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Catalyzing Shields

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Catalyzing Shields is a [mod](#) for [Warframes](#) that sets the maximum [Shield Gating](#) duration upon fully recovering [Shields](#), but reduces maximum Shield capacity.

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Stats

Rank	Max Shield	Full Shield	Cost

[WARFRAME Wiki](#)

		Gate duration	
0	x0.80	0.33s	10
1	x0.60	0.67s	11
2	x0.40	1.0s	12
3	x0.20	1.33s	13

Acquisition

x0.20 Max Shield Capacity	
1.33s Full Shield Gate immunity duration	
General Information	
Type	Warframe
Polarity	Vazarin
Rarity	Rare
Max Rank	3
Endo Required To Max	210
Credits Required To Max	10,143
Base Capacity Cost	10
Trading Tax	8,000
Introduced	Update 34.0 (2023-10-18)
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
Orokin Vault	Orokin Derelict Vault	A	4.17%	1	0.0417	Any mission node on Deimos except Cambion Drift, Magnacodium, Exequias, and Hyf



Enemy	Drop Table Chance ^[4]	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempt ^[9]
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Sourced from the [official drop table repository](https://www.warframe.com/droptables) (<https://www.warframe.com/droptables>). See [Module:DropTables/data](#) to edit on the wiki.

Notes

- This Mod reduces your maximum Shields by 80% but also changes how Shield Gating Scaling works for your Warframe with a guaranteed 1.33 seconds of Shield Gating upon full Shield depletion. With this Mod equipped, Shield Gating duration scales from 0.33 to 1.33 based on your maximum Shield values, regardless of what they are. For example, if your maximum Shields are at 100% while Catalyzing Shields is installed, you can expect the following Shield Gating durations:
 - 100% Shields at Shield Break: 1.33s of Shield Gating
 - 75% Shields at Shield Break: 1.0s of Shield Gating
 - 50% Shields at Shield Break: 0.67s of Shield Gating
 - 25% Shields at Shield Break: 0.34s of Shield Gating
 - 10% Shields at Shield Break: 0.33s of Shield Gating
- As a reminder, 0.33s is the absolute minimum duration for Shield Gating!*

Trivia

- This mod functions how Shield Gating and [Decaying Dragon Key](#) worked prior to [Update 34.0](#) (2023-10-18), where shield gating duration was based on simply fully recovering shields, thus causing lower shield values to be highly beneficial to reach the full duration.

Patch History

Update 34.0 (2023-10-18)

- Introduced.

Warframe Mods

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Madurai	Blind Rage	•	Continuity	(Archon,	Primed)	•	
	Energy Conversion	•	Gale Kick	•	Firewalker	•	Hunter Adrenaline	•



	Intensify (Archon • Precision)	Lightning Dash •	
	Provoked •	Rage • Rending Turn •	Transient Fortitude	
	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 •	
Vazarin (Defense)	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) •		
		Warm Coat		
	Augur Message •	Augur Reach •	Augur Secrets •	
	Constitution •	Enemy Sense •	Energy Nexus •	Equilibrium •
Naramon (Utility)	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) •
	Thief's Wit •	Toxic Flight •	Vigilante Pursuit •	Vigorous Swap
Zenurik	Endurance Drift •	Power Drift •	Preparation	
Umbra	Umbral Fiber •	Umbral Intensify •	Umbral Vitality	
Corrupted Mods				
[Collapse]				
Warframe	Blind Rage •	Catalyzing Shields •	Fleeting Expertise •	
	Narrow Minded •	Overextended •	Transient Fortitude	
Rifle	Critical Delay •	Depleted Reload •	Heavy Caliber •	
	Tainted Mag •	Vile Acceleration •	Vile Precision	
Shotgun	Burdened Magazine •	Critical Deceleration •	Frail Momentum •	
	Tainted Shell •	Vicious Spread		
Pistol	Anemic Agility •	Creeping Bullseye •	Hollow Point •	
	Magnum Force •	Tainted Clip		
Melee	Corrupt Charge •	Spoiled Strike		

1. Chance to roll item within drop table
2. Amount rewarded on successful roll
3. (Quantity x Chance)



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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