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Fired Up

113 EDIT

Fired Up is a [Sentinel mod](#) that accumulates [Heat](#) damage to a Sentinel's weapon upon hitting an enemy, resetting after 5 seconds elapse with no hits.

Stats

Rank	Effect	Cost
0	+10%	6
1	+20%	7
2	+30%	8
3	+40%	9
4	+50%	10
5	+60%	11

Drop Locations

Fired Up

[Full](#) [Icon](#)



Fired Up
5% Heat Damage on weapon per hit. Stacks up to 100%. Resets after 5s with no hits.

SENTINEL

Tradeable

Cannot be obtained from transmutation



5% 🔥 Heat Damage on weapon per hit. Stacks up to 100%. Resets after 5s with no hits.

General Information

Type

Sentinel

Polarity

 Madurai

Rarity

Rare

Max Rank

5

Endo Required To Max

930

Credits Required To Max

44,919

Base Capacity Cost

6

Trading Tax

 8,000

Introduced

Update 10.0 (2013-09-13)

Vendor Sources

Official Drop Tables

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

Mission Drop Tables

Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
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Enemy Drop Tables

Enemy ▾	Drop Table ▾ Chance ^[4]	Item Chance ^[5] ▾	Chance ^[6] ▾	Expected Kills ^[7] ▾	Quantity ^[8] ▾	Avg. per roll attempt
Corrupted Crewman	3%	0.86%	0.0258%	3876	1	0.000258
Orokin Drone	3%	0.67%	0.0201%	4975	1	0.000201
Orokin						

Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See [Module:DropTables/data](#) to edit on the wiki.

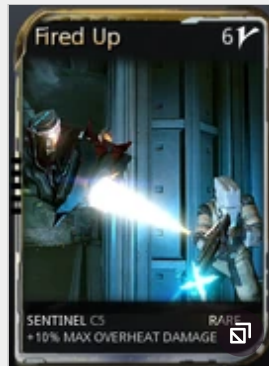
Notes

- Heat element applied by this mod counts for [Manifold Bond](#), since it is applied to the weapon.

Gallery



Older Card



Old appearance

Patch History

Hotfix 34.0.6 (2023-10-30)

- Fixed Fired Up's description stating it was dealing 0% Heat Damage on weapon per hit at Rank 0, instead of the intended 0.8%.

Update 34.0 (2023-10-18)

- Fired Up has been both improved and simplified. Previously this would require that your Sentinel has been shooting continuously for some period of time, and then added a Heat damage multiplier. This has been changed so that the Sentinel gains a 5% bonus Heat damage on every weapon hit up to 100%. The

See Also

- [Mods](#)
- [Sentinels](#)



Penjaga	Carrier	Ammo Case • Looter	
	Dethcube	Energy Generator • Vaporize	
	Diriga	Arc Coil • Calculated Shot • Electro Pulse	
	Djinn	Fatal Attraction • Reawaken • Thumper	
	Helios	Detect Vulnerability • Investigator • Targeting Receptor	
	Nautilus	Auto Omni • Cordon	
	Oxylus	Botanist • Scan Aquatic Lifeforms • Scan Matter	
	Shade	Ambush • Ghost • Revenge	
	Taxon	Molecular Conversion	
	Wyrn	Crowd Dispersion • Negate	
	Other	Anti-Grav Array • Assault Mode • Coolant Leak • Guardian • Medi-Ray • Odomedic • Regen (Prime) • Sacrifice • Shield Charger • Vacuum	
Madurai		Fired Up • Self Destruct • Synth Deconstruct • Synth Fiber	
Vazarin		Accelerated Deflection • Calculated Redirection • Enhanced Vitality • Metal Fiber • Repair Kit • Sanctuary	
Naramon		Animal Instinct (Prime) • Spare Parts	

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)

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