

ADVERTISEMENT

in: [Arcane Enhancements](#), [Melee Arcanes](#), [Rare Arcanes](#), [Update 35](#) IN

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Melee Influence

 42  EDIT

Melee Influence is a Melee [Arcane Enhancement](#) that grants melee  [Electricity](#) status procs a 20% chance to grant a timed buff that causes melee elemental status effects to spread to enemies within range. The buff cannot have its duration refreshed.

Melee Influence



 Tradeable

 Update Infobox Data

Max Rank Description

On Melee Electricity Status
20% chance for elemental Melee Status Effects to apply to enemies within 20m for 18s. Cannot refresh while active.

General Information

Melee

Rare



5



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WARFRAME Wiki



Arcanes

Required to Max

21

Dissolution

 24

Trading Tax

 8,000

Introduced

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

Vendor Sources

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Vendors

[Bird 3](#) (Rank 4: Scholar)  7500 for x1

Official Drop Tables

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

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Effect

Rank	Chance	Range	Duration
0	20%	10m	3s
1	20%	12m	6s
2	20%	14m	9s
3	20%	16m	12s
4	20%	18m	15s
5	20%	20m	18s



Acquisition



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imos.
ories missions.
lbrecht's Laboratories mission.

Item ▾	Source ▾	Chance ▾	Expected	Nearly Guaranteed
	The Fragmented	6.25%	~ 16 Kills	107 ± 35 Kills
	Scathing Whisper	6.25%	~ 16 Kills	107 ± 35 Kills
	Mocking Whisper	6.25%	~ 16 Kills	107 ± 35 Kills

All drop rates data is obtained from [DE's official drop tables \(https://warframe.com/droptables\)](https://warframe.com/droptables). See

[Mission Rewards#Standard Missions](#) for definitions on reward table rotations.

For more detailed definitions and information, visit [here](#).

Notes

- Damage is affected by  [Condition Overload](#) and the [critical multiplier](#).
- Eligible status effects that can be spread by Melee Influence include:
 - Primary Elemental ( [Cold](#),  [Electricity](#),  [Heat](#),  [Toxin](#))
 - Secondary Elemental ( [Blast](#),  [Corrosive](#),  [Gas](#),  [Magnetic](#),  [Radiation](#),  [Viral](#))
- Melee Influence cannot spread the following:
 - Physical ( [Impact](#),  [Puncture](#),  [Slash](#))
 -  [Void](#),  [Knockdown](#),  [Stagger](#),  [Ragdoll](#),  [Lifted](#), and  [Microwave](#)
- Melee Influence only triggers from direct melee strikes. Secondary melee effects such as  [Caustacyst](#)'s sludge trail and  [Dual Ichor Incarnon](#)'s toxin fields cannot trigger Melee Influence.
 - Melee *projectiles* passing through  [Electric Shield](#) can also trigger Melee Influence.
- This arcane not only transfers Status Effects to nearby enemies, but also deals damage equal to the amount of the procced elemental damage present on your melee's stat screen.
 - Example: A melee with 100 base dmg, modded with  [Shocking Touch](#), if Melee Influence proc'd, it will deal 90 electricity dmg.



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matching elemental damage after

