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Mods



Mod

[List of Mods](#)

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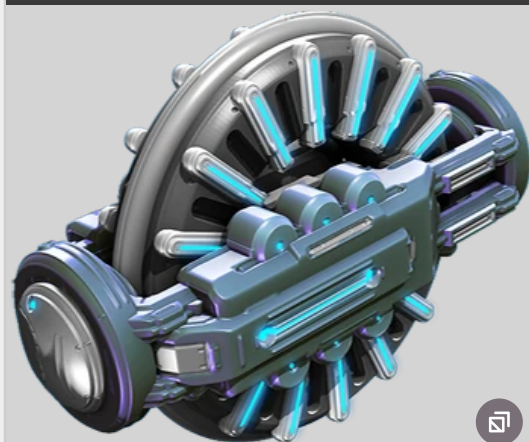
[Mods 1.0](#) since [Update 7.0](#) (2013-03-18)

Your collection of mods is impressive, Operator... But, I wonder if there are more to be had?

—Ordis

Mods, short for **Modifications**^{[1][2]} or **Modules**, are the upgrade system in [WARFRAME](#) in the form of special cards that can be equipped on [Warframes](#), [weapons](#), [companions](#), and [vehicles](#) to enhance [damage](#), power, survivability, speed, mobility, [precepts](#), and utility.

Mod



The Mods system is accessible after the completion of "Liberate the imprisoned arms dealer" tutorial mission from the [Vor's Prize Quest](#), by installing the Mods Segment reward from said mission onto the [Orbiter](#), which will permanently unlock the Mods



WARFRAME Wiki



From the [Arsenal](#), you can install mods on your equipment, but they are limited by the equipment's mod capacity that depends on the level of the equipment. Any mod can be installed/removed freely and can be applied to several equipment at the same time. You can also upgrade your mods by using  [Endo](#) and  [Credits](#) through the process of [Fusion](#).

Acquisition

- **Drops from enemies:** Almost all enemies have a chance of dropping a mod, selected from their [drop table](#) (*visit their respective pages for more details*). The usual mod drop chance is **3%** (can be doubled with [Mod Drop Chance Boosters](#)) but may differ depending on the type of enemy. Typically if a mod drops from a specific enemy:
 - **75.88%** of the mod drops will be Common.
 - **22.11%** of the mod drops will be Uncommon.
 - **2.01%** of the mod drops will be Rare.
- **Drops from canisters:** Mods can be obtained from the [Orokin Void](#) canisters and more commonly from treasure room canisters. Modules obtained are randomly chosen for every player.
- **Mission rewards:**
 - Most non-endless mission types may offer a mod, [blueprint](#), , [Endo](#), or  [Credits](#) as one of the mission rewards upon completion.
 - Every rotation of endless missions (e.g. [Defense](#)) will offer a

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drop table, which may include mods.

- Completing a [Nightmare Mode](#) mission rewards a [Nightmare mod](#).
- Completing [quest](#) missions may reward a mod.

10.1.10. Rare Plexus Mod

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- **Events & Tactical Alerts:** Specific

mods that are acquired as a reward for these activities are, in general, also obtainable later, by other means (typically, [Baro Ki'Teer](#) will sell them).

- **Vaults:**

- Opening an [Orokin Vault](#) always rewards a [Corrupted mod](#).
- Opening an [Isolation Vault](#) may reward a [Necramech](#) mod.

- **Transmutation**

- **Market:** Purchasing [Essential Mod Bundles](#) from the Market.

- **Daily Tribute:** Logging in for 200/400/600/900 days will award players [Primed Fury](#), [Primed Vigor](#), [Primed Shred](#), and [Primed Sure Footed](#).

- **In-game vendors.** Players can purchase mods:

- from [Syndicates](#) with  standing. These generally consist of warframe and weapon [Augments](#)
- from [Nightwave](#) Cred offerings. These include certain [Aura](#) Mods.
- from [Baro Ki'Teer](#) on a relay for  **Credits** and  **Ducats**. These include all of the [Primed](#) mods, except for those which are obtained through Daily Tribute.

- **Trading:** All mods are tradeable **except** for those which are obtained through Daily Tribute (certain Primed mods), the [Umbra Mods](#) (obtained via [The Sacrifice](#) quest or from [Cephalon Simaris](#)), [Flawed Mods](#) (obtained via [Vor's Prize](#) quest), and [Amalgam mods](#) (obtained via the [Thermia Fractures](#) event or the [Ropalolyst](#) boss fight).

- Trading recipient of a [Riven Mod](#) must have attained [Mastery Rank](#) 8.
- Last copy of  Precept polarity mods cannot be traded away.

- Acquiring [Companions](#) provides the player with a set of precept mods specific to each companion.
- See [Riven Mods](#) page for acquisition of such mods.
- Opening [Requiem Relics](#) have a chance to reward [Requiem Mods](#) except Oull, which has a chance to drop when downing a [Kuva Lich](#) or a [Corpus Sister](#).



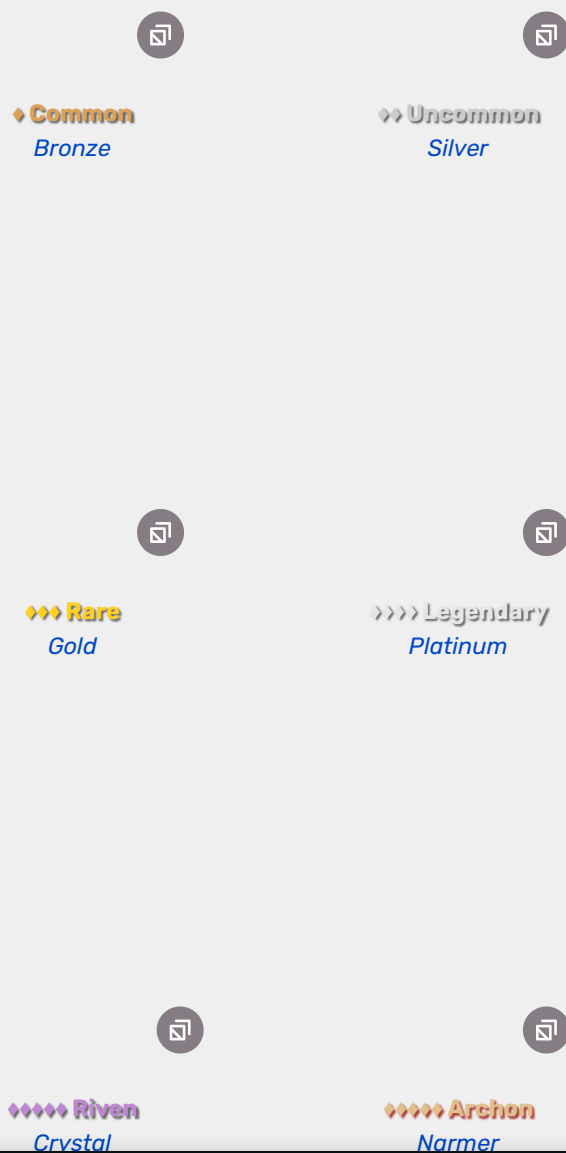
Attributes

Mods have several attributes:

