in: Updateme, Mechanics, Pickups

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Pickups

💬 73   🔒 VIEW SOURCE

Pickups are in-game objects that the player can collect by running near or over them, or in few cases by manually interacting with them (default: X). They range from those useful on the current mission (ammunition, health) to resources and mods that can be later used and equipped.

Pickups

Lootables

Most lootable objects such as Storage Containers, Caches, and lootable corpses (but not lockers) will all show up on the minimap within the range of the player's Loot Radar.

- During Invasions, Spy mission vaults, and the Battle

Contents

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faction that owns the tileset; either the owner for Invasions and Hazards, or the opposite faction for Spy vaults (e.g. Butcher corpses in Corpus vaults). They can also spawn on specific parts of Earth.

- Corpse behavior depends on mission type as well. In Invasions and Earth, the corpses will automatically dispense pickups when walked over; in all others, the corpses must be manually interacted with (default ⊠ on PC).

- Storage lockers come in three types - green (openable), red (locked), and black (permanently locked/broken). Green lockers can be opened simply by interacting with them. Red lockers can be unlocked using the 🛡 Master Thief mod, a Kubrow with the 🛡 Scavenge mod, or Hacking a nearby console with 🛡 Master Key installed on your Parazon. Finally, black lockers can never be opened by any means. Lockers do not show up on the radar.

  - Corpus and Grineer Caches in Sabotage missions also resemble storage lockers, though their lights are white, and the locker glows brightly whilst also emitting a low humming noise. These lockers do show up on the minimap.

- The four varieties of Storage Containers (Common, Uncommon, Rare, Reinforced) are 'opened' by force, dispensing loot when destroyed; they have very little HP and can be damaged by anything from melee strikes and gunfire to syndicate auras and Warframe abilities (Common and Uncommon containers have around 10 object health). The exact type of loot depends on the container type and area (lootables in hidden areas have a higher chance to yield rare resources, and mods up to rare in the Orokin Void).

  - A unique variant of the Orokin container with red lights and smoke emitting from it will explode like an Explosive Barrel when destroyed.

- The 🛡 Master Thief mod and 🐾 Nekros's ⚓ Desecrate ability are affected by pickup spawn patterns.
- Syndicate Medallions appear only in Syndicate missions, but do appear on the minimap (using the standard 'loot' icon).
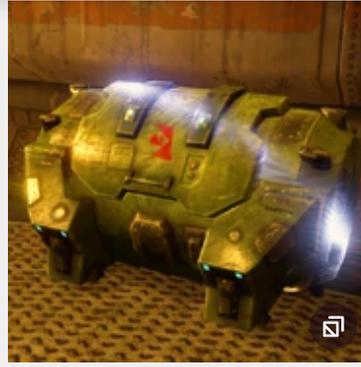
Grineer Lootables

WARFRAME Wiki
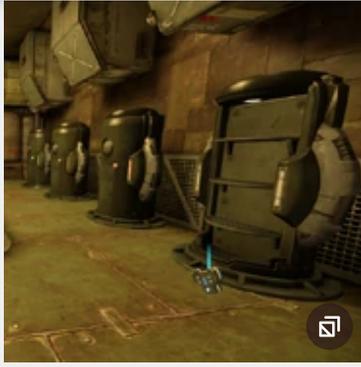
Lockers

Container

Crate

Corpse

Corpus Lootables

Lockers

Container

Orokin Lootables

Lockers

Container

Sentient Lootables

Items

Containers and dispatched enemies all have a chance to drop ammunition packs. Packs are universal in the sense that all players are able to pick it up if they need that type of ammo. If a glowing vertical line is seen, but there is no ammo pack on the ground, it means the player has picked up the ammunition, but another party member has not. The ammo type is indicated based on the color and shape of the pack, and the quantity of ammunition received by a player depends on the type of weapon used and the weapon itself. Orbs provide Health, Energy, Affinity or something special.

Ammo

This section is transcluded from Ammo § Ammo Pickup. To change it, please edit the transcluded page.

Ammo Pickup refers to how much ammo is obtained from **pickups**.

Area of Effect Weapons tend to have lower base Ammo Pickup than normal.

