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Cernos Prime

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CODEX

A noble bow to hunt hellish beasts.

The **Cernos Prime** is the [Prime](#) variant of the [Cernos](#). Aside from increased damage, the Cernos Prime is unique in that it fires three arrows per shot in a horizontal spread, and has an [Alternate Fire](#) mode that shoots vertically, and deals bonus damage on [headshots](#). It was released alongside [Valkyr Prime](#) and [Venka Prime](#).

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1. Characteristics

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Cernos Prime



Tradable

(parts and/or blueprint only)

Update Infobox Data

General Information

Type

Bow

Mastery Rank

12

6. Cernos Prime Skins
7. Patch History
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Characteristics

- This weapon deals primarily  [Impact](#) damage.
- Deals **50%** bonus damage on [headshots](#).
- Charged shots have innate 1 meter [punch through](#).
- Innate [multishot](#) of 3 arrows.
 - [Alternate Fire](#) can toggle a horizontal or vertical spread shot.
- On kill, bodies will follow the arrow that killed them, damaging enemies in their path and pinning the corpse to walls.
- Can use the bow-exclusive  [Thunderbolt](#) mod.
- [Fire rate](#) mods apply double their bonuses.
- Innate two  polarities.

Advantages over other Primary weapons (excluding modular weapons):

- Fourth highest base damage of all bows, behind  [Daikyu](#),  [Lenz](#) and  [Kuva Brama](#).
- Pinpoint accuracy when aiming ().
- [Silent](#).
- Uncharged Horizontal/Vertical Shot (wiki attack index 1)

Max Rank	30
 Slot	Primary
Trigger Type	Charge
Utility 	
Accuracy	N/A
Ammo Max	72
Ammo Pickup	15
Ammo Type	Primary
Disposition	●●●○ (1.25x)
Fire Rate	1.00 attacks/sec
Noise Level	Silent
Magazine Size	1
Reload Time	0.65 s
Projectile Speed	70.0 m/s
Projectile Type	Projectile
Spread	6.00° (0.00° min, 12.00° max)
Uncharged Horizontal/Vertical Shot 	
 82.8 ( 90%)	 4.6 ( 5%)
Total Damage	276 (90.00%  Impact)
Ammo Cost	1
Crit Chance	35.00%
Crit Multiplier	2.00x
Fire Rate	1.00 attacks/sec
Multishot	3 (92.00 damage per projectile)
Noise Level	Silent
Punch Through	0.0 m
Spread	6.00° (0.00° min, 12.00° max)
Status Chance	30.00%
Projectile Speed	70.0 m/s
Projectile	



- High average number of procs per shot (0.9)
- Very high average number of crits per shot (1.05)
- Very high reload speed (0.65 s)
- High total damage (276)
- Very high crit chance (35.00%)
- Above average status chance (30.00%)
- Charged Horizontal/Vertical Shot (wiki attack index 2)

Disadvantages over other Primary weapons (excluding modular weapons):

- Very wide spread.
- Uncharged Horizontal/Vertical Shot (wiki attack index 1)
 - Very low magazine (1)
 - Very low fire rate (1.00 attacks/sec)
 - Low ammo max (72)
- Charged Horizontal/Vertical Shot (wiki attack index 2)

Trigger Type	Semi-Auto		
Charged Horizontal/Vertical Shot ^			
 165.6 ( 90%)	 9.2 ( 5%)	 9.2 ( 5%)	
Total Damage	552 (90.00%  Impact)		
Ammo Cost	1		
Charge Time	0.5 s		
Crit Chance	35.00%		
Crit Multiplier	2.00x		
Fire Rate	1.00 attacks/sec		
Multishot	3 (184.00 damage per projectile)		
Noise Level	Silent		
Punch Through	1.0 m		
Status Chance	30.00%		
Projectile Speed	95.0 m/s		
Projectile Type	Projectile		
Trigger Type	Charge		
Miscellaneous ^			
Compatibility Tags	PROJECTILE		
Default Upgrades	CernosPrimeInnateMod		
Riven Family	Cernos		
Exilus Polarity			
Introduced	Hotfix 19.0.7 (2016-11-22)		
Polarities			
Sell Price	7,500		
Variants	Cernos Cernos Prime Rakta Cernos		
Vendor Sources ^			
Article Categories ^			
• Weapons			



- Very low fire rate (1.00 attacks/sec)
- Low ammo max (72)
- Below average crit multiplier (2.00x)

See [WARFRAME Wiki:Stat](#)

[Comparison/Percentiles](#) for more details.