1. **Name & Effect:** The name of the mod and what it changes when installed. The name includes an identifier of the variant (The descriptors "Flawed", "Primed", and "Amalgam"), or set (*"Umbral" in the right image*), if applicable.
2. **Item Compatibility:** What the mod can be equipped on and if it's part of a [Mod Set](#). Individual mods are equippable either on any of a more general type of equipment (e.g. "MELEE"), or only on one of a subtype, (e.g. "SWORDS"), or only on a single piece of equipment and its closest variants (e.g. "SKANA"), or only exclusively on one specific variant (e.g. "BURSTON PRIME").
3. **Special Indicator:** Symbols that denote if the mod is an [Aura](#), [Stance](#), [Exilus](#), [Riven](#) or part of a Set.
4. **Drain & Polarity:** The number is the amount of Capacity points a mod uses up when installed ("drain", except [Aura/Stance](#) mods that "provide" Capacity points instead). The symbol denotes [Polarity](#) (*described further below*).
5. **Rank:** The upgrade level of the mod, ranging from rank 0 to Maximum Rank, which varies according to mod, the highest being 10. When the level of a mod is greater than zero, it is indicated by blue pips on the bottom of the card. (*A small black hexagon appears above the rank pips on mods that are slotted – not visible in the right image.*)
6. **Stack/Quantity:** The quantity of a mod of the same rank that you own.
7. **Rarity:** Determines the order of appearance of mods when sorted by rarity in the mod inventory view, and will also be printed in the [trading](#) confirmation prefixing mod's rank (e.g. "RARE RANK 5" or "REQUIEM RANK 0"). Mods vary in 9 tiers of rarity, with higher tier rarity mods displayed earlier (more to the left) in the



- For mods of the lowest 4 tiers (Common-Legendary), their rarity defines both increasing with rarity applicable [fusion](#) costs and [trading](#) taxes (being highest for Legendary out of all mods in game), while the 5 highest tiers (Riven-Requiem) share these with Rare mods (except Peculiar - sharing with Uncommon instead).
- Most mods of the lowest 5 tiers have an increasing number of pips at the top of their mod cards (*except mods that are part of a Set - such as the image to the right - displaying the Set emblem in place of pips*). In the order of increasing rarity these are:



The other tiers do not have rarity pips displayed on their mod cards, and instead may be distinguished by a unique material on their mod cards. In the order of increasing rarity these are:

Peculiar
Smoke

Amalgam
Sentient

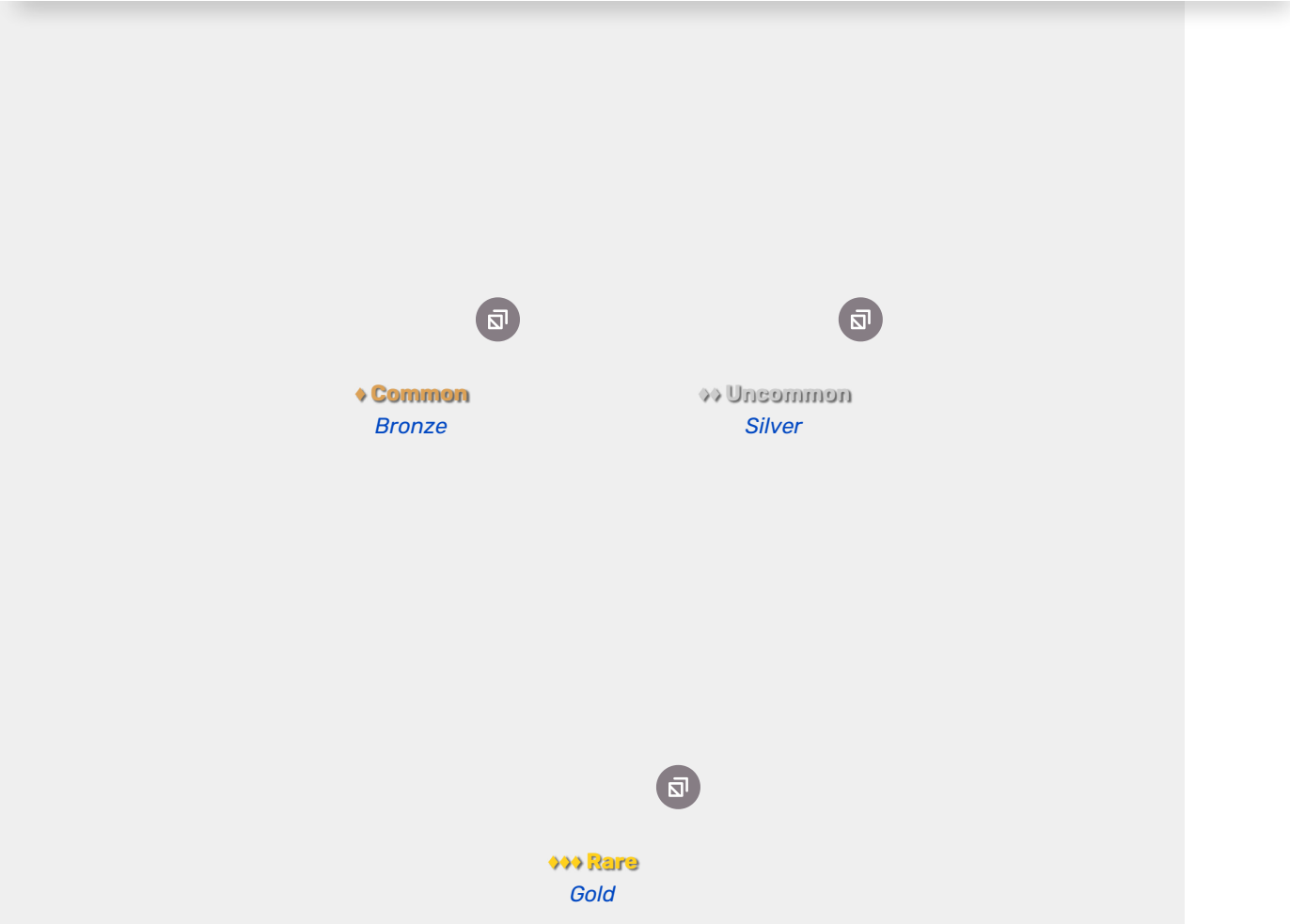
Galvanized
Metallic

Requiem
Obsidian

Tome
Entrati Obols

Plexus mods have a unique styling mimicking the **Railjack** aesthetic:





Item Compatibility

Weapon Slot	Primary					
Weapon Class	Rifle					
	Assault Rifle				Bow	
	Assault Rifle			Launcher		Crossbow
				Launcher	Speargun	
Weapon Family	e.g. Braton			e.g. Ogris	e.g. Ferrox	e.g. Zhuge
Specific Weapon Examples	Braton	Braton Prime	Braton Vandal	Ogris + variants	Ferrox + variants	Zhuge + variants

Item Compatibility Hierarchy For Companion

Companion				
Beast				
Kubrow			Kavat	
Kubrow	Helminth Charger	Predasite	Kavat	Vulpaphyla
e.g. Chesa Kubrow	e.g. Helminth Charger	e.g. Medjay Predasite	e.g. Adarza Kavat	e.g. Crescent Vulpaphyla