Drop Chances

Chance to drop Primary or Secondary Ammo scales with squad size[1]:

- 1 player squad = 45%, or 60% in Landscapes
- 2 player squad = 37.5%, or 52.5% in Landscapes

Eximus are guaranteed to drop either a Primary or Secondary Ammo, each having the same chance of dropping.

Primary

- Purple lighting.
- Refills primary ammo based on the weapon type:
  - **80** for rifles, Continuous Weapons, and crossbows.
  - **60** for spearguns.
  - **40** for automatic shotguns.
  - **15** for semi-automatic shotguns, Sniper Rifles, and bows.

Secondary

- Orange lighting.
- Refills secondary ammo based on the weapon type:
  - **40** for most secondaries.
  - **20** for shotgun sidearms.

Heavy

- Yellow lighting.
- Refills **1000** rounds of atmospheric Archgun ammo, or resets the Archweapon Deployer cooldown when not equipped.
- Has a 5.01% chance to drop from Bombards, Heavy Gunners, Napalms, Corpus Tech, Fusion MOAs, Oxium Ospreys, and all Ancients.[2]
- Guaranteed to drop by Terra Mankers that appear during Profit-Taker Orb fight.

Universal Ammo Pack

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- Refills **1x** Ammo Pickup of all weapon types, but
  does **not** reset Archweapon Deployer cooldown.
- This type of ammo is not encountered in
  standard gameplay and only
  available in Arena missions, the Conclave or the
  Simulacrum. In these situations, the pickup will
  have blue accents.
  - Exceptions are   Lavos's
    Transmutation Probe and   Protea's
    Dispensary. These pickups are smaller and will have red accents.

- Not to be confused with the Omni Ammo Box gear.

Increasing Ammo From Pickups

All ammo types have a corresponding Aura mod; these are the *scavenger* mods, which
can be equipped to increase the amount of ammo received when picking up an ammo
pack.

Rifle Scavenger   Shotgun Scavenger

Sniper Scavenger   Pistol Scavenger

All weapons can equip a *mutation* mod for their respective ammo type. Ammo mutation

as long as the other ammo pool is full.

Rifle Ammo Mutation   Shotgun Ammo Mutation

Pistol Ammo Mutation   Primed Rifle Ammo Mutation

Primed Shotgun Ammo Mutation   Primed Pistol Ammo Mutation

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Sniper Ammo Mutation   Arrow Mutation

Vigilante Supplies

Sources of Ammo

Dispensary

Deploys a device that
generates 3 pickups after a
short delay: empowered
health orb, universal ammo
pack and energy orb.

3

75

Introduced in Update 28.0
(2020-06-11)

Strength:

10 / 15 / 20 / 25 % (extra
pickup drop chance)

Duration:

10 / 15 / 20 / 25 s

Range: N/A

Misc:

2 s (pickup spawn interval)

100 HP (empowered health
orb restore)

1x (universal ammo pack
restore)

1 (limit of active caches)

**Subsumable to
Helminth**

Transmutation Probe

Launch a probe that converts Health and Energy Orbs into Universal Orbs that provide both, and ammo pickups into Universal Ammo Pickups. The probe shocks enemies in close proximity. Each electrocuted foe reduces other ability cooldowns by one second.

3

10

Hold to imbue the next ability cast with Electricity.

Introduced in Update 29.6 (2020-12-18)

Strength:

100 / 150 / 200 / 250 /s (Electricity damage per second)

100 / 150 / 200 / 250 /s (imbued elemental damage per second)

Duration: N/A

Range: 3 / 4 / 5 / 6 m

Efficiency:

1.5 s (Cooldown Reduction per enemy shocked)

Misc:

15 m/s (probe speed)

3 s (probe duration)

Electricity and imbued elemental status proc per second

0.5 s (halt delay)

25 HP/EP (Universal Orb restore)

1x (Universal Ammo restore)

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Blood For Ammo

Wild Frenzy

Squad Ammo Restore (Small)

Squad Ammo Restore (Medium)

Squad Ammo Restore (Large)

Omni Ammo Box

Most Storage Containers

Most Enemies

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Orbs

Energy Orb

- Blue Energy Orbs come in two versions: small and large.
- Small Energy Orbs refill **25** Energy. They are dropped by enemies.
  - Dagath's Abundant Abyss Passive has a 35% chance to increase Energy Orb effectiveness by 300%, boosting this amount to **100**.
  - Amber Archon Shard (Tauforged) can increase Energy Orb effectiveness by +50% (+75% Tauforged), boosting this amount to **37** (**43**).

