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# Arcane Steadfast

 25  EDIT

**Arcane Steadfast** is an [Arcane Enhancement](#) for [Warframes](#) that provides a chance for the next 3 [Ability](#) casts to not cost [Energy](#) upon using an Ability.

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## Effect

| Rank | Chance | Number of Abilities |
|------|--------|---------------------|
|      |        |                     |

### Arcane Steadfast



 Tradeable

 Update Infobox Data

Max Rank Description

On Ability Cast

20% chance that the next 3 Abilities will not cost Energy.

General Information

Type

Warframe

Rarity

Rare

Refreshable

✗

Incompatibilit

OPERATOR\_SUIT



|   |      |   |
|---|------|---|
| 1 | +8%  | 3 |
| 2 | +11% | 3 |
| 3 | +14% | 3 |
| 4 | +17% | 3 |
| 5 | +20% | 3 |

Arcanes

Required to Max

21

Dissolution

 24

Trading Tax

 8,000

Introduced

Update 32.3 (2023-02-15)

Vendor Sources

^

Vendors

Unearth Citrine  60,  60 for x1

Official Drop Tables

^

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

## Acquisition

Arcane Steadfast can be obtained from [Mirror Defense](#) as a [Rotation](#) C reward. Alternatively it can be purchased from [Otak](#) for 60  [Belric Crystal Fragment](#) and  [Rania Crystal Fragment](#) each, for a total of 1,260 of each for max rank.

| Item ▾                                                                             | Source ▾                           | Chance ▾ | Expected         | Nearly Guaranteed    |
|------------------------------------------------------------------------------------|------------------------------------|----------|------------------|----------------------|
|  | <a href="#">Mirror Defense</a> / C | 5.70%    | ~ 17 C Rotations | 117 ± 39 C Rotations |

All drop rates data is obtained from [DE's official drop tables \(https://warframe.com/droptables\)](#). See [Mission Rewards#Standard Missions](#) for definitions on reward table rotations.  
For more detailed definitions and information, visit [here](#).

## Notes

- [Channeled Abilities](#) will only have their initial cast be free. Energy drain works as normal.
- Toggleable abilities, such as  [Pacify & Provoke](#) or  [Spectral Scream](#) can trigger the Arcane during initial ability activation.
- Abilities that have no initial energy cost AND cost less than 3 modded energy per second will not proc nor drain the charges of the Arcane, such as  [Mach Rush](#),  [Pulverize](#), or  [Parasitic Link](#).
- Stacks with  [Inner Might](#), allowing for an effective fourth charge when both effects are active.
  - Likewise with Inner Might, Arcane Steadfast doesn't have any effect when casting [Railjack](#) abilities.

extended chain of zero-cost ability casts refreshing the Arcane; there must be at least one non-negated ability cast in between each set of three negated abilities.

- When Arcane Steadfast is active, 3 orbs of energy will orbit the Warframe, decaying after each "charge" is used.
- As neither  [Hildryn](#) nor  [Lavos](#) use energy, this Arcane has no benefit for them.

## Tips

- At max rank is expected to activate ~67% of the time after 5 casts and ~90% after 10 ability casts. By nature of negating the cost of abilities, the energy saved by this Arcane is amplified on builds with negative [Ability Efficiency](#).
- This Arcane works best on warframes with spammable, low-cost abilities to activate the Arcane and use the charges for higher-cost abilities:
  -  [Ash's](#)  [Blade Storm](#) will not consume charges on initial activation or marking the target, however will consume one charge on ability de-activation and will refund all energy spent marking targets as [Blade Storm](#) marks are consumed by clones.
  - [Atlas'](#) [Landslide](#) becomes more cost-efficient on successive casts and free with the [Rubble Heap](#) augment, allowing the user to spend a low amount of energy to trigger charges and spend them on abilities such as [Petrify](#), [Rumblers](#), or subsumed Helminth abilities. For the cost of one cast of Rumblers, Landslide can be cast 12 times in a single combo chain, accruing a 93% chance of activating this Arcane.
  - [Styanax's](#) [Axios Javelin](#) costs 15 energy (at base) while his [Final Stand](#) costs 100, so activating the arcane even after "unlucky" 10 casts for his Final Stand totals in 150 energy used instead of 300.

## Patch History

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

- Fixed Vauban's Minelayer and Bastille not consuming Arcane Steadfast stacks.

### [Update 33.0](#) (2023-04-26)

- Fixed Arcane Steadfast not working consistently on ability casts when equipped on Vauban.

### [Hotfix 32.3.5](#) (2023-02-28)



| Arcanes                                                                                                        |                                                                                                                                                                                                   |           |       |          |     |        |    | Edit |
|----------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|-------|----------|-----|--------|----|------|
| Warframe                                                                                                       | Primary                                                                                                                                                                                           | Secondary | Melee | Operator | Amp | Kitgun | Za |      |
| Teralyst/Orphix                                                                                                | Arcane Consequence • Arcane Ice • Arcane Momentum • Arcane Nullifier • Arcane Tempo • Arcane Warmth • Arcane Deflection • Arcane Healing • Arcane Resistance • Arcane Victory                     |           |       |          |     |        |    |      |
|                                                                                                                | Arcane Acceleration • Arcane Agility • Arcane Awakening • Arcane Eruption • Arcane Guardian • Arcane Phantasm • Arcane Strike • Arcane Aegis • Arcane Precision • Arcane Pulse • Arcane Ultimatum |           |       |          |     |        |    |      |
|                                                                                                                | Arcane Trickery • Arcane Velocity • Arcane Arachne • Arcane Avenger • Arcane Fury • Arcane Rage • Arcane Barrier • Arcane Energize • Arcane Grace                                                 |           |       |          |     |        |    |      |
|                                                                                                                | Arcane Blade Charger • Arcane Bodyguard • Arcane Pistoleer • Arcane Primary Charger • Arcane Tank                                                                                                 |           |       |          |     |        |    |      |
| Isolation Vaults                                                                                               | Theorem Contagion • Theorem Demulcent • Theorem Infection                                                                                                                                         |           |       |          |     |        |    |      |
|                                                                                                                | 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 Rail                                                                                                                                              |           |       |          |     |        |    |      |
| Ascension                                                                                                      | Arcane Battery • Arcane Ice Storm                                                                                                                                                                 |           |       |          |     |        |    |      |
| Eidolon • Arcane Helmets • Ostron • Operator • Amp • Solaris United • The Holdfasts • The Quills • Vox Solaris |                                                                                                                                                                                                   |           |       |          |     |        |    |      |

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