- [Impact Damage Weapons](#)
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- [Single Shot Weapons](#)
- [Projectile Weapons](#)
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- [Available In Conclave](#)

Comparisons:

- **Cernos Prime** (Charged Horizontal/Vertical Shot), compared to [Cernos](#) (Charged Shot):

- Lower base damage per projectile (184.00 vs. 380.00)
 - Lower [Impact](#) damage (165.6 vs. 342)
 - Lower [Puncture](#) damage (9.2 vs. 19)
 - Lower [Slash](#) damage (9.2 vs. 19)
- Higher total damage (552 vs. 380)
- Lower base [critical chance](#) (35.00% vs. 36.00%)
- Higher base [status chance](#) (30.00% vs. 18.00%)
- Higher [average damage per tap](#) (745.2 vs. 516.8)
- Higher [burst DPS](#) (1146.46 vs. 861.33)
- Higher [sustained DPS](#) (648 vs. 469.81)
- Higher [multishot](#) (3 vs. 1)
- Slower [reload time](#) (0.65 s vs. 0.60 s)
- Greater [projectile speed](#) (95.0 m/s vs. 90.0 m/s)
- More [polarities](#) (vs.)
- Higher [Mastery Rank](#) required (12 vs. 6)
- Lower [disposition](#) (●●●●○ (1.25x) vs. ●●●●○ (1.30x))

- **Cernos Prime** (Charged Horizontal/Vertical Shot), compared to [Rakta Cernos](#) (Charged Shot):

- Lower base damage per projectile (184.00 vs. 470.00)
 - Lower [Impact](#) damage (165.6 vs. 423)
 - Lower [Puncture](#) damage (9.2 vs. 23.5)
 - Lower [Slash](#) damage (9.2 vs. 23.5)



- Higher [average damage per tap](#) (745.2 vs. 634.5)
- Higher [burst DPS](#) (1146.46 vs. 1057.5)
- Lower [sustained DPS](#) (648 vs. 746.47)
- Higher [multishot](#) (3 vs. 1)
- Slower [reload time](#) (0.65 s vs. 0.60 s)
- Lesser [projectile speed](#) (95.0 m/s vs. 100.0 m/s)
- Less [polarities](#) (vs.)
- No innate [Blight](#) effect

Acquisition

Unlike most Prime gear, Cernos Prime is permanently unvaulted, with relics being obtainable through [Abandoned Derelict Caches](#) in Corpus [Railjack](#) missions.

Lith, Meso, Neo, and Axi refer to [Void Relics](#) | (V) Denotes [Vaulted](#) Void Relics | (B) Denotes [Baro Ki'Teer](#) Exclusive Void Relic

Cernos Prime's Relic Drops

String	Lower Limb	Upper Limb	Blueprint	Grip
Axi V10 Common		Meso N11 Common		Axi S8 Common
Axi A3 Uncommon (V)	Lith C7 Rare	Axi N4 Common (V)	Neo V9 Uncommon	Axi H3 Common (V)
Axi K2 Uncommon (V)	Axi C1 Rare (V)	Lith V3 Common (V)	Axi B1 Uncommon (V)	Axi K3 Common (V)
Lith B3 Uncommon (V)	Axi C2 Rare (V)	Meso C2 Common (V)	Axi V4 Uncommon (V)	Axi S5 Common (V)
Meso N8 Uncommon (V)	Lith C2 Rare (V)	Meso K1 Common (V)	Lith A2 Uncommon (V)	Lith V6 Common (V)
Meso O1 Uncommon (V)	Lith C5 Rare (V)	Meso N8 Common (V)	Lith Z1 Uncommon (V)	Meso V5 Common (V)
Meso S6 Uncommon (V)	Meso C3 Rare (V)	Meso O2 Common (V)	Neo S13 Uncommon (V)	Neo V4 Common (V)
Neo A1 Uncommon (V)		Meso S7 Common (V)	Neo V7 Uncommon (V)	Neo V6 Common (V)
		Neo N6 Common (V)		

Manufacturing Requirements

 [Edit blueprint requirements](#)



15,000	1	1	1	1	Time: 12 Hour(s) Rush: 50
Market Price: N/A			Blueprints Price:N/A		

Vaultings

- On [September 11th, 2018](https://forums.warframe.com/topic/1007828-limbo-pri-me-access-ending-soon- Valkyr Prime entering the vault/) (<https://forums.warframe.com/topic/1007828-limbo-pri-me-access-ending-soon- Valkyr Prime entering the vault/>), it was announced that Cernos Prime, along with [Valkyr Prime](#) and [Venka Prime](#), would enter the [Prime Vault](#) and be retired from the reward tables on September 25th, 2018. Any preexisting components or fully-built weapons will remain as is.

