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# Fortitude

96

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**Fortitude** is a [mod](#) that increases chance to resist [knockdown](#) effects and increases the [shield](#) recharge rate of a [Warframe](#).

Knockdown and stagger animations will not be played when a player successfully resists a knockdown or stagger.

## Stats

Rank	Knockdown Resistance	Shield Recharge	Cost
0	+10%	+25%	6
1	+20%	+50%	7
2	+30%	+75%	8
3	+40%	+100%	9



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**+40% Chance to Resist Knockdown**  
**+100% Shield Recharge**

**General Information** ^

**Type** Warframe

**Polarity** Naramon

**Rarity** Rare

**Max Rank** 3

**Endo Required To Max** 210

**Credits Required To Max** 10,143

**Base Capacity Cost** 6

**Trading Tax** 8,000

**Introduced** Update 9.0 (2013-07-13)

**Vendor Sources** ^

**Official Drop Tables** ^

<https://www.warframe.com/droptables>

### Mission Drop Tables

Mission Type	Source	Rotations or Drop Table	Chance <sup>[1]</sup>	Quantity <sup>[2]</sup>	Avg. per roll <sup>[3]</sup>	Star Chart Nodes
Nightmare Mode	Nightmare Mode Rescue	B	15.49%	1	0.1549	See in-game <a href="#">World State Window</a> for active Nightmare Mode nodes
					0.1549	See in-game <a href="#">World State Window</a> for active Nightmare Mode nodes



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## Enemy Drop Tables

Enemy	Drop Table Chance <sup>[4]</sup>	Item Chance <sup>[5]</sup>	Chance <sup>[6]</sup>	Expected Kills <sup>[7]</sup>	Quantity <sup>[8]</sup>	Avg. per roll attempt <sup>[9]</sup>
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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.

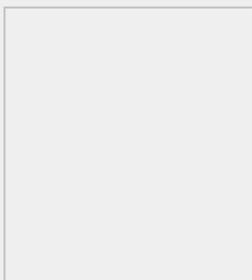
## Notes

- May be stacked with  [Sure Footed](#) for complete immunity to knockdown
  - [Kuva Guardians](#) often ignore passive [knockdown](#) immunity granted to the player with these mods.
- Can be stacked with  [Fast Deflection](#) to provide a total of +190% shield recharge rate.
  - Shield recharge modifiers affect the rate at which you gain shields, but Fortitude does not shorten the delay between taking damage and initiating the recharge.

## Trivia

- **Fortitude** was added in [Update 9](#).
- This mod used to share its icon with [Vigor](#), another Nightmare Mode mod.
  - In [Update 13.0](#) (2014-04-09) Vigor got its own icon.

## Gallery



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# Patch History

## Update 34.0 (2023-10-18)

- Fortitude: Increased the Shield Recharge value from +80% to +100%.
  - Also increased Chance to Resist Knockdown from +20% to +40%.

## Update 27.2 (2020-03-05)

- (Undocumented) Removed the blocking animation that used to occur when resisting a knockdown.
- (Undocumented) Knockdown resistance now also works against staggers.

