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Hunter Adrenaline



EDIT

Hunter Adrenaline is a [set mod](#) dropped from the [Hemocyte](#) during [Operation: Plague Star](#) and [Ghoul Purge](#) bounties that converts a percentage of [Health](#) damage received into [Energy](#). If the user has no [Shields](#), damage taken to [Overguard](#) granted from an ally is converted into Energy.

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Hunter Adrenaline

Full

Icon



Tradeable



WARFRAME Wiki



Stats

Rank	Efficiency	Cost
0	+7.5%	6
1	+15%	7
2	+22.5%	8
3	+30%	9
4	+37.5%	10
5	+45%	11

Set Bonus

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

Hunter Set: [Companions](#) gain X% additional damage to targets affected by a  [Slash](#) status effect.

Mods Equipped	Bonus Damage
1	25%
2	50%
3	75%
4	100%
5	125%
6	150%

Drop Locations

Mission Drop Tables

Max Rank Description ^	
Convert +45% of Damage on Health to Energy	
General Information ^	
Type	Warframe
Polarity	 Madurai
Rarity	Common
Max Rank	5
Endo Required To Max	310
Credits Required To Max	14,973
Base Capacity Cost	6
Trading Tax	 2,000
Introduced	Update 22.3 (2017-11-15)
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
Ghoul Bounty	Ghoul Purge Bounty Lvl 15-25 Stages 2 & 3	A	12.14%	1	0.1214	Plains of Eidolon/C Earth dur Ghoul Pur event
Ghoul Bounty	Ghoul Purge Bounty Lvl 15-25 Stage 1	A	36.76%	1	0.3676	Plains of Eidolon/C Earth dur Ghoul Pur event

Enemy Drop Tables

Enemy ↕	Drop Table Chance ^[4] ↕	Item Chance ^[5] ↕	Chance ^[6] ↕	Expected Kills ^[7] ↕	Quantity ^[8] ↕	Avg. pe roll attempt
Ghoul Rictus Alpha	50%	75.88%	37.94%	3	1	0.3794
Hemocyte	100%	28.95%	28.95%	3	1	0.2895

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

- The amount of Energy gained from damage taken to health is affected by Warframe [Armor](#).
- Stacks with [Rage](#) for a total of 85% damage conversion.
- Applies to [Status Effects](#) that deal damage over time and damage that bypasses shields.
- Damage taken to [Overguard](#) only applies energy if the user does not have [Shields](#) ([Inaros](#) and [Nidus](#)).



- The Overguard must also come from an ally. As such, [Kullervo's Recompense](#) does not receive this benefit despite his lack of shields.
- Does **not** apply to the following sources of damage:
 - Self-inflicted damage, such as [Nekros's Despoil](#) or [Combat Discipline](#).
 - Laser traps encountered in the [Orokin Void](#) and [Orokin Derelicts](#).
 - Health lost due to the *Vampire Nightmare Mode* modifier, or health drained in [Survival](#) missions by falling to 0% life support.

Tips

- Hunter Adrenaline gains more mileage when equipped to Warframes with high [Health](#) such as [Ash](#), [Inaros](#), [Mesa](#), [Saryn](#) or [Nidus](#).
 - In particular, [Inaros](#) and [Nidus](#) benefit greatly from Hunter Adrenaline due to their lack of shields and significantly high health.
- Hunter Adrenaline can be used alongside healing effects to create a renewable source of energy.
 - Examples of healing include [Life Strike](#) or [Healing Return](#) for melee weapons, [Valkyr's Hysteria](#) ability, and the healing abilities of [Trinity](#) and [Oberon](#).
 - Note that Trinity already possesses a primary means of generating energy via [Energy Vampire](#).
 - Many Warframe ability [Augments](#) (such as Saryn's [Regenerative Molt](#)) create healing effects which can be employed in the same fashion.
 - Beware of high amounts of burst damage which may overwhelm a Warframe before they can heal themselves.
- If the player has [Quick Thinking](#) equipped and suffers lethal damage, the gain in energy will be converted back over as emergency health.
- When hunting for vaults in the [Orokin Derelict](#), or even outside of the derelict, equipping the [Decaying Dragon Key](#) handicap to sacrifice shields will reduce the time needed before Hunter Adrenaline can take effect.

Patch History

[Hotfix 35.5.6](#) (2024-04-10)



As announced last week, we've changed how Overguard interacts with effects that benefit from receiving damage on Warframe to make it more co-op friendly. Specifically, the Hunter Adrenaline Mod. The conversations regarding Dante's abilities with Overguard became a driving factor to look at these interactions and find ways in which we can make them work to benefit co-op play. Overall, these changes aim to create a harmonious arrangement between the often unpredictable

See also

- [Rage](#) - another mod with the same functionality.

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
Umbral	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		
	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		
	Vazarin (Defense)		
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



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)

Categories



Languages



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