

ADVERTISEMENT

in: [Weapons](#), [Syndicate Weapons](#), [Arbiters of Hexis Weapons](#), and [16 more](#)

 [REGISTER](#)

Telos Boltor

  [EDIT](#)

 TENNO  WEAPONS

 CONCLAVE (PvP)

CODEX

Bring down judgement, with this Boltor crafted by the Arbiters of Hexis.

The **Telos Boltor** is the [Arbiters of Hexis](#) variant of the  [Boltor](#), featuring improved damage, critical stats, fire rate, and magazine size. The Telos Boltor also features an innate [Truth](#) effect.

 Contents

1. Characteristics

2. Acquisition

3. Notes

3.1. Incarnon Genesis

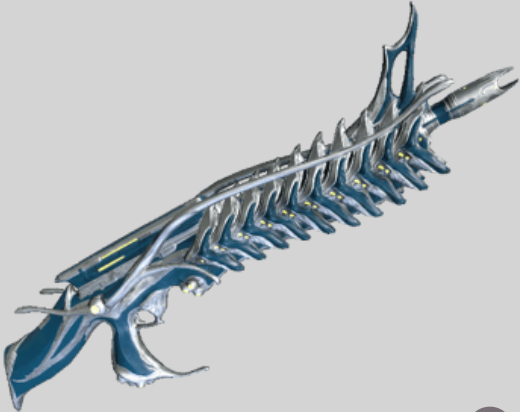
3.1.1. Evolution

3.2. Evolution I

Telos Boltor

Normal

Incarnon



 **Tradable**

(unranked w/ no Forma or Catalyst)

 [Update Infobox Data](#)

General Information

 **Type**

Rifle



3.4. Evolution III

3.5. Evolution IV

4. Trivia

5. Media

6. Telos Boltor Skins

7. Patch History

8. See also

Characteristics

- This weapon deals primarily  Puncture damage.
- Bolts fired stick to their target, and will fling bodies on kill.
 - The body will damage targets in its path.
 - Corpses can be pinned to terrain.

Advantages over other Primary weapons (excluding modular weapons):

- Innate [Truth](#) effect provides additional AoE damage, a health restore, and [parkour](#) buff.
- Flung bodies help in dealing with crowds.
- Low recoil.
- Normal Attack (wiki attack index 1)
 - High crit chance (30.00%)
 - High magazine (90)
 - Above average ammo max (540)
 - Above average fire rate (9.33 attacks/sec)
 - High crit multiplier (2.40x)

Requirement	
Max Rank	30
 Slot	Primary
Trigger Type	Auto
Utility 	
Accuracy	High
Ammo Max	540
Ammo Pickup	80
Ammo Type	Primary
Disposition	●●●●○ (1.20x)
Fire Rate	9.33 attacks/sec
Noise Level	Alarming
Magazine Size	90
Reload Time	2.40 s
Projectile Speed	90.0 m/s
Projectile Type	Projectile
Spread	4.00° (2.00° min, 6.00° max)
Normal Attack 	
 3 ( 10%)  27 ( 90%)	
Total Damage	30 (90.00%  <u>Puncture</u>)
Ammo Cost	1
Crit Chance	30.00%
Crit Multiplier	2.40x
Fire Rate	9.33 attacks/sec
Multishot	1 (30.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Spread	4.00° (2.00° min, 6.00° max)
Status Chance	16.00%
Projectile Speed	90.0 m/s



- Very high average number of crits per shot (1.08)
- Above average magazine (90)
- Very high fire rate (10.33 attacks/sec)
- Above average ammo max (540)
- High crit chance (36.00%)
- Very high crit multiplier (3.20x)

Disadvantages over other Primary weapons (excluding modular weapons):

- Projectiles have travel time with slight arcing.
- Normal Attack (wiki attack index 1)
 - Low reload speed (2.40 s)
 - Low total damage (30)
 - Below average status chance (16.00%)
- Incarnon Form (wiki attack index 2)
 - Below average reload speed (2.40 s)
 - Low total damage (60)
 - Low status chance (10.67%)

See [WARFRAME Wiki:Stat Comparison/Percentiles](#) for more details.

