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Quick Thinking

363 EDIT

Quick Thinking is a mod that uses the Warframe's residual [energy](#) pool as an emergency buffer to prevent death whenever a player drops to 2 [Health](#).

Stats

Quick Thinking

Full Icon



Tradeable



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WARFRAME Wiki



 Update Infobox Data

Max Rank Description ^

Drains Energy to stop Lethal Damage with 240% Efficiency.

General Information ^

Type

Warframe

Polarity

 Vazarin

Rarity

Rare

Max Rank

5

Endo Required To Max

930

Credits Required To Max

44,919

Base Capacity Cost

4

Trading Tax

 8,000

Introduced

Update 10.0 (2013-09-13)

Vendor Sources ^

Official Drop Tables ^

<https://www.warframe.com/droptables>

Rank	Efficiency	Additional damage reduction	Multiplier on incoming damage	Cost
0	40%	-150%	x2.5	10
1	80%	-25%	x1.25	11
2	120%	16.667%	x0.833	12
3	160%	37.5%	x0.625	13
4	200%	50%	x0.5	14
5	240%	58.333%	x0.41667	15



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150	60	120	180	240	300	360
175	70	140	210	280	350	420
225	90	180	270	360	450	540
262.5	105	210	315	420	525	630
300	120	240	360	480	600	720

Drop Locations

Mission Drop Tables

Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
The Circuit	Tier 4 The Circuit (Normal)	A	1.49%	1	0.0149	Accessed through Duviri's The Circuit gamemode
The Circuit	Tier 6 The Circuit (Normal)	A	1.03%	1	0.0103	Accessed through Duviri's The Circuit gamemode

Enemy Drop Tables

Enemy	Drop Table Chance ^[4]	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempt
				00	1	0.000303



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[me.com/droptables](#). See



Notes

- Stacks with [Gladiator Finesse](#) for a total of **300%** efficiency.
- The Warframe's [Armor](#) and any sources of damage reduction will still reduce incoming damage and as such, the amount of energy drain.
- While under the effects of Quick Thinking (2 HP and losing energy instead), strong hits will cause the Warframe to stagger. Be wary, as repeated strong hits can effectively stun-lock you in place until you die. Weak hits will not induce this effect.
 - [Pain Threshold](#) drastically reduces the stagger duration, allowing one to avoid being stun-locked.
 - A max rank [Primed Sure Footed](#) will **not** affect the stagger.
- Damage taken while Quick Thinking is in effect does **not** count as taking Health damage; as such, [Rage](#) and [Hunter Adrenaline](#) do not convert incoming damage into energy, and [Vex Armor](#) and [Vexing Retaliation](#) do not trigger their effects.
- Quick Thinking has the **lowest** priority of all death prevention effects, such as [Nidus'](#) or [Wukong's](#) passives or [Phoenix Renewal](#). Only after all other means of preventing lethal damage are exhausted, Quick Thinking will start draining energy.
- If a single attack is sufficiently strong enough to kill in one strike (i.e. damage value in excess of the total available health after armor damage reduction, plus the possible energy-converted buffer), the player will instead enter [bleedout](#) immediately and not lose any energy. This is to avoid wasting energy, as the player would've been killed regardless.
- [Ability Efficiency](#) has no effect on the amount of energy lost while under the effects of Quick Thinking.
- Will not work on [Hildryn](#) or [Lavos](#) since they do not have [energy](#) capacity.
- Will not work on [Sevagoth's Shadow](#) if triggered by his passive. Its health will be reduced to 0 HP and the player will die. It works as normal when summoned with his [Exalted Shadow](#) ability.
- Will not work if player is in [Operator](#) mode while channeled abilities are active.^[10]



