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# Carnis Carapace



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**Carnis Carapace** is a [set mod](#) that increases the [armor](#) and [health](#) of a [Warframe](#).

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## Stats

| Rank | Armor | Health | Cost |
|------|-------|--------|------|
| 0    | +9%   | +3%    | 4    |
| 1    | +18%  | +7%    | 5    |
| 2    | +28%  | +10%   | 6    |
| 3    | +37%  | +13%   | 7    |

## Carnis Carapace

Full

Icon



Tradeable

Cannot be obtained from transmutation



WARFRAME Wiki



|   |      |      |   |
|---|------|------|---|
| 5 | +55% | +20% | 9 |
|---|------|------|---|

# Set Bonus

This mod is part of a set, whose set bonus increases with each additional mod equipped from that set.

**Carnis Set:** Killing an enemy with a [Heavy Attack](#) grants X% Evasion and immunity to [Status Effects](#) for X seconds.

| Mods Equipped | Evasion | Duration |
|---------------|---------|----------|
| 1             | 10%     | 2s       |
| 2             | 20%     | 4s       |
| 3             | 30%     | 6s       |

# Drop Locations

## Mission Drop Tables

Max Rank Description

+55% Armor  
+20% Health

General Information

Type

Warframe

Polarity

 Vazarin

Rarity

Uncommon

Max Rank

5

Endo Required To Max

620

Credits Required To Max

29,946

Base Capacity Cost

4

Trading Tax

 4,000

Introduced

Update 29.0 (2020-08-25)

Vendor Sources

Official Drop Tables

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



| Mission Type ↕                   | Source ↕                                     | Rotations<br>or<br>Drop<br>Table ↕ | Chance <sup>[1]</sup> ↕ | Quantity <sup>[2]</sup> ↕ | Avg.<br>per<br>roll <sup>[3]</sup> ↕ | Star Chart Node                                                                                    |
|----------------------------------|----------------------------------------------|------------------------------------|-------------------------|---------------------------|--------------------------------------|----------------------------------------------------------------------------------------------------|
| <a href="#">Necralisk Bounty</a> | Necralisk Bounty<br>Lvl 25-30<br>Final Stage | A                                  | 2.56%                   | 1                         | 0.0256                               | <ul style="list-style-type: none"><li><a href="#">Cambion Drift/Nec Deimos; t Mother</a></li></ul> |
| <a href="#">Necralisk Bounty</a> | Necralisk Bounty<br>Lvl 25-30<br>Stage 2     | A                                  | 2.67%                   | 1                         | 0.0267                               | <ul style="list-style-type: none"><li><a href="#">Cambion Drift/Nec Deimos; t Mother</a></li></ul> |
| <a href="#">Necralisk Bounty</a> | Necralisk Bounty<br>Lvl 25-30<br>Stage 2     | B                                  | 2.58%                   | 1                         | 0.0258                               | <ul style="list-style-type: none"><li><a href="#">Cambion Drift/Nec Deimos; t Mother</a></li></ul> |
| <a href="#">Necralisk Bounty</a> | Necralisk Bounty<br>Lvl 25-30<br>Final Stage | C                                  | 2.5%                    | 1                         | 0.025                                | <ul style="list-style-type: none"><li><a href="#">Cambion Drift/Nec Deimos; t Mother</a></li></ul> |
| <a href="#">Necralisk Bounty</a> | Necralisk Bounty<br>Lvl 25-30<br>Final Stage | B                                  | 2.5%                    | 1                         | 0.025                                | <ul style="list-style-type: none"><li><a href="#">Cambion Drift/Nec Deimos; t Mother</a></li></ul> |
| <a href="#">Necralisk Bounty</a> | Necralisk Bounty<br>Lvl 25-30<br>Stage 2     | C                                  | 2.63%                   | 1                         | 0.0263                               | <ul style="list-style-type: none"><li><a href="#">Cambion Drift/Nec Deimos; t Mother</a></li></ul> |

Enemy Drop Tables

| Enemy ▾                 | Drop Table Chance <sup>[4]</sup> ▾ | Item Chance <sup>[5]</sup> ▾ | Chance <sup>[6]</sup> ▾ | Expected Kills <sup>[7]</sup> ▾ | Quantity <sup>[8]</sup> ▾ | Avg. per roll attempt <sup>[9]</sup> |
|-------------------------|------------------------------------|------------------------------|-------------------------|---------------------------------|---------------------------|--------------------------------------|
| Deimos<br>Carnis<br>Rex | 10%                                | 22.11%                       | 2.211%                  | 45                              | 1                         | 0.02211                              |
| Infested<br>Oni         | 10%                                | 22.11%                       | 2.211%                  | 45                              | 1                         | 0.02211                              |

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.

