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# Blind Rage

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**Blind Rage** is a [mod](#) that increases [Ability Strength](#) while reducing [Ability Efficiency](#) of [Warframe](#) abilities.

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## Stats

### Blind Rage

Full
Icon



**Blind Rage**  
 +99% Ability Strength  
 -55% Ability Efficiency

WARFRAME

 Tradeable

Cannot be obtained from transmutation



<b>+99% Ability Strength</b>	
<b>-55% Ability Efficiency</b>	
<b>General Information</b> ^	
<b>Type</b>	Warframe
<b>Polarity</b>	Madurai
<b>Rarity</b>	Rare
<b>Max Rank</b>	10
<b>Endo Required To Max</b>	30,690
<b>Credits Required To Max</b>	1,482,327
<b>Base Capacity Cost</b>	6
<b>Trading Tax</b>	8,000
<b>Introduced</b>	Update 10.3 (2013-10-09)
<b>Vendor Sources</b> ^	
<b>Official Drop Tables</b> ^	
<a href="https://www.warframe.com/droptables">https://www.warframe.com/droptables</a>	

Rank	Ability Strength	Ability Efficiency	Cost	Strength / Cost
0	+9%	-5%	6	1.5%
1	+18%	-10%	7	2.6%
2	+27%	-15%	8	3.4%
3	+36%	-20%	9	4%
4	+45%	-25%	10	4.5%
5	+54%	-30%	11	4.9%
6	+63%	-35%	12	5.25%
7	+72%	-40%	13	5.54%
8	+81%	-45%	14	5.79%
9	+90%	-50%	15	6%
10	+99%	-55%	16	6.19%

## Drop Locations



Mission Type	Source	Rotations or Drop Table	Chance <sup>[1]</sup>	Quantity <sup>[2]</sup>	Avg. per roll <sup>[3]</sup>	Star Chart Nodes
Orokin Vault	Orokin Derelict Vault	A	4.17%	1	0.0417	Any mission node on Deimos except Cambion Drift, Magnacidium, Exequias, and Hyf

## Enemy Drop Tables

Enemy	Drop Table Chance <sup>[4]</sup>	Item Chance <sup>[5]</sup>	Chance <sup>[6]</sup>	Expected Kills <sup>[7]</sup>	Quantity <sup>[8]</sup>	Avg. per roll attempt <sup>[9]</sup>
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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

- At rank 5, Blind Rage will give 24% more **Ability Strength** than  [Intensify](#) for the same cost, but abilities will use more energy. At this rank, a fully-ranked  [Streamline](#) alone is sufficient to negate the downside.
-  [Fleeting Expertise](#) can be used to negate a maxed Blind Rage's downside at the cost of Ability Duration.
- Can be stacked with  [Intensify](#),  [Transient Fortitude](#),  [Augur Secrets](#) and  [Power Drift](#) to provide a total of +223% **Ability Strength**.
  - You may also stack it with  [Energy Conversion](#) to get a total of 273% after collecting an **Energy Orb**.

## Tips

- Combining this with  [Fleeting Expertise](#) will grant you +5% ability efficiency, 35% when stacked with  [Streamline](#), and a total of 129% increase in **Ability Strength**



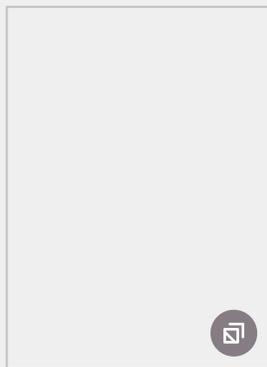
consider only ranking this mod up to 5 or 6 and combining it with Streamline

instead, otherwise use it with builds that do not rely on duration (such as

[Gara's offensive](#) [Mass Vitrify](#) build).

- Warframes with lower energy pools may prefer to use lower ranks of this mod to cast more of their abilities. (I.e: [Excalibur](#), [Nekros](#), [Valkyr](#), etc.)
- Using this mod, [Transient Fortitude](#), and [Fleeting Expertise](#) on an [Ash](#) will yield incredible results, as it will allow you to deal exceedingly high amounts of damage from range with the [Blade Storm](#) ability for little energy cost.
- [Garuda](#) can make effective use of Blind Rage and easily offset the efficiency penalty as she can quickly replenish her energy reserves with [Bloodletting](#) then recover the resulting sacrificed HP with a [Blood Altar](#).
- [Gyre](#) benefits from this mod quite well as the Ability Strength bonus affects the energy that [Cathode Grace](#) restores while it is active, which can help offset the efficiency penalty in the long term.
- Synergizes well with the [Zariman](#)-exclusive [Molt Reconstruct](#), as the increased Energy cost translates to larger Health restored to self and allies.
- [Voracious Metastasis](#) benefits from Blind Rage by increasing both self-heal and restored Energy to allies.

## Gallery



Old appearance

## Patch History

### Hotfix 15.0.9 (2014-10-30)

- Fixed an issue with Corrupted Mod Transient Fortitude not being equippable simultaneously with Blind Rage.

### Update 10.3 (2013-10-09)



- [Introduced.](#)

## See also

- [Streamline](#)
- [Intensify](#)
- [Transient Fortitude](#)
- [Maximized](#), maximum Warframe ability calculations.

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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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