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# Balefire Charger

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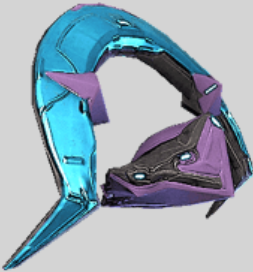
TENNO WEAPONS

| 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**

**Update Infobox Data**

**General Information**

**Type** Exalted Weapon

## Characteristics



- 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<br>(  100%) |                                                                                                                                                                 |
| Total Damage                                                                                                                                                                               | 500 (100.00%  <a href="#">Electricity</a> )                                |
| Ammo Cost                                                                                                                                                                                  | 100                                                                                                                                                             |
| Crit Chance                                                                                                                                                                                | 5.00%                                                                                                                                                           |
| Crit Multiplier                                                                                                                                                                            | 1.50x                                                                                                                                                           |
| Damage Falloff                                                                                                                                                                             | No Damage Falloff: below 0.0 m (100%, 500 damage)<br>Linear Falloff: between 0.0 m and 3.0 m (100% - 100%)<br>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                                                                                                                                                           |

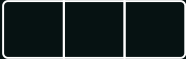


- Cannot equip [Acolyte Mods](#) (e.g.,  [Sharpened Bullets](#)) or [Amalgam Mods](#) (e.g.,  [Amalgam Barrel Diffusion](#)).
  - This includes mods based on Acolyte mods, such as  [Galvanized Crosshairs](#).
- Does not have an Exilus slot.
- Cannot equip Secondary [Arcane Enhancements](#).

## 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<br>(  100%) |                                                                                                                                                                   |
| Total Damage                                                                                                                                                                             | 1,000 (100.00%  <a href="#">Electricity</a> )                                  |
| 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)<br>Linear Falloff: between 0.0 m and 3.0 m (100% - 100%)<br>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                                                                                                                                                                               | <a href="#">Update 24.4</a> (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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|-------------------------------------------------------|--------------------------------------------------|--------------------------------|-------------------------------|-------------------------------|-----------------------------------|------------|----------|
| Primary                                               | Secondary                                        |                                | Melee                         | Archwing                      | Robotic                           | Modular    | Railjack |
| Arm Cannon                                            |                                                  |                                |                               |                               |                                   |            |          |
| Auto                                                  | <a href="#">Bubonico</a> • <a href="#">Shedu</a> |                                |                               |                               |                                   |            |          |
| Bow                                                   |                                                  |                                |                               |                               |                                   |            |          |
| Charge                                                | <a href="#">Cernos</a> •                         | <a href="#">Cernos Prime</a> • | <a href="#">Cinta</a> •       | <a href="#">Daikyu</a> •      | <a href="#">Dread</a> •           |            |          |
|                                                       | <a href="#">Evensong</a> •                       | <a href="#">Kuva Bramma</a> •  | <a href="#">Lenz</a> •        | <a href="#">MK1-Paris</a> •   | <a href="#">Mutalist Cernos</a> • |            |          |
|                                                       | <a href="#">Nataruk</a> •                        | <a href="#">Paris</a> •        | <a href="#">Paris Prime</a> • | <a href="#">Prisma Lenz</a> • |                                   |            |          |



| Crossbow            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|---------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Auto                | <a href="#">Attica</a> • <a href="#">Zhuge</a> • <a href="#">Zhuge Prime</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| Semi / Mag Burst    | <a href="#">Nagantaka</a> • <a href="#">Nagantaka Prime</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| Exalted Weapon      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Charge              | <a href="#">Artemis Bow</a> • <a href="#">Artemis Bow Prime</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Launcher            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Active              | <a href="#">Carmine Penta</a> • <a href="#">Penta</a> • <a href="#">Secura Penta</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Auto                | <a href="#">Tenet Envoy</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| Charge              | <a href="#">Ogris</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| Semi-Auto           | <a href="#">Kuva Ogris</a> • <a href="#">Kuva Tonkor</a> • <a href="#">Kuva Zarr</a> • <a href="#">Tonkor</a> • <a href="#">Torid</a> • <a href="#">Zarr</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| Rifle               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Active              | <a href="#">Simulor</a> • <a href="#">Synoid Simulor</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Auto                | <a href="#">AX-52</a> • <a href="#">Acceltra</a> • <a href="#">Acceltra Prime</a> • <a href="#">Basmu</a> • <a href="#">Baza</a> • <a href="#">Baza Prime</a> • <a href="#">Boltor</a> • <a href="#">Boltor Prime</a> • <a href="#">Braton</a> • <a href="#">Braton Prime</a> • <a href="#">Braton Vandal</a> • <a href="#">Buzlok</a> • <a href="#">Dera</a> • <a href="#">Dera Vandal</a> • <a href="#">Gotva Prime</a> • <a href="#">Grakata</a> • <a href="#">Karak</a> • <a href="#">Karak Wraith</a> • <a href="#">Kuva Karak</a> • <a href="#">MK1-Braton</a> • <a href="#">Mutalist Quanta</a> • <a href="#">Panthera</a> • <a href="#">Panthera Prime</a> • <a href="#">Prisma Grakata</a> • <a href="#">Prisma Tetra</a> • <a href="#">Telos Boltor</a> • <a href="#">Tenet Flux Rifle</a> • <a href="#">Tetra</a> |
| Auto / Active       | <a href="#">Alternox</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Auto / Charge       | <a href="#">Aeolak</a> • <a href="#">Ambassador</a> • <a href="#">Quellor</a> • <a href="#">Stahlta</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| Auto / Semi         | <a href="#">Argonak</a> • <a href="#">Fulmin</a> • <a href="#">Fulmin Prime</a> • <a href="#">Phenmor</a> • <a href="#">Stradavar</a> • <a href="#">Stradavar Prime</a> • <a href="#">Tenet Tetra</a> • <a href="#">Trumna</a> • <a href="#">Zenith</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| Auto Burst          | <a href="#">Battacor</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Auto-Spool          | <a href="#">Gorgon</a> • <a href="#">Gorgon Wraith</a> • <a href="#">Prisma Gorgon</a> • <a href="#">Soma</a> • <a href="#">Soma Prime</a> • <a href="#">Supra</a> • <a href="#">Supra Vandal</a> • <a href="#">Tenora</a> • <a href="#">Tenora Prime</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| Burst               | <a href="#">Burston</a> • <a href="#">Burston Prime</a> • <a href="#">Dex Sybaris</a> • <a href="#">Harpak</a> • <a href="#">Hema</a> • <a href="#">Kuva Quartakk</a> • <a href="#">Paracyst</a> • <a href="#">Quartakk</a> • <a href="#">Sybaris</a> • <a href="#">Sybaris Prime</a> • <a href="#">Tiberon</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Burst / Semi        | <a href="#">Hind</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Burst / Semi / Auto | <a href="#">Kuva Hind</a> • <a href="#">Tiberon Prime</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| Charge              | <a href="#">Miter</a> • <a href="#">Opticor</a> • <a href="#">Opticor Vandal</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| Held                | <a href="#">Amprex</a> • <a href="#">Flux Rifle</a> • <a href="#">Glaxion</a> • <a href="#">Glaxion Vandal</a> • <a href="#">Ignis</a> • <a href="#">Ignis Wraith</a> • <a href="#">Quanta</a> • <a href="#">Quanta Vandal</a> • <a href="#">Synapse</a> • <a href="#">Tenet Glaxion</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |



|                     |                                                                                                                                                                                                                                                                                                                                                                                                        |
|---------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Semi-Auto</b>    | <a href="#">Grinlok</a> • <a href="#">Kuva Chakkhurr</a> • <a href="#">Latron</a> • <a href="#">Latron Prime</a> • <a href="#">Latron Wraith</a> • <a href="#">Prisma Grinlok</a> • <a href="#">Veldt</a>                                                                                                                                                                                              |
| <b>Shotgun</b>      |                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Auto</b>         | <a href="#">Astilla</a> • <a href="#">Astilla Prime</a> • <a href="#">Boar</a> • <a href="#">Boar Prime</a> • <a href="#">Kuva Sobek</a> • <a href="#">Sobek</a>                                                                                                                                                                                                                                       |
| <b>Auto / Semi</b>  | <a href="#">Cedo</a> • <a href="#">Felarx</a>                                                                                                                                                                                                                                                                                                                                                          |
| <b>Auto-Spool</b>   | <a href="#">Kohm</a> • <a href="#">Kuva Kohm</a>                                                                                                                                                                                                                                                                                                                                                       |
| <b>Charge</b>       | <a href="#">Drakgoon</a> • <a href="#">Kuva Drakgoon</a>                                                                                                                                                                                                                                                                                                                                               |
| <b>Duplex</b>       | <a href="#">Sancti Tigris</a> • <a href="#">Tigris</a> • <a href="#">Tigris Prime</a>                                                                                                                                                                                                                                                                                                                  |
| <b>Held</b>         | <a href="#">Convectrix</a> • <a href="#">Phage</a> • <a href="#">Phantasma</a> • <a href="#">Phantasma Prime</a>                                                                                                                                                                                                                                                                                       |
| <b>Semi-Auto</b>    | <a href="#">Arca Plasmor</a> • <a href="#">Corinth</a> • <a href="#">Corinth Prime</a> • <a href="#">Exergis</a> • <a href="#">Hek</a> • <a href="#">Kuva Hek</a> • <a href="#">MK1-Strun</a> • <a href="#">Rauta</a> • <a href="#">Steflos</a> • <a href="#">Strun</a> • <a href="#">Strun Prime</a> • <a href="#">Strun Wraith</a> • <a href="#">Tenet Arca Plasmor</a> • <a href="#">Vaykor Hek</a> |
| <b>Sniper Rifle</b> |                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Burst</b>        | <a href="#">Perigale</a>                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Charge</b>       | <a href="#">Lanka</a>                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Semi-Auto</b>    | <a href="#">Komorex</a> • <a href="#">Rubico</a> • <a href="#">Rubico Prime</a> • <a href="#">Snipetron</a> • <a href="#">Snipetron Vandal</a> • <a href="#">Sporothrix</a> • <a href="#">Vectis</a> • <a href="#">Vectis Prime</a> • <a href="#">Vulkar</a> • <a href="#">Vulkar Wraith</a>                                                                                                           |
| <b>Speargun</b>     |                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Auto</b>         | <a href="#">Scourge</a> • <a href="#">Scourge Prime</a>                                                                                                                                                                                                                                                                                                                                                |
| <b>Auto Charge</b>  | <a href="#">Javlok</a>                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Charge</b>       | <a href="#">Ferrox</a>                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Charged Auto</b> | <a href="#">Tenet Ferrox</a>                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Semi</b>         | <a href="#">Afentis</a>                                                                                                                                                                                                                                                                                                                                                                                |

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