in: Lore, Community Articles, Updateme, and 10 more

Amp

192

EDIT

The Eidolon is no common beast of the Plains, and cannot be laid low with the tools of an everyday hunter. These 'amps' focus the user's will into a killing beam, capable of eventually bringing one of these monstrosities down.

—Amps Fragment

For 🎐 Octavia's ability, see *Amp (Ability)*.

Amps are special modular weapons used by Tenno Operators to enhance their combat capability, which can be acquired from The Quills and Vox Solaris. Appearing as a gauntlet worn on their right forearms, these Amps improve and alter the Operator's Void Beam, while also giving them their own separate energy

Amp

An Operator firing their Amp
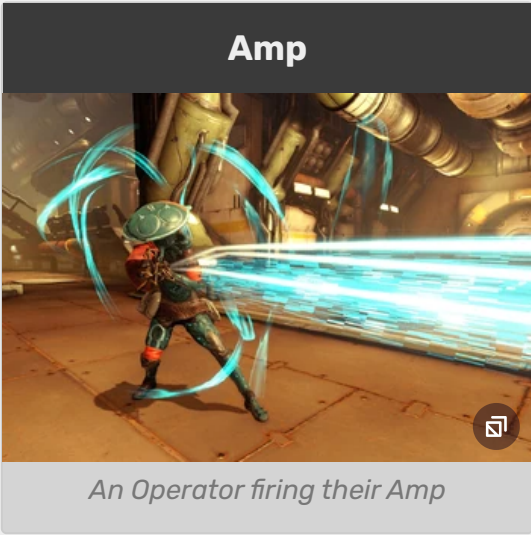
Contents

1. Crafting
    1.1. Components
    1.2. Assembly
    1.3. Gilding
2. Notes

WARFRAME Wiki

Energy pool, allowing them to fire their Void energy without hindering the effectiveness of their other abilities.

Amps are formed from three components. These interchangeable parts can be mixed and matched before crafting to provide different stats and abilities, allowing a player to create an Amp with the features they desire. Once gilded, they can also name the Amp they have crafted and choose custom colors for a further level of customization.

Upon initiating with The Quills Syndicate for the first time in Cetus, the player will immediately obtain their first starting amp, Mote Amp. The weapon can be re-acquired if necessary by purchasing their blueprint for 🝢 500 and crafting it. Further amps can be acquired by crafting them from components acquired from The Quills and Vox Solaris.

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Component	Prism (Xxx)	Scaffold (xXx)	Brace (xxX)
(1 / C1) **Quills 1 -** **Mote**	Raplak Prism (1xx)	Pencha Scaffold (x1x)	Clapkra Brace (xx1)
	Semi-auto, long-range, precise hit-scan.	Charged beam.	+40 Amp Energy pool
(2 / C2) **Quills 2 -** **Observer**	Shwaak Prism (2xx)	Shraksun Scaffold (x2x)	Juttni Brace (xx2)
	Semi-auto, medium range, punch-through projectile.	Short-range flak grenade.	-1 second Amp Recharge delay
(3 / C3) **Quills 3 -** **Adherent**	Granmu Prism (3xx)	Klebrik Scaffold (x3x)	Lohrin Brace (xx3)
	Three-shot grenade burst.	Continuous homing beam.	+12% Amp Critical/Status Chance
(4 / C4) **Quills 4 -** **Instrument**	Rahn Prism (4xx)	Phahd Scaffold (x4x)	Anspatha Brace (xx4)
	Fully-auto, long range shots.	Powerful shots bounce between targets.	+20 Amp Energy Pool, +15/s Energy Recharge Rate

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(5 / F1) **Vox Solaris** **2 -** **Agent**	Cantic Prism (5xx)	Exard Scaffold (x5x)	Suo Brace (xx5)
	Quick and precise three-shot burst.	Automatic grenade launcher that shoots until out of ammo.	+100 Amp Energy Pool, +2s Amp Recharge Delay
(6 / F2) **Vox Solaris** **3 -** **Hand**	Lega Prism (6xx)	Dissic Scaffold (x6x)	Plaga Brace (xx6)
	Continuous, widespread jet of void fire with medium range.	Clusterbomb launcher.	-20 Amp Energy Pool, -1.5s Amp Recharge Delay
(7 / F3) **Vox Solaris** **4 -** **Instrument**	Klamora Prism (7xx)	Propa Scaffold (x7x)	Certus Brace (xx7)
	Wide, short ranged beam.	Timed explosive. Also detonates on impact with an object	+20% Amp Critical chance
Prebuilts			
Mote Amp			
Sirocco			

See Also: Weapon Comparison/Amp

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Components

An amp consists of three components: the **Prism**, the **Scaffold**, and the **Brace**. The prism determines the main firing mode of the amp, the scaffold determines the alternative fire (alt-fire), and the brace modifies certain stats. Since amps are a modular weapon, each part can be mixed with each other as desired.

