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# Arcane Tempo

15 EDIT

**Arcane Tempo** is an [Arcane Enhancement](#) that provides a 15% chance to increase [Fire Rate](#) on [primary shotguns](#) for 12 seconds whenever the player achieves a [Critical Hit](#).

It can be sold for  200.

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## Effect

Rank Shotgun

**Arcane Tempo**



Tradeable

Update Infobox Data

Max Rank Description

On Critical Hit  
15% chance for +90% Fire Rate to Shotguns for 12s

General Information

Type	Warframe
Rarity	Common
Refreshable	✓
Incompatibility Tags	OPERATOR_SUIT



WARFRAME Wiki



	Rate Bonus	Arcanes Required to Max	21	
0	+15%	Dissolution	 14	
1	+30%	Trading Tax	 2,000	
2	+45%	Introduced	Update 17.9.1 (2015-10-29)	
3	+60%	Vendor Sources 		
4	+75%	Vendors 		
5	+90%	<a href="https://www.warframe.com/droptables">Official Drop Tables</a> 		
<a href="https://www.warframe.com/droptables">https://www.warframe.com/droptables</a>				
<b>Acquisition</b>				
<ul style="list-style-type: none"> <li>Awarded for killing or capturing the <a href="#">Eidolon Teralyst</a>.</li> <li>Dropped in Rotation C of <a href="#">Orphix Venus Proxima</a>, <a href="#">Neptune Proxima</a>, and <a href="#">Veil Proxima</a> missions.</li> <li>Awarded at Tier 3 of <a href="#">The Circuit</a> on Normal Mode for Week 2.</li> </ul>				
Item 	Source 	Chance 	Expected	Nearly Guaranteed
	<a href="#">Pluto Proxima</a> <a href="#">Orphix / C</a>	10%	~ 10 C Rotations	$65 \pm 21$ C Rotations
	<a href="#">Neptune Proxima</a> <a href="#">Orphix / C</a>	10.34%	~ 9 C Rotations	$63 \pm 21$ C Rotations
	<a href="#">Tier 9 The Circuit (Normal)</a>	4%	~ 25 A Rotations	$169 \pm 56$ A Rotations
	<a href="#">Tier 1 The Circuit (Normal)</a>	0.67%	~ 149 A Rotations	$1027 \pm 342$ A Rotations
	<a href="#">Venus Proxima</a> <a href="#">Orphix / C</a>	10.34%	~ 9 C Rotations	$63 \pm 21$ C Rotations
	<a href="#">Tier 3 The Circuit (Normal)</a>	0.67%	~ 149 A Rotations	$1027 \pm 342$ A Rotations
	<a href="#">Eidolon Teralyst Kill</a>	18.50%	~ 5 Kills	$33 \pm 11$ Kills
	<a href="#">Eidolon Teralyst Capture</a>	15.68%	~ 6 Kills	$40 \pm 13$ Kills

All drop rates data is obtained from [DE's official drop tables](https://warframe.com/droptables) (<https://warframe.com/droptables>). See

[Mission Rewards#Standard Missions](#) for definitions on reward table rotations.

For more detailed definitions and information, visit [here](#).

## History

- Arcane Tempo was first introduced in the [Trial](#) mission [The Jordas Verdict](#), which was retired in [Update 22.14](#) (2018-03-01).
- The [Operation: Scarlet Spear](#) event sold Arcane Tempo from [Little Duck](#) for 1,000  [Scarlet Credits](#).
- The [Operation: Orphix Venom](#) event sold Arcane Tempo from [Father](#) for 200  [Phasic Cells](#).

## Notes

- Any [Critical Hit](#) from any of the following will set off  [Arcane Tempo](#):
  - Primary Weapons
  - Secondary Weapons
  - Melee Weapons
  - Sentinel Weapons
  - [Exalted Weapons](#)
  - [Kubrow](#) or [Kavat](#) melee attacks

## Patch History

[Update 31.6](#) (2022-06-09)

### ARCANE STAT CHANGES PER RANK

We've adjusted the values of older Arcanes with the goal of making lower rank Arcanes more viable, and more desirable while collecting as a result. In short, there are three stats that each Arcane tends to have (speaking generally) -- for example, a percentage chance, a stat buff, and the duration of the buff.

Certain Arcanes increase all of these stats per rank (making them scale

### Arcanes

[Edit](#)

Warframe	Primary	Secondary	Melee	Operator	Amp	Kitgun	Za
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<a href="#">Teralyst/Orphix</a>	<a href="#">Arcane Consequence</a>	<a href="#">Arcane Ice</a>	<a href="#">Arcane Momentum</a>
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	Arcane Deflection • Arcane Victory	Arcane Healing • Arcane Victory	Arcane Resistar
Gantulyst/Orphix	Arcane Acceleration • Arcane Awakening • Arcane Phantasm • Arcane Precision	Arcane Agility • Arcane Eruption • Arcane Strike • Arcane Pulse •	Arcane Guardian • Arcane Aegis • Arcane Ultimatum
Hydrolyst/Orphix	Arcane Trickery • Arcane Avenger • Arcane Barrier	Arcane Velocity • Arcane Fury • Arcane Energize •	Arcane Arachne • Arcane Rage • Arcane Grace
Arbitrations	Arcane Blade Charger • Arcane Pistoleer	Arcane Bodyguard • Arcane Primary Charger •	Arcane Tank
Isolation Vaults	Theorem Contagion • Theorem Infection	Theorem Demulcent •	
The Zariman	Molt Augmented • Molt Vigor	Molt Efficiency •	Molt Reconstruct
Conjunction Survival	Arcane Blessing •	Arcane Rise	
Mirror Defense	Arcane Double Back	Arcane Steadfast	
Duviri	Arcane Reaper	Arcane Intention •	Arcane Power Ra
Ascension	Arcane Battery	Arcane Ice Storm	
Eidolon • Arcane Helmets • Ostron • Operator • Amp • Solaris United • The Holdfasts • Th Quills • Vox Solaris			

## Categories



## Languages



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