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# Preparation

[38 EDIT](#)

**Preparation** is an [Exilus mod](#) for [Warframes](#) that increases the amount of [energy](#) filled upon spawning into a mission.

## Contents

1. Stats
2. Acquisition
3. Notes
4. Tips
5. Patch History
6. See Also



## Stats



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4	+45%	6
5	+55%	7
6	+64%	8
7	+73%	9
8	+82%	10
9	+91%	11
10	+100%	12

Update Infobox Data	
<b>Max Rank Description</b> ^	
<b>+100% Maximum Energy is filled on Spawn</b>	
<b>General Information</b> ^	
Type	Warframe
Polarity	Zenurik
Rarity	Rare
Max Rank	10
<b>Endo Required To Max</b>	
30,690	
<b>Credits Required To Max</b>	
1,482,327	
<b>Base Capacity Cost</b>	
2	
Trading Tax	8,000
Introduced	Update 27.3 (2020-03-24)
<b>Vendor Sources</b> ^	
<b>Vendors</b>	
Arbitration Honors  30 for x1	
<b>Official Drop Tables</b> ^	
<a href="https://www.warframe.com/droppables">https://www.warframe.com/droppables</a>	

## Acquisition

Obtainable from the [Arbitrations](#) vendor in the [Arbiters of Hексис](#) room in [Relays](#) for 30 [Vitus Essence](#).

## Notes

- The bonus only applies to the [Starting Energy](#) of a Warframe when entering a mission **and** respawning/reviving from death.
  - Starting Energy = Initial Energy + (5 × Free Mod Capacity) + (Total Energy × Mod Multiplier)**
  - Example: A rank 30 [Wisp](#) equipped with [Primed Flow](#) has a Total Energy pool of **850** and a preset Initial Energy of **150**. Let's say she has **9** Free (or available) Mod Capacity. When equipped with a rank 4 Preparation mod (**+45%**, or **x0.45**), the Warframe will have **150 + (5 \* 9) + (850 \* 0.45) = 577.5** Starting Energy.
  - Example 2: The same setup but with a rank 8 Preparation mod (**+82%**, or **x0.82**), the Warframe will have **150 + (5 \* 9) + (850 \* 0.82) = 892** Starting Energy. In this example, the surplus is effectively lost as it surpasses the **850** Max Energy cap.
  - As per the second example, higher ranks of this mod are redundant.



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se seems to be around **9.5%** makes a rank 5 Preparation actually

00% of energy capacity filled) is



decimal places.

- As  **Harrow** already spawns into missions with **100%** starting energy because of his Passive, he has no need for this mod.
- Does **not** work on **Arenas** (Index, Rathuum), not even when re-spawning after death.
- Falling out of bounds and reappearing does **not** count as *spawning* for the purposes of this mod.

## Tips

- It's recommended at lower-than-max rank on Warframes with high Energy capacity and average **Initial Energy**.
- The bonus can apply to **Sevagoth's Exalted Shadow** each time he is summoned.
- If equipped on your Warframe the mod will apply to your Archwing's initial energy during Archwing missions.

## Patch History

### Update 31.1 (2022-02-09)

- Fixed Preparation Mod not setting your max Energy after entering a Sanctuary Onslaught Conduit.

### Hotfix 27.3.6 (2020-03-31)

- Fixed the Preparation Mod not functioning if you have no extra Mod Capacity.  
As reported here: <https://forums.warframe.com/topic/1179175-preparation-mod-does-not-work-if-you-have-no-extra-mod-capacity/>

## See Also

- [Mods](#)

**Warframe Mods** Edit [Collapse]

Blind Rage • Continuity ( Archon, Primed) •  
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n) • Lightning Dash • n • Transient Fortitude  
d Agility • Augur Accord •

 **WARFRAME Wiki** 3/5

<b>(Defense)</b>	Diamond Skin	Fast Deflection	Flame Repellent
	Gladiator Aegis	Gladiator Finesse	Gladiator Resolve
	Health Conversion	Ice Spring	Insulation
	Narrow Minded	Overextended	Quick Thinking
	Rapid Resilience	Redirection ( Primed)	Reflection
	Reflex Guard	Retribution	Rolling Guard
	Steel Fiber	Sure Footed ( Primed)	Undying Will
	Vigilante Vigor	Vigor ( Primed)	Vitality ( Archon)
	Warm Coat		
<b>Naramon</b> <b>(Utility)</b>	Augur Message	Augur Reach	Augur Secrets
	Constitution	Enemy Sense	Energy Nexus
	Fleeting Expertise	Flow ( Archon, Primed)	Fortitude
	Handspring	Heavy Impact	Kavat's Grace
	Master Thief	Mobilize	Patagium
	Piercing Step	Rush	Streamline
	Thief's Wit	Toxic Flight	Vigilante Pursuit
<b>Zenurik</b>	Endurance Drift	Power Drift	<b>Preparation</b>
<b>Umbra</b>	Umbral Fiber	Umbral Intensify	Umbral Vitality

## Categories



## Languages



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