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Shield Charger

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EDIT

Shield Charger is a [Sentinel](#) and [MOA Mod](#) that periodically increases your [Warframe's](#) Max [Shields](#) and regenerates them for a certain amount of time.

Stats

Shield Charger

Full Icon



Tradeable

Cannot be obtained from transmutation



WARFRAME Wiki



Increases Max Shields by 60% and Shield Regeneration by 60% for 10s.

General Information ^

Type Robotic

Polarity  Penjaga

Rarity Rare

Max Rank 5

Endo Required To Max 930

Credits Required To Max 44,919

Base Capacity Cost 0

Trading Tax  8,000

Introduced [Update: The Index Preview](#) (2016-10-20)

Vendor Sources ^

Official Drop Tables ^

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

Rank	Increased Shield	Shield Regen	Duration	Cost
0	10%	10%	5s	0
1	20%	20%	6s	1
2	30%	30%	7s	2
3	40%	40%	8s	3
4	50%	50%	9s	4
5	60%	60%	10s	5

Drop Locations

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

Enemy ↕	Drop Table Chance ^[4] ↕	Item Chance ^[5] ↕	Chance ^[6] ↕	Expected Kills ^[7] ↕	Quantity ^[8] ↕	Avg. per roll attempt ^[9]
002-ER	10%	12.5%	1.25%	80	1	0.0125
Armis Ulta	10%	12.5%	1.25%	80	1	0.0125
Auditor	10%	12.5%	1.25%	80	1	0.0125
Azoth	10%	12.5%	1.25%	80	1	0.0125
Derim Zahn	10%	12.5%	1.25%	80	1	0.0125
Dru Pesfor	10%	12.5%	1.25%	80	1	0.0125
Jad Teran	10%	12.5%	1.25%	80	1	0.0125
Jen Dro	10%	12.5%	1.25%	80	1	0.0125
Lockjaw & Sol	10%	12.5%	1.25%	80	1	0.0125
M-W.A.M.	10%	12.5%	1.25%	80	1	0.0125
Nako Xol	10%	12.5%	1.25%	80	1	0.0125
Pelna Cade	10%	12.5%	1.25%	80	1	0.0125
Rana Del	10%	12.5%	1.25%	80	1	0.0125
Raptor RX	10%	12.5%	1.25%	80	1	0.0125
Tia Mayn	10%	12.5%	1.25%	80	1	0.0125
Ved Xol	10%	12.5%	1.25%	80	1	0.0125

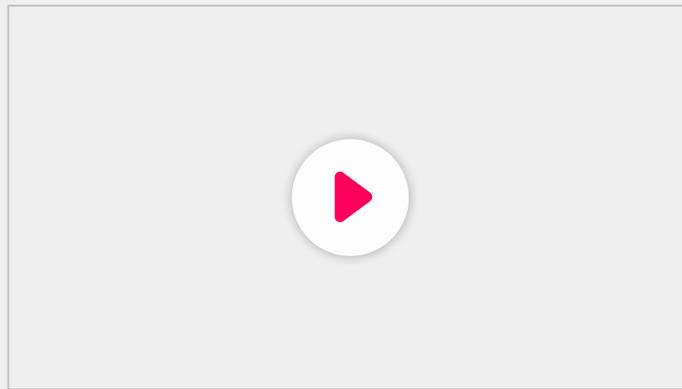
Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See



Notes

- Shield bonus is additive with bonuses such as [Redirection](#).
- Shield Recharge Rate bonus is additive with bonuses such as [Fast Deflection](#)
- Once the ability duration ends, shields will go back to normal, leaving excess shields as [overshields](#).
- Has a cooldown of **30** seconds.
- Will not grant shields if the user does not possess base shields of their own.
- Unlike [Shield Osprey](#), it does not instantly recharge shields.
- [Sentinels](#), [Companions](#), [Rescue Targets](#), [Syndicate Operatives](#) [Syndicate Specters](#) or [Factional Allies](#) cannot benefit from this mod.

Media



Shield Charger Is It Worth It?

Patch History

[Hotfix 35.5.7](#) (2024-04-17)

- Fixed Shield Charger's Russian description not displaying Regen correctly.

[Hotfix: The Index Preview 3](#) (2016-10-21)

- Fixed any Overshields being wiped out when the Shield Charger Mod was equipped.

[Hotfix: The Index Preview 2](#) (2016-10-21)

Sentinel Mods

[Collapse]



Dethcube	Energy Generator • Vaporize
Diriga	Arc Coil • Calculated Shot • Electro Pulse
Djinn	Fatal Attraction • Reawaken • Thumper
Helios	Detect Vulnerability • Investigator • Targeting Receptor
Nautilus	Auto Omni • Cordon
Oxylus	Botanist • Scan Aquatic Lifeforms • Scan Matter
Shade	Ambush • Ghost • Revenge
Taxon	Molecular Conversion
Worm	Crowd Dispersion • Negate
Other	Anti-Grav Array • Assault Mode • Coolant Leak • Guardian • Medi-Ray • Odomedic • Regen (Prime) • Sacrifice • Shield Charger • Vacuum
Madurai	Fired Up • Self Destruct • Synth Deconstruct • Synth Fiber
Vazarin	Accelerated Deflection • Calculated Redirection • Enhanced Vitality • Metal Fiber • Repair Kit • Sanctuary
Naramon	Animal Instinct (Prime) • Spare Parts

MOA Companion	
Edit [Collapse]	
Components	
Bracket • Core • Gyro • Model	
Mods	
Lamboo	Shockwave Actuators • Stasis Field
Oloro	Security Override • Tractor Beam
Para	Anti-Grav Grenade • Whiplash Mine
Nychus	Blast Shield • Hard Engage
Other	Aerial Bond • Animal Instinct (Prime) • Astral Bond • Contagious Bond • Covert Bond • Duplex Bond • Guardian • Link Fiber • Link Redirection • Link Vitality • Loyal Companion • Manifold Bond • Medi-Pet Kit • Medi-Ray • Momentous Bond • Mystic Bond • Pack Leader (Prime) • Reinforced Bond • Restorative Bond • Sanctuary • Seismic Bond • Shield Charger • Tenacious Bond • Vacuum • Vicious Bond

Hound Companion		Edit	[Collapse]
Components			
Bracket • Core • Model • Stabilizer			
Mods			
Audit (Model)	Equilibrium Audit • Null Audit • Repo Audit		
Denial (Bracket)	Diversified Denial • Evasive Denial • Reflex Denial		
Prospectus (Stabilizer)	Aerial Prospectus • Focused Prospectus • Synergized Prospectus		
Other	Aerial Bond • Animal Instinct (Prime) • Astral Bond • Contagious Bond • Covert Bond • Duplex Bond • Guardian • Link Fiber • Link Redirection • Link Vitality • Loyal Companion • Manifold Bond • Medi-Pet Kit • Medi-Ray • Momentous Bond • Mystic Bond • Pack Leader (Prime) • Reinforced Bond • Restorative Bond • Sanctuary • Seismic Bond • Shield Charger • Tenacious Bond • Vacuum • Vicious Bond		

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)

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