

ADVERTISEMENT

in: [Mods](#), [Tradeable Mods](#), [Untransmutable Mods](#), and [7 more](#)

SIGN IN



REGISTER

Xata Invocation



EDIT

Xata Invocation is a [mod](#) for [Tomes](#) that grants Energy Regen on Alternate Fire hits.

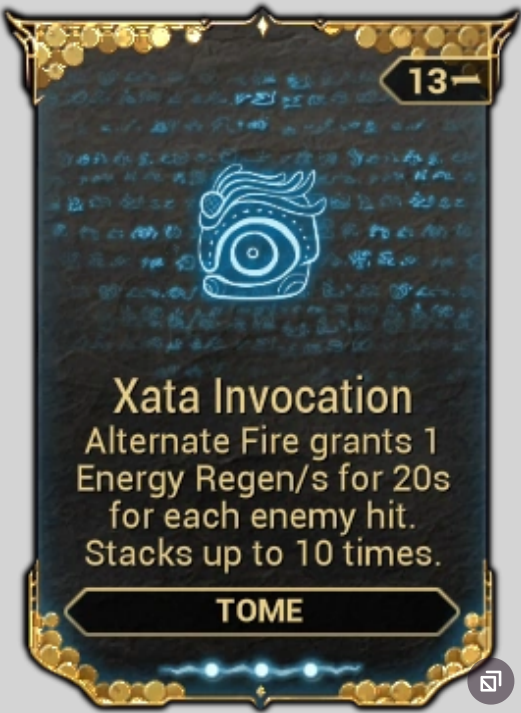
Contents

- 1. Stats
- 2. Acquisition
 - 2.1. Mission Drop Tables
 - 2.2. Enemy Drop Tables
- 3. Notes
- 4. Patch History
- 5. See also

Stats

Rank	Energy Regen	Max Energy Regen	Cost

Xata Invocation



Full



Tradeable

Cannot be obtained from transmutation



1	0.5	5	11
2	0.75	7.5	12
3	1	10	13

Alternate Fire grants 1 Energy Regen/s for 20s for each enemy hit. Stacks up to 10 times.

General Information

Type

Tome

Polarity

 Naramon

Rarity

Rare

Incompatible Mods

 [Netra Invocation](#)
 [Ris Invocation](#)
 [Vome Invocation](#)

Max Rank

3

Endo Required To Max

210

Credits Required To Max

10,143

Base Capacity Cost

10

Trading Tax

 8,000

Introduced

[Update 35.0](#) (2023-12-13)

Vendor Sources

Official Drop Tables

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

Acquisition

Bundle also available for 140 Platinum on Market.

Mission Drop Tables

Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
Mirror Defense	Deimos Entrati Mirror Defense	C	5%	1	0.05	Munio, Deimos

Enemy Drop Tables

Enemy	Drop Table Chance ^[4]	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempt ^[9]
-------	----------------------------------	----------------------------	-----------------------	-------------------------------	-------------------------	--------------------------------------

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. Abilities with variable energy drain such as  [Artemis Bow](#),  [Pacify & Provoke](#) and  [Desecrate](#) do not interrupt the energy generation.

Patch History

Update 35.0 (2023-12-13)

- Introduced

See also

- [Mods](#)
- [Category:Tome](#)

Secondary Mods				Edit	[Collapse]
Damage	Base	Augur Pact • Hornet Strike • Magnum Force			
	Physical	Bore • Carnis Stinger • Concussion Rounds • Jugulus Spines • Maim • No Return • Pummel • Razor Shot • Saxum Spittle			
		Convulsion • Deep Freeze • Frostbite • Heated Charge (Primed) • Jolt • Pathogen Rounds • Pistol Pestilence • Scorch			
	Faction	Expel Corpus (Primed) • Expel Orokin (Primed) • Expel Grineer (Primed) •			



Critical Hits	Chance	Creeping Bullseye • Hydraulic Crosshairs (Galvanized) • Pistol Gambit (Primed)
	Multiplier	Hollow Point • Sharpened Bullets • Target Cracker (Primed)
Status	Chance	Carnis Stinger • Embedded Catalyzer • Frostbite • Jolt • Jugulus Spines • Pistol Pestilence • Saxum Spittle • Scorch • Stunning Speed • Sure Shot (Galvanized)
	Duration	Augur Seeker • Perpetual Agony
Multishot		Barrel Diffusion (Amalgam , Galvanized) • Lethal Torrent
Fire Rate		Anemic Agility • Gunslinger • Lethal Torrent • Pressurized Magazine
Magazine		Ice Storm • Slip Magazine (Primed) • Tainted Clip
Reload		Eject Magazine • Quickdraw (Primed)
Exilus		Air Recon • Eject Magazine • Energizing Shot • Hawk Eye • Lethal Momentum • Pistol Ammo Mutation (Primed) • Reflex Draw • Spry Sights • Steady Hands • Strafing Slide • Suppress • Targeting Subsystem • Trick Mag
Beam-only		Ruinous Extension
Thrown-only		Concealed Explosives
Tome-only		Fass Canticle • Jahu Canticle • Khra Canticle • Lohk Canticle
		Netra Invocation • Ris Invocation • Vome Invocation • Xata Invocation
Misc		Fulmination (Primed) • Seeker • Synth Charge

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)

Languages



Community content is available under [CC-BY-SA](#) unless otherwise noted.

More Fandoms

[Sci-fi](#) | [Warframe](#)