Hidden Attributes

- Some mods have CompatibilityTags and IncompatibilityTags associated that restrict what items that it can be equipped on.
 - For example, [Sinister Reach](#) has both the "Primary" type and a hidden BEAM compatibility tag, restricting its usage to primary weapons with that tag (like [Amprex](#) and [Phantasma](#)).
 - For example, the [Split Flights](#) mod has the following IncompatibilityTags: CRPBOW, CROSSBOW, GRNBOW, POWER_WEAPON, INFBOW, OMICRUS, meaning items with either of those tags (namely, [Lenz](#), [Kuva Bramma](#), [Exalted Weapons](#), [Proboscis Cernos](#), and [Nataruk](#)) cannot equip [Split Flights](#).
- Some mods may have hidden upgrades not explicitly stated in the mod's description. Notable examples include:
 - [Heavy Caliber](#), [Magnum Force](#), and [Vicious Spread](#) with additional hidden spread modifiers for specific weapons.
 - [Sure Footed](#) and [Primed Sure Footed](#) include chances to ignore staggers, stuns, and ragdoll effects.
 - [Cunning Drift](#), [Maglev](#), and [Streamlined Form](#) apply a hidden slide penalty when player is in mid-air to counteract the slide bonus (i.e. player only gets increased slide distance on ground).
 - [Thundermiter](#) also decreases Ammo Maximum despite not saying so in description.
- Two mods with the same hidden parent type or has a [parent/child relationship](#) cannot both be equipped on an item at the same time. For example, [Serration](#) and [Amalgam Serration](#) are incompatible with each other because they both inherit the



Sometimes this relationship is obvious because two mods share similar names, but this is not always the case (for example, [Sinister Reach](#) is not a variant of [Reach](#) despite both having "Reach" in their names). Some non-obvious relationships include:

- [Mobilize](#), [Patagium](#), [Battering Maneuver](#), [Piercing Step](#), [Rending Turn](#), [Ice Spring](#), [Lightning Dash](#), and [Toxic Flight](#) are incompatible with each other since they all inherit `/Lotus/Upgrades/Mods/Warframe/ParkourTwoMod`.
- [Ironclad Flight](#) inherits `/Lotus/Upgrades/Mods/Warframe/AvatarDamageReductionInAir ( Aviator )`.
- [Critical Deceleration](#) inherits `/Lotus/Upgrades/Mods/Shotgun/WeaponCritChanceMod ( Blunderbuss )`.
- [Berserker Fury](#) inherits `/Lotus/Upgrades/Mods/Melee/WeaponFireRateMod ( Fury )`.
- [Enhanced Vitality](#) inherit [Link Vitality](#) `/Lotus/Upgrades/Mods/BaseHealthMod`.
- [Link Fiber](#) and [Metal Fiber](#) inherit `/Lotus/Upgrades/Mods/BaseArmourMod`.
- [Calculated Redirection](#) and [Link Redirection](#) inherit `/Lotus/Upgrades/Mods/BaseShieldMaxMod`.
- [Mending Shot](#) inherits `/Lotus/Upgrades/Mods/Rifle/BowExplosionChanceMod ( Thunderbolt )`.
- [Amar's Anguish](#), [Boreal's Anguish](#), and [Nira's Anguish](#) inherit `/Lotus/Upgrades/Mods/Sets/ArchonExilusMod`.
- [Amar's Hatred](#), [Boreal's Hatred](#), and [Nira's Hatred](#) inherit `/Lotus/Upgrades/Mods/Sets/ArchonWarframeMod`.
- [Double Tap](#) inherits `/Lotus/Upgrades/Mods/PvPMods/Rifle/LessRecoilSmallerMagRifle ( Hydraulic Gauge )`.
- [Feathered Arrows](#) inherits `/Lotus/Upgrades/Mods/PvPMods/Rifle/HigherVelocityLessAccuracy ( Lucky Shot )`.
- Conclave physical damage conversion mods:
 - [Comet Rounds](#), [Ripper Rounds](#), and [Serrated Rounds](#) inherit `/Lotus/Upgrades/Mods/PvPMods/Rifle/BaseDamageBiasRifleM`



- [Impaler Munitions](#), [Meteor Munitions](#), [Razor Munitions](#) inherit
/Lotus/Upgrades/Mods/PvPMods/Pistol/BaseDamageBiasPistol
- Conclave recoil/reload/magazine balancing mods:
 - [Hydraulic Chamber](#) inherits
/Lotus/Upgrades/Mods/PvPMods/Shotgun/FasterReloadMoreRecoil
([Loose Chamber](#)). [Loose Chamber](#) inherits
/Lotus/Upgrades/Mods/PvPMods/Shotgun/LargerMagLongerReload
([Loaded Capacity](#)).
- Warframe augments on the same ability:
 - [Rumbled](#) and [Titanic Rumbler](#) inherit
/Lotus/Powersuits/Brawler/BrawlerSummonBaseAugmentCard.
 - [Healing Flame](#) and [Purifying Flames](#) inherit
/Lotus/Powersuits/Ember/FireBlastBaseAugmentCard.
 - [Purging Slash](#) and [Surging Dash](#) inherit
/Lotus/Powersuits/Excalibur/SlashDashBaseAugmentCard.
 - [Assimilate](#) and [Singularity](#) inherit
/Lotus/Powersuits/Jade/SelfBulletAttractorBaseAugmentCard.
- Most mods will not be obtainable through [Transmutation](#). Internally, there is a property associated with the mod that determines its transmutability status.
- [Stance](#) mods will add new attack combos to [Melee](#) weapons which are not explained in fully in the mod's description or combo menu upon equipping the Stance. Many Stance combos have hidden damage multipliers and guaranteed status effects on its attacks.

Interaction

Multiple specialized UI environments exist to facilitate players' various interactions with mods:

- **Arsenal** (used for **installing** all mods, except for Railjack mods)
- **Plexus** (used for installing Railjack mods)
- **Mods Console** (used for managing owned mods through **Mod Actions**: "*Fusion*", "*Transmute*", "*Sell*", and "*Dissolve*")
- **Codex** (used for **obtaining knowledge** on all existing mods, and ways to acquire them)
- **Trade screen** (used for exchanges with other players involving mods)



is available. This process is essential in reducing clutter and is also used to ease the process of selling or dissolving mods.

Installation

Once the Mods system has been unlocked, mods can be installed by visiting the [Arsenal](#) on your [Orbiter](#), selecting the desired Mod destination (e.g. [Warframe](#), [Weapon](#)), and then clicking on the **UPGRADE** button. Afterward either click on **ACTIONS** > **APPLY AUTO INSTALLATION**, or simply drag a mod from the collection and drop it on a Mod slot. Mod installation and removal is instant and free.

Mods are placed in **Mod Slots** (commonly referred to as "slots"), arrayed in a rectangular grid. In addition to these **general slots**, which are compatible with the vast majority of mods, some types of equipment have **special slots**, which are only compatible with a corresponding class of mods.

The number and type of slots an item will have depends on the type of equipment:

- [Warframes](#) have 8 general slots, an Exilus slot, and an Aura slot.
- Primary and secondary weapons have 8 general slots and an Exilus slot.
- [Melee weapons](#) have 8 general slots, an Exilus slot, and a Stance slot.
- [Archguns](#), [Archmelees](#), and Companion weapons have 8 general slots.
- [Exalted weapons](#) have 8 general slots; Melee Exalted weapons also have a Stance slot, but it's permanently occupied by an Ability-related Stance, and can't be interacted with.
- [Companions](#) have 10 general slots.
- [Archwings](#) and [K-Drives](#) have 8 general slots.
- [Necramechs](#) have 12 general slots.
- [Plexus](#) (the [Railjack](#) modding system) has 8 general slots and an Aura slot on one grid (Integrated), and 3 special slots on each of the other two grids (Battle and Tactical).

