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Set Mods

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Set Mods are a unique class of [Mods](#) that offer increasing bonuses when one or more mods in a set are equipped on the player's Warframe and weapons.

Each Set consists of up to **6** Mods at most, with individual mods providing standard stat increases and bonuses, but also providing a second **Set Bonus** stat that is shared between all the mods in the set. Set Bonuses are improved through the number of mods in the Set equipped - the more mods in the set are used, the stronger the Set Bonus.

Set Bonus effects are not improved by upgrading the mod through regular fusion. Only the number of equipped mods within the set dictates the Set Bonus strength.

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Sets

The following mod sets are organized by their order of release date.

Augur Mod Set

Set Bonus: **40%/80%/120%/160%/200%/240%** [Energy](#) spent on abilities is converted to [shields](#). Similar to  [Brief Respite](#), excess shields are converted into overshields, but unlike the Aura mod, energy will continue to be converted to overshield if overshields are active. The set bonus does not convert energy drained over time by [channeled abilities](#) such as  [Banshee's](#)  [Sound Quake](#).

Comprises **4** Warframe Mods and **2** Pistol Mods.





[Augur Message](#)



[Augur Reach](#)



[Augur Secrets](#)



[Augur Accord](#)



[Augur Pact](#)



[Augur Seeker](#)

The **Augur Mod Set** is rewarded from completing [Bounties](#) on the [Plains of Eidolon](#). They may also drop from the [Recon Commander](#).

Gladiator Mod Set

Set Bonus: +10%/+20%/+30%/+40%/+50%/+60% [critical chance](#), stacks with **Melee** Combo Multiplier. This effect stacks with [Blood Rush](#) for a total of +100%.

Comprises **3** Warframe Mods and **3** Melee Mods.



[Gladiator Finesse](#)[Gladiator Resolve](#)[Gladiator Aegis](#)[Gladiator Vice](#)[Gladiator Might](#)[Gladiator Rush](#)

The **Gladiator Mod Set** is rewarded from completing [Bounties](#) on the [Plains of Eidolon](#). They may also drop from the [Aerial Commander](#), provided his [Tusk Command Dargyn](#) has been shot down.

Vigilante Mod Set

Set Bonus: 5%/10%/15%/20%/25%/30% chance to enhance [Critical Hits](#) from Primary Weapons, increasing [critical tier](#) by 1. (For example the yellow critical hit can be upgraded to the orange critical hit)



Comprises **2** Warframe Mods and **4** Primary Mods.

[Vigilante Armaments](#)

[Vigilante Vigor](#)

[Vigilante Fervor](#)

[Vigilante Pursuit](#)

[Vigilante Offense](#)

[Vigilante Supplies](#)

The **Vigilante Mod Set** is rewarded from completing [Bounties](#) on the [Plains of Eidolon](#). They may also drop from the [Plains Commander](#).

Hunter Mod Set

Set Bonus: [Companions](#) deal **25%/50%/75%/100%/125%/150%** Extra Damage against enemies affected by [Slash](#) status.



Comprises **1** Warframe Mod, **2** Primary Mods, and **3** Beast Mods.

[Hunter Adrenaline](#)

[Hunter Recovery](#)

[Hunter Munitions](#)

[Hunter Synergy](#)

[Hunter Command](#)

[Hunter Track](#)

The **Hunter Mod Set** was first rewarded from [Operation: Plague Star](#) and can drop from [Ghouls](#) on the [Plains of Eidolon](#) or from the [Bounties](#) during the [Ghoul Purge](#) Event.

Umbral Mod Set

Set Bonus: Enhances all equipped mods within the set.



- *With 2 equipped, increases the effects of Umbral Vitality, Umbral Fiber and Umbral Intensify by 25%.*
- *With 3 equipped, increases the effects of Umbral Vitality, Umbral Fiber and Umbral Intensify by 75%.*

Comprises **3** Warframe Mods.

[Umbral Vitality](#)

[Umbral Intensify](#)

[Umbral Fiber](#)

Awarded during the course of [The Sacrifice](#) quest line, pre-equipped on [Excalibur Umbra](#) and upgraded to rank 5.

Sacrificial Mod Set

Set Bonus: Enhances all equipped mods within the set.

- *Increases the effects of both mods by 25% when both are equipped together.*

Comprises **2** Melee Mods.



[Sacrificial Steel](#)[Sacrificial Pressure](#)

Awarded during the course of [The Sacrifice](#) quest line, pre-equipped on [Skiajati](#) and Excalibur Umbra's [Exalted Umbra Blade](#) and upgraded to rank 5.

