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# Capacitance

25 EDIT

**Capacitance** is a [Warframe Augment Mod](#) for [Volt](#) that converts a percentage of damage dealt by [Discharge](#) into shields, split between himself and allies.

## Capacitance

Full Icon



## Stats

Rank	Shield Bonus	Cost
0	1.5%	6
1	2%	7
2	2.5%	8
3	3%	9

## Acquisition

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## Notes

- Can create [Overshields](#).
- Affected allies includes all Warframes, [Companions](#), [Eidolon Lures](#), summoned allied units such as [Specters](#), allied [Invasion](#) units, [Hostages](#), [Kavor Defectors](#), [Sortie](#) and [Arbitrations](#) Defense Operatives, and [Defense Objects](#).
  - On Defense Objects, their shield gain is capped at **250**, and do not gain overshields.
- Shield bonus is affected by [Ability Strength](#), but the amount per second also seems to be an average instead of a static number, and can fluctuate for each tick dealt on enemies even if the damage remains the same.
- This augment works best the more enemies there are in a group, due to how Discharge works, zapping each other and increasing the amount of bulk shield obtained within the first moments of the cast.

## Tips

- Mods like [Fast Deflection](#) and [Fortitude](#) can be used to increase Volt's shield recharge rate, allowing overshields to add up sooner.
- Enemies trapped in a vortex of Vauban's [Bastille](#) will all be hit at the same time, and will shock every enemy inside at once causing potentially massive bulks of shields each second as well as increased DPS of the ability. This also allows a low Power Range build to be viable.

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**Discharge Augment: Converts 3% of Damage dealt into Shields split between Volt and Squadmates.**

General Information	
Type	Volt
Polarity	Zenurik
Rarity	Rare
Max Rank	3
Endo Required To Max	210
Credits Required To Max	10,143
Base Capacity Cost	6
Trading Tax	8,000
Introduced	Update 16.2 (2015-04-01)

### Vendor Sources

#### Vendors

Arbiters of Hexitis (Rank 5: Maxim) 25000 for x1  
Red Veil (Rank 5: Exalted) 25000 for x1

### Official Drop Tables

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



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## Bugs

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- Allies may not gain shields often even when in the casting radius, for unknown reasons.

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## Media



Warframe Volt's Capacitance Augment Mod Review



Capacitance (Overload Ability Augment)

Capacitance First Impressions in the Void!

## Patch History

### Hotfix 33.5.3 (2023-06-23)

- Fixed several issues with Warframe Overguard reducing the effectiveness of the following supportive abilities/effects:
  - Fixed Volt's Capacitance Augment Mod (Discharge) being capped at 250 Shields and not granting Overshields.

### Update 25.5 (2019-07-31)



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<b>Excalibur Umbra</b>	Warrior's Rest	
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<b>Gara</b>	Mending Splinters ·	Spectrosiphon · Shattered Storm
<b>Garuda</b>	Dread Ward ·	Blood Forge · Blending Talons
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<b>Gyre</b>	Cathode Current ·	Coil Recharge
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<b>Hydroid</b>	Viral Tempest · Pilfering Swarm	Tidal Impunity · Rousing Plunder ·
<b>Inaros</b>	Desiccation's Curse · Negation Armor	Elemental Sandstorm ·
<b>Ivara</b>	Empowered Quiver · Infiltrate ·	Power of Three · Concentrated Arrow · Piercing Navigator ·
<b>Khora</b>	Accumulating Whipclaw ·	Venari Bodyguard ·

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<b>Protea</b>	Temporal Artillery · Repair Dispensary · Temporal Erosion
<b>Qorvex</b>	Wrecking Wall
<b>Revenant</b>	Thrall Pact · Blinding Reave · Mesmer Shield
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