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Synth Reflex

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Synth Reflex is an [exilus](#) slot [set mod](#) that increases [Bullet Jump](#) efficiency for 2 seconds upon [holstering](#) a weapon.

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Stats

Rank	Effect	Cost
0	+10%	4
1	+20%	5
2	+30%	6

Synth Reflex

Full Icon

Synth Reflex

On Equip:
+40% Bullet Jump for 2s

Holstering Primary and
Secondary Weapons
reload 5% of Magazine/s.

SET: WARFRAME

Tradeable

EXILUS

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

 Update Infobox Data	
Max Rank Description 	
On Equip: +40% Bullet Jump for 2s	
General Information 	
Type	Warframe
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 24.0 (2018-11-08)
Vendor Sources 	
Official Drop Tables 	
https://www.warframe.com/droptables	

Mission Type ↕	Source ↕	Rotations or Drop Table ↕	Chance ^[1] ↕	Quantity ^[2] ↕	Avg. per roll ^[3] ↕	Star Chart Node
Fortuna Bounty	Steel Path Fortuna Bounty Lvl 100-100 Final Stage	A	33.33%	1	0.3333	Orb Vallis/For Venus; ta Eudico
Fortuna Bounty	Fortuna Bounty Lvl 40-60 Stage 4	A	16.67%	1	0.1667	Orb Vallis/For Venus; ta Eudico
Fortuna Bounty	Fortuna Bounty Lvl 40-60 Final Stage	A	33.33%	1	0.3333	Orb Vallis/For Venus; ta Eudico
Fortuna Bounty	Steel Path Fortuna Bounty Lvl 100-100 Stage 4 of 5	A	16.67%	1	0.1667	Orb Vallis/For Venus; ta Eudico

Enemy Drop Tables

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.

Patch History

1. b) Holster Speed Buffs & Mod Changes

These changes to Ammo encourage swapping between weapons, so we've taken the opportunity to dramatically increase the swapping speed between Primary and Secondary. The real purpose of your Secondary weapon is for it to be a backup to your Primary, but with the holster speeds the way they were before that vision was not realized - until now!

In light of the overall speed buff to holster speed, we have made the following changes to the mods and Arcanes that offered holster speed stat increases:

Last updated: [Hotfix 24.0.9](#) (2018-11-21)

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

Warframe Exilus Mods		Edit	[Collapse]
Drift	Agility Drift • Coaction Drift • Cunning Drift Endurance Drift • Power Drift • Speed Drift • Stealth Drift		
Bullet Jump	Battering Maneuver • Piercing Step • Rending Turn Firewalker • Ice Spring • Lightning Dash • Toxic Flight • Proton Pulse		
Movement	Maglev • Mobilize • Patagium • Rush • Streamlined Form		
Resistance	Aviator • Sure Footed (Primed) • Warm Coat		
Other Utility	Aero Vantage • Enemy Sense • Gale Kick • Handspring • Heavy Impact Kavat's Grace • Master Thief • Pain Threshold • Retribution Synth Reflex • Thief's Wit • Vigilante Pursuit • Preparation • Motus Signal		
Augments	Anchored Glide • Catapult • Conductor • Controlled Slide • Escape Velocity • Hysterical Assault • Ironclad Flight • Mesa's Waltz • Revealing Spores		
Peculiar	Peculiar Audience • Peculiar Bloom • Peculiar Growth		

1. Chance to roll item within drop table
2. Amount rewarded on successful roll
3. (Quantity × Chance)
4. Chance to roll 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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