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Accelerated Isotope

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Accelerated Isotope is a [mod](#) for [pistols](#) that increases  Radiation damage and [Fire Rate](#).

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Stats

Rank	Radiation Damage	Fire rate	Cost
0	+15%	+10%	4
1	+30%	+20%	5

[WARFRAME Wiki](#)

3

+60%

+40%

7

+60% Radiation

+40% Fire Rate

Drop Locations

General Information	
Type	Pistol
Polarity	Madurai
Rarity	Rare
Max Rank	3
Endo Required To Max	210
Credits Required To Max	10,143
Base Capacity Cost	4
Trading Tax	8,000
Introduced	Update 35.0 (2023-12-13)
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

Enemy Drop Tables

Enemy	Drop Table	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempt ^[9]
Netracell Culverin	3%	2.11%	0.0633%	1580	1	0.000633
Rogue Culverin	3%	2.11%	0.0633%	1580	1	0.000633



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.

Patch History

[Update 35.0](#) (2023-12-13)

- Introduced.

Elemental Damage Mods		Edit	[Collapse]	
Cold	Heat	Electricity	Toxin	Radiation
Cold Damage Mods				
Rifle				
		 Cryo Rounds ( Primed) •  Rime Rounds		
Shotgun				
		 Chilling Grasp ( Primed) •  Chilling Reload •  Frigid Blast		
Pistol				
		 Deep Freeze •  Frostbite •  Ice Storm		
Melee				
		 North Wind •  Vicious Frost		
Archgun				
		 Hypothermic Shell •  Polar Magazine		
Archmelee				
		 Cryo Coating •  Glacial Edge		
Beast				
		 Frost Jaw		

	Fire Rate Mods
Rifle	
	 Speed Trigger •  Shred ( Primed) •  Vile Acceleration •  Spring-Loaded Chamber •  Vigilante Fervor
Shotgun	
	 Shotgun Barrage ( Amalgam) •  Accelerated Blast •  Frail Momentum •  Repeater Clip
Pistol	
	 Accelerated Isotope •  Gunslinger •  Lethal Torrent •  Anemic Agility •  Pressurized Magazine
Archgun	
	 Automatic Trigger •  Archgun Ace

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)

Categories



Languages



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