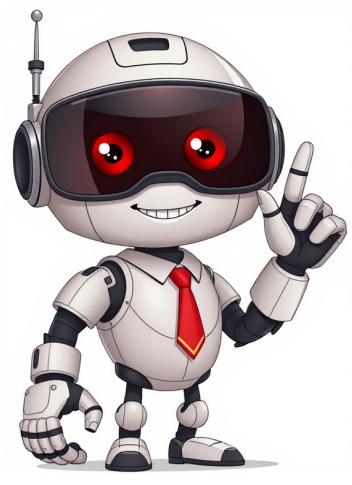


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to content Preceded by Artifact since Update 9.0 (2013-07-13) Aura icon Auras are a type of Mod that provides a passive beneficial effect to the entire squad rather than the Warframe it is equipped on exclusively. If several players in a squad carry copies of the same Aura, the Auras' effects will stack additively. Additionally, Auras add to your total mod capacity (rather than deduct from it like regular mods), hence higher rank Auras are typically more desirable to maximize mod capacity for other mods without the need of Forma. Mechanics[] An Aura slot with a polarity, from top to bottom, without any Auras equipped, with an aura of the same polarity equipped (in this case, Energy Siphon) and an aura with a different polarity equipped (in this case, Steel Charge which has a polarity) Aura effects are map-wide, except specific auras that are explicitly limited on the effect within a player's range like Enemy Radar, Infested Impedance and Loot Detector. Furthermore, equipping an Aura with a matching polarity increases mod capacity even more, specifically by double of the Aura's "drain" parameter (e.g. an Aura with a drain of 5 equipped in a matching polarity slot generates an additional mod capacity of 10). In a slot without a polarity, the capacity is the same as the listed drain, and in a slot of a different polarity, the additional capacity is 80% of listed drain, rounded down (e.g. a drain of 5 generates a capacity of 4, a drain of 9 generates a capacity of 7, and so on). The Aura slot can be polarized, either (just as a regular mod slot) with a Forma for a specific polarity, or with a special Aura Forma to be universally compatible with all polarities. Aura Effectiveness[] Aura Effectiveness is an upgrade that increases the effect of other players' Auras on the player themselves by a percent bonus. As of Update 32.0 (2022-09-07), it is only provided through Coaction Drift. 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Notes[] Teammates will not benefit from a player's aura during a mission if that player is dead. The aura slot's polarity cannot be swapped with another slot's one. Sometimes if a game is lagging, the aura effect may not occur or be delayed. Tips[] Trivia[] Aura Mod cards were converted from user's Artifacts as of Update 9.0 (2013-07-13), including additional copies if the user obtained more than one artifact before the update. For a short time after the update, some Auras (such as Dead Eye) have since been released. The list of retrieved auras can be found in Category: Retrieved Content. Excubitor is the only frame to have variants with a different aura polarity; default Excubitor has no polarity while both Excubitor Umbra and Excubitor Prime have the Madurai polarity. Dante, Jade and Protea (Prime) are the only Warframes with an innate Universal polarity; all others can have their polarities changed to universal by use of an Aura Forma. Jade is the first Warframe to possess two mod aura slots. As of Update 37.0 (2024-10-02), Naramon is the most common default aura with 26 unique frame followed by Madurai with 20. Oddly enough, players can polarize Aura mod slots with the Unaiur polarity, despite there currently being no Aura mods with that polarity. Similarly, players can also polarize mod slots belonging to non-melee weapons with said polarity as well. For more flexibility it is possible to use an Aura Forma, which grants as a universal polarity. Patch History[] Update 28.3 (2020-08-12) Fixed Warframe Mod capacity percentage bar not showing the correct drain when a Universal Aura Slot is equipped with an Aura Mod. Hoftix 25.7.6 (2019-09-18) New Arbitration Rewards: The following rewards have been added to the Arbitrations drop tables: Stats shown at max rank* New Aura Mods: Aerodynamic: 6 seconds added to Aim Glide/Wall Latch time, decreases damage taken while Airborne by 24%* Swift Momentum: 30% faster Charge Attack speed, 6 seconds added to Melee Combo time* Shepherd: Increases Companion Armor by 180 and Companion Health by 300* Combat Discipline: Allies gain 20 Health when they make a kill, but the aura bearer loses 10 Health when the bearer makes a kill.* Melee Guidance: Reduces Melee Combo timer on Self by 6 seconds, increases Melee Combo timer for Allies by 12 seconds* Hoftix 25.7.2 (2019-06-25) Fixed Aura Mods stacking twice while using Operator mode with Umbra. Update 24.8 (2019-04-24) Arbitrations Iteration 1 Changes a new Arbitrations reward has been added: The elusive Aura Forma Blueprint! Craft an Aura Forma to modify an Aura slot on a Warframe to be compatible with any Mod Polarity. Update 15.1 (2014-11-05) The aura slot's polarity can no longer be swapped with another slot's one. Hoftix 9.1.4 (2013-07-16) Aura mods now *boost* your mod capacity rather than drain it. Update 9.0 (2013-07-13) Introduced Aura mod system is here! The Artifacts system has transformed into a new system and has merged with the Arsenal UI. The new "Auras" can be fused just like mods, and they have their own slot! Auras are powerful, but also come at a cost to equip. See also[] As you might have heard that Aura mods are the critical parts of each Warframe build, and therefore it is equally important to know everything about the different aura mods of Warframe builds. These mods give a definite bonus to you as well as your team, and at the same time, they also provide excellent capacity to your mods. The capacity that needs to be generated is controlled by the aura mods themselves. If you decide to keep a mod with five drains in the aura slot with some polarity, then you will get some extra capacity also. Also, if you put a neutral slot, then you will be getting some extra capacity points, including the initial drain. As this is relatively important for late game