Comparisons:

- **Telos Boltor** (Normal Attack), compared to [Boltor](#) (Normal Attack):

Incarnon Form	
 2 ( 10%)	 6 ( 30%)
 12 ( 60%)	
Total Damage	60 (60.00%  Slash)
Accuracy	Low
Crit Chance	36.00%
Crit Multiplier	3.20x
Fire Rate	10.33 attacks/sec
Multishot	3 (20.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.6 m
Spread	10.00° (8.00° min, 12.00° max)
Status Chance	10.67%
Projectile Speed	0.0 m/s
Projectile Type	Projectile
Trigger Type	Auto
Miscellaneous	
Compatibility Tags	PROJECTILE, ASSAULT_AMMO
Riven Family	Boltor
Exilus Polarity	
Introduced	Update 17.3 (2015-09-02)
Polarities	
Sell Price	7,500
Syndicate Effect	Truth
Variants	Boltor Boltor Prime Telos Boltor
Vendor Sources	
Vendors	
Arbiters of Hexis (Rank 5: Maxim)	125000 for x1
Article Categories	



- Higher base damage per projectile (30.00 vs. 25.00)

- Higher Impact damage (3 vs. 2.5)

- Higher Puncture damage (27 vs. 20)

- Lower Slash damage (0 vs. 2.5)

- [Arbiters of Hexis Weapons](#)
- [Puncture Damage Weapons](#)
- [Rifle](#)
- [Boltor](#)
- [Primary Weapons](#)
- [Auto Weapons](#)
- [Automatic](#)
- [Telos](#)
- [Alarming Weapons](#)
- [Projectile Weapons](#)
- [Tradeable Weapons](#)
- [Available In Conclave](#)

- Higher total damage (30 vs. 25)
- Higher base [critical chance](#) (30.00% vs. 10.00%)
- Higher base [critical multiplier](#) (2.40x vs. 1.80x)
- Higher base [status chance](#) (16.00% vs. 14.00%)
- Higher [average damage per tap](#) (42.6 vs. 27)
- Higher [burst DPS](#) (397.45 vs. 236.25)
- Higher [sustained DPS](#) (318.27 vs. 171.29)
- Higher [fire rate](#) (9.33 attacks/sec vs. 8.75 attacks/sec)
- Larger [magazine](#) (90 vs. 60)
- Faster [reload time](#) (2.40 s vs. 2.60 s)
- Greater [projectile speed](#) (90.0 m/s vs. 85.0 m/s)
- More [polarities](#) (vs.)
- Higher [Mastery Rank](#) required (12 vs. 2)
- Lower [disposition](#) (●●●●○ (1.20x) vs. ●●●●○ (1.30x))
- Innate [Truth](#) effect

- **Telos Boltor** (Normal Attack), compared to **Boltor Prime** (Normal Attack):

- Lower base damage per projectile (30.00 vs. 46.00)
 - Lower Impact damage (3 vs. 4.6)
 - Lower Puncture damage (27 vs. 41.4)
- Lower total damage (30 vs. 46)
- Higher base [critical chance](#) (30.00% vs. 12.00%)
- Higher base [critical multiplier](#) (2.40x vs. 2.00x)
- Lower base [status chance](#) (16.00% vs. 34.00%)
- Lower [average damage per tap](#) (42.6 vs. 51.52)
- Lower [burst DPS](#) (397.45 vs. 515.2)
- Lower [sustained DPS](#) (318.27 vs. 368)



- Less [accurate](#) (High vs. Very High)
- Wider first-shot [spread](#) (2.00° vs. 1.00°)
- Wider maximum [spread](#) (6.00° vs. 3.00°)
- Lesser [projectile speed](#) (90.0 m/s vs. 120.0 m/s)
- Lower [Mastery Rank](#) required (12 vs. 13)
- Innate [Truth](#) effect

Acquisition

- The Telos Boltor can be acquired by reaching the Rank of **Maxim** with the [Arbiters of Hexis](#), and spending **125,000** to purchase. As with all Syndicate Weapons, the Telos Boltor cannot be chosen as the free offering upon ranking up to Maxim rank.
- Syndicate weapons can also be acquired via [Trading](#), but only for unranked copies without [Forma](#) and [Orokin Catalyst](#) installed.
- Players must have a Mastery Rank of at least 12 to acquire the Telos Boltor, either through trading or through the Syndicates themselves.

Notes

Incarnon Genesis

- Upon completion of [The Duviri Paradox](#) and [Angels of the Zariman](#), and unlocking [The Steel Path](#), players can earn [Boltor Incarnon Genesis](#) from [The Circuit's](#) Steel Path to place on their Boltor with the help of [Cavalero](#) in the [Chrysalith](#). This [Incarnon Genesis](#) form grants it evolutions to a transformation and newfound strength.