Note: A good way of remembering what each part does is: **P**rism = **P**rimary, **S**caffold = **S**econdary, **B**race = **B**uff / **B**oost

Prism combinations are often referred to by numbers in the community, these numbers do not have any correlation with performance, for further info see Notes.

- **Prisms** affect the Void Beam's primary fire mode, thus changing the type of shot fired from the traditional straight stream of energy. These are the components that earn Mastery Rank points for the amp. It also determines what picture is shown in the arsenal.
- **Scaffolds** affect the Void Beam's secondary fire mode (default `Mouse 3` or Right thumb stick on PSN, XBX, NSW).
- **Braces** provide other miscellaneous enhancements upon both the Prism and the Scaffold.

Assembly

Before players can craft an Amp, they must first purchase the blueprints for the parts they desire from either Quill Onkko or Little Duck for a number of Standing, after which these parts must be constructed at the Foundry.

Once the component parts have been crafted, players must return to either Onkko or Little Duck and select the **Amp Assembly** option. Here, players must choose the crafted components they have available to form the weapon. Once a Prism, Scaffold and Brace are selected, the player will be shown a preview of the weapon's appearance, along with their stats. If the weapon is satisfactory, players can then proceed with the **Build Amp** action, which will instantly craft the weapon for a 4,000 fee. Players can also use the Amp Assembly screen to preview builds of Amp components they do not yet own.

The Amp Assembly screen showing a custom amp.

While Onkko and Little Duck sell their own unique Amp components, it is possible to

Amp that combines a Raplak Prism with a Certus Brace.

Once built, an Amp cannot be disasssembled to return its components parts.

Amps are managed on the [Operator](#)'s **Equipment** tab on board the [Orbiter](#)'s [Transference Room](#), where players can choose the Amp they want to equip from their available selection, as well as customize their Amp's appearance, and install [Arcanes](#) and [Focus Lenses](#).

A newly built Amp cannot be renamed, customized, equipped with a [Focus Lens](#), or earn Mastery Rank experience. In order to unlock these options, an Amp must be gilded first.

Gilding

Gilding is the process wherein an Amp's full potential is unlocked. To Gild a weapon, players can visit Onkko or Little Duck and ask about 'Other Services', and then using the **Gild** option and finally selecting the desired Amp. Players will then be asked to give the Amp a custom name, after which the Gilding process can be performed for   **5,000**.

- Note that depending on the choice where the Amp is being gilded, the Standing will be subtracted from the according Syndicate. It is also possible to gild an Amp that has been assembled somewhere else.

A freshly built Amp (above), and the same Amp after gilding (below).

Players must have either **Adherent** rank to perform Gilding with [Onkko](#) or **Hand** rank with Vox Solaris to perform Gilding with [Little Duck](#), and only Rank 30 Amps can be gilded. Gilding resets the weapon to rank 0, but grants the ability to earn [Mastery Rank](#) points, install a [Focus Lens](#) and [Amp Arcane Enhancements](#), and recolor the Amp.

Visually, a gilded amp will appear cleaner than a newly-built one, having smoother surfaces, rust and dirt removed, and the once yellow parts becoming lustrous.

Notes

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with the Raplak Prism to 30, any future Amps forged using the Raplak Prism will no longer provide Mastery regardless of what combination of Scaffolds and Braces they have.