l proc will not spread any
is made up of the elemental



- Proccing multiple elements at the same time will show the sum of the spread damage.
- Due to the nature of [Faction Damage Bonuses](#), they are applied **twice** on damage done by Melee Influence and **thrice** on damaging status procs caused by it.
 - With the example above, a 90 electric dmg dealt by a skana that triggers Melee Influence, will now deal 360 electricity dmg with a 100% Roar, as it is applied **twice**.
- Examples: A [Skana](#) modded with [Pressure Point](#), [Vicious Frost](#), [Virulent Scourge](#), and [Voltaic Strike](#).
 - A hit that procs [Electricity](#) will do $120 \times (1 + 1.2) \times (0.6) = 158.4$ [Electricity](#) damage to all enemies in range and apply an [Electricity](#) proc dealing $120 \times (1 + 1.2) \times (1 + 0.6) \div 2 = 211.2$ [Electricity](#) damage per tick.
 - A hit that procs [Viral](#) will do $120 \times (1 + 1.2) \times (0.6 + 0.6) = 316.8$ [Viral](#) damage to all enemies in range and apply a [Viral](#) proc.
 - A hit that procs [Slash](#) will do nothing.
 - A hit that procs [Electricity](#) and [Viral](#) will do do $120 \times (1 + 1.2) \times (0.6) = 158.4$ [Electricity](#) damage and $120 \times (1 + 1.2) \times (0.6 + 0.6) = 316.8$ [Viral](#) damage to all enemies in range, then apply a [Viral](#) proc and an [Electricity](#) proc dealing $120 \times (1 + 1.2) \times (1 + 0.6) \div 2 = 211.2$ [Electricity](#) damage per tick.
- Can affect enemies outside the [Rift Plane](#) by hitting enemies inside it.
- Gaining elemental damage through abilities such as [Smite Infusion](#) will also be spread by melee influence.

Weapons With Forced Electric Procs

Weapons that have a chance or guaranteed electricity status effect independent of weapon elemental damage types, that can activate Melee Influence. Note that slam attacks include any melee stance combo that also results in a slam attack.

- [Prova](#)/ [Prova Vandal](#): Slam attacks (100% chance) and [Static Discharge](#) (chance)



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citor slam attacks (100%)



- [Lacera/ Ceti Lacera](#): Slam attacks (chance)
- [Galvacord](#): Slam attacks (chance)
- [Rumblejack](#): Slam attacks (100%), Heavy slam attacks (chance)
- [Lecta/ Secura Lecta](#): Slam attacks (chance), Heavy slam attacks (chance)
- [Ninkondi](#): Slam attacks (chance), Heavy slam attacks (chance)
- [Korumm](#): Unique block combo (100%)

Bugs

- [Electro Pulse](#) and [Synergized Prospectus](#) can trigger Melee Influence.
- Raw damage oneshots cannot trigger or benefit from Melee Influence.
- Ice [Elemental Ward](#) will count reflected bullet damage as melee damage, reflecting cold procs to surrounding enemies who shot you as if the cold damage was applied to your melee weapon, as long as melee influence is active.

Patch History

[Update 36.0](#) (2024-06-18)

- Fixed the Melee Influence Arcane breaking the holding and holster animations for Tonfa skins.

[Update 35.5](#) (2024-03-27)

NEW ENEMY: GRUZZLING

Greedy creatures born from The Indifference, these little Murmur tricksters love to steal Conduit Dockets and other coveted items from Albrecht's Laboratory.

Arcanes							Edit
Warframe	Primary	Secondary	Melee	Operator	Amp	Kitgun	Za
Teralyst/Orphix		Arcane Consequence	Arcane Ice	Arcane Momentu			
		Arcane Nullifier	Arcane Tempo	Arcane Warmth			
		Arcane Deflection	Arcane Healing	Arcane Resistance			
		Arcane Victory					
			Arcane Agility	Arcane Eruption	Arcane Guardian		
			Arcane Strike	Arcane Aegis			
			Arcane Pulse	Arcane Ultimatum			
			Arcane Velocity	Arcane Archon			



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	Arcane Barrier • Arcane Energize • Arcane Grace
Arbitrations	Arcane Blade Charger • Arcane Bodyguard • Arcane Pistoleer • Arcane Primary Charger • Arcane Tank
Isolation Vaults	Theorem Contagion • Theorem Demulcent • Theorem Infection
The Zariman	Molt Augmented • Molt Efficiency • Molt Reconstruct • Molt Vigor
Conjunction Survival	Arcane Blessing • Arcane Rise
Mirror Defense	Arcane Double Back • Arcane Steadfast
Duviri	Arcane Reaper • Arcane Intention • Arcane Power Rai
Ascension	Arcane Battery • Arcane Ice Storm
Eidolon • Arcane Helmets • Ostron • Operator • Amp • Solaris United • The Holdfasts • The Quills • Vox Solaris	

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