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Discipline's Merit

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Discipline's Merit is a [Exilus Weapon Mod](#) for [melee](#) weapons that enables [Tennokai](#) opportunities to occur after a set number of hits instead of at random.

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Stats

	Melee	
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Discipline's Merit

Full

Tradeable

EXILUS

0	7	4
1	6	5
2	5	6
3	4	7

Drop Locations

Max Rank Description		⬆
Enables Tennokai. Opportunities occur every 4 melee hits instead of at random.		
General Information		⬆
Type	Melee	
Polarity	⬅ Naramon	
Rarity	Rare	
Max Rank	3	
Endo Required To Max	210	
Credits Required To Max	10,143	
Base Capacity Cost	4	
Trading Tax	 8,000	
Introduced	Update 35.0 (2023-12-13)	
Vendor Sources		⬆
Official Drop Tables		⬆
https://www.warframe.com/droptables		

Mission Drop Tables

Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
Alchemy	Deimos Entrati Alchemy	C	6%	1	0.06	Cambire, Deimos

Enemy Drop Tables

Enemy	Drop Table Chance ^[4]	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempt ^[9]
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Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See

Notes

- Makes Tennokai trigger after **4** melee inputs that hit an enemy.
 - Additional enemies hit beyond the first do **not** count as additional hits.
 - Gunblade shots are an exception to this.
 - Multi-strike attacks do **not** count as additional hits.
 - Gunblade shots are an exception to this; attacks that fire two shots in succession will count as two hits. Multishot does **not** count.
 - Heavy attacks do **not** count as a hit.
 - Performing a Heavy Slide is considered a hit.- Remaining hits to Tennokai trigger are shown on the buff UI.

Patch History

Hotfix 36.0.2 (2024-06-19)

- Fixed a script error caused by the Discipline's Merit Mod.

Update 35.5 (2024-03-27)

- Fixed Discipline's Merit's "Opportunities [for Tennokai] occur every 4 melee hits" not counting all the hits from an Exalted Melee Weapon and standard Melee Weapon when equipped on both.

Update 35.0 (2023-12-13)

See also

- [Mods](#)
- [Tennokai](#)

Melee Mods					Edit	[Collapse]
Damage	Base	Condition Overload	• (	Primed ,	Sacrificial)	
		Pressure Point	•	Spoiled Strike		

		Auger Strike • Buzz Kill • Carnis Mandible • Collision Force • (Primed) Heavy Trauma • Jagged Edge • Jugulus Barbs • Rending Strike • Saxum Thorax • Sundering Strike
	Physical	
		Fever Strike (Primed) • Focus Energy • Molten Impact • North Wind • Proton Snap • Shocking Touch • Vicious Frost • Virulent Scourge • Volcanic Edge • Voltaic Strike
	Elemental	
		Sacrificial Pressure • Sacrificial Steel • Smite Corpus (Primed) • Smite Orokin (Primed) Bonus • Smite Grineer (Primed) • Smite Infested (Primed) • Smite The Murmur
	Faction	
	Other	Covert Lethality • Energy Channel • Finishing Touch • Seismic Wave
	Critical Hits	Chance Blood Rush • Maiming Strike • (Sacrificial) True Steel Multiplier Gladiator Might • (Amalgam) Organ Shatter • Strain Infection
	Status	Carnis Mandible • Drifting Contact • Enduring Affliction • Jugulus Barbs • Lasting Sting • Melee Prowess • Proton Snap • Saxum Thorax • Vicious Frost • Virulent Scourge • Volcanic Edge • Voltaic Strike • Weeping Wounds
	Heavy Attack	Amalgam Organ Shatter • Dispatch Overdrive • Killing Blow • Life Strike
	Attack Speed	Berserker Fury • (Primed) Fury • Gladiator Vice • Quickening
	Combo	Body Count • Corrupt Charge • Covert Lethality • Drifting Contact • Enduring Strike • Focus Energy • Focus Radon • Gladiator Rush • Guardian Derision • Quickening • Reflex Coil • Relentless Combination • True Punishment
	Range	Motus Impact • (Primed) Reach • Spring-Loaded Blade
	Thrown Melee (Glaives)	Combo Fury • Combo Killer • Mark of the Beast • Power Throw • Quick Return (Volatile) • Rebound (Volatile) • Whirlwind



Tennokai	Mentor's Legacy • Condition's Perfection • Discipline's Merit
	• Dreamer's Wrath • Master's Edge • Opportunity's Reach
Misc	Focused Defense • Healing Return • Parry • Reflection • Shattering Impact • Tek Gravity

- 1. Chance to roll item within drop table
- 2. Amount rewarded on successful roll
- 3. (Quantity × Chance)
- 4. Chance to roll drop table
- 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)

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