- As there are seven Prisms plus the Mote Amp and Sirocco currently available, the maximum amount of Mastery Rank points that can be earned from Amp crafting is **27,000**.
- Equipping an Amp will change both the Operator's idle stance and their Void Beam firing stance while in a mission.
- Amps are one-handed weapons, meaning Operators can use them while carrying power cells or datamasses.
- With each component having **7** parts each, there are currently **343** possible Amp configurations that can be crafted.
- Rank 30 or Gilded Amps can be donated to Onkko in exchange for Quill Standing or Little Duck for Vox Solaris Standing. As an exception to this, the Mote Amp cannot be sold.
- Amps cannot be brought to the Mastery Rank 24 Rank-Up Test, which involves the Operator.
- Custom names for Amps have a *24* character limit including spaces, and will not accept special characters like commas (,) or apostrophes ('), though hyphens (-), periods (.) and numbers are accepted.

  - Names can also not include any profanities such as swear words.

- Amps have their own dedicated Inventory Slots that they take up when a player crafts one. Players are given 8 slots by default, and additional slots can be purchased for   **12** for two slots.
- Despite the fact that the Amp gives the Void Beam its own energy supply, removing the Amp (selecting "None" in the Amp selection menu) does not revert the energy pool back to its universal state.
- All Amps possess two Arcane Enhancement slots, the second of which must be unlocked with an Amp Arcane Adapter from Cavalero of The Holdfasts. The second slot will only appear after the player has completed Angels of the Zariman.
- All Amps equipped by the Drifter use the   Sirocco model, even if the skin itself is not equipped. This is an entirely visual change however, as the handgun will behave as the currently equipped Amp would on the Operator.
- In the community, amps are often referred to as a string of three "series" numbers (e.g. 7-6-1 or 7-7-X), a "series" simply referring to the order in which the components are unlocked when ranking up in the Quills and Vox Solaris syndicates. These numbers are set by the community and do not actually exist in-game nor do they reflect upon the performance of the components (e.g. series 7

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- Each number refers to a component and corresponding series: the first number in the sequence refers to the Prism of the series, the second number refers to the Scaffold of the series, and the last number refers to the Brace of the series. An "X" inplace of a number simply means any series number can be used for that component.
- For example, a 7-6-1 amp corresponds to an amp that uses the Klamora Prism - Dissic Scaffold - Clapkra Brace. And a 7-7-X amp corresponds to an amp that uses the Klamora Prism - Propa Scaffold - any Brace.

Damage versus Eidolon Shields

Eidolons' shields are only vulnerable to Void damage, making Amps the main way to deal any damage to them. Despite shields usually not applying damage reduction, Eidolon's shields reduce damage down to 1/25 of the original damage of the amp. After this damage reduction is applied, a flat damage bonus is added on top, with this bonus scaling *inversely* with the amp's fire rate. This flat damage bonus is not affected by any form of damage buff, including Void Strike, Unairu Wisp, and critical hit damage. As of currently, damage dealt by amps is calculated in the following way:

Amp Damage vs Eidolons = (Theoretical Damage x 0.04) + (108 / Fire Rate)

Amp Crit-Damage vs Eidolons = (Theoretical Damage x 2 x Crit Multiplier x 0.04) + (108 / Fire Rate)

Where **Theoretical Damage** is the amp's listed damage multiplied by any damage buffs, such as Void Strike and Unairu Wisp.

- As shown in the equation, an amp's *effective* critical multiplier against Eidolons is double the value displayed in the arsenal, making crit focused amps highly favorable for creating a high DPS amp.
- It's important to note that the damage dealt per shot is inversely-proportional to the amp's firerate, which explains why Virtuos Tempo (+60% fire rate on kill) causes an amp's damage per shot to be *reduced* while it is active. However, the fire rate increase more than makes up for the damage lost per shot, giving a net increase in DPS.
- A few amp types seem to apply the flat damage bonus (the part affected by fire rate) in a manner that is inconsistent with the above formulae. Currently, the amps known to have this inconsistency are the Granmu and Cantic prisms, and the Exard scaffold.
  - Granmu and Exard yield correct damage values when their fire rate is set to 1 in the equations above, instead of using their listed fire rates. Cantic uses a

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- Here are some example calculations for finding an amp's damage against Eidolons using the Raplak prism, which has 3000 base damage, 2 fire rate, and a 2.6 crit multiplier:

  - Shooting at an Eidolon while having no buffs active will yield: (3000 x 0.04) + (108 / 2) = 174 damage on a normal hit.
  - A critical hit will yield: (3000 x 2 x 2.6 x 0.04) + (108 / 2) = 678 damage.
  - A critical hit with a Void Strike damage multiplier of 5 and with Virtuos Strike (+60% critical damage) active will yield: (3000 x 5 x 2 x 2.6 x 1.6 x 0.04) + (108 / 2) = 5046 damage

Trivia

- The prism for an amp will appear to be folded under the arm until used in a mission, at which point the prism folds out to appear in front of the hand.