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- [Energy Siphon](#) aura can also help regain lost energy.
- This mod is a good defense against damage that bypasses shields such as [Toxin](#) damage, which can take down a player by surprise.
- Quick Thinking works exceptionally well with [Trinity](#), as she can spam [Energy Vampire](#) for an endless supply of energy.
- [Baruuk](#)([Prime](#)), [Chroma Prime](#), [Ivara Prime](#), [Saryn Prime](#), [Volt Prime](#), [Wisp](#)([Prime](#)) and [Yareli](#) are all tied for second-largest energy pools at max rank after [Garuda Prime](#). Utilizing [Primed Flow](#) alongside Quick Thinking will allow them to reach 850 energy, which can grant up to 2,040 extra EHP.
 - With Garuda Prime, who has the largest energy reserves with 360 at max rank, the equivalent extra EHP is at 2448.
- [Desecrate](#) helps recover health and energy orbs, and the mod itself works well with [Nekros](#) because of this.
- This mod also works well with [Limbo](#) due to the [Rift Plane](#)'s ability to restore energy, as well as his increased energy pool.
- [Magnetic procs](#), such as those from an [Ancient Disruptor](#) or [Sensor Bar](#), will drain 90 energy over 3 seconds, rendering this mod useless should the frames energy be at or below 90 when the proc occurs and sufficient energy is not restored before reaching 0. Also, [Rage](#) and [Hunter Adrenaline](#) will not replenish energy if a portion of health is lost during a [Magnetic](#) proc.
- [Garuda](#) can make good use out of Quick Thinking due to her third ability [Bloodletting](#) which allows her to restore up to 40% energy by sacrificing HP, which can in turn be restored by [Blood Altar](#).
- [Gyre](#) can benefit from Quick Thinking as an added failsafe as she regains Energy by maintaining [Cathode Grace](#) active.
- Slotting [Azure Archon Shards](#) for extra Energy will make Warframes deceptively durable with Quick Thinking.

Trivia

- Prior to [Update 11.1](#) (2013-11-27), it could be combined with [Rage](#), to convert energy to health for your Warframe many times in a row with 96% efficiency.



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- This also fixes getting kicked off other vehicles when you are at 2hp and take any damage (even shield only) despite having Quick Thinking equipped.

[Update 21.3](#) (2017-08-02)

Reduced the frequency that Quick Thinking can stagger lock a player. This is

References

1. Chance to roll item within drop table
2. Amount rewarded on successful roll
3. (Quantity × Chance)
4. Chance to roll drop table
5. Chance to roll item within 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)
10. [DE]Momaw (2022, June 30). *This bug is not a bug. Your warframe is not allowed to convert energy into health with Quick Thinking when you're not in it. This avoids the scenario where you would spontaneously and *completely* die, if you were in operator mode and your warframe ran out of energy.* (<https://forums.warframe.com/topic/1128432-quick-thinking-insta-kills-operator-when-at-2-hp/?do=findComment&comment=12547295>). Warframe Forums. Accessed 2022-07-01. Archived (<https://web.archive.org/web/20220701221645/https://forums.warframe.com/topic/1128432-quick-thinking-insta-kills-operator-when-at-2-hp/>) from the original on 2022-07-01.

See Also

- [Attributes](#)
- [Gladiator Finesse](#), another mod with the same functionality.



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[Walker](#) • [Hunter Adrenaline](#) •
) • [Lightning Dash](#) •
n • [Transient Fortitude](#)



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Naramon (Utility)	Augur Message • Augur Reach • Augur Secrets • Constitution • Enemy Sense • Energy Nexus • Equilibrium • Fleeting Expertise • Flow (Archon , Primed) • Fortitude • Handspring • Heavy Impact • Kavat's Grace • Maglev • Master Thief • Mobilize • Natural Talent • Patagium • Piercing Step • Rush • Streamline • Stretch (Archon) • Thief's Wit • Toxic Flight • Vigilante Pursuit • Vigorous Swap
Zenurik	Endurance Drift • Power Drift • Preparation
Umbra	Umbral Fiber • Umbral Intensify • Umbral Vitality

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