Evolution

This section is [transcluded](#) from [Boltor Incarnon Genesis § Evolutions](#). To change it, please [edit the transcluded page](#).

- Installing the Boltor Incarnon Genesis requires 20 [Pathos Clamps](#), 60 [Rune Marrow](#), and 60 [Silphsela](#).
- When installed, the first Evolution tier is unlocked. The following Evolution tiers, their requirements for unlocking them, and their related perks, are shown below;
 - Each challenge additionally grants 5,000 [affinity](#) to the weapon, affected by [Affinity Boosters](#).

Evolution I



- Headshots charge Incarnon Transmutation; Alt Fire transmutes. Switching back will expend any remaining charge.
- Prioritize [Slash](#) Damage and gain Multishot.
 - Incarnon Form turns the weapon in a rapid-fire pseudo-shotgun with **3** base [multishot](#), increased overall damage stats, added [Slash](#) damage, and slightly faster [fire rate](#), but with lower [accuracy](#) resulting in a shotgun-like spread pattern.
- Mode switching is **not** instantaneous and has an animation equal to the weapon's [reload speed](#).
- Incarnon Form is activated by filling the Incarnon Transmutation gauge that appears under the reticle by achieving [headshots](#) and then pressing the [Alternate Fire](#) button. **20** headshots will completely fill the gauge. A full gauge is not required to activate Incarnon Form.
 - Charges generate **only** on headshots, and not other weakspots, such as the backpacks of most [MOA](#) variants. Similarly, shooting weakspots generated by either [Sonar](#) or [Detect Vulnerability](#) in places other than heads will have no effect either.
 - Headshots on corpses do **not** build charges.
 - Individual [Multishot](#) bullets can build charges.
- Instead of drawing ammunition from its reserves, the Boltor's Incarnon Form uses a separate "magazine" with each charge producing **8** rounds to a maximum of **160**. Once all ammunition is expended, the Boltor reverts to its normal form.
 - Incarnon Form's magazine is **not** affected by mods.
 - Incarnon Form is **not** affected by [Ammo Efficiency](#) (such as [Energized Munitions](#)).
 - Charges and Incarnon Form persists through all activities, such as holstering, [bleedout](#), or being [disarmed](#). However, charges and Incarnon Form are removed upon [death](#).
- Swapping to and from Incarnon Form will fully reload the normal form's magazine.

Evolution II

- *Unlock Challenge*: Complete a solo mission with this weapon equipped.
- Perk 1: **Hunter's Mantra**:
 - Increase Damage by **+18** (Boltor) / **+4** (Telos / Prime).
 - With [Channeled Ability](#) active: [Punch Through](#) **+4** and **+40% Accuracy**.



- Increase Damage by **+12** (Boltor) / **+2** (Telos / Prime).
- On Kill: Increase Damage by **+2** and **+20% Ammo Efficiency** for **5** seconds. Stacks up to **4x** (Boltor) / **3x** (Telos / Prime).

Evolution III

- *Unlock Challenge*: Kill **100** enemies with this weapon's Incarnon Form.
- Perk 1: **Swift Deliverance**:
 - **+60%** Projectile Speed.
- Perk 2: **Extended Volley**:
 - Increase Magazine Capacity by **+20**.
- Perk 3: **Rapid Reinforcement**:
 - **+60%** Reload Speed.

Evolution IV

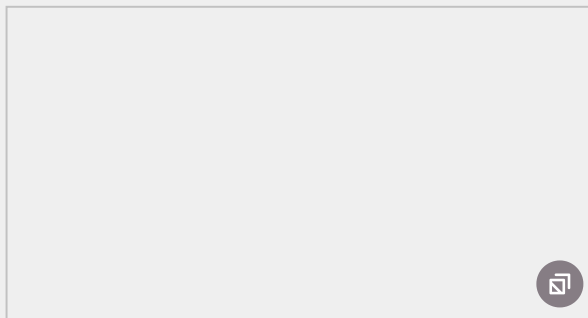
- *Unlock Challenge*: Kill **40** enemies while sliding.
- Perk 1: **Elemental Balance**:
 - Increase Status Chance by **+20%** (Boltor) / **+20%** (Telos) / **+18%** (Prime).
- Perk 2: **Survivor's Edge**:
 - Increase Critical Chance by **+8%** (Boltor) / **+4%** (Telos) / **+10%** (Prime).
 - Increase Status Chance by **+8%** (Boltor) / **+4%** (Telos) / **+10%** (Prime).
- Perk 3: **Commodore's Fortune**:
 - Increase Critical Chance by **+12%** (Boltor) / **+6%** (Telos) / **+14%** (Prime).