**Mod priority order
(for Companion
Precepts and Elemental
Damage mods)**

1	2	3	4
5	6	7	8

Items have a limited **Mod Capacity**, that correlates to their Rank. The maximum rank is normally **30**, but for some items it is **40**. Warframes/Companions/Archwings/K-Drives/Necramechs and Weapons can be supercharged with an [Orokin Reactor](#) or [Orokin Catalyst](#) respectively, which doubles the available Mod capacity. Mod Capacity functions as a limit to what mods can be equipped depending on their drain. Mods can



than a player's current [Mastery Rank](#). The amount of minimum mod capacity is equal to the player's mastery rank.

If the Mod Capacity drain is less or equal to the item's remaining Mod Capacity it will install and Mod Capacity will be deducted.

Mod drain is modified by [Polarity](#):

- Matching [polarity](#) reduces drain by half, rounded up: (e.g. [Serration](#) costs 14, but dropped into a Madurai polarized slot costs only 7)
- Non-matching [polarity](#) increases drain by a quarter, rounded mathematically: drain of 0-1 will increase by 0, drain of 2-5 by 1, drain of 6-9 by 2, drain of 10-13 by 3, drain 14-16 by 4, etc.

[Aura](#) and [Stance](#) mods increase Mod Capacity rather than drain it.

- Polarity affects the amount of bonus Capacity that is provided: matching polarity doubles it, while non-matching polarity reduces it by 25%, rounded mathematically.

The [Railjack](#) analogue of the Arsenal is the [Plexus](#), also located in the Orbiter, and accessible from a Dry Dock.

Fusion

Main article: [Fusion](#)

Mods can have their overall power increased by the process called **Fusion**. Fusing a mod with [Endo](#) increases the rank, and thereby overall power, of the mod. While the base amount of Endo required to level up from rank 0 to rank 1 is determined by Mods' rarity, each subsequent rank-up requires twice the Endo amounts from the previous rank-up (e.g. Leveling a common mod from rank 0 to rank 1 requires 10 Endo, from rank 1 to rank 2 requires 20, from rank 2 to rank 3 require 40, and so forth).

Transmutation

Main article: [Transmutation](#)

Transmutation is one of the ways of acquiring mods. Choosing this Mod Action, players can sacrifice four selected unranked mods to generate a random mod from a list of mods that can be acquired in this way. Alternatively, three selected mods and one



Transmutation of [Riven Mods](#) requires a [Riven Transmuter](#). Mods that cannot be acquired by transmutation are conventionally called **untransmutable mods**.

Selling

Choosing this Mod Action, a player can convert a mod into an amount of [Credits](#) equal to **75%** of the Credits invested in the mod^[3]. Any selection of single mods and/or stacks of mods can be sold, and players are prompted to review and confirm the action after clicking "Sell" (after a mod has been "sold" this way, it isn't physically found anywhere – it has been eliminated). Notably, [Riven Mods](#) cannot be sold.

▼ View Selling Prices Per Mod in Credits List ▼

Dissolution

Choosing this Mod Action, a player can convert a mod into a set amount of [Endo](#), equal to **75%** of the Endo invested in the mod^[3]. Riven mods have a special calculation (*see the table below*). Any selection of single mods and/or stacks of mods can be sold, and players are prompted to review and confirm the action after clicking "Dissolve".

▼ View Selling Prices Per Mod in Endo List ▼

Standard Mods and Variants

For information on calculating bonuses from mods, see [Calculating Bonuses](#).

Standard mods (or **single-stat mods**) are the basic **class of mods**: all the mods that provide a straightforward bonus to a single stat. In each item category, each base stat only corresponds to one standard mod. At times, changes to game mechanics have included total redesigns of some mods to become a different single-stat mod or dual-stat mods (e.g. [Quickening](#)), but these are still essentially standard mods. Standard mods are generally equipped in one of the main slots, but some are [Exilus](#) mods.

A standard mod may come in six variants: **Normal**, **Flawed**, **Primed**, **Umbra**, **Amalgam**, **Galvanized**, and **Archon**. In addition to being eligible for these variants, standard mods may also have a unique variant.

Rarity only somewhat corresponds to classes of mods: some standard mods are Rare, and some nonstandard mods are Common.

Players cannot install duplicate mods onto a single piece of equipment. Likewise



pistol can only accept one [Hornet Strike](#) mod at a time, and [Flow](#), [Primed Flow](#) and [Archon Flow](#) can't be installed together on a single Warframe.



Variant	Description	Example
Normal	Normal mods are mods that lack a property that would distinguish them as Flawed/Primed/Amalgam/Galvanized. This is the base variant and has a generic appearance. Normal standard mods generally drop from regular enemies, and are the most easily obtainable mods. They are transmutable, sellable and tradeable.	Serration
Flawed	<i>Main article: Flawed Mods</i> Flawed mods are an inferior variant of standard mods. They have a maximum rank of 3, and provide an overall reduced effect. They are automatically picked up during the course of the Vor's Prize quest. Flawed mods are untransmutable and untradeable. The quest in which are they are obtained is not replayable, so there is no way to gain additional Flawed mods subsequent to it. Visually, Flawed mods have a cracked image.	Flawed Serration
Primed	<i>Main article: Category:Primed Mods</i> Primed mods are a superior variant of mods, that have had their maximum rank increased to 10. Most Primed mods can be obtained from Baro Ki'Teer, but four Primed mods, Primed Fury, Primed Vigor, Primed Shred, and Primed Sure Footed are only obtained from 200/400/600/900 Daily Tributes and cannot be traded with players. All Primed mods are of the Legendary rarity, and they are untransmutable.	Primed Continuity
Umbra	<i>Main article: Umbra Mod</i> Umbra mods are a class of Legendary mods, that feature the properties of both Primed mods and Set	Sacrificial Pressure



	while also possessing a second stat that grants enhanced effectiveness when fighting Sentient enemies. They are divided in sets, but the Set Bonus of each set is the same: an increase of each mod's bonuses. Umbra mods are acquired through the The Sacrifice Quest (and can thereafter be reacquired via Cephalon Simaris). They are untransmutable and untradeable. All Umbra mods have the exclusive Umbra polarity that can only be applied with an Umbra Forma. Visually, Umbra mods are Legendary mods with a set indicator.	
Amalgam	<i>Main article: Category:Amalgam Mods</i> Amalgam mods can be either slightly inferior or superior variants, and come with certain additional properties. Some sacrifice a small amount of their main bonus to provide a small bonus <i>to another stat of an altogether different item</i>. Others are weapon-specific, and are actually superior variants, while still having a second stat. The latter also usually have a third stat, generally understood as a novelty/utility feature (e.g. extra gore). Amalgam mods do not have a formal Rarity tier, but yield the same amount of Credits and Endo when sold and dissolved, respectively, as Rare mods. They are untransmutable and untradeable. Thematically, they are amalgamations of two existing mods (so for example, Amalgam Serration can be seen as a combination of Serration and Rush). These mods have a distinct Sentient-influenced visual styling.	Amalgam Serration
Galvanized	<i>Main article: Category:Galvanized Mods</i> Galvanized mods have slightly inferior base stats than their original counterpart, but in turn have stacking buffs from killing enemies that make them a superior variant to standard mods. Their	Galvanized Diffusion

	mods do not have a formal Rarity tier, but yield the same amount of Credits and Endo when sold and dissolved, respectively, as Rare mods. Galvanized mods are purchased from the Arbitrations vendor for 20 Vitus Essence each.	
Archon	<i>Main article: Category:Archon Mods</i> Introduced in Veilbreaker, Archon mods are a special variant of Warframe mods that trigger special effects upon using Warframe Abilities that satisfy conditions such as killing an enemy with a particular element, causing an elemental proc, or healing. All currently existing Archon mods have a max rank of 10 and have rank up costs similar to Legendary mods. Archon mods are purchased using Stock from Chipper upon reaching Rank 3 (Fort) with Kahl's Garrison.	Archon Stretch

