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Rifle Elementalist

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Rifle Elementalist is a [Rifle mod](#) that increases [Status Damage](#) and [Punch Through](#).

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Stats

Rank	Status Damage	Punch Through
0	+15%	+0.1

Rifle Elementalist

Full



Tradeable

Cannot be obtained from transmutation



2	+45%	+0.3
3	+60%	+0.4
4	+75%	+0.5
5	+90%	+0.6

Drop Locations

+90% Status Damage +0.6 Punch Through	
General Information	
Type	Rifle
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 36.0 (2024-06-18)
Vendor Sources	
Official Drop Tables	
https://www.warframe.com/droptables	

Mission Drop Tables

Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
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Enemy Drop Tables

Enemy 	Drop Table  Chance ^[4]	Item Chance ^[5] 	Chance ^[6] 	Expected Kills ^[7] 	Quantity ^[8] 	Avg. per roll attempt ^[9]
Juno Sapper MOA	3%	14.29%	0.4287%	233	1	0.004287

Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See

Notes

- Damage increase is final multiplicative - applies AFTER faction damage multipliers (Bane, Roar)
- Damage increase is additive with other sources of explicitly increased status damage - such as "Toxin status effects deal +30% more damage" from Emerald Archon Shards

Patch History

Update 36.0 (2024-06-18)

- Introduced.

See Also

- [Shotgun Elementalist](#)
- [Pistol Elementalist](#)
- [Melee Elementalist](#)

Status Mods		Edit	[Collapse]
Status Chance			
Rifle	Catalyzer Link • Hammer Shot • High Voltage • Malignant Force • Rifle Aptitude (Galvanized) • Rime Rounds • Thermite Rounds		
Shotgun	Frigid Blast • Nano-Applicator • Scattering Inferno • Shell Shock • Shotgun Savvy (Galvanized) • Toxic Barrage		
Pistol	Embedded Catalyzer • Frostbite • Jolt • Pistol Pestilence • Scorch • Stunning Speed • Sure Shot (Galvanized)		
Melee	Drifting Contact • Enduring Affliction • Melee Prowess • Vicious Frost • Virulent Scourge • Volcanic Edge • Voltaic Strike • Weeping Wounds		
Archgun	Charged Bullets • Contamination Casing • Hypothermic Shell • Magma Chamber • Modified Munitions		
Archmelee	Cryo Coating • Infectious Injection • Ion Infusion • Quivering Shards • Sundering Shards		



Status Damage	
Rifle	Rifle Elementalist
Shotgun	Shotgun Elementalist
Pistol	Pistol Elementalist
Melee	Melee Elementalist
Status Duration	
Warframe	Rapid Resilience
Primary	All: Hunter Track • Rifle: Continuous Misery • Shotgun: Lingering Torment
Pistol	Augur Seeker • Perpetual Agony • Toxic Sequence
Melee	Lasting Sting

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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