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Vigilante Vigor



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Vigilante Vigor is a [set mod](#) that increases the [Shield](#) recharge rate and reduces the shield recharge delay of a [Warframe](#).

Stats

Rank	Shield Recharge Rate	Shield Recharge Delay	Cost
0	+10%	-5%	4
1	+20%	-10%	5
2	+30%	-15%	6
3	+40%	-20%	7
4	+50%	-25%	8
5	+60%	-30%	9

Set Bonus

This mod is part of a set, whose set bonus increases with each additional mod equipped

Vigilante Vigor

Full Icon



Tradeable

Cannot be obtained from transmutation



Vigilante Set: *Grants an X% chance for critical hits from primary weapons to gain an additive +100% critical chance (effectively increasing the "tier" of your crit— yellow becomes orange, orange becomes red, etc).*
Does not affect non-critical hits.

Mods Equipped	Chance to Enhance
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%

Drop Locations

Mission Drop Tables

Max Rank Description ^

+60% Shield Recharge
-30% Shield Recharge Delay

General Information ^

Type

 Warframe

Polarity

 Vazarin

Rarity

 Common

Max Rank

 5

Endo Required To Max

 310

Credits Required To Max

 14,973

Base Capacity Cost

 4

Trading Tax

 2,000

Introduced

[Update 22.0](#) (2017-10-12)

Vendor Sources ^

Official Drop Tables ^

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





Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Node
Cetus Bounty	Cetus Bounty Lvl 30-50 Stage 1	B	35.19%	1	0.3519	<ul style="list-style-type: none"> Plains of Eidolon/C Earth; tall Konzu
Cetus Bounty	Cetus Bounty Lvl 30-50 Stage 4	B	20.88%	1	0.2088	<ul style="list-style-type: none"> Plains of Eidolon/C Earth; tall Konzu
Cetus Bounty	Cetus Bounty Lvl 30-50 Stages 2 & 3	B	21.35%	1	0.2135	<ul style="list-style-type: none"> Plains of Eidolon/C Earth; tall Konzu

Enemy Drop Tables

Enemy	Drop Table Chance ^[4]	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempt
Plains Commander	100%	37.94%	37.94%	3	1	0.3794

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

- Shield regeneration delay reduction is capped at -80%.
- Stacks with  [Fast Deflection](#) and  [Fortitude](#) for a total of +250% recharge rate, and a shield recharge delay reduction of -75%.

Patch History



- Vigilante Vigor: Added -30% Shield Recharge Delay.

[Update 22.0](#) (2017-10-12)

- Introduced.

Set Mods		[Collapse]
Aero	Agility · Periphery · Vantage	
Amar's	Anguish · Contempt · Hatred	
Augur	Accord · Message · Pact · Reach · Secrets · Seeker	
Boreal's	Anguish · Contempt · Hatred	
Carnis	Carapace · Mandible · Stinger	
Gladiator	Aegis · Finesse · Might · Resolve · Rush · Vice	
Hunter	Adrenaline · Command · Munitions · Recovery · Synergy · Track	
Jugulus	Barbs · Carapace · Spines	
Mecha	Empowered · Overdrive · Pulse · Recharge	
Motus	Impact · Setup · Signal	
Nira's	Anguish · Contempt · Hatred	
Proton	Jet · Pulse · Snap	
Sacrificial	Pressure · Steel	
Saxum	Carapace · Spittle · Thorax	
Strain	Consume · Eruption · Fever · Infection	
Synth	Charge · Deconstruct · Fiber · Reflex	
Tek	Assault · Collateral · Enhance · Gravity	
	Fiber · Intensify · Vitality	



Vigilante	Armaments · Fervor · Offense · Pursuit · Supplies · Vigor
Warframe Mods 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
Vazarin (Defense)	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 · 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



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

Categories



Languages



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