## Patch History

Update 34.0 (2023-10-18)

**Base vs Final Stats in Modding - Health / Energy / Shield / Armor Stat Overhaul**

If you've spent any time invested in the deeper nuances of Modding, you may be familiar with "Warframe Math" - math that upon first glance doesn't really make sense, but once you learn the inner workings of the game, it all comes together. While we can appreciate the value that complex systems offer to a certain subset of players, there are other aspects of the game that should have clear and understandable outcomes. Namely: Shield, Health, Energy, and Armor Modding.

| Set Mods  |                            |                          |                           | [Collapse]                                      |
|-----------|----------------------------|--------------------------|---------------------------|-------------------------------------------------|
| Aero      |                            | <a href="#">Agility</a>  | <a href="#">Periphery</a> | <a href="#">Vantage</a>                         |
| Amar's    |                            | <a href="#">Anguish</a>  | <a href="#">Contempt</a>  | <a href="#">Hatred</a>                          |
| Augur     | <a href="#">Accord</a>     | <a href="#">Message</a>  | <a href="#">Pact</a>      | <a href="#">Reach</a> • <a href="#">Secrets</a> |
|           |                            |                          | <a href="#">Seeker</a>    |                                                 |
| Boreal's  |                            | <a href="#">Anguish</a>  | <a href="#">Contempt</a>  | <a href="#">Hatred</a>                          |
| Carnis    |                            | <a href="#">Carapace</a> | <a href="#">Mandible</a>  | <a href="#">Stinger</a>                         |
|           | <a href="#">Aegis</a>      | <a href="#">Finesse</a>  | <a href="#">Might</a>     | <a href="#">Resolve</a> • <a href="#">Rush</a>  |
| Gladiator |                            |                          | <a href="#">Vice</a>      |                                                 |
|           | <a href="#">Adrenaline</a> | <a href="#">Command</a>  | <a href="#">Munitions</a> | <a href="#">Recovery</a>                        |

|                    |                                                                                                                                                           |
|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Jugulus</b>     | <a href="#">Barbs</a> • <a href="#">Carapace</a> • <a href="#">Spines</a>                                                                                 |
| <b>Mecha</b>       | <a href="#">Empowered</a> • <a href="#">Overdrive</a> • <a href="#">Pulse</a> • <a href="#">Recharge</a>                                                  |
| <b>Motus</b>       | <a href="#">Impact</a> • <a href="#">Setup</a> • <a href="#">Signal</a>                                                                                   |
| <b>Nira's</b>      | <a href="#">Anguish</a> • <a href="#">Contempt</a> • <a href="#">Hatred</a>                                                                               |
| <b>Proton</b>      | <a href="#">Jet</a> • <a href="#">Pulse</a> • <a href="#">Snap</a>                                                                                        |
| <b>Sacrificial</b> | <a href="#">Pressure</a> • <a href="#">Steel</a>                                                                                                          |
| <b>Saxum</b>       | <a href="#">Carapace</a> • <a href="#">Spittle</a> • <a href="#">Thorax</a>                                                                               |
| <b>Strain</b>      | <a href="#">Consume</a> • <a href="#">Eruption</a> • <a href="#">Fever</a> • <a href="#">Infection</a>                                                    |
| <b>Synth</b>       | <a href="#">Charge</a> • <a href="#">Deconstruct</a> • <a href="#">Fiber</a> • <a href="#">Reflex</a>                                                     |
| <b>Tek</b>         | <a href="#">Assault</a> • <a href="#">Collateral</a> • <a href="#">Enhance</a> • <a href="#">Gravity</a>                                                  |
| <b>Umbral</b>      | <a href="#">Fiber</a> • <a href="#">Intensify</a> • <a href="#">Vitality</a>                                                                              |
| <b>Vigilante</b>   | <a href="#">Armaments</a> • <a href="#">Fervor</a> • <a href="#">Offense</a> • <a href="#">Pursuit</a> • <a href="#">Supplies</a> • <a href="#">Vigor</a> |

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)

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