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Archon Vitality

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Archon Vitality is an [Archon mod](#) for [Warframes](#) that increases [Health](#) and applies an extra [Heat](#) proc for abilities that can inflict them.

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Stats

Rank	Health
0	+9%
1	+18%
2	+27%

Archon Vitality

Full Icon



Tradeable

Cannot be obtained from transmutation



4	+45%
5	+55%
6	+64%
7	+73%
8	+82%
9	+91%
10	+100%

Acquisition

Archon Vitality is available from [Chipper](#) of [Kahl's Garrison](#) for 40  [Stock](#), requiring players to be at **Rank 3 - Fort** to purchase.

Notes

- **Abilities** that inflict  **Heat** status proc(s) will inflict one additional  **Heat** proc that deals the same damage.
 - Effect does not scale with mod rank. The mod can optionally be left unranked to save capacity.
 - Only some Warframes inflict  **Heat** status procs.
 -  [Chroma's](#)  [Spectral Scream](#) and  [Elemental Ward](#), which can be transferred via [Helminth](#).
 -  [Citrine's](#)  [Prismatic Gem](#)
 -  [Ember's](#)  [Fireball](#), part of  [Inferno](#), as well as  [Fire Blast](#), which can be transferred via [Helminth](#).
 -  [Gauss's](#)  [Thermal Sunder](#), which can be transferred via [Helminth](#).
 -  [Hildryn's](#)  [Pillage](#) with  [Blazing Pillage](#)
 -  [Lavos's](#)  [Catalyze](#) and can imbue  **Heat** to all other abilities.
 -  [Inaros's](#)  [Sandstorm](#) with  [Elemental Sandstorm](#) with heat on a melee weapon.

Max Rank Description	
+100% Health Status Effects from abilities that deal  Heat Damage will be applied twice.	
General Information	
Type	Warframe
Polarity	 Vazarin
Rarity	Legendary
Class	Archon
Incompatible Mods	 Vitality  Umbral Vitality  Flawed Vitality  Parasitic Vitality
Max Rank	10
Endo Required To Max	40,920
Credits Required To Max	1,976,436
Base Capacity Cost	6
Trading Tax	 1,000,000
Introduced	Hotfix 32.0.2 (2022-09-08)
Vendor Sources	
Vendors Kahl's Garrison (Rank 3: Fort)  40 for x1	
Official Drop Tables	
https://www.warframe.com/droptables	



- [Nezha's](#) [Fire Walker](#), which can be transferred via [Helminth](#), [Blazing Chakram](#), and [Warding Halo](#).
- [Nova's](#) [Null Star](#) with [Neutron Star](#)
- [Protea's](#) [Blaze Artillery](#)
- [Trinity's](#) [Link](#) will add an additional [Heat](#) proc whenever a [Heat](#) status effect is redirected to linked enemies.
- [Voruna's](#) [Fangs of Raksh](#), though only 1 extra heat status effect will be added, despite the ability adding 10.
- [Wisp's](#) [Sol Gate](#)
- [Wukong's](#) [Celestial Twin](#) when equipped with [Primal Fury](#) modded for [Heat](#).
- [Zephyr's](#) [Tornado](#) after absorbing [Heat](#) damage.
- [Exalted Weapons](#) also benefit when modded for [Heat](#) directly or via Warframe. For example, [Chromatic Blade](#) works but [Whipclaw](#) does not work.
 - [Garuda Talons](#) modded with [Heat](#) works.

See also

- [Vitality](#), the normal version of this mod with lower capacity cost.
- [Umbral Vitality](#), an alternative to this mod with a set bonus and unique polarity.

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.

Warframe Mods				Edit	[Collapse]
Madurai (Offense)	Blind Rage •	Continuity (	Archon ,	Primed) •	
	Energy Conversion •	Gale Kick •	Firewalker •	Hunter Adrenaline •	
	Intensify (	Archon •	Precision) •	Lightning Dash •	

Vazarin (Defense)	Adaptation • Antitoxin • Armored Agility • Augur Accord •
	Aviator • Battering Maneuver • Catalyzing Shields •
	Diamond Skin • Fast Deflection • Flame Repellent •
	Gladiator Aegis • Gladiator Finesse • Gladiator Resolve •
	Health Conversion • Ice Spring • Insulation • Lightning Rod •
	Narrow Minded • Overextended • Quick Thinking •
	Rapid Resilience • Redirection (Primed) • Reflection •
	Reflex Guard • Retribution • Rolling Guard • Shock Absorbers •
	Steel Fiber • Sure Footed (Primed) • Undying Will •
	Vigilante Vigor • Vigor (Primed) • Vitality (Archon) •
Naramon (Utility)	Warm Coat
	Augur Message • Augur Reach • Augur Secrets •
	Constitution • Enemy Sense • Energy Nexus • Equilibrium •
	Fleeting Expertise • Flow (Archon , Primed) • Fortitude •
	Handspring • Heavy Impact • Kavat's Grace • Maglev •
	Master Thief • Mobilize • Natural Talent • Patagium •
	Piercing Step • Rush • Streamline • Stretch (Archon) •
Zenurik	Thief's Wit • Toxic Flight • Vigilante Pursuit • Vigorous Swap
	Endurance Drift • Power Drift • Preparation
Umbra	Umbral Fiber • Umbral Intensify • Umbral Vitality

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