- Small Energy Orbs are also created by the following:
  - Citrine's   Fractured Blast
  - Ember's   Exothermic
  - Gara's   Spectrosiphon
  - Hildryn's   Aegis Storm
  - Protea's   Dispensary
  - Trinity's   Pool of Life
  - Voruna's   Lycath's Hunt
  - Dethcube's   Energy Generator
  - Broken Scepter interacting with robotic corpses
  - Glaxion's   Photon Overcharge

- Certain abilities, arcanes, and mods apply effects upon picking up an Energy Orb:
  - Arcane Energize
  - Arcane Eruption
  - Energy Conversion
  - Equilibrium

- Large Energy Orbs refill **50** Energy. They are dropped from lockers and containers as well as Eximus enemies.
- Energy Orbs are the most commonly dropped orb by probability.

Health Orb

- Red Health Orbs refill **50** Health. They are dropped from lockers, containers, and enemies.

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- - Dagath's Abundant Abyss Passive has a 35% chance increase Health Orb effectiveness by 300%, boosting this amount to **200**.
  - Amber Archon Shard (Tauforged) can increase Health Orb effectiveness by +100% (+150% Tauforged), boosting this amount to **100** (**125**).
- Health Orbs are also created by the following:

  - Citrine's Fractured Blast
  - Dagath's Grave Spirit
  - Nekros' Desecrate
  - Nezha's Blazing Chakram and Reaping Chakram
  - Oberon's Reckoning
  - Protea's Dispensary – refills **100** Health
  - Trinity's Pool of Life
  - Voruna's Lycath's Hunt
  - Created by a Sentinel/MOA (Companion) equipped with Synth Deconstruct.
  - Broken Scepter interacting with organic corpses.
  - Two Health Orbs are guaranteed to drop from Eximus units.

- Certain abilities, arcanes, and mods apply effects upon picking up a Health Orb:

  - Citrine's Geoluminesence Passive
  - Arcane Blessing
  - Arcane Pulse
  - Health Conversion
  - Equilibrium

- Health Orbs drop less frequently than other orbs.
- Health Orbs also heal Companions.

Universal Orb

- Lavos's Transmutation Probe turns Energy Orbs and Health Orbs into Universal Orbs, which restore **25** Energy and Health.
- Universal Orbs trigger both Energy Orb and Health Orb effects, including:

  - Citrine's Geoluminesence Passive
  - Arcane Blessing

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- Arcane Eruption
- Arcane Pulse
- Health Conversion
- Energy Conversion
- Equilibrium

Sentient Energy Cores

- White Orbs that are dropped by most Sentient drones.
- Instantly refills all Energy and Health of the Warframe who picked it up.

Affinity Orb

- Yellow orbs grant 100 Affinity to the player's current equipment.

    - Affinity granted is affected by boosters.

- These drop from lockers, containers and Kubrow Dens.

Nav Coordinates

- Nav Coordinates are used to craft key items for The New Strange and Mutalist Alad V Assassinate Keys.
- These are often obtained from containers and by killing Drahks or Feral Kubrows.
- Can be fed to the Helminth to generate   Bile.

Booster

- There are currently only two kinds of booster drops in the game, which are Credit and Affinity Boosters.
- They can **only** be found in Rare and Reinforced Storage Containers.
- Each one lasts either 30 or 60 minutes, depending on if it was obtained from a Rare or Reinforced container, respectively.
- The same appearance of this Orb is from   Antiserum Injector Fragments, when dropping from enemies in Infested Salvage.

Other

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Mods

Main article: Mods

Modules are dropped by all enemy types. The drop rate is higher for heavy enemies and Bosses almost always drop at least one mod. Higher level enemies tend to drop higher ranked mods.

