

ADVERTISEMENT

Search Results

[SIGN IN](#) [REGISTER](#)

There is a page named "[Looter](#)" on WARFRAME Wiki. See also the other search results found.

This wiki ▾

Looter

Q

Advanced ▾

Arti
cles

Pos
ts

Pho
tos
and
Vide
os

Blog
s

Peo
ple

Ever
ythi
ng

About 100 results for "**Looter**"

Looter

Looter is a mod that allows the Carrier (and its Prime counterpart) to break nearby containers by releasing a wave of energy that destroys all breakable Storage Containers within 12 meters at max rank.

Hotfix
<https://warframe.fandom.com/...>

Cephalon Simaris

Steel Meridian Arbiters of Hexis
<https://warframe.fandom.com/...>

Related Community



[Neon ♦ Knights Wiki](#)

Nightwave

Steel Meridian Arbiters of
Hexis Cephalon Suda The
Perrin Sequence Red Veil
New Loka Conclave
Cephalon Simaris Ostron
The Quills Solaris United Vox
Solaris Ventkids Entrati
Necraloid The Holdfasts
Cavia Kahl's Garrison
Operation Supply

https://warframe.fandom.c...

10	200	1
Pages	Images	Video

We play neon❖Knights on Roblox.
neon❖Knights is a roguelite looter
dungeon crawler released into alpha on
Nov. 26, 2022 for 273 robux. Explore
various challenging dungeons in a
refreshing point of view.

[VIEW MORE WIKIS →](#)

Mod/List of Mods

Mod List of Mods
https://warframe.fandom.c...

Tenacious Bond

Tenacious Bond is a
Companion mod that
reduces companion
recovery on headshot kills.
In addition, a Critical
Damage multiplier is granted
to the owner's weapons if
the companion's critical
chance is above 50
https://warframe.fandom.c...

Duplex Bond

Duplex Bond is a Companion
mod that creates a short-
lived duplicate of the
companion after 100 Energy
is spent, up to 3 times.
Enemies killed by these
clones have a chance at
dropping an
https://warframe.fandom.c...

Manifold Bond

Manifold Bond is a Robotic

inflict Status Effects from their equipped weapon. In addition, killing enemies afflicted by a certain number of status effects will reduce

<https://warframe.fandom.c...>

Storage Container

Storage Containers are breakable objects appearing in all mission types and can drop pickups such as credits, ammo, resources, and even mods. Multiple variations of storage containers can also spawn once per mission. They are

<https://warframe.fandom.c...>

Reinforced Bond

Reinforced Bond is a Companion mod that increases the owner's Fire Rate when the companion's maximum Shields or current Shields (including Overshield) exceed 1200. Reloading will also restore shields to the companion. The

<https://warframe.fandom.c...>

Synth Deconstruct

Synth Deconstruct is a set mod that can cause enemies damaged by the Companion to drop a Health Orb upon death. This mod is part of a set, whose set bonus increases with each additional

<https://warframe.fandom.c...>



Animal Instinct is a Companion mod that increases the owner's Loot Radar and Enemy Radar radius. Sourced from the official drop table repository. See Module:DropTables/data to edit on the wiki. As seen <https://warframe.fandom.c...>

Momentous Bond

Momentous Bond is a Companion mod that causes Eximus kills to grant the companion a random Elemental Damage bonus for 30 seconds and reduce the companion recovery timer. The mod can be bought from The <https://warframe.fandom.c...>

Diriga

Carrier Dethcube <https://warframe.fandom.c...>

Shade/Prime

CODEX Shade Prime specializes in stealth and comes locked and loaded with the Burst Laser Prime. Together, you can dominate the shadows. Shade Prime is the the Primed version of the stealth Shade Sentinel, featuring <https://warframe.fandom.c...>

Helios

Carrier Dethcube <https://warframe.fandom.c...>



Contagious Bond is a Companion mod that causes enemies killed by the companion to spread a fraction of their Status Effects to nearby enemies. The mod can be bought from Son for 20,000 after <https://warframe.fandom.c...>

Dethcube

Carrier Dethcube <https://warframe.fandom.c...>

Seismic Bond

Seismic Bond is a Companion mod that causes the companion's melee attacks to emit 4-meter shockwaves, as long as a Channeled Ability is active. In addition, the companion's attacks will grant stacking <https://warframe.fandom.c...>

Acid Shells

Acid Shells is a Weapon Augment Mod exclusive to the Sobek and Kuva Sobek that causes enemies killed by the Sobek to explode, dealing a flat amount of Corrosive damage plus a percentage of the <https://warframe.fandom.c...>

Vicious Bond

Vicious Bond is a Companion mod that allows the companion's melee attacks to reduce enemy armor. Damaging enemies <https://warframe.fandom.c...>



The mod can be bought from
<https://warframe.fandom.c...>

Shade

Carrier Dethcube
<https://warframe.fandom.c...>

Carrier

through its Ammo Case precept, and is equipped with its unique Sweeper shotgun featuring high stopping power. **Looter** allows it to target environmental objects for extra loot. Acquisition
Carrier is acquired from the Market. Carrier
<https://warframe.fandom.c...>

Carrier/Prime

"Market forces dictate that you need to evolve or die."
Carrier Prime is Vaulted.The Void Relics for this item have been removed from the drop tables and do not drop during missions at
<https://warframe.fandom.c...>

Mystic Bond

Mystic Bond is a Companion mod that allow the owner to cast an Ability at no cost after the companion has used its abilities a certain number of times. The mod can be bought from
<https://warframe.fandom.c...>

Dethcube/Prime



“Market forces dictate that
you need to evolve or die.”

Dethcube Prime is
Vaulted.The Void Relics for
this item have been
removed from the drop
tables and do not drop
during missions at
<https://warframe.fandom.c...>

**1****2****3****4****5**

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