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Synth Charge

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EDIT

Synth Charge is a [set mod](#) that grants bonus damage to the final shot in the magazine.

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Stats

Rank	Bonus Damage	Cost

Synth Charge

Full Icon



Tradeable



WARFRAME Wiki



1	+100%	7
2	+150%	8
3	+200%	9

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 Node
Fortuna Bounty	Fortuna Bounty Lvl 10-30 Final Stage	A	25%	1	0.25	Orb Vallis/For Venus; ta Eudico

Enemy Drop Tables

Update Infobox Data

Max Rank Description ^

+200% Bonus Damage on final shot. Requires Magazine 6 or higher.

General Information ^

Type Pistol

Polarity ⚡ Madurai

Rarity Rare

Incompatibility Tags SINGLESHOT, POWER_WEAPON, SENTINEL_MOD

Max Rank 3

Endo Required To Max 210

Credits Required To Max 10,143

Base Capacity Cost 6

Trading Tax 🏪 8,000

Introduced [Update 24.0](#) (2018-11-08)

Vendor Sources ^

Official Drop Tables ^

<https://www.warframe.com/droptables>



Enemy ▾	Drop Table Chance ^[4] ▾	Item Chance ^[5] ▾	Chance ^[6] ▾	Expected Kills ^[7] ▾	Quantity ^[8] ▾	Avg. per roll attempt ^[9]
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

- Magazine requirement is based on the *base* [Magazine Capacity](#) of a gun. If the magazine is increased above 6 on a weapon that has below 6, it will still not be usable on that gun. However, if a gun has a magazine above 6 and it is reduced below that, the mod will still function.
- Cannot be equipped on [Exalted Weapons](#), and has no effect on [Continuous Weapons](#) even if they meet the magazine requirements.
- Does not have an effect on any [Incarnon](#) fire modes, whether on the last shot in their magazine or if activated with one bullet left in the primary mode's magazine.
- Damage stacks multiplicatively with [Hornet Strike](#), and any area damage the weapon may have is also affected.
- Synth Charge's damage applies to the following weapons' [Alternate Fires](#) or reload mechanics:
 - [Dual Toxocyst](#)'s **Frenzy** passive if triggered on the last shot, buffing all subsequent 'free' shots until Frenzy expires.
 - [Fusilai](#)'s Alternate Fire if used with the last three knives in the magazine, affecting all knives thrown.
 - [Catabolyst](#)'s reload grenade, making it a partial exception to the Continuous Weapon restriction above.
 - [Cantare](#)'s reload recall of all thrown rounds, provided all six rounds have been thrown out.
 - [Akmagnus Prime](#)'s **Chamber Cascade** passive if triggered on the last shot, buffing all subsequent 'free' shots until Chamber Cascade expires



- Synth Charge can be equipped on the [Kulstar](#), despite having a magazine capacity of 3.

Patch History

Update 33.0 (2023-04-26)

- Changed the Synth Charge Mod to now apply to the following weapons:
 - Sepulcrum
 - *The damage bonus for Synth Charge does not apply to its alt-fire, as it uses the entire magazine in one shot.*
 - Pyrana
 - Pyrana Prime
 - Kuva Brakk

Set Mods					[Collapse]
Aero	Agility • Periphery • Vantage				
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 •
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

- 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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