builds, choosing the proper aura mod for the Warframe is not an easy task. It requires a pretty good knowledge about the aura slots. Warframe is not an easy task. It requires a pretty good knowledge about the aura mods. Aura Mod Tier List There are various stages of aura mods that we can classify into low tier and high tier. For every Warframe, a particular type of aura mod is categorized based on the abilities and preferences of the Warframe. Also, one crucial thing that you will be needed to keep in mind is that if an aura mod is categorized in a low-tier mod, then it does not mean that the mod itself is not essential. Now, we will discuss the most popular aura mods that are primarily in use in almost every Warframe. Corrosive Projection The first and the original mod that we will be discussing is the Corrosive Projection mod. You might have used it in almost every Warframe you have come across. This mod is genuinely essential for providing you a good dealing with armor reduction. You can use this mod in reducing the energy armor of the opponent as it is imperative. This mod is also considered one of the best aura mods as it provides you a good backup for the team in case something goes wrong with the survival rate. Though it is not needed in any Warframe that is strong enough to fight the enemy without the mod, it is good to keep it as a backup for increasing the survival rate. Growing Power Growing Power is that one aura mod that is very much required in the builds. No matter you are using a solid Warframe or a weak Warframe, the growing Power is needed anyway. It is used to increase the extra damage boost. Most specifically, it is used with channeled abilities to increase the damage done to the enemies. So, it is essential to use this mod in the fight to keep the Power increasing, and it will help you in killing the opponent. Enemy Radar Enemy Radar is one of the essential aura mods because it prevents you from getting killed, as you will be able to check the enemies on the radar itself before you encounter them. It will help you to hide and take a position according to the enemy. Also, if you are fighting in a muscular build and the enemy is strong enough to provide damage to you, then this aura mod is really a good one for getting you out of the enemy's hands. The reality is that you are running low on health, the most important thing is to stay alive, so you can kill the boss and the enemies to earn your rewards. Now, you are in the most extreme situation, and the enemies are of high level, and thus you will be needed to survive for a long so that you can kill the boss. Consistent use of the above aura mod is really impossible to killed, and thus, it is the easiest way to collect the rewards. The aura mod itself is not that expensive, and it is a good thing that you need to take care of is that when and where you should use these mods. Equipping an Aura mod in your Warframe can be an absolute game-changer for you and your squad. When you started modding your first Warframe, you might have attempted to place a regular mod in the top slot, only to get a "this slot is reserved for Aura mods" error message. I got this message, which prompted me to browse endlessly through my library of mods, only to realize I didn't have any. It's easy to overlook this feature, but Aura mods are a fundamental aspect of Warframe that elevates your gameplay and supports team synergy. In this guide, I'll outline everything you need to know about Aura mods in Warframe. Screenshot by Gamepur Aura mods go in the top slot in your Warframe's mod section. They affect all players in your squad, which makes them especially useful for cooperative play. Here's an example: Energy Siphon, one of the easiest-to-get aura mods, boosts energy recharge for the entire team. The easiest way to get Aura mods is through Nightwave Cred Offerings, which you can access through the Orbiter's Navigation console or the Main Menu. They'll get reset daily and weekly, offering new challenges and opportunities to get more Aura mods. Related: Warframe: How to Sell Weapons Alternatively, you can get new Aura mods in Warframe from enemy drops, but you'd be leaving things up to chance. Screenshot by Gamepur Here's a list of some Aura mods you can snag in the early game that'll come in handy: Energy Siphon: This aura mod grants you and your squad a continuous boost to energy regeneration. Corrosive Projection: This aura mod is an excellent choice for armor reduction, instantly making enemy armor easier to break. Growing Power: This aura mod is rare but amplifies your Warframe's overall health. Note: This aura mod enhances your melee capabilities if you're a fan of gun blades. Warframe can be overwhelming, especially on Hardcore, but you can get the most out of your Warframe when you're playing with a friend. You can use your friend's aura mod's polarity to your Warframe's polarity to increase mod capacity. All players in a squad benefit from aura mods, so coordinating with your team to maximize advantages. Regularly check alerts for new aura mods, especially Energy Siphon and Corrosive Projection. Gamepur supported by our audience. When you purchase through links on our site, we may earn a small affiliate commission. Learn more about our Affiliate Policy to content Preceded by Artifact since Update 9.0 (2013-07-13) Aura icon Auras are a type of Mod that provides a passive beneficial effect to the entire squad rather than the Warframe it is equipped on exclusively. If several players in a squad carry copies of the same Aura, the Auras' effects will stack additively. Additionally, Auras add to your total mod capacity (rather than deduct from it like regular mods), hence higher rank Auras are typically more desirable to maximize mod capacity for other mods without the need of Forma. 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