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Quickening

101 EDIT

Quickening is a [mod](#) that increases the [attack speed](#) of melee weapons while granting a chance of additional combo count per hit.

Stats

Rank	Attack speed	Combo count chance	Cost
0	+10%	+5%	6
1	+20%	+10%	7
2	+30%	+15%	8
3	+40%	+20%	9

Drop Locations

Quickening

Full

Icon



Quickening

+40% Attack Speed

+20% Combo Count Chance

MELEE

Tradeable

Can be obtained from transmutation



+40% Attack Speed +20% Combo Count Chance	
General Information ^	
Type	Melee
Polarity	 Madurai
Rarity	Rare
Incompatibility Tags	SENTINEL_WEAPON, HOUND_WEAPON
Max Rank	3
Endo Required To Max	210
Credits Required To Max	10,143
Base Capacity Cost	6
Trading Tax	 8,000
Introduced	Update 13.0 (2014-04-09)
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 ▴ ▾
Defection	Tier 1 Defection	C	15%	1	0.15	Memphis, Phobos
Defense	Dark Sector Defense	C	0.4%	1	0.004	- Coba, Earth - Romula, Venus - Kadesh, Mars - Seimeni, Ceres - Sinai, Jupiter - Larzac, Europa - Sangeru, Sedna - Akkad, Eris - Sechura, Pluto



Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
Defense	Dark Sector Defense	B	0.67%	1	0.0067	- Coba, Earth - Romula, Venus - Kadesh, Mars - Seimeni, Ceres - Sinai, Jupiter - Larzac, Europa - Sangeru, Sedna - Akkad, Eris - Sechura, Pluto
Survival	Tier 2 Dark Sector Survival	C	11.28%	1	0.1128	- Wahiba, Mars - Zeugma, Phobos - Cameria, Jupiter - Piscinas, Saturn
Survival	Tier 1 Dark Sector Survival	C	11.28%	1	0.1128	- Malva, Venus - Gabii, Ceres
The Circuit	Tier 4 The Circuit (Normal)	A	1.49%	1	0.0149	Accessed through Duviri's The Circuit gamemode

Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
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 ^[9]
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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

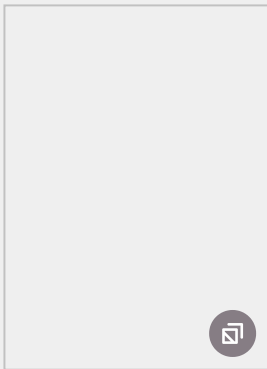
- Stacks with [Gladiator Vice](#) and 2-stack [Berserker Fury](#) for a maximum of of 2.4x attack speed.
- This mod is a straight upgrade from the non-primed version of [Fury](#), adding 10% more attack speed and 20% combo count chance for the same cost.

Trivia

- Unlike most mods, the picture shows an [Excalibur](#) wearing the [Pendragon](#) helmet, his [Immortal Skin](#), as well as a different color scheme. This is a rare instance of a mod depicting a non-default character loadout. The other examples are [Life Strike](#), [Second Wind](#), [True Punishment](#), [Enduring Strike](#), [Warrior's Grip](#), [Killing Blow](#) and [Corrupt Charge](#), all of which used to be channeling mods. Coincidentally, all of said mods depict Excalibur wielding a Nikana. The only difference in each appearance (besides positioning) is the energy color used.
- As of [Update 15.5](#) (2014-11-27), there are four new mods that also depict non-default characters. These mods are [Bore](#), [Piercing Caliber](#), [Breach Loader](#), and [Auger Strike](#), all of which depict a Nyx Warframe with her Immortal Skin and Menticide helmet.

- Prior to [Update 26.0](#) (2019-10-31), this mod provided bonus attack speed upon [Channeling](#) while reducing Channeling Efficiency.

Gallery



Old appearance

Patch History

[Hotfix 26.0.3](#) (2019-11-01)

Melee Phase 2 Changes & Fixes:

- Quickening Melee Mod now applies its Attack Speed increase correctly.

[Update 26.0](#) (2019-10-31)

- Grants +40% Attack Speed, +20% Combo Count Chance (previously +20% Attack Speed, -80% Channeling Efficiency).

Melee Mods				Edit	[Collapse]
Damage	Base	Condition Overload • (Primed , Sacrificial) Pressure Point • Spoiled Strike			
	Physical	Auger Strike • Buzz Kill • Carnis Mandible • Collision Force • (Primed) Heavy Trauma • Jagged Edge • Jugulus Barbs • Rending Strike • Saxum Thorax • Sundering Strike			
	Elemental	Fever Strike (Primed) • Focus Energy • Molten Impact • North Wind • Proton Snap •			



		Sacrificial Pressure • Sacrificial Steel • Faction Smite Corpus (Primed) • Smite Orokin (Primed) Bonus • Smite Grineer (Primed) • Smite Infested (Primed) • Smite The Murmur Other Covert Lethality • Energy Channel • Finishing Touch • Seismic Wave
Critical Hits	Chance	Blood Rush • Maiming Strike • (Sacrificial) True Steel
	Multiplier	Gladiator Might • (Amalgam) Organ Shatter • Strain Infection
Status		Carnis Mandible • Drifting Contact • Enduring Affliction • Jugulus Barbs • Lasting Sting • Melee Prowess • Proton Snap • Saxum Thorax • Vicious Frost • Virulent Scourge • Volcanic Edge • Voltaic Strike • Weeping Wounds
Heavy Attack		Amalgam Organ Shatter • Dispatch Overdrive • Killing Blow • Life Strike
Attack Speed		Berserker Fury • (Primed) Fury • Gladiator Vice • Quickening
Combo		Body Count • Corrupt Charge • Covert Lethality • Drifting Contact • Enduring Strike • Focus Energy • Focus Radon • Gladiator Rush • Guardian Derision • Quickening • Reflex Coil • Relentless Combination • True Punishment
Range		Motus Impact • (Primed) Reach • Spring-Loaded Blade
Thrown Melee (Glaives)		Combo Fury • Combo Killer • Mark of the Beast • Power Throw • Quick Return (Volatile) • Rebound (Volatile) • Whirlwind
Tennokai		Mentor's Legacy • Condition's Perfection • Discipline's Merit • Dreamer's Wrath • Master's Edge • Opportunity's Reach
Misc		Focused Defense • Healing Return • Parry • Reflection • Shattering Impact • Tek Gravity

1. Chance to roll item within drop table
2. Amount rewarded on successful roll
3. (Quantity × Chance)
4. Chance to roll 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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