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# Energy Nexus



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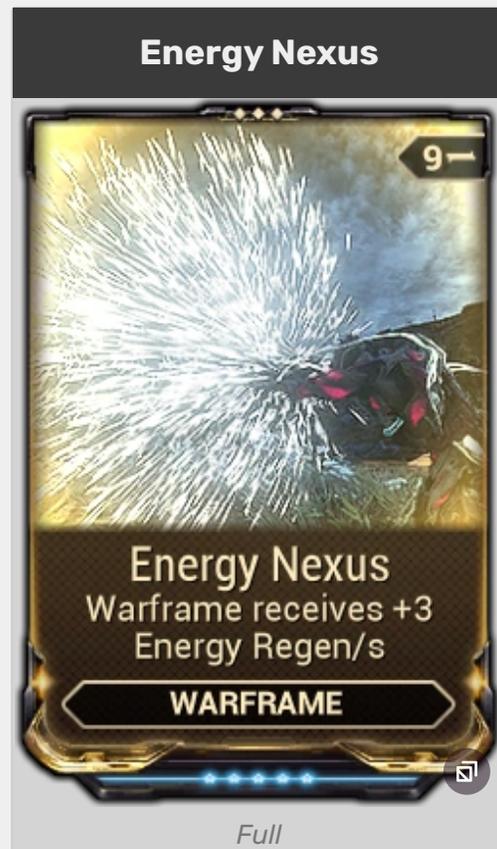
**Energy Nexus** is a [Warframe Mod](#) that increases [Energy](#) Regeneration.

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## Stats

Rank	Effect	Cost



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Tradeable

not be obtained from transmutation



WARFRAME Wiki



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## Acquisition

**Warframe receives +3 Energy Regen/s**

**General Information** ^

**Type** Warframe

**Polarity** Naramon

**Rarity** Rare

**Max Rank** 5

**Endo Required To Max** 930

**Credits Required To Max** 44,919

**Base Capacity Cost** 4

**Trading Tax** 8,000

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

**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
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## Enemy Drop Tables



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Enemy <span>↕</span>	Drop Table Chance <sup>[4]</sup> <span>↕</span>	Item Chance <sup>[5]</sup> <span>↕</span>	Chance <sup>[6]</sup> <span>↕</span>	Expected Kills <sup>[7]</sup> <span>↕</span>	Quantity <sup>[8]</sup> <span>↕</span>	Avg. roll attempt
Demolisher Bonewidow	1%	33.33%	0.3333%	300	1	0.0033
Demolisher Voidrig	3%	33.33%	0.9999%	100	1	0.0099
Rogue Bonewidow	3%	33.33%	0.9999%	100	1	0.0099
Rogue Voidrig	3%	33.33%	0.9999%	100	1	0.0099
The Anatomizer	3%	10.2%	0.306%	327	1	0.0030
The Fragmented	3%	20.2%	0.606%	165	1	0.0060

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.

## Patch History

<p><a href="#">Update 35.0</a> (2023-12-13)</p> <ul style="list-style-type: none"> <li>• Introduced</li> </ul>
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## See also





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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> · <b>Energy Nexus</b> · <a href="#">Equilibrium</a> · <a href="#">Fleeting Expertise</a> · <a href="#">Flow</a> ( <a href="#">Archon</a> , <a href="#">Primed</a> ) · <a href="#">Fortitude</a> · <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="#">Piercing Step</a> · <a href="#">Rush</a> · <a href="#">Streamline</a> · <a href="#">Stretch</a> ( <a href="#">Archon</a> ) · <a href="#">Thief's Wit</a> · <a href="#">Toxic Flight</a> · <a href="#">Vigilante Pursuit</a> · <a href="#">Vigorous Swap</a>
	<a href="#">Endurance Drift</a> · <a href="#">Power Drift</a> · <a href="#">Preparation</a>
<b>Naramon</b> <b>(Utility)</b>	
<b>Zenurik</b>	
<b>Umbra</b>	<a href="#">Umbral Fiber</a> · <a href="#">Umbral Intensify</a> · <a href="#">Umbral Vitality</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

roll attempt (successful or not)



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## Languages



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