Nonstandard Mods

Nonstandard mods are all the other mods that provide bonuses to either the same stats as the standard mods or to certain other stats, or modify equipment in specific ways. They come in different classes and have a more varied design. Nonstandard mods **stack** with other mods providing the same type of bonus (certain exceptions exist). Therefore, [Vitality](#) (a standard [Health](#) mod) stacks with [Vigor](#) (a Nightmare mod, providing both a [Health](#) and [Shield](#) bonus). They generally do not have variants (a small number of Primed Nightmare mods are one exception).

Variant	Description	Example
Nightmare	<i>Main article: Category:Nightmare Mode Mods</i> Nightmare Mode Mods (commonly called <i>Nightmare mods</i>) are a class of Rare dual-stat mods – they provide a bonus to two different stats <i>for the same item</i>. They can be acquired through completing missions in the Nightmare Mode. Nightmare mods are untransmutable. Visually, they do not have a clearly distinguishing mark.	Shred
Corrupted	<i>Main article: Category:Corrupted Mods</i> Corrupted mods are a class of Rare mods that affect one stat positively and another negatively. Those available for warframes are characterized by extremely high bonuses balanced by major penalties. Those available for weapons provide bonuses of a similar strength to their standard mod analogues, while still also having a penalty. Corrupted mods can be obtained from the Orokin Derelict, using special Dragon Keys to unlock vaults located within. They are untransmutable. Visually, they do not have a clearly distinguishing mark. Corrupted mods that provide a bonus to Critical Chance (e.g. Critical Delay) are a notable exception to the general pattern of nonstandard mods in that they can't be stacked with their standard analogues.	Fleeting Expertise
Conditional	<i>Main article: Category:Acolyte Mods (a subset of conditional mods)</i> Conditional mods are mods that require some condition to be met during combat in order for their effect to activate. A large subset of these mods are called Acolyte mods, and these now drop in Deimos	Argon Scope

	standard mods (notably, Condition Overload). Acolyte mods are untransmutable, and the remainder may or may not be. Visually, they do not have a clearly distinguishing mark. Split Flights (a conditional Multishot mod for Bows) and Split Chamber being mutually exclusive is another notable exception to the general pattern of nonstandard mods' ability to be stacked with standard mods. - As a potent illustration of the difference between standard and non-standard mods, Charged Chamber and Primed Chamber (<i>note that it is not a Primed mod; "Primed" here simply refers to priming such as that of an explosive charge</i>) two conditional Sniper mods, the latter ostensibly a superior variant of the former, are in fact stackable – following the general pattern of nonstandard mods providing the same type of bonus not being mutually exclusive. Many Set mods and some Augments (e.g. Hata-Satya) also have a conditional effect.	
Augment	<i>Main article: Warframe Augment Mods</i> <i>Main article: Weapon Augments</i> Augment mods (<i>commonly called Augments</i>) provide augmentation to a specific Warframe or weapon. On warframes, they alter abilities or passives. On weapons, they provide straight up bonuses, sometimes superior to standard mods (e.g. Scattered Justice). Most can be obtained as Syndicate Offerings, but a significant number is obtained elsewhere (for example, some are Executioner Mods). They are untransmutable. Augments granting Syndicate effects are overlaid with their Syndicate logo. Different Augments affecting the same ability	Smoke Shadow

	Aviator with Ironclad Flight on Titania). Single-weapon Amalgam mods (e.g. Amalgam Ripkas True Steel) should not be confused with Augments. Augments stack with standard mods (therefore <i>augmenting</i> that which is standardly available), while Amalgam mods do not, as they <i>are</i> the standard mods themselves, in that particular variant.	
Riven	<i>Main article: Riven Mods</i> Riven Mods provide randomized bonuses to a specific weapon: up to three bonuses, and a penalty. The bonuses on Riven Mods tend to be based around standard mods (normal or primed), and these base bonuses are modified by a stat individual to each weapon called disposition. When acquired, Riven Mods come in a veiled form which supplies no stats and must have a challenge completed in order to unveil it. They are transmutable using a Riven Transmuter, and transmutation produces a veiled Riven. The only way to obtain unveiled Riven Mods directly is by trading with players. Riven mods are purple.	
Set	<i>Main article: Set Mods</i> Set Mods are a class of Mods that offer increasing bonuses when one or more mods in a set are equipped together in a current loadout. Each mod of a set, apart from its individual effects, also provides a second Set Bonus effect shared between all the mods in the set, that becomes stronger the more of the set's mods are installed. Many set mods have conditional effects, and some even figure as dual-stat conditional mods (e.g. Motus Setup). Set mods are untransmutable. They are distinguishable	Augur Secrets

	by their shared set prefix (e.g. Augur, Gladiator, Vigilante, etc.) and icon on top of their card.	
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Special Slot Mods

The following types of mods have a special, dedicated slot.

Variant	Description	Example
Aura	<i>Main article: Aura</i> Aura Mods are Warframe mods that benefit the entire Squad and also increase the player's Warframe total mod capacity. They can only be equipped in the dedicated Aura slot and only one Aura can be equipped to a Warframe. They can normally be obtained from Nightwave Cred offerings, but some drop from The Silver Grove specters and Nox. They are untransmutable.	Energy Siphon
Stance	<i>Main article: Stance</i> Stance mods are special mods for Melee Weapons. They increase the player's melee weapon mod capacity and unlock unique attack combos. They can only be equipped in the dedicated Stance slot for a specific weapon type and only one Stance can be equipped to a melee weapon. Most Stance mods are transmutable.	Crimson Dervish
Exilus	<i>Main article: Category:Exilus Mods (Warframes)</i> <i>Main article: Category:Exilus Weapon Mods</i> Exilus Mods are utility or mobility-based mods that can be equipped in the Exilus slot, or if the player chooses, in a general slot. The Exilus slot is present on all Warframes and primary and secondary weapons; on Warframes, it must be unlocked with an Exilus Adapter, and on weapons, it must be unlocked with an Exilus Weapon Adapter. Some Exilus mods exist as typical standard mods, e.g. Sure Footed and Primed Sure Footed. Some Exilus mods exist as somewhat atypical, but also essentially standard, mods:	Battering Maneuver