Tek Mod Set

Set Bonus: [Kavat](#) marks a **3/6/9/12** meter zone every **60/45/30/15** seconds that inflicts **50/100/150/200** Damage per second to enemies within the zone.

Comprises **1** Warframe Mod, **2** Kavat Mods, and **1** Melee Mod.

[Tek Collateral](#)[Tek Enhance](#)

The **Tek Mod Set** is rewarded from completing [Bounties](#) on the [Orb Vallis](#). They may also drop from the [Corpus Cestra Target](#).

Synth Mod Set

Set Bonus: [Reloads](#) **5%/10%/15%/20%** of Primary and Secondary weapon magazine per second while that weapon is [holstered](#).

Comprises **1** Pistol Mod, **2** Companion Mods, and **1** Warframe Mod.

[Synth Charge](#)

[Synth Deconstruct](#)

[Synth Fiber](#)

[Synth Reflex](#)

The **Synth Mod Set** is rewarded from completing [Bounties](#) on the [Orb Vallis](#). They may also drop from the [Corpus Sniper Target](#) and the [Corpus Supra Target](#).

Mecha Mod Set

Set Bonus: [Kubrow](#) marks an enemy every **60/45/30/15** seconds for **3/6/9/12** seconds. Kill them to apply their [Status Effects](#) to all enemies within **7.5/15/22.5/30** meters.

Comprises **1** Warframe Mod, **2** Kubrow Mods, and **1** Aura Mod.



[Mecha Empowered](#)[Mecha Overdrive](#)[Mecha Pulse](#)[Mecha Recharge](#)

The **Mecha Mod Set** is rewarded from completing [Bounties](#) on the [Orb Vallis](#). They may also drop from the [Corpus Trencher Target](#).

Strain Mod Set

Set Bonus: [Helminth Charger](#) grows up to **2/4/6/8** Cysts over **6/12/18/24** seconds that erupt every **25** seconds to spawn a [Maggot](#). Unlike other mod sets, *all* mods in this set revolve around enhancing the Set Bonus, as opposed to some that can be used for general purposes. The Strain mods cannot interact with [Nidus](#)'s abilities or the maggots spawned by the [Pathocyst](#).

Comprises **1** Warframe Mod, **2** Helminth Charger Mods, and **1** Melee Mod.



[Strain Consume](#)[Strain Eruption](#)[Strain Fever](#)[Strain Infection](#)

The **Strain Mod Set** is rewarded by completing [Profit-Taker Orb Heists](#) from [Vox Solaris](#) in [Fortuna](#).

Aero Mod Set

Set Bonus: Damage enemies while aim gliding and put up to 5 of them to Sleep for **3/6/9s** on landing.

Comprises **1** Warframe Mod, **1** Sniper Mod, and **1** Primary Mod.



[Aero Periphery](#)

[Aero Vantage](#)

[Aero Agility](#)

The **Aero Mod Set** is a drop from [Amalgam](#) enemies on [Jupiter](#), as well as a mission reward in [Disruption](#) missions.

Motus Mod Set

Set Bonus: +**33/66/100**% chance to become immune to Knockdown effects while airborne. This functions like [knockdown resistance](#) and stacks additive with it.

Comprises **1** Warframe Mod, **1** Shotgun Mod, and **1** Melee Mod.



[Motus Signal](#)[Motus Impact](#)[Motus Setup](#)

The **Motus Mod Set** is a drop from [Amalgam](#) enemies on [Jupiter](#), as well as a mission reward in [Disruption](#) missions.

Proton Mod Set

Set Bonus: During a Wall Latch gain +**17/33/50**% Damage Reduction.

Comprises **1** Warframe Mod, **1** Rifle Mod, and **1** Melee Mod.



[Proton Pulse](#)

[Proton Jet](#)

[Proton Snap](#)

The **Proton Mod Set** is a drop from [Amalgam](#) enemies on [Jupiter](#), as well as a mission reward in [Disruption](#) missions.

Carnis Mod Set

Set Bonus: [Heavy Attack](#) kills grant **10/20/30%** Evasion and [Status Effect](#) immunity for **2/4/6s**.

Comprises **1** Warframe Mod, **1** Pistol Mod and **1** Melee Mod.



[Carnis Mandible](#)

[Carnis Carapace](#)

[Carnis Stinger](#)

The **Carnis Mod Set** is rewarded from completing [Bounties](#) on the [Cambion Drift](#). They may also drop from the [Deimos Carnis Rex](#).

