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Arcane Steadfast

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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
	Mirror Defense / 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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