	- A number of mods similar to Mobilize are treated as it's "cognates", meaning that Mobilize, Patagium, Battering Maneuver, Piercing Step, Rending Turn, Firewalker, Ice Spring, Lightning Dash, and Toxic Flight do not stack, in line with the expectation that standard mods with the same type of effect do not stack. Despite these not being single-stat mods in a technical sense, their mobility enhancements are seen as a unified effect. Many Exilus mods are nonstandard mods, such as the the dual-stat "Drift" mods. - Consistent with standard and nonstandard mods being able to stack, Mobilize stacks with Stealth Drift. Exilus mods have the Exilus mark near the top.	
Peculiar	<i>Main article: Category:Peculiar Mods</i> Peculiar Mods are a subtype of Exilus mods. They do not offer any mechanical effects at all, instead only causing bizarre cosmetic effects. These mods, despite offering no real benefit to their users, are some of the rarest and most difficult to obtain artifacts in the system. They have a distinct smoky appearance.	Peculiar Bloom

Unique Mods

Mods that do not fit in the above categories:

Variant	Description	Example
Precepts	<i>Main article: Category:Penjaga_Mods</i> Precepts are mods which alter the behavior of a Companion, and are effectively the companion's "abilities". Every Companion has their own specific precepts. However, there are precepts that are universal within a class of companions. Upon acquiring a companion, the user is automatically granted some or all of the respective specific precept mods.	
	Priority for precept usage (1 is highest priority and 10 is lowest).	Charm
	Precepts have "informally" designated slots by virtue of having the Penjaga polarity, exclusive to them, and there being four matching-polarity slots on every companion. Since these are still general mod slots, the player can alter this setup in any number of ways, and Precepts can be installed in other slots as well. Companions will use their precepts in a prioritized order, where the top left slot is the highest priority and the bottom right slot is the lowest. Players may not trade away / sell / dissolve a precept if it's their only copy of the mod. Visually, Precepts do not have a clearly distinguishing mark (but can be identified in a glance by their polarity).	

Parazon	<i>Main article: Category:Parazon Mods</i> <i>Main article: Requiem Mods (subset of Parazon Mods)</i> Parazon mods may only be equipped on the Parazon and grant effects which are tied to the Mercy mechanic and hacking. A type of Parazon mods are Requiem mods, which are used to defeat a Kuva Lich.	Intruder
Railjack/Plexus	<i>Main article: Plexus</i> Railjack Mods (<i>also called Plexus Mods</i>) are applied to the Railjack-modding platfrom called Plexus. They are divided into three categories: Integrated, Battle, Tactical, each category being compatible with the respective mod grid within the Plexus. Integrated mods provide stat bonuses to the Railjack and it's Armaments, and include Railjack Aura mods. Battle Mods provide the Railjack with energy-based abilities, while Tactical Mods provide the Railjack with cooldown-based abilities. Mods in the latter two categories do not drain capacity, but are further divided into Defensive, Offensive, and Super subcategories, each corresponding to a single special slot. They drop in Empyrean missions, and are untransmutable. Visually, Railjack Mods can be identified by their molded alloy trim.	Crimson Fugue
Conclave	<i>Main article: Category:PvP Mods</i> Conclave Mods can be mainly acquired from the Conclave Syndicate, where they originated from. Some of them can also be used in PvE (possibly with altered stats or effects) and can be obtained through Nightwave Cred offerings, while others are dropped by Sentients.	Tear Gas

Notes

- Despite most succinctly described as "upgrades", *Mods are not the only upgrades*; in tandem with Mods, a few other forms of upgrades exist: [Arcane Enhancements](#) (another type of extrinsic upgrades, not too dissimilar from Mods), [Arcane Helmets](#) (a legacy alternative to an Arcane Enhancement), [Valence Fusion](#) (a way to upgrade base stats of certain items), [Focus](#), and [Intrinsics](#) (permanent intrinsic upgrades to the [Operator](#) and the [Railjack](#), respectively; they also affect certain other equipment, to a lesser degree).
- For mods increasing shield, health, or energy, bonuses are calculated from a warframe's base value and **stack additively with the Rank Bonuses**. This prevents exponential increases with the passive leveling bonuses introduced in [Update 7.6](#) (2013-04-01).
- Mods dropped on the ground will display a visual effect where white specks of energy converge on its position, making the mod more visible. If two or more players are in a mission, this visual effect will remain in place as long as any player has not collected the mod, and will only disappear if all players have picked up the mod. The visual effect itself can be marked using a [waypoint](#) to inform other players where the mod is, even if the player placing the waypoint has already picked up the mod. Waypointing a mod will also display its name even if a player hasn't picked it up.
 - Rare mods project a stronger, yellow-gold effect with a clear column of golden energy projecting into the air. Similarly, the orbs for components and blueprints dropped by special enemies create a distinctive purple energy column. Mods dropped by enemies in [Rathuum](#) and [The Index](#) display a projection of red energy.
- Although thematically anachronistic (since they do not drop from Acolytes anymore), the designation of certain mods as Acolyte mods is not entirely obsolete insofar [Exalted Weapons](#) cannot receive Acolyte Mods, while they can generally receive other conditional mods.
 - Further distinguishing Acolyte mods as a formal class of mods, there is a single non-conditional Acolyte mod: [Body Count](#); it also cannot be slotted in Exalted Weapons.

Trivia

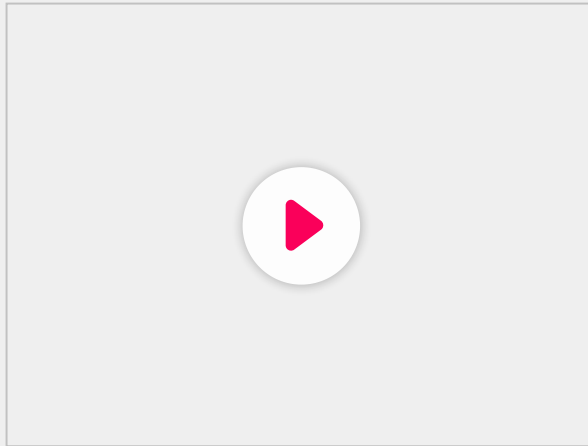
- There are around **1359** mods existing in the game including [Flawed](#) variants but excluding unveiled [Riven Mods](#). This count includes:



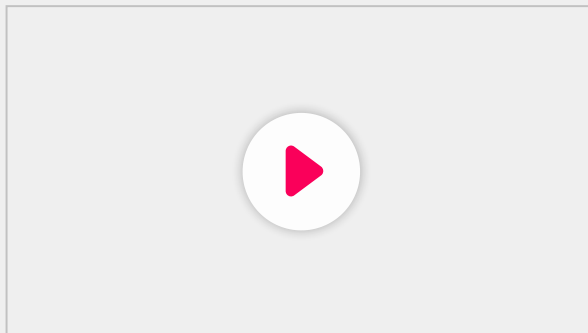
- **352** Uncommon
 - **3** Peculiar
- **774** Rare
 - **9** Amalgam
 - **9** Requiem
 - **8** Riven (veiled)
 - **9** Galvanized
 - **8** Tome
 - **5** unique stance mods exclusive to certain [Exalted Weapons](#)
- **66** Legendary
 - **5** Archon
- The unobtainable [Fusion Core](#) and [Ancient Fusion Cores](#)
- Some older mods still use legacy images that no longer apply to the current build of the game, usually by enemies that no longer wield those weapons.
 - This includes [Point Blank](#) and [Hell's Chamber](#) where a [Lancer](#) is using a [Braton](#); [Corrosive Projection](#) where a [Shield Lancer](#) is using a [Sicarus](#) and so on.
 - Another instance is a mod like [Antitoxin](#) which still includes the image of a legacy version [Toxic Ancient](#), back when Infested Ancients used to be large mutated Crewmen instead.
- Stat values displayed on a mod card are sometimes rounded to the nearest tenth place. This is rarely seen in mods like [Reach](#) and [Primed Reach](#) when the maximum effect number is not divisible by the number of mod ranks.
 - However, duration values are rounded to the nearest integer. This is seen in mods such as [Triple Tap](#) where a temporary buff is applied after meeting certain conditions.
- Prior to [Update: The Silver Grove](#) (2016-08-19), all mods and equipment had a special [Conclave](#) Score to limit loadout configurations by having more powerful mods have a higher Conclave Score. Since the rework to Conclave in [Update 16.0](#) (2015-03-19), this feature had no use. It has since been removed from every equipment and mod.
- After [Update 16.0](#) (2015-03-19), when [Cold](#) based mods like [Cryo Rounds](#) increased their mod drain to 11, up from 9, builds who had those mods equipped and had 0 remaining mod capacity will show a negative capacity, such as -1 as it