Jugulus Mod Set

Set Bonus: [Slam Attack](#) attacks manifest tendrils that lash enemies within **3/6/10m** dealing **25/50/75** [Puncture](#) Damage and stunning them for 3s. This effect has a **12/9/6s** cooldown.

Comprises **1** Warframe Mod, **1** Pistol Mod and **1** Melee Mod.



[Jugulus Barbs](#)

[Jugulus Carapace](#)

[Jugulus Spines](#)

The **Jugulus Mod Set** is rewarded from completing [Bounties](#) on the [Cambion Drift](#).

Saxum Mod Set

Set Bonus: [Lifted](#) enemies explode on death dealing up to **10/20/30%** of their max health as [Impact](#) Damage in a **4/8/12m** radius with **0%** falloff. This effect has a **6s** cooldown.

Comprises **1** Warframe Mod, **1** Pistol Mod and **1** Melee Mod.



[Saxum Thorax](#)

[Saxum Carapace](#)

[Saxum Spittle](#)

The **Saxum Mod Set** is rewarded from completing [Bounties](#) on the [Cambion Drift](#). They may also drop from the [Deimos Saxum Rex](#).

Amar's Mod Set

Set Bonus: Teleport to a target within **10/20/30** meters on using a [Heavy Attack](#).

Comprises **2** Warframe Mods and **1** Dual Daggers Mod.



[Amar's Anguish](#)

[Amar's Hatred](#)

[Amar's Contempt](#)

Amar's Mod Set is awarded from [Narmer Bounties](#) after completion of [The New War](#) on the [Plains of Eidolon](#)'s day cycle and on [Orb Vallis](#) during the Plains' night cycle.

Boreal's Mod Set

Set Bonus: Reduces damage by **20/40/60%** while airborne.

Comprises **2** Warframe Mods and **1** Polearm Mod.



[Boreal's Anguish](#)

[Boreal's Hatred](#)

[Boreal's Contempt](#)

Boreal's Mod Set is awarded from [Narmer Bounties](#) after completion of [The New War](#) on the [Plains of Eidolon](#)'s day cycle and on [Orb Vallis](#) during the Plains' night cycle.

Nira's Mod Set

Set Bonus: Increases damage from [Slam Attacks](#) by **100/200/300%**.

Comprises **2** Warframe Mods and **1** Whip Mod.





[Nira's Anguish](#)

[Nira's Hatred](#)

[Nira's Contempt](#)

Nira's Mod Set is awarded from [Narmer Bounties](#) after completion of [The New War](#) on the [Plains of Eidolon](#)'s day cycle and on [Orb Vallis](#) during the Plains' night cycle.

Notes

- The Augur Set can replenish shields even after life support has run out in a survival mission.
- The Vigilante Set's "Enhance Critical Hits" bonus refers to the ability to upgrade the Critical Damage level of the weapon by one rank, i.e. if the weapon deals a "yellow" critical, there is a 30% chance that it will deal an "orange" critical instead, dealing more critical damage. Another way to think of this is X% chance for +100% additive crit chance.
- Set mods equipped on [Sentinel](#) or MOA's [Robotic Weapons](#) will apply set effects.
 - However, duplicate set mods equipped on both the Warframe's and Sentinel/MOA's weapons will **not** contribute to the set bonus. For example, equipping [Vigilante Armaments](#) on [Braton](#) and [Artax](#) will only provide one count for the Vigilante Set.



optimize their builds.

- Hunter Companion mods cannot be used on sentinels.
- While Set Mods can be equipped on [Exalted Weapons](#), they will not contribute to nor benefit from set bonuses, but the regular effect of the mod will still apply. This also applies to [Venari](#).
 - The Sacrificial Set is an exception to this.
 - The Vilgilante Set and Gladiator Set can still apply if equipped on Warframe, Primary, Melee, or Robotic Weapons, and not on the Exalted Weapon itself.

See Also

- [Mods](#)

Patch History

[Update 35.1](#) (2024-02-20)

- Fixed the Aero Set Mods unintentionally increasing the duration of Double Tap’s “20% Bonus Damage on next Shot for 2s” buff.

[Hotfix 34.0.7](#) (2023-11-02)

- Fixed a script error with the Mecha Mod set.

[Update 32.3](#) (2023-02-15)

Set Mods					[Collapse]
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Amar's	Anguish • Contempt • Hatred				
Augur	Accord •	Message •	Pact • Seeker	Reach •	Secrets •
Boreal's	Anguish • Contempt • Hatred				
Carnis	Carapace • Mandible • Stinger				
Gladiator	Aegis •	Finesse •	Might • Vice	Resolve •	Rush •
	Adrenaline •	Command •	Munitions •	Recovery •	

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

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