

ADVERTISEMENT

in: [Mods](#), [Tradeable Mods](#), [Untransmutable Mods](#), and [4 more](#)

SIGN IN



REGISTER

Precision Intensify



EDIT

Precision Intensify is a variant of  [Intensify](#) that greatly increases [Ability Strength](#) for only the 4th Warframe Ability.

Contents

- 1. Stats
- 2. Drop Locations
 - 2.1. Mission Drop Tables
 - 2.2. Enemy Drop Tables
- 3. Notes
- 4. Patch History
- 5. See also

Stats

Rank	Effect	Cost
0	+15%	6
1	+30%	7

Precision Intensify



Full



Tradeable

Cannot be obtained from transmutation



WARFRAME Wiki



3	+60%	9
4	+75%	10
5	+90%	11

General Information	
Type	Warframe
Polarity	 Madurai
Rarity	Rare
Incompatible Mods	 Intensify  Archon Intensify  Umbra! Intensify  Flawed Intensify
Max Rank	5
Endo Required To Max	930
Credits Required To Max	44,919
Base Capacity Cost	6
Trading Tax	 8,000
Introduced	Update 35.0 (2023-12-13)
Vendor Sources	
Official Drop Tables	
https://www.warframe.com/droptables	

Drop Locations

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 Chance ^[4] [↕]	Item Chance ^[5] [↕]	Chance ^[6] [↕]	Expected Kills ^[7] [↕]	Quantity ^[8] [↕]	Avg. # roll attempt
The Anatomizer	3%	10.2%	0.306%	327	1	0.0030
The Fragmented	3%	20.2%	0.606%	165	1	0.0060
The Hollow Vein	3%	9.91%	0.2973%	336	1	0.0029
The Severed Warden	3%	10.2%	0.306%	327	1	0.0030

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

- [Ability Strength](#) increase also applies to the effects of [Warframe Augment Mods](#) for the 4th Warframe Ability, if the augment has effects that are boosted by ability strength.
- [Ability Strength](#) increase applies to [Helminth](#) abilities that are injected into a Warframe, as long as they are in the 4th slot - it is not limited to only a Warframe's original 4th ability.
- Precision Intensify's Ability Strength bonus is applied conditionally, so it affects abilities such as [Mesa's Peacemaker](#) differently.

Patch History

Update 36.0 (2024-06-18)

- Fixed Precision Intensify not properly displaying Ability Strength stat increases for the following Exalted Abilities in the Arsenal:
 - Excalibur's Exalted Blade
 - Baruuk's Serene Storm
 - Titania's Razorwing
 - Valkyr's Hysteria
 - Ivara's Artemis Bow



See also

- Mods

Warframe Mods		Edit	[Collapse]
Madurai (Offense)	Blind Rage • Continuity (Archon , Primed) • Energy Conversion • Gale Kick • Firewalker • Hunter Adrenaline • Intensify (Archon • Precision) • Lightning Dash • Provoked • Rage • Rending Turn • Transient Fortitude		
	Adaptation • Antitoxin • Armored Agility • Augur Accord • Aviator • Battering Maneuver • Catalyzing Shields • Diamond Skin • Fast Deflection • Flame Repellent • Gladiator Aegis • Gladiator Finesse • Gladiator Resolve • Health Conversion • Ice Spring • Insulation • Lightning Rod • Narrow Minded • Overextended • Quick Thinking • Rapid Resilience • Redirection (Primed) • Reflection • Reflex Guard • Retribution • Rolling Guard • Shock Absorbers • Steel Fiber • Sure Footed (Primed) • Undying Will • Vigilante Vigor • Vigor (Primed) • Vitality (Archon) • Warm Coat		
	Augur Message • Augur Reach • Augur Secrets • Constitution • Enemy Sense • Energy Nexus • Equilibrium • Fleeting Expertise • Flow (Archon , Primed) • Fortitude • Handspring • Heavy Impact • Kavat's Grace • Maglev • Master Thief • Mobilize • Natural Talent • Patagium • Piercing Step • Rush • Streamline • Stretch (Archon) • Thief's Wit • Toxic Flight • Vigilante Pursuit • Vigorous Swap		
Zenurik	Endurance Drift • Power Drift • Preparation		
Umbra	Umbral Fiber • Umbral Intensify • Umbral Vitality		

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

- 8. Amount rewarded on successful roll
- 9. (Quantity × Chance), average item quantity on a roll attempt (successful or not)

Categories ▼

Languages ▼

Community content is available under [CC-BY-SA](#) unless otherwise noted.

More Fandoms

[Sci-fi](#) | [Warframe](#)

