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Gram

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CODEX

The heavy two-handed sword known as Gram requires great strength to wield, but is notorious for its splitting power. Can hit multiple targets with each strike.

The **Gram** is a [Tenno](#) heavy blade, which boasts good damage and balanced critical and status performances, considered the baseline of heavy blade weapons.

This weapon can be sold for [5,000](#).

Characteristics

- This weapon deals primarily [Slash](#) damage.
- Stance slot has [V](#) polarity, matching [Rending Crane](#) and [Noble Cadence](#) ([Conclave](#) only)

Gram



Untradeable

[Update Infobox Data](#)

General Information

Type

Heavy Blade

Mastery Rank Requirement

2

Advantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - High attack range (2.80 m)
 - High disposition (●●●●● (1.44x))

Disadvantages over other Melee weapons (excluding modular weapons):

- Lowest base damage of all heavy blades.
- Normal Attack (wiki attack index 1)
 - Low crit chance (15.00%)
 - Low total damage (160)
 - Below average attack speed (0.95x animation speed)
 - Low status chance (15.00%)

See [WARFRAME Wiki:Stat Comparison/Percentiles](#) for more details.

Comparisons:

-  **Gram** (Normal Attack), compared to  **Gram Prime** (Normal Attack):
 - Lower base damage (160.00 vs. 300.00)
 - Lower  **Impact** damage ( 24 vs.  60)
 - Higher  **Puncture** damage ( 24 vs.  60)

 Slot	Melee
Trigger Type	N/A
Utility ^	
Attack Speed	0.95x animation speed
Block Angle	55°
Combo Duration	5.0 s
Disposition	●●●●● (1.44x)
Follow Through	0.6x
Range	2.80 m
Noise Level	Silent
Sweep Radius	0.20 m
Normal Attack ^	
 24 ( 15%)	 24 ( 15%)
 112 ( 70%)	
Total Damage	160 (70.00%  Slash)
Attack Speed	0.95x animation speed
Crit Chance	15.00%
Crit Multiplier	2.00x
Fire Rate	0.95 attacks/sec
Noise Level	Silent
Status Chance	15.00%
Heavy Attack ^	
Heavy Damage	960
Crit Chance	15.00%
Crit Multiplier	2.00x
Status Chance	15.00%
Wind-up	1.1 s
Heavy Slam Attack ^	
Slam Damage	480
Crit Chance	15.00%

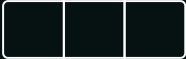


- Lower  **Slash** damage ( 112 vs.  225)
- Lower total damage (160 vs. 300)
- Lower base **critical chance** (15.00% vs. 32.00%)
- Lower base **critical multiplier** (2.00x vs. 2.60x)
- Lower base **status chance** (15.00% vs. 32.00%)
- Shorter Range (2.80 m vs. 2.90 m)
- Higher **attack speed** (0.95x animation speed vs. 0.80x animation speed)
- Different **Stance** Polarity ( vs. )
- Lower **Mastery Rank** required (2 vs. 14)
- Higher **disposition** (●●●●● (1.44x) vs. ●●○○○ (0.75x))

Acquisition

The Gram's blueprint can be purchased from the [Market](#).

Slam Element	 Blast
Forced Procs	 Lifted
Slam Radius	9.0 m
Status Chance	15.00%
Slam Attack ^	
Slam Damage	320
Crit Chance	15.00%
Crit Multiplier	2.00x
Slam Radius	8.0 m
Slam Element	 Impact
Forced Procs	 Impact
Status Chance	15.00%
Slide Attack ^	
Slide Damage	320
Crit Chance	15.00%
Crit Multiplier	2.00x
Slide Element	Same damage type distribution as Normal Attack
Status Chance	15.00%
Miscellaneous ^	
Compatibility Tags	HEAVY_BLADE_STANCE
Riven Family	Gram
Introduced	Update 6.2 (2013-02-08)
Polarities	None
Sell Price	5,000
Stance Polarity	
Variants	 Gram  Gram Prime
Vendor Sources ^	



