

ADVERTISEMENT

Search Results

[SIGN IN](#) [REGISTER](#)

There is a page named "[Energy Nexus](#)" on WARFRAME Wiki. See also the other search results found.

This wiki ▾

Energy Nexus

Q

Advanced ▾

Arti
cles

About 200 results for "**Energ...**"

Pos
ts

Pho
tos
and
Vide
os

Blog
s

Peo
ple

Ever
ythi
ng

Energy Nexus

Energy Nexus is a Warframe Mod that increases **Energy** Regeneration. Sourced from the official drop table repository. See Module:DropTables/data to edit on the wiki. Update 35.0 (2023-12-13) Introduced <https://warframe.fandom.c...>

Nightmare Mode

Nightmare Mode is an optional difficulty modifier introduced in Update 9.0

Related Community



Scarlet Nexus Wiki

games

200	400	1
Pages	Images	Video

The Scarlet Nexus Wiki is a community site that anyone can contribute to.



up to two mission modifiers take effect that greatly increase the mission's difficulty, but

<https://warframe.fandom.c...>

Discover, share and add your knowledge!

[VIEW MORE WIKIS →](#)

Adaptation

Adaptation is a Warframe mod that grants damage resistance to damage types received recently, stacking up to 90%. Sourced from the official drop table repository. See Module:DropTables/data to edit on the wiki.

Adaptation

<https://warframe.fandom.c...>

The Fragmented

"It's taking longer than I calculated." This page is actively being worked on and may not be completely correct. Please assist in making this page accurate.

See WARFRAME

Wiki:Research on ways to

<https://warframe.fandom.c...>

Mod/List of Mods

Mod List of Mods

<https://warframe.fandom.c...>

Archon Intensify

Archon Intensify is an Archon mod for Warframes that increases Ability Strength and briefly grants additional Ability Strength when an ability restores Health. Archon Intensify is available from Chipper of Keld's Garrison for 40



Archon Vitality

there are other aspects of the game that should have clear and understandable outcomes. Namely: Shield, Health, **Energy**, and Armor Modding. Pop quiz: what is 300+ 440%? If you answered 740, you may just be

<https://warframe.fandom.c...>

Primed Sure Footed

Primed Sure Footed is the Primed version of Sure Footed, increasing a Warframe's chance to resist knockdowns and staggers. Knockdown and stagger animations will not be played when a player successfully resists a knockdown

<https://warframe.fandom.c...>

Blind Rage

Blind Rage is a mod that increases Ability Strength while reducing Ability Efficiency of Warframe abilities. Sourced from the official drop table repository. See Module:DropTables/data to edit on the wiki. Old appearance Hotfix

<https://warframe.fandom.c...>

Narrow Minded

Narrow Minded increases Ability Duration while reducing Ability Range of Warframe abilities. Sourced from the official drop table



Module:DropTables/data to
edit on the wiki. Old
appearance Update 10.3
(2013-10
<https://warframe.fandom.c...>

Archon Stretch

Archon Stretch is an Archon
mod for Warframes that
increases Ability Range and
briefly grants **Energy**
Regeneration when an
ability deals Electricity
damage. Archon Stretch is
available from Chipper of
Kahl's Garrison for 40
<https://warframe.fandom.c...>

Augur Secrets

Augur Secrets is a set mod
that increases the Ability
Strength of a Warframe. This
mod is part of a set, whose
set bonus increases with
each additional mod
equipped from that set.
<https://warframe.fandom.c...>

Transient Fortitude

Transient Fortitude is a mod
that increases Ability
Strength while reducing the
Ability Duration of Warframe
abilities. Sourced from the
official drop table repository.
See Module:DropTables/data
to edit on the wiki. Update
15
<https://warframe.fandom.c...>

Overextended

Overextended increases
Ability Range while reducing



abilities. Sourced from the official drop table repository. See Module:DropTables/data to edit on the wiki. Old appearance Update 10.3 (2013-10-09

<https://warframe.fandom.c...>

Catalyzing Shields

Catalyzing Shields is a mod for Warframes that sets the maximum Shield Gating duration upon fully recovering Shields, but reduces maximum Shield capacity. Sourced from the official drop table repository. See Module:DropTables/data to

<https://warframe.fandom.c...>

Augur Reach

Augur Reach is a set mod that increases the Ability Range of a Warframe. This mod is part of a set, whose set bonus increases with each additional mod equipped from that set.

<https://warframe.fandom.c...>

Power Drift

Power Drift is a rare dual-stat Exilus mod that increases Ability Strength and grants a chance to resist knockdown. Knockdown and stagger animations will not be played when a player successfully resists a knockdown

<https://warframe.fandom.c...>



Precision Intensify is a variant of Intensify that greatly increases Ability Strength for only the 4th Warframe Ability. Sourced from the official drop table repository. See [Module:DropTables/data](#) to edit on the wiki. Update <https://warframe.fandom.c...>

Rolling Guard

Rolling Guard is a Warframe mod that grants a brief period of invulnerability and removes all Status Effects when rolling, with a cooldown period between uses. Obtainable from the Arbitrations vendor in the Arbiters of

<https://warframe.fandom.c...>

Constitution

Constitution is a mod that increases Warframe Knockdown Recovery and Ability Duration of Warframe abilities. Sourced from the official drop table repository. See [Module:DropTables/data](#) to edit on the wiki. Old appearance Hotfix 9

<https://warframe.fandom.c...>

Equilibrium

Equilibrium is a mod that, upon looting a Health Orb or **Energy** Orb, converts a portion of the restored amount into additional **Energy** and Health respectively. Converted



<https://warframe.fandom.c...>

Fleeting Expertise

Fleeting Expertise increases Ability Efficiency but reduces Ability Duration of Warframe abilities. Sourced from the official drop table repository. See Module:DropTables/data to edit on the wiki. Old appearance Update 10.3 (2013-10

<https://warframe.fandom.c...>

Damage/Magnetic Damage

DAMAGE EFFICACY x1.5
damage to Corpus x1.5
damage to Corpus Amalgam x0.5 damage to Narmer
STATUS EFFECT Created by combining Cold and Electricity damage.
Magnetic increases Shield damage by up to 325

<https://warframe.fandom.c...>

Gloom

Energy gain. While Gloom is active, Sevagoth can not replenish **energy** using **Energy** Vampire, Rift Plane's innate **energy** regeneration, or Squad **Energy** Restores. While Gloom is active, but not draining **energy**, Sevagoth can rep

<https://warframe.fandom.c...>

Archon Flow

Archon Flow is an Archon mod for Warframes that



and has a chance to
produce a large **Energy** Orb
when an enemy is killed with
an ability dealing Cold
damage. Archon Flow

<https://warframe.fandom.c...>



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