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Energy Nexus

28 EDIT

Energy Nexus is a [Warframe Mod](#) that increases [Energy](#) Regeneration.

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Stats



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Energy Nexus



9—

Energy Nexus
Warframe receives +3
Energy Regen/s

WARFRAME

Full

Tradeable

Not be obtained from transmutation



4	2.5	8
5	3	9

Acquisition

Warframe receives +3 Energy Regen/s

General Information ^

Type

Warframe

Polarity

 Naramon

Rarity

Rare

Max Rank

5

Endo Required To Max

930

Credits Required To Max

44,919

Base Capacity Cost

4

Trading Tax

 8,000

Introduced

Update 35.0 (2023-12-13)

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
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Enemy Drop Tables





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Enemy ⌵	Drop Table Chance ^[4] ⌵	Item Chance ^[5] ⌵	Chance ^[6] ⌵	Expected Kills ^[7] ⌵	Quantity ^[8] ⌵	Avg. f roll attempt
Demolisher Bonewidow	1%	33.33%	0.3333%	300	1	0.0033
Demolisher Voidrig	3%	33.33%	0.9999%	100	1	0.0099
Rogue Bonewidow	3%	33.33%	0.9999%	100	1	0.0099
Rogue Voidrig	3%	33.33%	0.9999%	100	1	0.0099
The Anatomizer	3%	10.2%	0.306%	327	1	0.0030
The Fragmented	3%	20.2%	0.606%	165	1	0.0060

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

- Casting an ability will stop the energy generation for **1** second.
- Channeled abilities that drain energy over time, such as  [Immolation](#),  [Sound Quake](#), and  [Renewal](#) will completely prevent energy generation for as long as they are active.

Patch History

Update 35.0 (2023-12-13)

- Introduced





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Edit

[Collapse]

Madurai (Offense)	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
Naramon (Utility)	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) • Thief's Wit • Toxic Flight • Vigilante Pursuit • Vigorous Swap
	Zenurik Endurance Drift • Power Drift • Preparation
	Umbra Umbral Fiber • Umbral Intensify • Umbral Vitality

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



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roll attempt (successful or not)



Languages



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