotfix 30.5.3 (2021-07-09)

- Fixed the Synth Mod Set bonus not functioning while on a K-Drive/Merulina.

Update 30.5 (2021-07-06)

- Fixed Synth Set mods reverting to a single mod bonus after death.

Update 27.2 (2020-03-05)

- Fixed the Synth Deconstruct Mod not functioning if it's the only Synth Mod

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Aero	Agility •	Periphery •	Vantage		
Amar's	Anguish •	Contempt •	Hatred		
Augur	Accord •	Message •	Pact •	Reach •	Secrets •
	Seeker				
Boreal's	Anguish •	Contempt •	Hatred		
Carnis	Carapace •	Mandible •	Stinger		
Gladiator	Aegis •	Finesse •	Might •	Resolve •	Rush •
	Vice				
Hunter	Adrenaline •	Command •	Munitions •	Recovery •	
	Synergy •	Track			
Jugulus	Barbs •	Carapace •	Spines		
Mecha	Empowered •	Overdrive •	Pulse •	Recharge	
Motus	Impact •	Setup •	Signal		
Nira's	Anguish •	Contempt •	Hatred		
Proton	Jet •	Pulse •	Snap		
Sacrificial	Pressure •	Steel			
Saxum	Carapace •	Spittle •	Thorax		
Strain	Consume •	Eruption •	Fever •	Infection	
Synth	Charge •	**Deconstruct** •	Fiber •	Reflex	
Tek	Assault •	Collateral •	Enhance •	Gravity	
Umbral	Fiber •	Intensify •	Vitality		
Vigilante	Armaments •	Fervor •	Offense •	Pursuit •	
	Supplies •	Vigor			

Sentinel Mods			[Collapse]
Penjaga	**Carrier**	Ammo Case •	Looter

WARFRAME Wiki

Diriga	Arc Coil •	Calculated Shot •	Electro Pulse
Djinn	Fatal Attraction •	Reawaken •	Thumper
Helios	Detect Vulnerability •	Investigator •	
		Targeting Receptor	
Nautilus		Auto Omni •	Cordon
Oxylus	Botanist •	Scan Aquatic Lifeforms •	Scan Matter
Shade	Ambush •	Ghost •	Revenge
Taxon		Molecular Conversion	
Wyrm		Crowd Dispersion •	Negate
Other	Anti-Grav Array •	Assault Mode •	Coolant Leak •
	Guardian •	Medi-Ray •	Odomedic • Regen (
	Prime) •	Sacrifice •	Shield Charger • Vacuum
Madurai	Fired Up •	Self Destruct •	**Synth Deconstruct** •
		Synth Fiber	
Vazarin	Accelerated Deflection •	Calculated Redirection •	
	Enhanced Vitality •	Metal Fiber •	Repair Kit •
		Sanctuary	
Naramon	Animal Instinct (	Prime) •	Spare Parts

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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