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# Jolt

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

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## Stats

Rank	 Electricity Damage	Status chance	Cost

[WARFRAME Wiki](#)

1	+30%	+30%	5
2	+45%	+45%	6
3	+60%	+60%	7

<b>+60% ⚡ Electricity</b>	
<b>+60% Status Chance</b>	
<b>General Information</b> ^	
<b>Type</b>	Pistol
<b>Polarity</b>	✓ Madurai
<b>Rarity</b>	Rare
<b>Max Rank</b>	3
<b>Endo Required To Max</b>	210
<b>Credits Required To Max</b>	10,143
<b>Base Capacity Cost</b>	4
<b>Trading Tax</b>	8,000
<b>Introduced</b>	Update 12.4 (2014-03-05)

## Acquisition

- Jolt is offered as a periodic item for sale by [Baro Ki'Teer](#), costing 300 and 150,000 to purchase.

## Notes

- Jolt** is additive with similar mods. For example, a [Sicarus](#) with a max rank **Jolt** and [Sure Shot](#) will have a  $6\% \times (1 + 60\% + 90\%) = 15\%$  status chance.
- This mod can be combined with [Frostbite](#), [Pistol Pestilence](#) and [Scorch](#) to achieve a combined status chance bonus of 240%. With [Sure Shot](#) and [Stunning Speed](#), this bonus can be increased to 360%. With [Saxum Spittle](#), [Jugulus Spines](#), and [Carnis Stinger](#), this bonus can be increased to 540%.

## Trivia

- Jolt was the first non-[Primed](#) mod sold by [Baro Ki'Teer](#), and the first [Event Mod](#) that could be bought with [credits](#).
- Jolt could previously be obtained from:
  - Scoring over 250 points in



- During [Operation: Mutalist Incursions](#) as a drop in the unlockable Survival mission.

## Patch History

PC Only Dates	Console Only Dates	All Platforms
2015-04-17		
2015-09-04		
2016-04-22		
2016-08-26		
2016-12-02	2015-06-26	
	2015-11-13	
2017-04-07	2016-06-17	
	2016-10-21	
2017-08-25	2017-01-13	
	2017-05-19	2017-12-29
2018-06-01	2017-10-06	2022-09-23
	2018-07-13	2023-05-05
2018-10-19	2018-11-30	2023-10-20
	2019-04-19	2024-04-19
2019-03-08	2019-08-30	2024-05-17
	2020-02-14	
2019-07-19	2020-09-25	
	2021-04-09	
2020-01-03	2021-10-22	
	2022-04-22	
2020-08-14		
2021-02-26		
2021-09-10		
2022-03-11		

[Official Drop Tables](#)

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

[Update 15.5 \(2014-11-27\)](#)

- Re-released as part of Operation: Mutalist Incursions



**WARFRAME Wiki**

- Introduced as part of Tehtra's Doom

## See also

- [Frostbite](#), the Cold version from [Operation Cryotic Front](#).
- [Pistol Pestilence](#), the Toxin version from [The Cicero Crisis](#).
- [Scorch](#), the Heat version from [Operation Breeding Grounds](#).
- [Sure Shot](#).

Elemental Damage Mods					<a href="#">Edit</a>	<a href="#">[Collapse]</a>
Cold	Heat	Electricity	Toxin	Radiation		
<b>Cold Damage Mods</b>						
Rifle		Cryo Rounds (	Primed)	• Rime Rounds		
Shotgun		Chilling Grasp (	Primed)	• Chilling Reload	• Frigid Blast	
Pistol		Deep Freeze	• Frostbite	• Ice Storm		
Melee		North Wind	• Vicious Frost			
Archgun		Hypothermic Shell	• Polar Magazine			
Archmelee		Cryo Coating	• Glacial Edge			
Beast		Frost Jaw				

Status Mods					<a href="#">Edit</a>	<a href="#">[Collapse]</a>
<b>Status Chance</b>						
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		
Pistol		Embedded Catalyzer	• Frostbite	• Jolt	• Pistol Pestilence	
	• Scorch	• Stunning Speed	• Sure Shot (	Galvanized)		
Melee		Drifting Contact	• Enduring Affliction	• Melee Prowess	•	
	Vicious Frost	• Virulent Scourge	• Volcanic Edge			
		Voltaic Strike	• Weeping Wounds			
Archgun		Charged Bullets	• Contamination Casing	• Hypothermic Shell		



<b>Archmelee</b>	Cryo Coating • Searing Steel	Infectious Injection • Frost Jaw	Ion Infusion • Sudden Impact
<b>Beast</b>	Flame Gland	• Shock Collar	Venom Teeth
<b>Status Damage</b>			
<b>Rifle</b>	<a href="#">Rifle Elementalist</a>		
<b>Shotgun</b>	<a href="#">Shotgun Elementalist</a>		
<b>Pistol</b>	<a href="#">Pistol Elementalist</a>		
<b>Melee</b>	<a href="#">Melee Elementalist</a>		
<b>Status Duration</b>			
<b>Warframe</b>	<a href="#">Rapid Resilience</a>		
<b>Primary</b>	All: <a href="#">Hunter Track</a>	Rifle: <a href="#">Continuous Misery</a>	Shotgun: <a href="#">Lingering Torment</a>
<b>Pistol</b>	<a href="#">Augur Seeker</a>	<a href="#">Perpetual Agony</a>	<a href="#">Toxic Sequence</a>
<b>Melee</b>	<a href="#">Lasting Sting</a>		

Void Trader				Edit	[Collapse]
		Equipment	Cosmetics	Mods	Other
		<b>Prisma</b>	<a href="#">Prisma Angstrum</a> • <a href="#">Prisma Gorgon</a> • <a href="#">Prisma Lenz</a> • <a href="#">Prisma Ohma</a> • <a href="#">Prisma Twin Gremlins</a>	<a href="#">Prisma Dual Cleavers</a> • <a href="#">Prisma Grakata</a> • <a href="#">Prisma Machete</a> • <a href="#">Prisma Skana</a> • <a href="#">Prisma Dual Decurions</a>	<a href="#">Prisma Grinlok</a> • <a href="#">Prisma Obex</a> • <a href="#">Prisma Tetra</a> • <a href="#">Prisma Veritux</a>
<b>Weapons</b>		<b>Vandal</b>	<a href="#">Glaxion Vandal</a> • <a href="#">Quanta Vandal</a>	<a href="#">Opticor Vandal</a> • <a href="#">Supra Vandal</a>	<a href="#">Prova Vandal</a>
		<b>Wraith</b>	<a href="#">Halikar Wraith</a> • <a href="#">Viper Wraith</a>	<a href="#">Ignis Wraith</a> • <a href="#">Machete Wraith</a>	<a href="#">Vulkar Wraith</a>
		<b>Mara</b>		<a href="#">Mara Detron</a>	
		<b>Regular</b>	<a href="#">Vastilok</a>	<a href="#">Vericres</a>	<a href="#">Zylok</a>
		<b>Prime</b>		<a href="#">Gotva Prime</a>	
<b>Sentinels</b>	<b>Prisma</b>			<a href="#">Prisma Shade</a>	

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