  - The prism will retract if the player equips their codex scanner while still using their Operator.

- Amp technology is based on Sentients, specifically Eidolon, whose fragments can be found and gathered in the Plains of Eidolon. This may seem somewhat ironic since Amps are used to channel Void energy which is effectively a poison to the Sentients. However, it can be easily explained by the fact that Sentients are designed to be weak to the void. They may not have body material that is damaged, but rather the organisation of complex systems may be vulnerable. (Similar to the circuits of a computer being highly conductive to electricity, which makes the computer susceptible to E.M.P. bursts, even though the copper wiring is undamaged.

Bugs

- Although Amps can be used to catch Kuva clouds, the Amp will very rarely *destroy* the cloud. Instead, the cloud will linger in place for a few moments before exploding, and another one will spawn in to replace it. (Programming-wise the cloud itself is a particle effect that follows an otherwise-invisible Corrupted mask).
- The Scafold portion of all amps were rotated 90 degrees at some point, making them clip into the hand or brace rather than having them stand vertical, and have remained rotated since.

External Links

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Patch History

Update 34.0 (2023-10-18)

- Operator Amps can now interrupt Dax abilities in the Undercroft similar to how weapon fire can.

Update 33.6 (2023-07-27)

- Modular Components that can earn Mastery will now show if that component is Mastered when viewed in a Vendor Menu (ex: viewing Zaw Strikes at Hok).

Update 32.0 (2022-09-07)

Last updated: Hotfix 25.5.1 (2019-08-02)

See also

- Weapon Comparison/Amp
- Zaws, melee modular weapons.
- Kitguns, primary and secondary modular weapons.
- K-Drive, modular vehicles.
- MOA Companions, modular MOA companions.
- Predasite, modular Kubrow-like companions.
- Vulpaphyla, modular Kavat-like companions.
- Hound (Companion), modular Sisters of Parvos companions.

Operator				
Focus	Madurai •	Vazarin •	Naramon •	Unairu • Zenurik
Ability				
Default	Void Beam • Void Sling • Void Mode			
Madurai	Void Strike (Void Fuel) • Contamination Wave (Distilled Contamination)			
Vazarin	Guardian Shell (Guardian Break) • Void Snare			
Naramon	Void Levitation (Lethal Levitation) • Sling Stun (Killer's Rush)			
Unairu	Magnetic Flare (Magnetic Boost) • Caustic Strike (			

Zenurik	Wellspring (	Hardened Wellspring) •	Temporal Drag (Temporal Shot)

Void Sling

Madurai	Chained Sling (Sling Strength)
Vazarin	Protective Sling
Naramon	Far Sling • Sling Stun (Killer's Rush)
Unairu	No Upgrades
Zenurik	Disarming Sling (No Quarter)

Void Mode

Madurai	No Upgrades
Vazarin	Void Regen (Squad Regen)
Naramon	No Upgrades
Unairu	No Upgrades
Zenurik	No Upgrades

Passive

Madurai	Phoenix Talons • Power Transfer
Vazarin	Mending Unity • Mending Soul
Naramon	Power Spike • Affinity Spike
Unairu	Poise • Stone Skin
Zenurik	Energy Pulse • Inner Might

Way-Bounds

Madurai	Inner Gaze • Eternal Gaze
Vazarin	Enduring Tides • Rejuvenating Tides
Naramon	Mind Step • Far Sling
Unairu	Last Gasp • Vengeance
Zenurik	Void Siphon • Void Flow

Amp • Arcane Enhancement • Operator Cosmetics • The Quills • Vox Solaris

Amp Components						
Prisms (Xxx)	Raplak •	Shwaak •	Granmu •	Rahn •	Cantic •	Lega •
			Klamora			
Scaffolds (xXx)	Pencha •	Shraksun •	Klebrik •	Phahd •	Exard •	
		Dissic •	Propa			

Braces (xxX)	Clapkra • Juttni • Lohrin • Anspatha • Suo • Plaga • Certus
Amps	
Premade	Mote Amp • Sirocco

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Languages ⌄

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