

ADVERTISEMENT

in: [Weapons](#), [Tenno Weapons](#), [Puncture Damage Weapons](#), and [11 more](#)

REGISTER

Ceramic Dagger

112 EDIT

WEAPONS

CONCLAVE (PvP)

CODEX

This short blade weapon was built using ceramic. It has limited range but comes out fast.

The **Ceramic Dagger** is a dagger with the highest [attack speed](#) of all [single daggers](#) coupled with good [status chance](#), but has otherwise low stats and deals no [Slash](#) damage.

The Ceramic Dagger can be sold for **5,000**.

☰ Contents

1. Characteristics

2. Acquisition

3. Notes

3.1. Incarnon Genesis

Ceramic Dagger

Normal

Incarnon

Untradeable

Update Infobox Data

General Information

Type

Dagger

Mastery

3.2. Evolution I

3.3. Evolution II

3.4. Evolution III

3.5. Evolution IV

4. Trivia

5. Media

6. Ceramic Dagger Skins

7. Patch History

8. See Also

Characteristics

- This weapon deals primarily  Puncture damage.
- Stance slot has  polarity, matching  [Stinging Thorn](#) and  [Pointed Wind](#) stance.

Advantages over other Melee weapons (excluding modular weapons):

- Grants a **10% Movement Speed** bonus when held (i.e. melee mode or quick melee).
- Normal Attack (wiki attack index 1)
 - High disposition (●●●●● (1.43x))

Disadvantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Very low crit chance (10.00%)
 - Low total damage (140)
 - Low attack range (1.80 m)

Max Rank	30
 Slot	Melee
Trigger Type	N/A
Utility 	
Attack Speed	1.00x animation speed
Block Angle	45°
Combo Duration	5.0 s
Disposition	●●●●● (1.43x)
Follow Through	0.9x
Range	1.80 m
Noise Level	Silent
Sweep Radius	0.25 m
Normal Attack 	
 14 ( 10%)	 126 ( 90%)
Total Damage	140 (90.00%  Puncture)
Attack Speed	1.00x animation speed
Crit Chance	10.00%
Crit Multiplier	1.50x
Fire Rate	1.00 attacks/sec
Noise Level	Silent
Status Chance	20.00%
Heavy Attack 	
Heavy Damage	280
Crit Chance	10.00%
Crit Multiplier	1.50x
Status Chance	20.00%
Wind-up	0.4 s
Heavy Slam Attack 	
Slam Damage	420



- Below average status chance (20.00%)
- Very low crit multiplier (1.50x)

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

Acquisition

The Ceramic Dagger's blueprint can be bought from [Nightwave Offerings](#).
Note that the offerings are on a 7-day rotation, and this weapon may not be available on a succeeding appearance.

Crit Multiplier	1.50x
Slam Element	 Blast
Forced Procs	 Lifted
Slam Radius	6.0 m
Status Chance	20.00%
Slam Attack ^	
Slam Damage	280
Crit Chance	10.00%
Crit Multiplier	1.50x
Slam Radius	5.0 m
Slam Element	 Impact
Forced Procs	 Impact
Status Chance	20.00%
Slide Attack ^	
Slide Damage	280
Crit Chance	10.00%
Crit Multiplier	1.50x
Slide Element	Same damage type distribution as Normal Attack
Status Chance	20.00%
Miscellaneous ^	
Compatibility Tags	DAGGERS_STANCE
Riven Family	Ceramic Dagger
Introduced	Update 5.0 (2012-12-18)
Polarities	
Sell Price	5,000
Stance Polarity	
Variants	Ceramic Dagger



Article Categories

- Weapons
- Tenno Weapons
- Puncture Damage Weapons
- Dagger
- Ceramic Dagger
- Melee Weapons
- N/A Weapons
- Weapons With No Trigger Type
- Base
- Silent Weapons
- Untradeable Weapons
- Available In Conclave

Manufacturing Requirements					
 Edit blueprint requirements					
15,000					Time:
					12
					Hour(s)
	Gallium	Ferrite	Alloy Plate	Polymer Bundle	
	4	500	500	600	
					Rush:
					25
Market Price: N/A		Blueprints Price:N/A			

Notes

- When equipped without a [Stance](#) mod, the Ceramic Dagger adds a 4th lunging stab to its normal attack combo, which propels the Warframe a good distance forward, which is useful in catching up to moving enemies. It also has a 100% chance of inflicting [Slash](#) bleed proc. This effect is lost if one uses the [Pointed Wind](#) stance, which replaces the lunge with a sweeping slash.
 - If the lunge lands behind an unalerted enemy, a stealth attack will be performed instead.