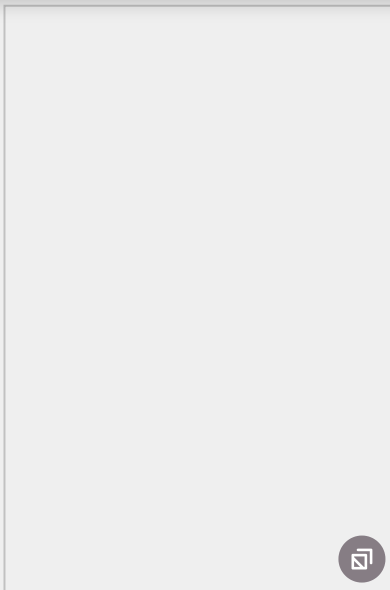
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Manufacturing Requirements					
 Edit blueprint requirements					
 30,000					Time:
	Gallium	Salvage	Rubedo	Alloy Plate	12
	3	750	300	80	Hour(s)
					Rush:
					 30
 Market Price:  150		 Blueprints Price:  15,000			

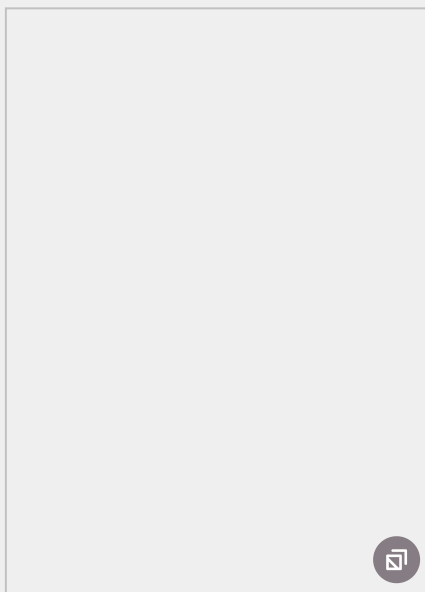
Trivia

- This sword was named after the [sword of Sigurd](#) (sometimes known as Siegfried) from Norse Mythology.
- [Gram](#) is a word in the old Germanic language, which roughly translates to depression.
- The wheel by the Gram's guard spins during attacks, making the Gram one of the few non-static melee weapon models in-game.
- Prior to [Update 11.0](#) (2013-11-20), the Gram was visually an enlarged [Plasma Sword](#).
 - The old appearance of the Gram is still used for the "Heavy Weapon Proficiency" challenge icons.
 - The newer model retains some characteristics from its previous model, particularly the cords and glowing blades.

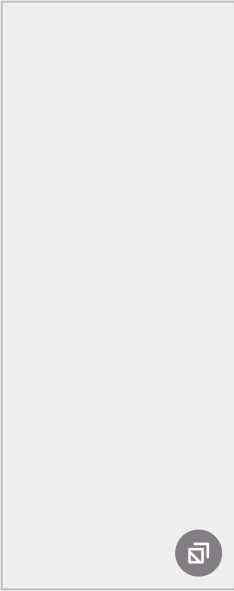
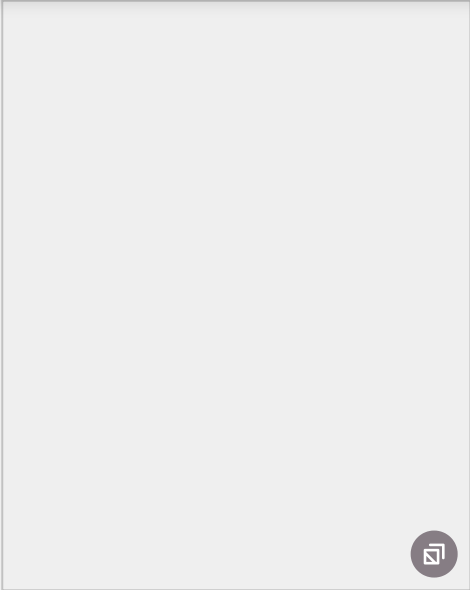
Gallery



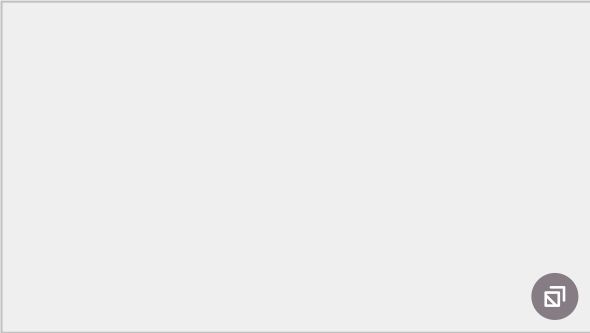
The Gram's appearance prior to Update 11.