Trivia

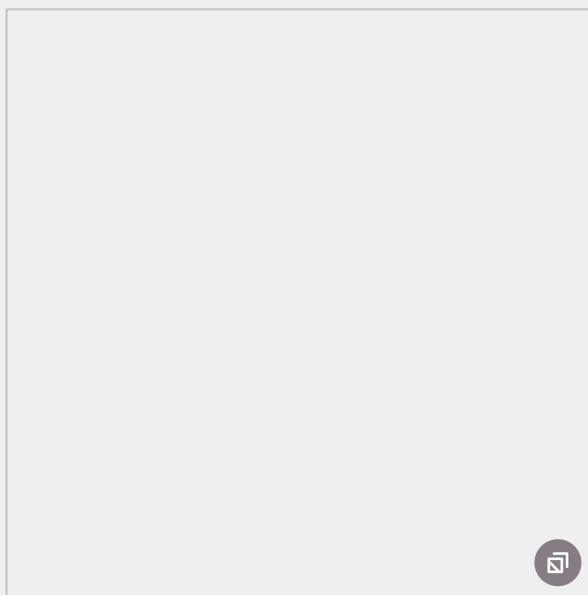
- Tied with [Prisma Gorgon](#), [Soma](#)/ [Soma Prime](#), and [Tenora Prime](#) for the second highest **critical chance** of all fully automatic rifles, behind [Battacor](#) and [Acceltra](#).

Media

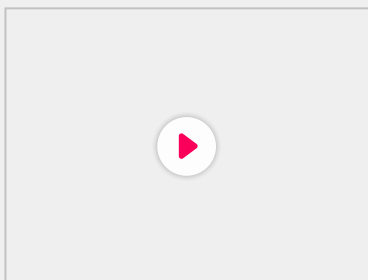
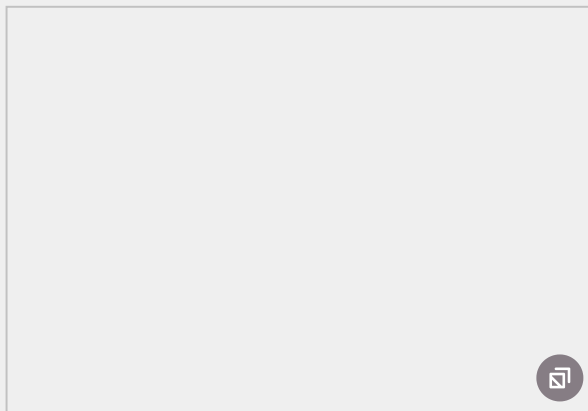




Telos Boltor in Codex.



Telos Boltor when shown in the arsenal



**Telos Boltor - This will change
your mind about Telos Boltor**

Telos Boltor Skins

[Edit](#)


[Bravura](#)
[Day of the Dead](#)
Seasonal
[Forest-Camo](#)
[Obsidian](#)
PlayStation™ Exclusive
[Oscira](#)
[Soaktron](#)

Patch History

[Update 28.0](#) (2020-06-11)

- Fixed the Boltor Bravura Skin being broken when equipped on the Telos Boltor.

[Hotfix 22.17.1.1](#) (2018-04-05)



Update 22.12 (2018-02-09)

- Status Chance increased from 7.5% to 16%

Last update: [Hotfix 22.17.1.1](#) (2018-04-05)

See also

- [Boltor](#), the original variant.
- [Boltor Prime](#), the **Prime** variant.
- [Telos Akbolto](#), the Arbiters of Hexis pistol counterpart.
- [Telos Boltace](#), the Arbiters of Hexis melee counterpart.
- [Arbiters of Hexis](#), the faction this weapon is associated with.
- [Boltor Incarnon Genesis](#), the Incarnon power-up for the Boltor series.

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
Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma • Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime
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	



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
Charge	Ferrox
Charged	Tenet Ferrox
Auto	
Semi	Afentis

Categories

▼

Languages

▼

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

More Fandoms

Sci-fi

Warframe