It is common courtesy for players to mark an uncommon or rare mod drop with a waypoint (default G). If aimed correctly, the waypoint will mark the Mod for the team so that anyone can easily find it. Mods sparkle blue when they have not been picked up by all players in the squad. If a blue sparkle is seen, but there is no mod on the ground, it means the player has picked up the mod, but a party member has not. When Thief's Wit is equipped, mods are shown on the mini-map until the player has picked them up – it no longer shows mods uncollected by other team members.

Rare mods can be identified by the golden light beam produced.

Blueprints

- Blueprints can be dropped by several bosses, assassins or heavy units. Notably, Void Fissure enemies have a chance to drop   Harrow Chassis blueprints.
  - As of Update 13.0 (2014-04-09), blueprints are marked with a purple beacon light.
  - After Update 15.0 (2014-10-24), blueprints were given their own model.

Sigils

- Sigils can be dropped by some Bosses, (Shadow) Stalker, Zanuka Hunter, The Grustrag Three and the Leaping Thrasher. These share the same model as Blueprints but have a blue beacon light instead.

Life Support Modules

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Life Support Modules are dispensed from dead enemies in [Survival](#) missions. Each module restores 4.67%, or 7 seconds, of the total life support when picked up. They are automatically marked with a yellow marker which is invisible while zooming.

Resources

Main article: [Resources](#)

[Resources](#) are dropped by containers and enemies. The drop rate varies with the type of resource. Resource drops are uncommon when compared to other drops. The type of resources available depends on the location on the star map. Each area on the Star Chart has at least 4 resources available with a different rarity on their chance to drop. When   [Thief's Wit](#) is equipped, resource drops are shown on the mini-map if any party member hasn't picked up it up yet. Rare resources are green in color and have slight glow to make them easier to detect.

> Additional "research" resources can be found for use in [Clan Research](#), such as [Detonite Ampule](#), [Fieldron Sample](#) and [Mutagen Sample](#). These resources are blue in color in-game and only drop in quantities of 1.

Credits

Main article: [Credits](#)

- [Credits](#) are dropped by lockers, containers, and enemies.
- Nearby credits will stack together to form piles.
  - Depending on the size of the stack, the quantity can range from 10 credits to 300 credits.
- Credits collected by any Tenno are shared with the group.

Ayatan Treasures

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Ayatan Stars come in two different colours: cyan, and orange (rarer). They can only be found by destroying canisters or opening lockers, and differently from most of other resources have to be picked up manually picked up using the action key. They are also automatically marked in the HUD.

Ayatan Sculptures can be randomly found in the Tile Set in specific locations, with a higher chance of spawning in the Infested Salvage mission. Like the stars, they need to be manually picked up.

Medallions

Syndicate Medallions are pickups only available in Syndicate alert missions. These pickups can be converted to Syndicate Standings when turned in to the Syndicate representatives in Relays. They are not auto-picked up when walked over and have to be manually picked up using the action key.

Endo

> Main article: Endo

Endo is a special resource that is used for Fusion, the process of upgrading mods. They are dropped by almost all enemies, in groups of 15, 30, or 80, but the game uses the mod drop chance of an enemy instead of the resource drop chance to determine its drop. In other words, Endo will drop in the place where a mod would drop.

Pigments

> Main article: Pigment

Pigments are special resources that are used for researching Clan Dojo colors in the Tenno Lab. Each color pigment has an associated enemy, and will only drop if a color is being researched. The frequency of pigment drops and the number of pigments in each drop varies per color from 1 to 10.

Granum Crowns

Main article: Granum Crown

Only dropped by Treasurers in Corpus Ship Tile Set after completing The Deadlock Protocol Quest. They come in three different versions depending on the mission level, and like Ayatan treasures and Medallions they require to be manually picked up. They can be used to enter the Granum Void or rescue Solaris prisoners inside of the ship.

Drop Chances

Pickups have various drop chances across enemy types and crates.[3] These drop chances are independent from an enemy's loot drop table.