Media



Warframe Tutorial - Mods



Warframe Deconstructed- Ep.2- Mods

Mod Components

These mod card component assets can be sourced from the [Warframe Companion](#) app or the [Warframe Arsenal Twitch Extension](#). [Overframe](#) is another source of these, albeit third-party.

Common Mod



Uncommon Mod

Rare Mod

Legendary Mod

Riven Mod

Amalgam Mod

Galvanized Mod

Common Plexus Mod

Uncommon Plexus Mod

Rare Plexus Mod

Additional Assets



COMMON AP DEFENSE.png

COMMON AP POWER.png

COMMON AP PRECEPT.png



LEGENDARY AP
DEFENSE.png

LEGENDARY AP POWER.png



RARE AP ATTACK.png



RARE AP PRECEPT.png



UNCOMMON AP ATTACK.png



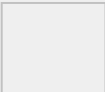
UNCOMMON AP
PRECEPT.png



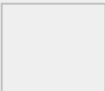
GoldAura.png



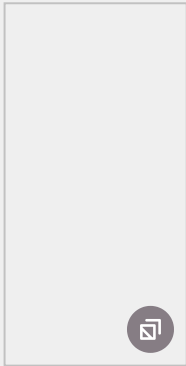
GoldStance.png



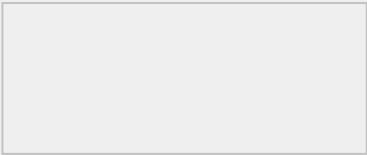
SilverExilus.png



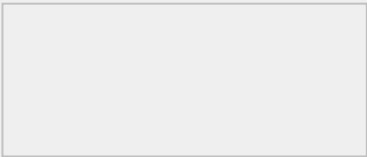
All



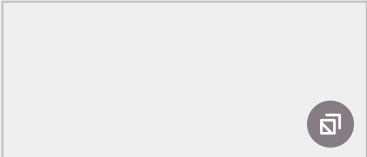
Amalgam Mod Background



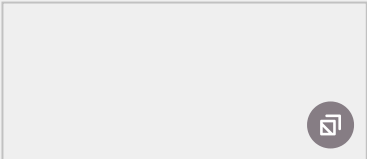
Amalgam Mod Frame Bottom



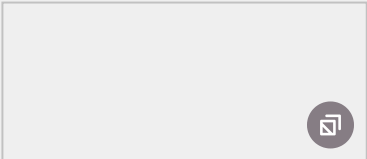
Amalgam Mod Frame Top



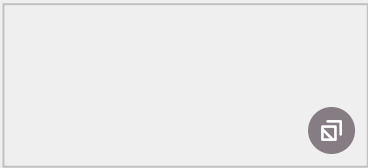
Common Plexus Mod Bottom
Border



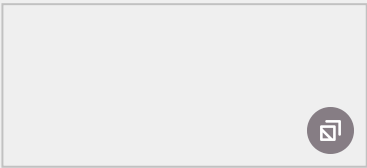
Rare Plexus Mod Bottom Border



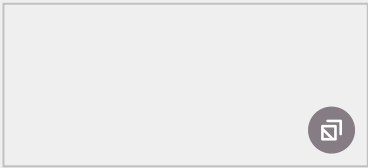
Uncommon Plexus Mod Bottom
Border



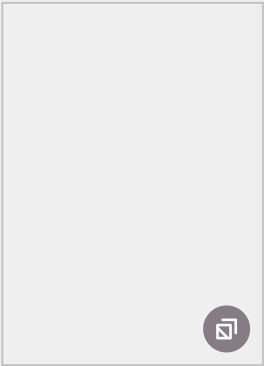
Common Plexus Mod Top Border



Rare Plexus Mod Top Border



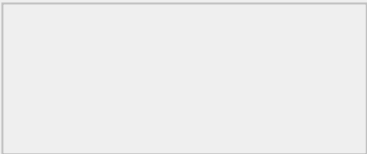
Uncommon Plexus Mod Top Border



Common Mod Background

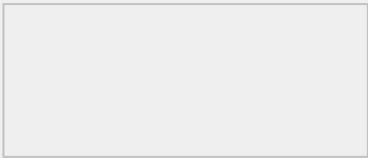


Common Mod Corner Light

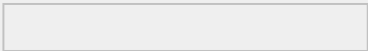


Common Mod Bottom Border





Common Mod Top Border



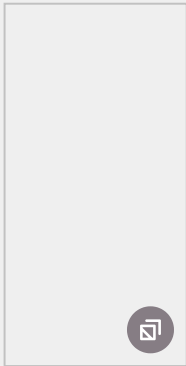
Common Mod Type Tab



Common Mod Side Light



Common Mod Rank/Polarity Backer

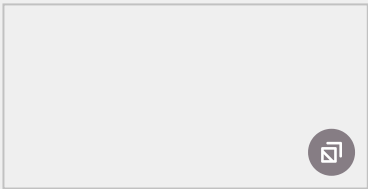


Galvanized Mod Background

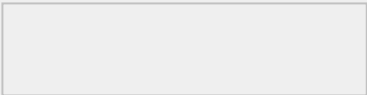


Galvanized Mod Bottom Light





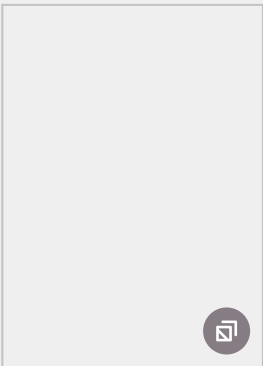
Galvanized Mod Bottom Border



Galvanized Mod Top Border



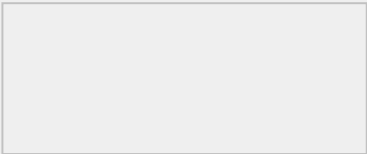
Galvanized Mod Side Light



Rare Mod Background

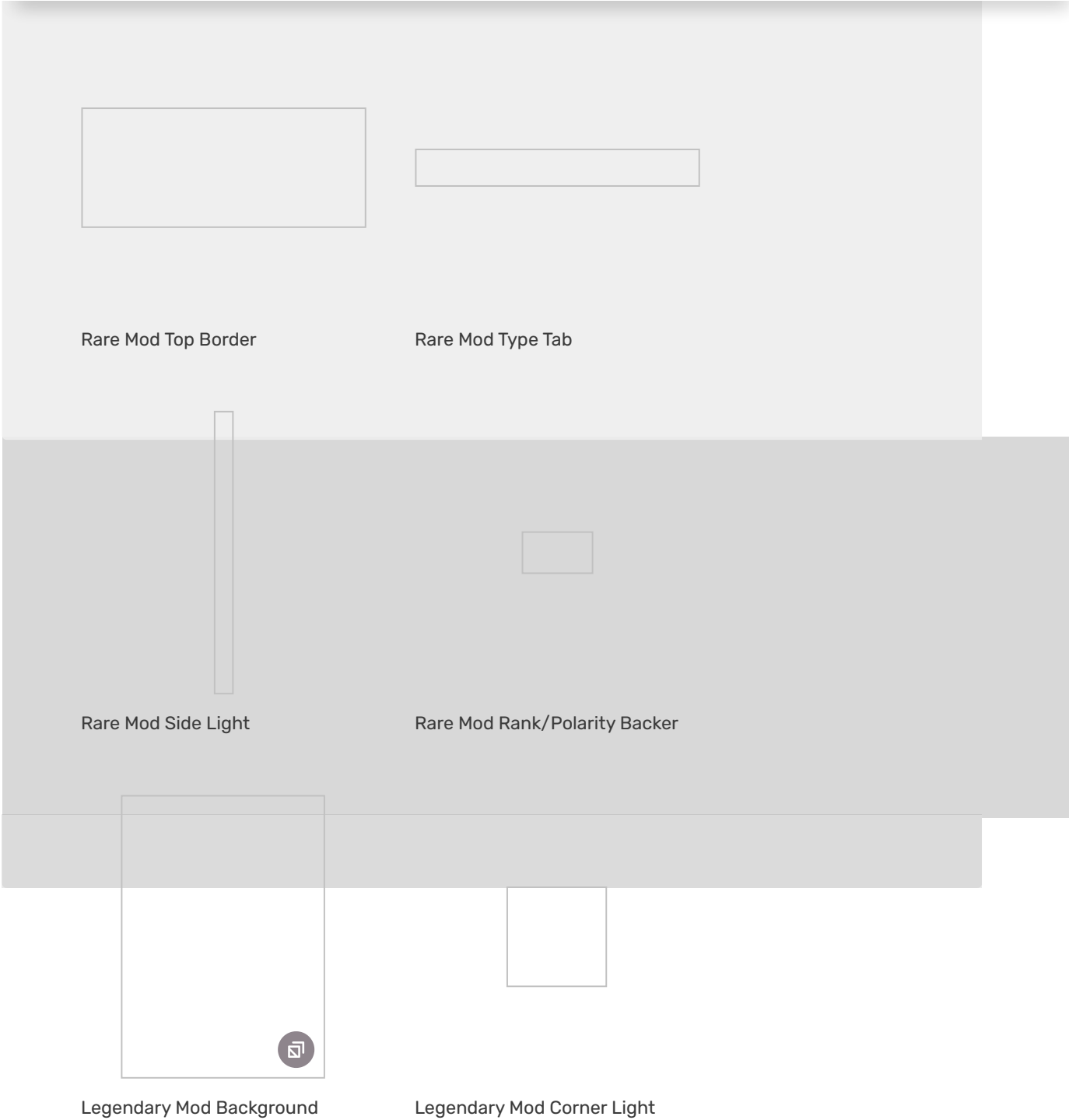


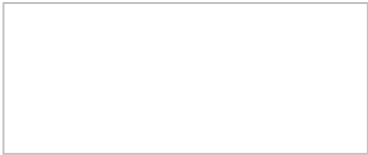
Rare Mod Corner Light



Rare Mod Bottom Border







Legendary Mod Bottom Border



Legendary Mod Top Border



Legendary Mod Type Tab



Legendary Mod Side Light



Legendary Mod Rank/Polarity
Backer



Mod Rank Line



Mod Rank Pip

Riven Mod Corner Light



Riven Mod Bottom Border

Riven Mod Top Border

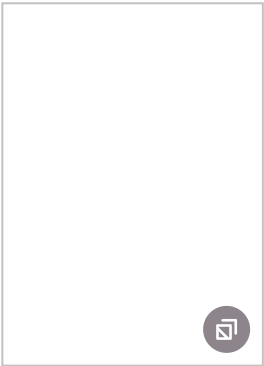


Riven Mod Type Tab

Riven Mod Side Light



Riven Mod Rank/Polarity Backer



Uncommon Mod Background



Uncommon Mod Corner Light



Uncommon Mod Bottom



Uncommon Mod Type Tab



Uncommon Mod Side Light



Uncommon Mod Rank/Polarity
Backer

References

