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Balefire Charger

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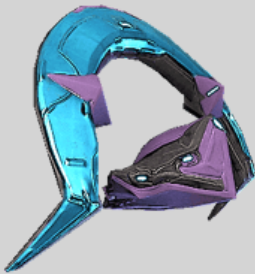
 TENNO  WEAPONS

CODEX
Charges up and releases bolts of Balefire.
CODEX
Charge and release powerful bolts of balefire.

[Vanilla](#) [Prime](#)

The **Balefire Charger** is  [Hildryn](#)'s and  [Hildryn Prime](#)'s signature [Exalted Weapon](#), summoned by activating  [the ability with the same name](#). This pistol launches bolts of  [Electricity](#) that deal area-of-effect damage in a large area, and can be charged to deal more damage. Its massive damage is offset by its low [critical chance](#), [critical multiplier](#), and [status chance](#).

Balefire Charger



Untradeable

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General Information

 **Type** Exalted Weapon

Characteristics



WARFRAME Wiki



- This weapon deals primarily  [Electricity](#) damage.
- Innate two  polarities.
- Can benefit from  [Fulmination](#) ( [Primed](#)).

Advantages

- Highest base damage of all [Exalted Weapon](#) secondaries.
- Releases shots that explode in a **1/2/3** meter radius.
 - Does not inflict [self-stagger](#).
 - No [damage falloff](#).
- Pinpoint [accuracy](#).
 -  [Magnum Force](#)'s accuracy penalty is minimal on this weapon.
-  [Balefire Surge](#) augment allows fully charged shots to replenish [shields](#) and [overshields](#), as well as destroy [nullifier shields](#).
- Does not use ammunition and does not need to reload.

Disadvantages

- Very low [critical chance](#).
- Low [critical multiplier](#) and [status chance](#).
- Slowest [fire rate](#) of all secondaries in the game.
- Projectile has travel time.
- Requires [shields](#) to activate and consumes shields per shot.
- As an [Exalted Weapon](#) it cannot contribute towards the Set Bonus of any [Set Mods](#).

Requirement	
Max Rank	30
 Slot	Secondary
Trigger Type	Charge
Utility	
Accuracy	Very High
Ammo Max	0
Ammo Pickup	0
Ammo Type	Shields
Disposition	xxxxx (0.00x)
Fire Rate	0.83 attacks/sec
Noise Level	Alarming
Magazine Size	0
Reload Time	0.00 s
Projectile Speed	80.0 m/s
Projectile Type	AoE
Spread	0.00° (0.00° min, 0.00° max)
Uncharged Shot	
 500 ( 100%)	
Total Damage	500 (100.00%  Electricity)
Ammo Cost	100
Crit Chance	5.00%
Crit Multiplier	1.50x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 500 damage) Linear Falloff: between 0.0 m and 3.0 m (100% - 100%) Max Damage Falloff: over 3.0 m (100%, 500 damage)
Fire Rate	0.83 attacks/sec
Multishot	1 (500.00 damage per projectile)
Noise Level	Alarming
Punch	0.0 m



- Cannot equip [Acolyte Mods](#) (e.g.,  [Sharpened Bullets](#)) or [Amalgam Mods](#) (e.g.,  [Amalgam Barrel Diffusion](#)).
 - This includes mods based on Acolyte mods, such as  [Galvanized Crosshairs](#).
- Does not have an Exilus slot.
- Cannot equip Secondary [Arcane Enhancements](#).

Notes

- The Balefire Charger uses Pistol Mods.
- The Balefire Charger is the only weapon that can be used while using the  [Aegis Storm](#) ability.
 - The Balefire Charger cannot zoom in when used with Aegis Storm.
 - While Hildryn holds two Balefire Chargers instead of one while Aegis Storm is active, this is a purely cosmetic feature and has no effect on the weapon's effectiveness.
- The Balefire Charger's explosion radius scales with  [Balefire](#) ability rank and is affected by [Ability Range](#) mods and ( [Primed](#))  [Fulmination](#).
 - Range mods and Fulmination bonuses multiply. A fully ranked Balefire with

Range	3.0 m
Spread	0.00° (0.00° min, 0.00° max)
Status Chance	10.00%
Projectile Speed	80.0 m/s
Projectile Type	AoE
Charged Shot ^	
 1,000 ( 100%)	
Total Damage	1,000 (100.00%  Electricity)
Charge Time	2.0 s
Crit Chance	5.00%
Crit Multiplier	1.50x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 1000 damage) Linear Falloff: between 0.0 m and 3.0 m (100% - 100%) Max Damage Falloff: over 3.0 m (100%, 1000 damage)
Fire Rate	0.83 attacks/sec
Multishot	1 (1000.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	3.0 m
Status Chance	10.00%
Projectile Speed	80.0 m/s
Projectile Type	AoE
Miscellaneous ^	
Compatibility Tags	POWER_WEAPON
Introduced	Update 24.4 (2019-03-08)
Polarities	



45%) = 5.4m, but

Fulmination's effect will not be reflected on the ability card.

- [Shield](#) cost to activate and cost per shot is affected by [Ability Efficiency](#) mods.
- When Hildryn has [Overshields](#), Balefire Charger shots will  Ragdoll enemies.
- While charging, the increased damage and shield consumption scales with the amount charged. At full charge, the Balefire Chargers deal **100%** more damage and consumes **450** shields.
- As an Exalted Weapon, this weapon comes with an [Orokin Catalyst](#) pre-installed.

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Tips

- While Balefire Charger's low base [Status Chance](#) make [Corrosive](#) and [Magnetic](#) procs less effective at removing shields and armor, it synergizes well with Hildryn's [Pillage](#), as this ability can drain shields and permanently remove armor.

Trivia

- The Balefire Charger is the first Exalted Weapon to not be channeled via Warframe's fourth ability, and is the first Exalted Weapon to be a first ability.
- The Balefire Charger is the third secondary Exalted Weapon, after [Regulators](#) and [Dex Pixia](#).
- On [Hildryn Prime](#), the pistol is named [Balefire Charger Prime](#). Their stats are, however, identical to Balefire Charger.

Balefire Charger Skins

[Edit](#)




Einheri

Patch History

Hotfix 36.0.4 (2024-06-26)

- Fixed Hildryn’s Balefire quickfire Attack Speed being increased when the “Fire Manual Trigger Weapons Continuously” setting is toggled on.

Hotfix 33.6.4 (2023-08-15)

- Fixed being unable to equip the Balefire Einheri skin on Hildryn’s Balefire Prime.

Update 29.5 (2020-11-19)

Last updated: [Hotfix 23.1.3](#) (2018-07-26)

See Also

- [Balefire](#), the ability that summons the weapon.
- [Hildryn](#), the weapon's user.

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Auto	Bubonico • Shedu						
Bow							
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	Evensong • Kuva Bramma • Lenz • MK1-Paris • Mutalist Cernos •						
	Nataruk • Paris • Paris Prime • Prisma Lenz						



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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
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Active	Simulor • Synoid Simulor
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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
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Semi-Auto	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astilla • Astilla 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
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