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Looter



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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.

Stats

Rank	Range	Cooldown	Cost
0	4.5m	1s	2
1	6m	1s	3
2	7.5m	1s	4
3	9m	1s	5
4	10.5m	1s	6
5	12m	1s	7

Acquisition

- This mod can be acquired from [Cephalon Simaris](#) for **75,000**.

Looter

Full

Icon



Tradeable



Notes

- Has a cooldown of **1** second.
- Looter does not require a sentinel weapon or the  [Striker](#) precept equipped.
- Looter will trigger for [Resource Deposits](#).
- Use Looter alongside  [Vacuum](#) to ensure the pickups be gathered once the containers are destroyed.
- Looter will not attempt to trigger for Rare or Reinforced Storage Containers, possibly due to the container requiring more damage to open, or to prevent the contents from being overlooked.
- Looter effects are [silent](#) and will not alert nearby enemies.
- Looter will not detonate nearby [Explosive Barrels](#) or LN2 barrels, even if caught in the blast wave.
- The wave of energy will break containers through walls. However, Carrier still needs a line of sight to a container to trigger Looter.
- Looter will not trigger if the companion is busy doing something else such as shooting (with the  [Assault Mode](#) precept) or boosting shields (with  [Shield Charger](#))

 [Update Infobox Data](#)

Max Rank Description 

Destroys loot crates within 12m.

General Information 

Type Carrier

Polarity  Penjaga

Rarity Rare

Max Rank 5

Endo Required To Max 930

Credits Required To Max 44,919

Base Capacity Cost 2

Trading Tax  8,000

Introduced [Update 10.0](#) (2013-09-13)

Vendor Sources 

Vendors

[Cephalon Simaris](#)  75000 for x1

Official Drop Tables 

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

Patch History

[Hotfix 23.0.8](#) (2018-07-09)

- Made minor optimizations to Carrier's Looter precept.

[Update 22.20](#) (2018-05-17)

- Changed from single target shooting to an area of effect wave.
- Reduced startup lag.



Hotfix 22.3.5 (2017-11-20)

Sentinel Mods			[Collapse]
Penjaga	Carrier	Ammo Case • Looter	
	Dethcube	Energy Generator • Vaporize	
	Diriga	Arc Coil • Calculated Shot • Electro Pulse	
	Djinn	Fatal Attraction • Reawaken • Thumper	
	Helios	Detect Vulnerability • Investigator • Targeting Receptor	
	Nautilus	Auto Omni • Cordon	
	Oxylus	Botanist • Scan Aquatic Lifeforms • Scan Matter	
	Shade	Ambush • Ghost • Revenge	
	Taxon	Molecular Conversion	
	Wyrm	Crowd Dispersion • Negate	
	Other	Anti-Grav Array • Assault Mode • Coolant Leak • Guardian • Medi-Ray • Odomedic • Regen (Prime) • Sacrifice • Shield Charger • Vacuum	
Madurai		Fired Up • Self Destruct • Synth Deconstruct • Synth Fiber	
Vazarin		Accelerated Deflection • Calculated Redirection • Enhanced Vitality • Metal Fiber • Repair Kit • Sanctuary	
Naramon		Animal Instinct (Prime) • Spare Parts	

Categories

Languages

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