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Shield

protection. When Shields break, become invulnerable for|AMOUNT| seconds. Increase Max Shields to increase the invulnerability duration. **Shield** Recharge Delay:|AMOUNT| seconds

Shield

Recharge:|AMOUNT|% per second —In-game

Description Shields are invisible barriers that

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[Shield of Shadows](#)

Related Community



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allows Nekros to redirect a percentage of damage he receives to any active Shadows of the Dead minions within 50 meters. This calculator feature is sunsetted

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Shield Charger

time. Sourced from the official drop table repository. See Module:DropTables/data to edit on the wiki. **Shield Charger** Is It Worth It? Hotfix 35.5.7 (2024-04-17) Fixed **Shield Charger's** Russian

<https://warframe.fandom.c...>

Shield Lancer

Grineer **Shield** Lancers are defensive Grineer units that carry large iron shields in one hand and Viper pistols in the other. They slowly press forward while firing over their shields. Nearby Grineer will often use

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Shield Osprey

Corpus **Shield** Ospreys are small teal Ospreys that project constantly regenerating shields to surrounding allies.

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Shield Transference

Please do not use this article for critical in-game information! This article is archived. The content was

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The Dark Souls Wiki is a wiki dedicated to the challenging action-role playing game Dark Souls, and its sequels, Dark Souls II and Dark Souls III. Here you will find detailed information about weapons, armor, shields, catalysts, talismans, flames, sorcery,...

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version of Warframe, and
has since been removed,
retrieved, and/or revamped.

<https://warframe.fandom.c...>

Shield Array

"It's taking longer than I
calculated." This page is
actively being worked on
and may not be completely
correct. Please assist in
making this page accurate.

See WARFRAME

Wiki:Research on ways to

<https://warframe.fandom.c...>

Shield Disruption

Shield Disruption is an aura
mod that reduces the **shield**
capacity of all enemies.*

Aura mods increase the
amount of Mod Capacity Old
appearance Old appearance
Update 27.2 (2020-03-05)

We are rebalancing

<https://warframe.fandom.c...>

Shield Dargyn

Archwing Grineer CODEX A
Dargyn equipped with
Shield defenses.

<https://warframe.fandom.c...>

Shield-Hellion Dargyn

"I want more... Operator,
please hurry! This story is
getting quite good!" This
article is a stub. You can
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health pool is depleted or manually deactivated by pressing the ability key again (default 2). If the **shield** is destroyed, **Shield Maiden** enters a 10 second cooldown before it can be redeployed. **Shield Maiden's**

<https://warframe.fandom.c...>

Shield Overload

"You seek power, you pay in blood." This item's acquisition and usage is limited to player versus player missions.

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Shield Flux

Please do not use this article for critical in-game information! The Stamina mechanic was removed from the game in Update 17.0, and any mods that affected stamina in any way were converted into

<https://warframe.fandom.c...>

Shield Restore

"Market forces dictate that you need to evolve or die." This item is no longer available for purchase.

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Catalyzing Shields

Catalyzing **Shields** is a mod for Warframes that sets the maximum **Shield** Gating duration upon fully recovering **Shields**, but reduces maximum **Shield**



official drop table repository.
See Module:DropTables/data
to
<https://warframe.fandom.c...>

Mesmer Shield

Mesmer **Shield** is a Warframe Augment Mod for Revenant's Mesmer Skin that increases its own Ability Strength and grant charges to allies within Affinity Range. Update 32.3 (2023-02-15) Introduced. Acquisition[] This
<https://warframe.fandom.c...>

Electric Shield

it. Activating the context action again will place down the **shield** and revert its size. Only one **shield** can be equipped at a time. Transference will unequip the **shield**. Picking up the **shield** will prevent
<https://warframe.fandom.c...>

Electromagnetic Shielding

new Melee Exilus Slot. Players will be able to equip the following newly Exilus-compatible Mods: Electromagnetic **Shielding** Hotfix 18.10.4 (2016-05-02) Added a Range description to the Ack& Brunt Electromagnetic **Shielding**
<https://warframe.fandom.c...>

Arbitration Shield Drone

CORDEX The Arbiters of Hoxia



Tenno to the test in Arbitrations. Arbitration **Shield** Drones are enemies exclusive to the Arbitrations deployed by Arbiters of Hexis to further challenge the Tenno

<https://warframe.fandom.c...>

Shatter Shield

while active. Staggering **Shield** is a Warframe Augment Mod for Mesa that gives shots reflected by Shatter **Shield** a chance to stagger enemies. Staggering **Shield** As damage reduction is capped to 95%, any Ability Strength

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Staggering Shield

Staggering **Shield** is a Warframe Augment Mod for Mesa that gives shots reflected by Shatter **Shield** a chance to stagger enemies. Warframe Syndicates Mesa's Staggering **Shield** thesnapshot Update 32.0 (2022-09-07) In

<https://warframe.fandom.c...>

Transistor Shield

Transistor **Shield** is a Warframe Augment Mod for Volt's Electric **Shield** that allows allies to pick up and move Electric Shields. Additionally, a percentage of enemy damage absorbed by the Electric **Shield**(s) will



Squad Shield Restore

5 seconds for a total of 4 times. The maximum amount of **Shield** restored varies on the variant of the item. Small can restore up to 140 **Shield**, Medium 400 **Shield** and Large 1200 **Shield**.

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Elite Shield Lancer

"I want more... Operator, please hurry! This story is getting quite good!" This article is a stub. You can help WARFRAME Wiki by adding a sentence or two.

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Blast Shield

Blast **Shield** is a MOA mod that increases the MOA's Overshield capacity, and allows the MOA to jump at a target within range, dealing Impact damage, refilling the MOA's Shields, and releasing a

<https://warframe.fandom.c...>



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