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Pistol Elementalist

 [6](#) | [EDIT](#)

Pistol Elementalist is a [Pistol mod](#) that increases [Status](#) Damage and [Reload Speed](#).

Contents

1. Stats
2. Drop Locations
 - 2.1. Mission Drop Tables
 - 2.2. Enemy Drop Tables
3. Notes
4. Patch History
5. See Also

Pistol Elementalist

[Full](#)[Icon](#)

Stats

| Rank | Status Damage | Reload Speed |
|------|---------------|--------------|
|------|---------------|--------------|

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| | | |
|---|------|------|
| 3 | +60% | +40% |
| 4 | +75% | +50% |
| 5 | +90% | +60% |

Drop Locations

| | |
|---|--------------------------|
| General Information | |
| Type | Pistol |
| 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 |
|--------------|--------|-------------------------|-----------------------|-------------------------|------------------------------|------------------|
| | | | | | | |

Enemy Drop Tables

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

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- Damage increase is final multiplicative – it applies **after** faction damage multipliers (Expel, 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

- [Rifle Elementalist](#)
- [Shotgun 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 | | | |
| | Scoring Steel | Sudden Impact | | | | |



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| | | | |
|------------------------|--------------------------------------|---------------------------------------|--|
| 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 | | |

| Reload Speed Mods | | | | [Collapse] |
|-------------------|------------------------------------|---------------------------------------|----------------------------------|-----------------------------------|
| PVE | Quickdraw (| Primed) • | Fast Hands (| Primed) • |
| | Depleted Reload • | Tactical Pump (| Primed) • | Chilling Reload • |
| | Radiated Reload • | Pistol Elementalist • | Seeking Fury | |
| PVP | Loose Hatch • | Loose Chamber • | Loose Magazine • | |
| | Maximum Capacity • | Loaded Capacity • | Full Capacity | |

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)

Categories



Languages



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