

ADVERTISEMENT

in: [Mods](#), [Tradeable Mods](#), [Transmutable Mods](#), and [5 more](#)

SIGN IN

REGISTER

Rage

356 EDIT

Rage is a [Warframe mod](#) that converts a percentage of [Health](#) damage received into [Energy](#). If the user has no [Shields](#), damage taken to [Overguard](#) granted from an ally is converted into Energy.

Contents

- 1. Stats
- 2. Drop Locations
 - 2.1. Mission Drop Tables
 - 2.2. Enemy Drop Tables
- 3. Notes
- 4. Tips
- 5. Bugs
- 6. Gallery
- 7. Patch History

Rage

Full Icon



Tradeable

obtained from transmutation



Join the Quest! Share Your Views on Upcoming Games!



WARFRAME Wiki



Stats

Rank	Effect	Cost
0	+10%	6
1	+20%	7
2	+30%	8
3	+40%	9

Drop Locations

Convert +40% of Damage on Health to Energy	
General Information	
Type	Warframe
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 8.0 (2013-05-23)
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
The Circuit	Tier 4 The Circuit (Normal)	A	1.49%	1	0.0149	Accessed through Duviri's The Circuit gamemode
	Tier 6 The				0.0103	Accessed through Duviri's The Circuit gamemode



Join the Quest! Share Your Views on Upcoming Games!



Enemy Drop Tables

Enemy [↕]	Drop Table Chance ^[4] [↕]	Item Chance ^[5] [↕]	Chance ^[6] [↕]	Expected Kills ^[7] [↕]	Quantity ^[8] [↕]	Avg. per roll attempt ^[9]
Infested Chroma	3%	20%	0.6%	167	1	0.006
Infested Mesa	3%	20%	0.6%	167	1	0.006
Kuva Napalm	3%	2.01%	0.0603%	1658	1	0.000603
Napalm	3%	2.01%	0.0603%	1658	1	0.000603
Narmer Napalm	3%	2.01%	0.0603%	1658	1	0.000603
Tenno Specter	3%	20%	0.6%	167	1	0.006
Tusk Napalm	3%	2.01%	0.0603%	1658	1	0.000603

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

- The amount of Energy gained from damage taken to health is affected by Warframe [Armor](#).
- Stacks with [Hunter Adrenaline](#) for a total of 85% damage conversion.
- Applies to [Status Effects](#) that deal damage over time and damage that bypasses shields.
- Damage taken to [Overguard](#) only applies energy if the user does not have [Shields](#) ([Inaros](#) and [Nidus](#)).
 - The Overguard must also come from an ally. As such, [Kullervo's Recompense](#) does not receive this benefit despite his lack of shields.



- Does **not** apply to the following sources of damage:



Join the Quest! Share Your Views on Upcoming Games!



[Despoil](#), or
and [Orokin Derelicts](#).



- Health lost due to the *Vampire Nightmare Mode* modifier, or health drained in *Survival* missions by falling to 0% life support.

Tips

- Rage gains more mileage when equipped to Warframes with high *Health* such as *Ash*, *Grendel*, *Inaros*, *Mesa*, *Saryn*, *Nidus*, or *Valkyr*.
 - In particular, *Inaros* and *Nidus* benefit greatly from Rage due to their lack of shields and significantly high health.
- Damage reduction from things like *armor* have mixed value with Rage, since it allows you take survive more damage, but reduces energy gained as well. Damage reduction which applies to shields, such as *Adaptation* and various warframe abilities, are particularly bad due to them making it harder to lose health at all.
 - This means that frames with low *health* and high damage reduction and/or shields are usually a poor choice for Rage.
- Rage can be used alongside healing effects to create a renewable source of energy.
 - Examples of healing include *Life Strike* for melee weapons, melee weapons such as *Hirudo*, *Valkyr's Hysteria* ability, and the healing abilities of *Trinity* and *Oberon*.
 - Note that Trinity already possesses a *primary means* of generating energy.
 - Many Warframe ability *Augments* (such as Saryn's *Regenerative Molt*) create healing effects which can be employed in the same fashion.
 - Beware of high amounts of burst damage which may overwhelm a Warframe before they can heal themselves.
- If the player has *Quick Thinking* equipped and suffers lethal damage, the gain in energy will be converted back over as emergency health.
- When hunting for vaults in the *Orokin Derelict*, or even outside of the derelict, equipping the *Decaying Dragon Key* handicap to sacrifice shields will reduce the time needed before Rage can take effect.
- Rage converts 5% less energy than *Hunter Adrenaline*, but costs 2 less Capacity at max rank. This makes Rage preferable in builds that are tight on