Notes

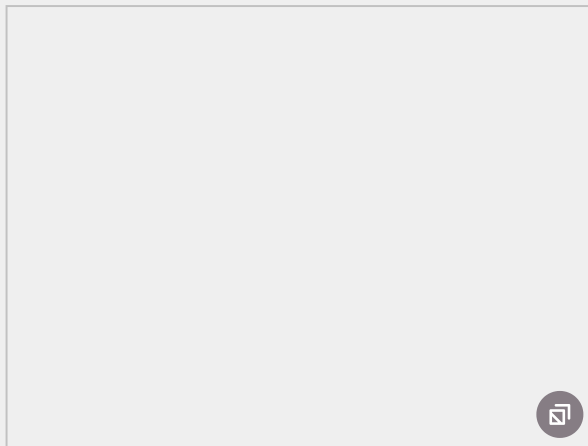
- The +50% bonus damage on [headshots](#) is multiplicative to other sources of +bonus damage on headshot such as [Primary Deadhead](#) and [Prowl](#).
- The Cernos Prime's shots fire multiple arrows in a fanning spread. The number of arrows is affected by [multishot](#) mods, similar to shotguns.
- [Alternate Fire](#) toggles a Horizontal Spread or Vertical Spread fire.
- [Heavy Caliber](#) will decrease accuracy by a small amount, making each arrow fire slightly off from its normal trajectory.
 - As of [Hotfix 19.11.2](#) (2017-02-17) this was increased dramatically, making the weapon act more like a wildly-spreading shotgun than a fan of arrows.
 - The arrows seem to be spread in a formation where some arrows are lower than the others, rather than being wider spread than others, this might make it difficult to get headshots with multiple arrows.
- Low accuracy will effectively invert Cernos Prime's firing mode. Horizontal shots will follow generally vertical line of shot and vice versa. This behavior is best observed while using [Split Flights](#)

Trivia

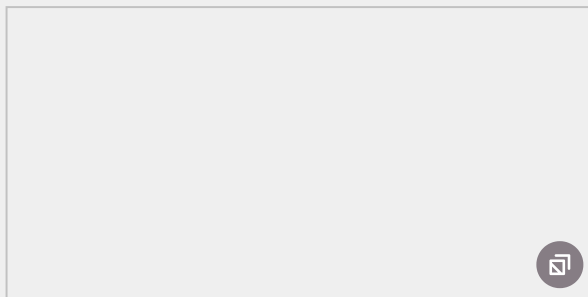
- The Cernos Prime, alongside [Afuris Prime](#), [Akbolto Prime](#), [Aksomati Prime](#), [Akstiletto Prime](#), [Ballistica Prime](#), [Dual Kamas Prime](#), [Dual Keres Prime](#), [Fang Prime](#), [Gunsen Prime](#), [Paris Prime](#) and [Zhuge Prime](#) are the only Prime weapons that do not require [Orokin Cells](#) as



Media

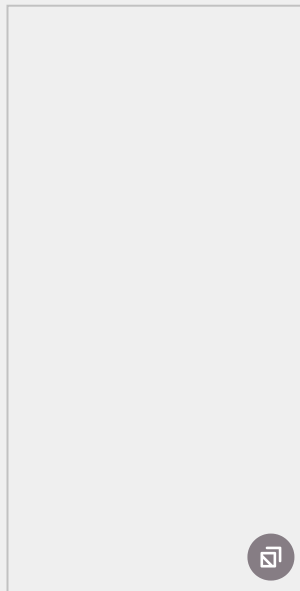
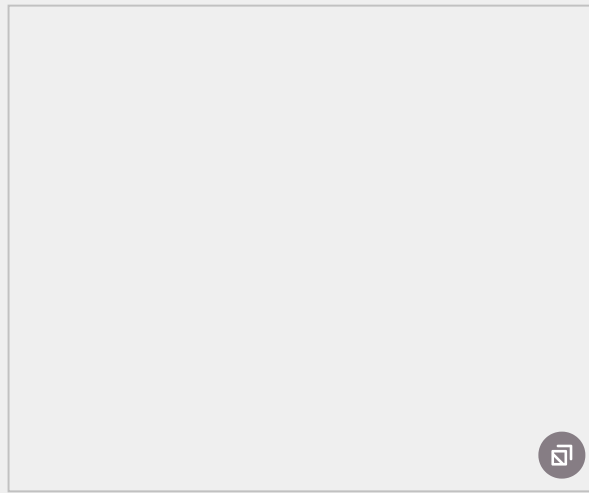


Cernos Prime in Codex.