Incarnon Genesis

- Upon completion of [The Duviri Paradox](#) and [Angels of the Zariman](#), and unlocking [The Steel Path](#), players can earn [Ceramic Dagger Incarnon Genesis](#) from [The Circuit](#)'s Steel Path to place on their Ceramic Dagger with the help of [Cavalero](#) in the [Chrysalith](#). This [Incarnon Genesis](#) form grants it evolutions to a transformation and newfound strength.

Evolution

This section is *transcluded* from [Ceramic Dagger Incarnon Genesis § Evolutions](#).
To change it, please [edit the transcluded page](#).

- Installing the Ceramic Dagger Incarnon Genesis requires 20 [Pathos Clamps](#), 70 [Dracroot](#), and 80 [Connla Sprouts](#).
- When installed, the first Evolution tier is unlocked. The following Evolution tiers, their requirements for unlocking them, and their related perks, are shown below;
 - Each challenge additionally grants **5,000 affinity** to the weapon, affected by [Affinity Boosters](#).

Evolution I

- Reach **6x** Combo and then [Heavy Attack](#) to activate Incarnon Form.
 - Incarnon Form sends forth spectral daggers during Heavy Attacks.
 - Heavy Attack in Incarnon Form will fire a flurry of **2** spectral daggers towards the crosshair that explode on impact.
 - Direct hits of spectral daggers inflict damage split into **10%** [Impact](#), **33.33%** [Puncture](#) and **56.67%** [Slash](#).
 - Deals **350** total damage, unaffected by initial +Dmg increase on Evolution 2.
 - Critical Chance, Critical Damage and Status Chance are the same as the base weapon.
 - Direct hits can headshot.
 - Direct hits of spectral daggers and explosions are affected by universal base damage sources like [Vigorous Swap](#), [Holster Amp](#), [Arcane Arachne](#), [Vex Armor](#) and [Amp](#).
 - Each explosion inflicts pure [Heat](#) damage, with a forced [Impact](#) proc.
 - Deals **350** total damage, unaffected by initial +Dmg increase on Evolution 2.
 - Critical Chance, Critical Damage and Status Chance are the same as the base weapon.
 - Explosions have a **5m** radius with **?%** falloff, **unaffected** by Range mods such as [Reach](#).
 - Explosions are silent.
 - Explosions cannot headshot.
 - Explosion damage is **not** affected by [Condition Overload](#).
- **+100%** Melee Damage
- **+25%** Sprint Speed
- **+25%** to Bullet Jump



Evolution II

Unlock Challenge: Complete a solo mission with this weapon equipped.

- Perk 1: **Gun and Blade:**
 - Increase Damage by **+100**.
 - On Primary Kill: **+1** Initial Combo. Stacks up to **100x**.
 - Initial Combo Increase stacks shows as a buff, which lasts permanently throughout the mission but are lost on death.
 - Maximum stacks allows Ceramic Dagger to activate Incarnon Form, without building any additional combo.
- Perk 2: **Breacher's Opportunity:**
 - Increase Damage by **+120**.
 - On Shield Break: Increase damage by **+80** for **8s**.

Evolution III

Unlock Challenge: Activate this weapon's Incarnon Form **6** times in a mission.

- Perk 1: **Orokin Reach:**
 - Increase Range by **+1**.
- Perk 2: **Adept Reflexes:**
 - **+20** Initial Combo.
- Perk 3: **Rogue Readiness:**
 - On Kill: **40%** chance to instantly reload Primary and Secondary weapons.

Evolution IV

Unlock Challenge: Kill **20** unalerted enemies with a Finisher Attack.

- Perk 1: **Red Right Hand:**
 - On First Attack With Primary Equipped: Increase Critical Damage Multiplier by **+2x**.
 - First attack from quickswap melee deals bonus critical damage.
- Perk 2: **Absolute Dominion:**
 - Increase Status Chance by **+30%**.