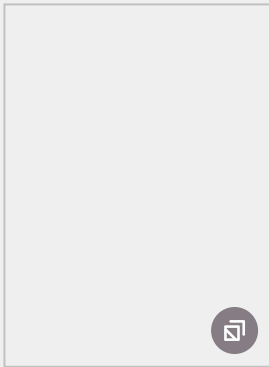
Join the Quest! Share Your Views on
Upcoming Games!

✕ ds.

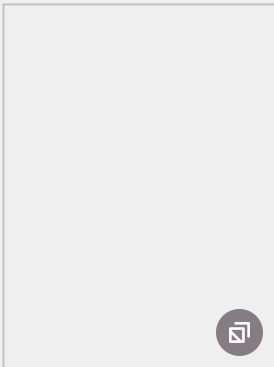


- Rage does not provide energy if attacked by [Arc Traps](#)

Gallery



Older Appearance



Older Appearance

Patch History

[Hotfix 35.5.6](#) (2024-04-10)

Updated Overguard Interactions With Rage

As announced last week, we've changed how Overguard interacts with effects that benefit from receiving damage on Warframe to make it more co-op friendly. Specifically, the Rage Mod. The conversations regarding Dante's abilities with Overguard became a driving factor to look at these interactions and find ways in which we can make them work to benefit co-op play. Overall, these changes aim to create a harmonious arrangement between the often unpredictable Overguard

See also

- [Hunter Adrenaline](#) another mod with the same functionality.

Warframe Mods

Edit

[Collapse]

	Blind Rage • Continuity (	Archon ,	Primed) •
	Energy Conversion • Gale Kick •	Firewalker •	Hunter Adrenaline •
	Intensify (	Archon • Precision) •	Lightning Dash •
		n •	Transient Fortitude
		d Agility •	Augur Accord •
		Catalyzing Shields •	

Madurai

Offense)

Join the Quest! Share Your Views on Upcoming Games!

X



	Gladiator Aegis • Gladiator Finesse • Gladiator Resolve • Health Conversion • Ice Spring • Insulation • Lightning Rod • Narrow Minded • Overextended • Quick Thinking • Rapid Resilience • Redirection (Primed) • Reflection • Reflex Guard • Retribution • Rolling Guard • Shock Absorbers • Steel Fiber • Sure Footed (Primed) • Undying Will • Vigilante Vigor • Vigor (Primed) • Vitality (Archon) • Warm Coat
Naramon (Utility)	Augur Message • Augur Reach • Augur Secrets • Constitution • Enemy Sense • Energy Nexus • Equilibrium • Fleeting Expertise • Flow (Archon , Primed) • Fortitude • Handspring • Heavy Impact • Kavat's Grace • Maglev • Master Thief • Mobilize • Natural Talent • Patagium • Piercing Step • Rush • Streamline • Stretch (Archon) • Thief's Wit • Toxic Flight • Vigilante Pursuit • Vigorous Swap
Zenurik	Endurance Drift • Power Drift • Preparation
Umbral	Umbral Fiber • Umbral Intensify • Umbral Vitality

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)

Categories



Languages



Community content is available under [CC-BY-SA](#) unless otherwise noted.



Join the Quest! Share Your Views on
Upcoming Games!



Sci-fi

Warframe





Join the Quest! Share Your Views on Upcoming Games!

[CLICK HERE](#)

×