### Warframe Mods

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<b>Madurai</b> <b>(Offense)</b>	<a href="#">Blind Rage</a> • <a href="#">Continuity</a> ( <a href="#">Archon</a> , <a href="#">Primed</a> ) • <a href="#">Energy Conversion</a> • <a href="#">Gale Kick</a> • <a href="#">Firewalker</a> • <a href="#">Hunter Adrenaline</a> • <a href="#">Intensify</a> ( <a href="#">Archon</a> • <a href="#">Precision</a> ) • <a href="#">Lightning Dash</a> • <a href="#">Provoked</a> • <a href="#">Rage</a> • <a href="#">Rending Turn</a> • <a href="#">Transient Fortitude</a>
	<a href="#">Adaptation</a> • <a href="#">Antitoxin</a> • <a href="#">Armored Agility</a> • <a href="#">Augur Accord</a> • <a href="#">Aviator</a> • <a href="#">Battering Maneuver</a> • <a href="#">Catalyzing Shields</a> • <a href="#">Diamond Skin</a> • <a href="#">Fast Deflection</a> • <a href="#">Flame Repellent</a> • <a href="#">Gladiator Aegis</a> • <a href="#">Gladiator Finesse</a> • <a href="#">Gladiator Resolve</a> • <a href="#">Health Conversion</a> • <a href="#">Ice Spring</a> • <a href="#">Insulation</a> • <a href="#">Lightning Rod</a> • <a href="#">Narrow Minded</a> • <a href="#">Overextended</a> • <a href="#">Quick Thinking</a> • <a href="#">Rapid Resilience</a> • <a href="#">Redirection</a> ( <a href="#">Primed</a> ) • <a href="#">Reflection</a> • <a href="#">Reflex Guard</a> • <a href="#">Retribution</a> • <a href="#">Rolling Guard</a> • <a href="#">Shock Absorbers</a> • <a href="#">Steel Fiber</a> • <a href="#">Sure Footed</a> ( <a href="#">Primed</a> ) • <a href="#">Undying Will</a> • <a href="#">Vigilante Vigor</a> • <a href="#">Vigor</a> ( <a href="#">Primed</a> ) • <a href="#">Vitality</a> ( <a href="#">Archon</a> ) • <a href="#">Warm Coat</a>
<b>Vazarin</b> <b>(Defense)</b>	<a href="#">Augur Message</a> • <a href="#">Augur Reach</a> • <a href="#">Augur Secrets</a> • <a href="#">Constitution</a> • <a href="#">Enemy Sense</a> • <a href="#">Energy Nexus</a> • <a href="#">Equilibrium</a> • <a href="#">Fleeting Expertise</a> • <a href="#">Flow</a> ( <a href="#">Archon</a> , <a href="#">Primed</a> ) • <b><a href="#">Fortitude</a></b> • <a href="#">Handspring</a> • <a href="#">Heavy Impact</a> • <a href="#">Kavat's Grace</a> • <a href="#">Maglev</a> • <a href="#">Master Thief</a> • <a href="#">Mobilize</a> • <a href="#">Natural Talent</a> • <a href="#">Patagium</a> • <a href="#">Daring Step</a> • <a href="#">Push</a> • <a href="#">Streamline</a> • <a href="#">Stretch</a> ( <a href="#">Archon</a> ) • <a href="#">Pursuit</a> • <a href="#">Vigorous Swap</a> • <a href="#">Drift</a> • <a href="#">Preparation</a>
<b>Naramon</b> <b>(Utility)</b>	



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<b>Nightmare Mode Mods</b> <span style="float: right;">[Collapse]</span>	
<b>Warframe</b>	<a href="#">Armored Agility</a> · <a href="#">Constitution</a> · <b>Fortitude</b> · <a href="#">Streamlined Form</a> · <a href="#">Vigor</a>
<b>Rifle</b>	<a href="#">Hammer Shot</a> · <a href="#">Shred</a> · <a href="#">Wildfire</a>
<b>Shotgun</b>	<a href="#">Accelerated Blast</a> · <a href="#">Blaze</a> · <a href="#">Chilling Reload</a> · <a href="#">Seeking Fury</a>
<b>Pistol</b>	<a href="#">Ice Storm</a> · <a href="#">Lethal Torrent</a> · <a href="#">Stunning Speed</a>
<b>Melee</b>	<a href="#">Drifting Contact</a> · <a href="#">Focus Energy</a> · <a href="#">Rending Strike</a>
<b>Companions</b>	<a href="#">Animal Instinct</a>

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
8. Amount rewarded on successful roll
9. (Quantity × Chance), average item quantity on a roll attempt (successful or not)

## Categories ∨

## Languages ∨

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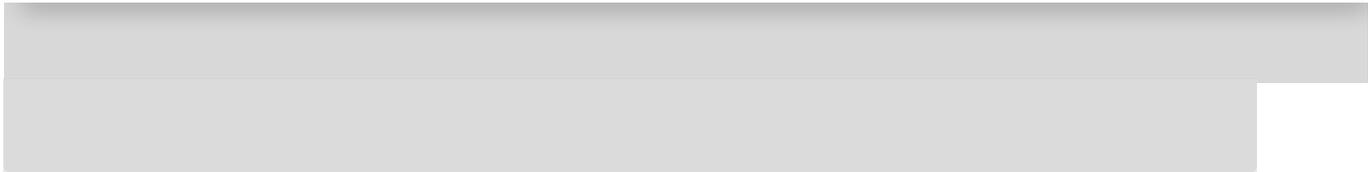
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