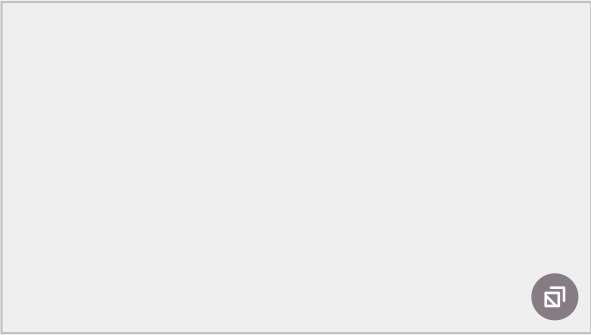
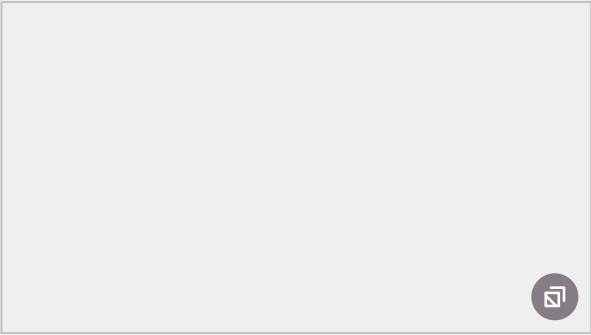
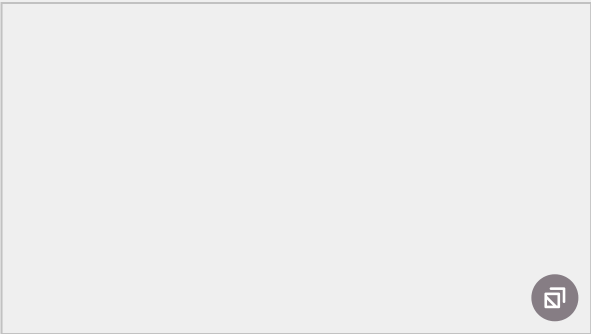


The Pre-Update 11 Gram brandished by Excalibur Prime.



Gram's current model.





