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Frostbite



EDIT

For the arcane, see [Primary Frostbite](#).

Frostbite is a [mod](#) that increases both the [Cold](#) damage and [status chance](#) of a sidearm by 15% per rank for a maximum of 60% at rank 3.

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Frostbite

Full

Icon



Tradeable



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WARFRAME Wiki



Rank	 Cold Damage	Status chance	Cost
0	+15%	+15%	4
1	+30%	+30%	5
2	+45%	+45%	6
3	+60%	+60%	7

Acquisition

- This mod can be acquired as a random end-of mission reward for a successful [Spy](#) mission with only 3 Data Vaults hacked.
- Drop Locations:

 **Update Infobox Data**

Max Rank

Description

+60%  Cold

+60% Status Chance

General Information

TypePistol

Polarity Madurai

RarityRare

Max Rank3

Endo Required To Max210

Credits Required To Max10,143

Base Capacity Cost4

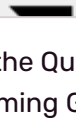
Trading Tax 8,000

IntroducedUpdate 14.5 (2014-08-28)

Vendor Sources

Official Drop Tables

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

Target	Planet	Name	Type	Level	Tile Set
	Uranus	Rosalind	Spy	27 - 29	Grineer Sealab
	Neptune	Nereid	Spy	30 - 32	Corpus Ice Planet
	Sedna	Kelpie	Spy	35 - 40	Grineer Galleon
	Pluto	Oceanum	Spy	32 - 36	Corpus Ship
				31 - 33	Grineer Asteroid Fortress



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- Originally this mod could be acquired from [Operation Cryotic Front](#) by scoring more than 1000 points in a single mission.

Drop Locations

Mission Drop Tables

Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
Spy	Tier 3 Spy	C	7.52%	1	0.0752	Rosalind, Uranus Nereid, Neptune Oceanum, Pluto Kelpie, Sedna
Spy	Kuva Fortress Spy	B	10%	1	0.1	Pago, Kuva Fortress

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

-  **Frostbite** is additive with similar mods. For example, a [Sicarus](#) with a max rank **Frostbite** and [Sure Shot](#) will have a $6\% \times (1 + 60\% + 90\%) = 15\%$ status chance.



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[I Pestilence](#) and [Scorch](#) to [Sedna](#). With [Sure Shot](#) and [Sedna](#)

Patch History

Update 14.5 (2014-08-28)

- Introduced along with Operation Cryotic Front.

See Also

- [Pistol Pestilence](#), the [Toxin](#) version from [The Cicero Crisis](#)
- [Jolt](#), the [Electric](#) version from [Tethra's Doom](#)
- [Scorch](#), the [Heat](#) version from [Operation Breeding Grounds](#)
- [Sure Shot](#)

Elemental Damage Mods

Edit

[Collapse]

Cold

Heat

Electricity

Toxin

Radiation

Cold Damage Mods

Rifle

Shotgun

Pistol

Melee

Archgun

Archmelee

Beast

Cryo Rounds (Primed) • Rime Rounds

Chilling Grasp (Primed) • Chilling Reload • Frigid Blast

Deep Freeze • Frostbite • Ice Storm

North Wind • Vicious Frost

Hypothermic Shell • Polar Magazine

Cryo Coating • Glacial Edge

Frost Jaw

Status Mods		Edit	[Collapse]
Status Chance			
Rifle	Catalyzer Link • Hammer Shot • High Voltage • Malignant Force • Rifle Aptitude (Galvanized) • Rime Rounds • Thermite Rounds		
Shotgun	Frigid Blast • Nano-Applicator • Scattering Inferno • Shell Shock • Shotgun Savvy (Galvanized) • Toxic Barrage • Jolt • Pistol Pestilence • Sure Shot (Galvanized)		

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X

	Voltaic Strike • Weeping Wounds
Archgun	Charged Bullets • Contamination Casing • Hypothermic Shell • Magma Chamber • Modified Munitions
Archmelee	Cryo Coating • Infectious Injection • Ion Infusion • Searing Steel • Sudden Impact
Beast	Flame Gland • Frost Jaw • Shock Collar • Venom Teeth
Status Damage	
Rifle	Rifle Elementalist
Shoutgun	Shotgun Elementalist
Pistol	Pistol Elementalist
Melee	Melee Elementalist
Status Duration	
Warframe	Rapid Resilience
Primary	All: Hunter Track • Rifle: Continuous Misery • Shotgun: Lingering Torment
Pistol	Augur Seeker • Perpetual Agony • Toxic Sequence
Melee	Lasting Sting

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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