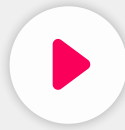


Cernos Prime as shown in the Arsenal

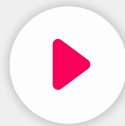




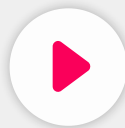
Cernos Prime Arrow Quiver with Arrows



Warframe - All Prime Primaries - Weapon Animations & Sounds (2013 - 2019)



2 Minute Guide to Delete Enemies in 2 Secs with Cernos Prime - Warframe



Cernos Prime Build 2021 (Guide) - The Bludgeon Shortbow - Warframe

Cernos Prime Skins

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Ki'Teer Arrows



Meer Arrows



Prisma Arrows



Sylus Arrows

Patch History

[Update 32.0](#) (2022-09-07)

Ammo Changes

We understand the power fantasy of these weapons is very popular for some, so our first approach was to keep them powerful, but limit how often they can be used by making changes to ammo pick-up.

Ammo Pickup Overrides

The following weapons now have ammo pickup overrides, meaning they gain less

Last updated: [Update 23.9](#) (2018-09-25)

See also

- [Cernos](#), the normal counterpart.
- [Rakta Cernos](#), the [Red Veil](#) custom counterpart.



Weapons • Damage • Incarnon • Compare All • Cosmetics						[Collapse]
Primary	Secondary	Melee	Archwing	Robotic	Modular	Railjack
Arm Cannon						
Auto	Bubonico • Shedu					
Bow						
Charge	Cernos • Cernos Prime • Cinta • Daikyu • Dread •					
	Evensong • Kuva Bramma • Lenz • MK1-Paris • Mutalist Cernos •					
	Nataruk • Paris • Paris Prime • Prisma Lenz •					
	Proboscis Cernos • Rakta Cernos					
Crossbow						
Auto	Attica • Zhuge • Zhuge Prime					
Semi / Mag Burst	Nagantaka • Nagantaka Prime					
Exalted Weapon						
Charge	Artemis Bow • Artemis Bow Prime					
Launcher						
Active	Carmine Penta • Penta • Secura Penta					
Auto	Tenet Envoy					
Charge	Ogris					
Semi-Auto	Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid • Zarr					
Rifle						
Active	Simulor • Synoid Simulor					
Auto	AX-52 • Acceltra • Acceltra Prime • Basmu • Baza •					
	Baza Prime • Boltor • Boltor Prime • Braton • Braton Prime •					
	Braton Vandal • Buzlok • Dera • Dera Vandal • Gotva Prime •					
	Grakata • Karak • Karak Wraith • Kuva Karak • MK1-Braton •					
	Mutalist Quanta • Panthera • Panthera Prime • Prisma Grakata •					
	Prisma Tetra • Telos Boltor • Tenet Flux Rifle • Tetra					
Auto / Active	Alternox					
Auto / Charge	Aeolak • Ambassador • Quellor • Stahlta					
Auto / Semi	Argonak • Fulmin • Fulmin Prime • Phenmor • Stradavar •					
	Stradavar Prime • Tenet Tetra • Trumna • Zenith					
Auto Burst	Battacor					

WARFRAME Wiki



Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
Burst / Semi	Hind
Burst / Semi / Auto	Kuva Hind • Tiberon Prime
Charge	Miter • Opticor • Opticor Vandal
Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
Semi-Auto	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astillia • Astillia Prime • Boar • Boar Prime • Kuva Sobek • Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm
Charge	Drakgoon • Kuva Drakgoon
Duplex	Sancti Tigris • Tigris • Tigris Prime
Held	Convectrix • Phage • Phantasma • Phantasma Prime
Semi-Auto	Arca Plasmor • Corinth • Corinth Prime • Exergis • Hek • Kuva Hek • MK1-Strun • Rauta • Steflos • Strun • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale
Charge	Lanka
Semi-Auto	Komorex • Rubico • Rubico Prime • Snipetron • Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar • Vulkar Wraith
Speargun	
Auto	Scourge • Scourge Prime
Auto Charge	Javlok
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Languages

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