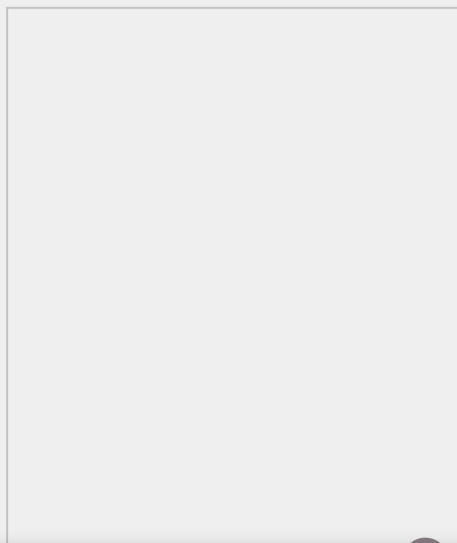
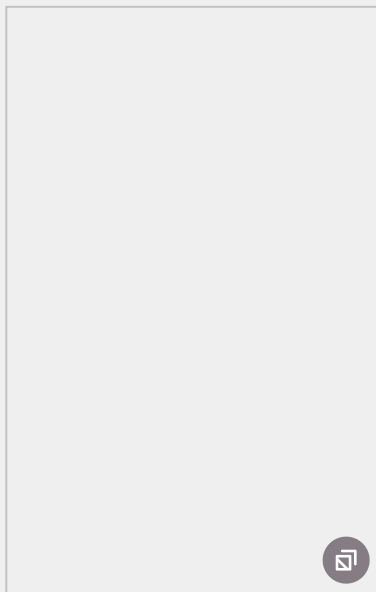


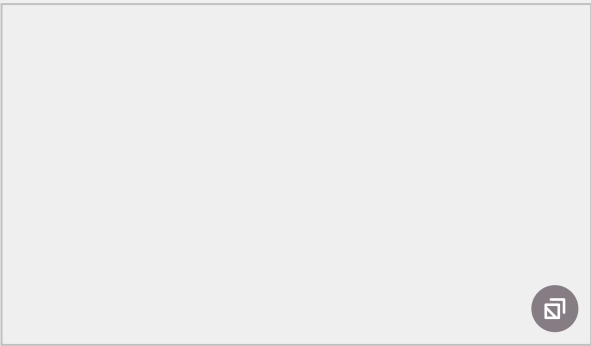
- Increase Critical Chance by **+30%**.

Trivia

- Prior to [Update 22.20](#) (2018-05-17), the Ceramic Dagger shared its model with the [Cronus](#), only scaled down and with a much lower-resolution texture. It was eventually given a similar-but-unique model that resembles a scaled-down [Scimitar](#) in shape.
- The blueprint used to drop from [Jupiter](#)'s boss [J3-Golem](#), however this method of obtaining the blueprint is no longer available.
- Ironically, despite having a curved blade that would be ideal for slashing, the Ceramic Dagger deals mainly [Puncture](#) and no [Slash](#) damage.

Media





Pre-U22.20 appearance

Ceramic Dagger Skins

Edit



Crubbak
Tennogen



Teng

Patch History

Hotfix 35.5.1 (2024-03-27)

- Fixed Ceramic Dagger Incarnon’s Gun and Blade Evolution Perk using the wrong description and Breacher’s Opportunity being blank.

Update 33.6 (2023-07-27)

- Fixed being able to self-stagger using the Ceramic Dagger Incarnon heavy attack.

Last updated: [Hotfix 35.5.1](#) (2024-03-27)

See Also

- [Cronus](#), a similar weapon in terms of design.
- [Ceramic Dagger Incarnon Genesis](#), the Incarnon power-up for the Ceramic Dagger.

Weapons • Damage • Incarnon • Compare All • Cosmetics						[Collapse]
Primary	Secondary	Melee	Archwing	Robotic	Modular	Railjack
Arm Cannon						
Auto	Bubonico • Shedu					
Bow						
Charge	Cernos • Cernos Prime • Cinta • Daikyu • Dread •					
	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 •					



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
Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma • Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime
Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
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
Semi-Auto	Arca Plasmor • Corinth • Corinth Prime • Exergis • Hek • Kuva Hek • MK1-Strun • Rauta • Steflos • Strun • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale
Charge	Lanka
Semi-Auto	Komorex • Rubico • Rubico Prime • Snipetron • Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar • Vulkar Wraith
Sneargun	



Auto Charge	Javlok
Charge	Ferrox
Charged Auto	Tenet Ferrox
Semi	Afentis

Categories

▼

Languages

▼

Community content is available under [CC-BY-SA](#) unless otherwise noted.

More Fandoms

Sci-fi

Warframe