1. Warframe Forums (<https://forums.warframe.com/topic/1252293-dev-workshop-corporis-proxima-the-new-railjack>) – DE staff occasionally refers to Mods as Modifications

2. Sinclair, Steve (2013, March 18). *Mods (2.0) In Update 7* (<https://forums.warframe.com/topic/15534-mods-20-in-update-7/>). Warframe Forums. Accessed 2023-01-04. Archived (<https://web.archive.org/web/20230104201107/https://forums.warframe.com/topic/15534-mods-20-in-update-7/>) from the original on 2023-01-04. "Card-style system that supersedes old Upgrade Tree / Mod slots. Although it is a 'Card' metaphor we are going to continue calling this 'Mods' and 'Mod' System. The Upgrade Tree is gone. Mods are short for Modification but in Warframe they are intended to be symbolic of Orokin-derived technology. "Lost tech".

3. Google Sheet w/ Mod Sell Price, Mod Endo Dissolution, and Avionic Dirac scrap calculations (https://docs.google.com/spreadsheets/d/1izlOGPEPJpBMuubP7g3hD78JpJQQsEBX1d-Ox_u6ZkA)

Patch History

[Update 37.0](#) (2024-10-02)

- Unowned Mods viewed in the Codex will now show their full descriptions and drop locations.
- Added the option to sort your Mods in the Upgrade screen by Rarity.

[Hotfix 36.0.8](#) (2024-07-25)

- Fixed script error caused by the Mod preview window.

[Hotfix 36.0.2](#) (2024-06-19)

Last updated: [Update 26.0](#) (2019-10-31)

Game System Mechanics			Edit	[Collapse]
Currencies		Credits • Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing		
General	Basics	Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart		
	Lore	Alignment • Fragments • Leverian • Quest		
	Factions	Corpus • Grineer • Infested • Orokin • Sentient • Syndicates • Tenno		
	Social	Chat • Clan • Clan Dojo • Leaderboards • Trading		
	Squad	Host Migration • Inactivity Penalty • Matchmaking		
	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • Orbiter		
Gameplay	Basics	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint		
	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect		

	Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System
	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
	PvP	Duel • Conclave (Lunaro) • Frame Fighter
	Other	Gravity • Threat Level
Equipment	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
	Operator	Amp • Focus (Madurai, Vazarin, Naramon, Unairu, Zenurik) • Lens
	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsic s • Kaithe
	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
Technical	General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
	Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal • Twitch



	Audio	Mandachord • Music • Shawzin • Somachord • Sound
	Mathematical	Calculating Bonuses (Additive Stacking, Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research

Categories

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Languages

▼

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