Gram Skins

Edit



Arashi
TennoGen



Blodgard



Clavatus



Dogma
TennoGen

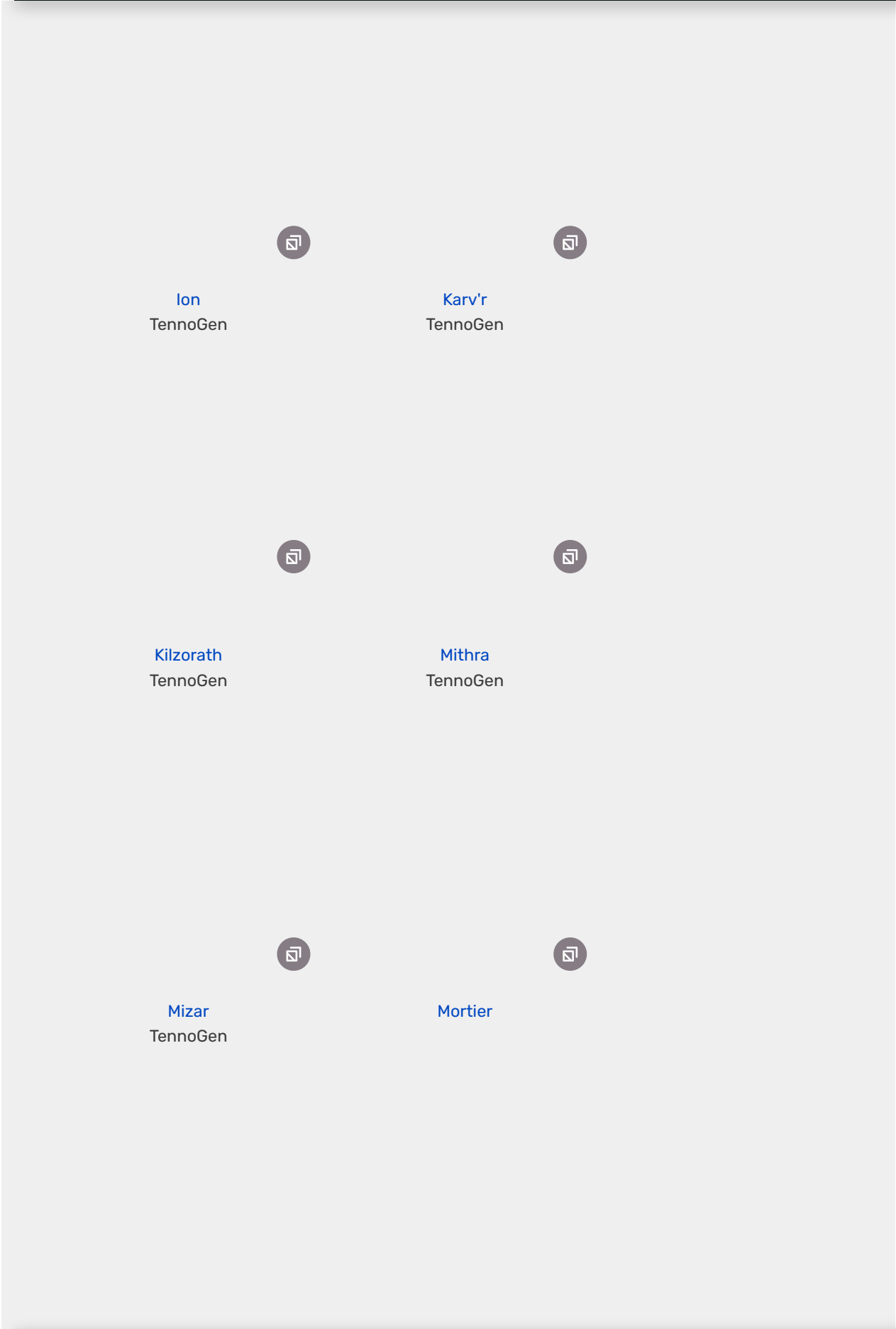


Dominion



Grimstone
TennoGen







[Obanakk](#)
TennoGen



[Suprema](#)
TennoGen



[Tengoken](#)
TennoGen



[Vaenn](#)

Patch History

[Update 26.0](#) (2019-10-31)

Actual patch notes made a mistake on old follow through.

- Damage increased from 100 to 160.
- Range increased from 1 to 2.8.
- Slam Attack increased from 200 to 480.
- Slide Attack increased from 200 to 320.
- Parry Angle set to 55.
- Follow Through decreased from 0.9 to 0.6.

[Update 22.20](#) (2018-05-17)

Last updated: [Update 26.0](#) (2019-10-31)

See Also

- [Gram Prime](#), the Prime version of this weapon.



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	Evensong • Kuva Bramma • Lenz • MK1-Paris • Mutalist Cernos •					
	Nataruk • Paris • Paris Prime • Prisma Lenz •					
	Proboscis Cernos • Rakta Cernos					
Crossbow						
Auto	Attica • Zhuge • Zhuge Prime					
Semi / Mag Burst	Nagantaka • Nagantaka Prime					
Exalted Weapon						
Charge	Artemis Bow • Artemis Bow Prime					
Launcher						
Active	Carmine Penta • Penta • Secura Penta					
Auto	Tenet Envoy					
Charge	Ogris					
Semi-Auto	Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid • Zarr					
Rifle						
Active	Simulor • Synoid Simulor					
Auto	AX-52 • Acceltra • Acceltra Prime • Basmu • Baza •					
	Baza Prime • Boltor • Boltor Prime • Braton • Braton Prime •					
	Braton Vandal • Buzlok • Dera • Dera Vandal • Gotva Prime •					
	Grakata • Karak • Karak Wraith • Kuva Karak • MK1-Braton •					
	Mutalist Quanta • Panthera • Panthera Prime • Prisma Grakata •					
	Prisma Tetra • Telos Boltor • Tenet Flux Rifle • Tetra					
Auto / Active	Alternox					
Auto / Charge	Aeolak • Ambassador • Quellor • Stahlta					
Auto / Semi	Argonak • Fulmin • Fulmin Prime • Phenmor • Stradavar •					
	Stradavar Prime • Tenet Tetra • Trumna • Zenith					
Auto Burst	Battacor					



WARFRAME Wiki

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Burst / Semi	Hind
Burst / Semi / Auto	Kuva Hind • Tiberon Prime
Charge	Miter • Opticor • Opticor Vandal
Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
Semi-Auto	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astillia • Astillia Prime • Boar • Boar Prime • Kuva Sobek • Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm
Charge	Drakgoon • Kuva Drakgoon
Duplex	Sancti Tigris • Tigris • Tigris Prime
Held	Convectrix • Phage • Phantasma • Phantasma Prime
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Semi	Afentis

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