Ammo Drop Table

Source	Pickup				
	Rifle Ammo	Pistol Ammo	Shotgun Ammo	Sniper Ammo	Heavy Ammo
Heavy Unit	24.41%	24.41%	9.7%	6.47%	5.01%
Normal/Light Unit	26.29%	26.29%	10.45%	6.97%	0%
Sniper Unit	??	??	??	??	??
Common Crates	??	??	??	??	??
Uncommon Crates	??	??	??	??	??

Power Up Drop Table

Source	Pickup					
	Affinity Orb	Energy Orb	Health Orb	Small Credits	Medium Credits	Large Credits
Heavy Unit	??	??	??	??	??	??
Normal/Light Unit	??	??	??	??	??	??
Sniper Unit	0%	10.85%	0%	7.26%	6.32%	0.57%
Eximus	0%	100%	200% (2x Health orbs)	0%	0%	100%
Common Crates	??	??	??	??	??	??
Uncommon Crates	13.78%	13.78%	13.78%	0%	58.67%	0%

Notes

- All pickups are individual instances per player. If one player picks up an item, it will only disappear for that player while other players can collect their instances at their leisure.

  - The exception for this is Empyrean, where pickups are distributed across the entire squad.

- If any materials fall off the tile, they are treated like any other entity and will often (albeit rather unreliable) be teleported back to their original position.

Trivia

- Developers often replace Corpus Canisters with special skins during festival events, most notably during Easter, Halloween, and Christmas (when Corpus Canisters were changed to Easter eggs, pumpkins, and Christmas presents, respectively).

  - In the Dog Days Tactical Alert, ammo pickups have the appearance of water vents, aesthetically matching the Soaktron

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- Prior to Update 15.0 (2014-10-24), blueprint pickups resembled pink orbs.

    - The old energy orb model can still be seen in the Sahasa Kubrow entry in the Codex.

Patch History

Update 34.0 (2023-10-18)

- Buffs or mechanics that are triggered upon Health or Energy Orb pickup can now be triggered if your Health or Energy pools are at max. This includes Mods like Equilibrium!

    - *If your buffs are fully stacked, you will no longer pick up these Orbs at max Health/Energy.*

Update 32.2 (2022-11-30)

- Increased Health gained from Orbs from 25 to 50.

References

1. Update 32.0 (2022-09-07) patch notes
2. https://forums.warframe.com/topic/1100191-ask-me-almost-anything-again/?do=findComment&comment=10814226
3. vaur06 (2019, June 9). *Q: What is the drop rate on energy and health orbs? (https://forums.warframe.com/topic/1100191-ask-me-almost-anything-again/?do=findComment&comment=10814226)*. Warframe Forums. Accessed 2022-07-02. Archived (https://web.archive.org/web/20220702005248/https://forums.warframe.com/topic/1100191-ask-me-almost-anything-again/page/3/) from the original on 2022-07-02. A comment that summarized the Q&A with [DE]Glen.

See Also

- Loot Radar

Game System **Mechanics**		Edit	[Collapse]
Currencies	Credits · Orokin Ducats · Endo · Platinum · Aya · Regal Aya · Standing		
General **Basics**	Arsenal · Codex · Daily Tribute · Empyrean · Foundry		

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		Profile • Reset • Star Chart
	Lore	Alignment • Fragments • Leverian • Quest
	Factions	Corpus • Grineer • Infested • Orokin • Sentient • Syndicates • Tenno
	Social	Chat • Clan • Clan Dojo • Leaderboards • Trading
	Squad	Host Migration • Inactivity Penalty • Matchmaking
	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • Orbiter
Gameplay	Basics	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • **Pickups** • Radar • Stealth • Tile Sets • Void Relic • Waypoint
	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect
	Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System
	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
	PvP	Duel • Conclave (Lunaro) • Frame Fighter
	Other	Gravity • Threat Level
Equipment	**Modding and Arcanes**	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff

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		Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
	Operator	Amp • Focus (Madurai, Vazarin, Naramon, Unairu, Zenurik) • Lens
	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsics • Kaithe
	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
Technical	**General**	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
	Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal Twitch Extension • World State
	Audio	Mandachord • Music • Shawzin • Somachord • Sound
	Mathematical	Calculating Bonuses (Additive Stacking, Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research

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