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Valence Fusion

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This weapon can be fused with another weapon of the same type into one with superior stats.

See: [Actions](#) > [Valence Fusion](#)

—In-Game Description

Valence Fusion is the merging of two similar [Kuva Lich Weapons](#), [Tenet Weapons](#), or [Railjack Components](#) and [Armaments](#) into one with superior stats.

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Valence Fusion

Upgrade LAVAN ENGINES MK III
175 m/s Engine Speed
1.7 Boost Speed Multiplier
Increase Top Speed by 20% while Shields are depleted

Consume **LAVAN ENGINES MK II**
162 m/s Engine Speed
1.6 Boost Speed Multiplier

Result LAVAN ENGINES MK III
180 m/s Engine Speed
1.8 Boost Speed Multiplier
Increase Top Speed by 20% while Shields are depleted

This process will cost 6,000, 2 NULLSTONES, 20 ISOS, 400 TITANIUM, 200 CARBIDES and is irreversible.

Type FUSE to confirm.

OK

CANCEL

Dialog box when trying to Valence Fuse multiple Railjack Engine components



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Kuva Lich/Tenet Weapons

Valence Fusion combines two of the same [Kuva](#) or [Tenet](#) weapons into one with a higher Elemental Bonus, multiplying the highest bonus of the two weapons by **1.1**, capping at **60%** bonus. Valence Fusion can be found under the **Actions** button while modding a weapon. After selecting Valence Fusion, a player is required to choose another of the same Kuva/Tenet weapon from the inventory (not in Foundry or with the Kuva Lich / Sister of Parvos) to fuse it with. If the weapon's element bonuses differs, the player will be prompted to choose between the two available elements.

The final value of the Elemental Bonus after a Valence Fusion is performed is given by the formula:

$$\text{Final Bonus} = \min \left(\frac{\lfloor 11 \times \max(\text{Bonus1}, \text{Bonus2}) \rfloor}{10}, 60 \right)$$

And if the Final Bonus is equal or greater than **58%**, the value gets rounded up to **60%**.

Any other properties ([Orokin Catalyst](#), [Forma](#), [Stance Forma](#), [Exilus Weapon Adapter](#), or [Focus Lens](#)) **do not** transfer over, meaning **the order of fusion is important**. Put simply, it is best to equip the weapon with the most resource investment (weapon rank, Catalyst, Forma, and Exilus that you wanted to keep) and fuse other weapons to it.

After selecting the donor weapon to be used in the fusion, a confirmation screen displays the desired weapon's new damage type and bonus values and **warns that the transfer will consume the selected donor weapon**. Players are then prompted to type **FUSE** to confirm the fusion.

- Example:  [Kuva Kohm](#) (A) has 40%  [Heat](#) Damage and an [Orokin Catalyst](#). Kuva Kohm (B) has 52%  [Radiation](#) damage. The player has two options, to fuse (A) with (B) or to fuse (B) with (A).



- Since 52% is higher than 40% the result will always be according to the



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ting in 57.2%.

fusion, select (B). The result of



- **Fusing (A) to (B):** Equip (B), under Valence Fusion, select (A). The result of this will be a Kuva Kohm with 57.2%  Heat or  Radiation damage **without** an Orokin Catalyst. **(A) will be destroyed.**

Railjack Wreckage

Valence Fusion combines two of the same [Railjack Components](#) and [Armaments](#) (in respect to the House and Type) into one with superior bonus stats. This applies to Turrets, [Shield Arrays](#), [Engines](#), [Platings](#), and [Reactors](#), but does not apply to Ordnance or other Sigma Items. This can be managed in the Dry Dock. Stat increases are capped between **40%** and **60%** for weapons and miscellaneous values for components.

To perform Valence Fusion, players must click on the component or armament desired to be upgraded, and then the part to be used as the donor. Only the object to be upgraded must be constructed, while the donor item can either be repaired or unrepaired. If the component has a different MKIII unique trait, the player is prompted to select one.

If the player does not have enough resources, a failure message will notify the player which resources they are missing. If the item to be upgraded is already maximized, a failure message will notify the player that the item can no longer be enhanced further.

Once the components/armaments with stats below maximum have been selected and the player has enough resources, a confirmation screen displays the desired component's new bonus values and **warns that the transfer will consume the selected donor component along with the required resources.** Players are then prompted to type **FUSE** to confirm the fusion.

Costs

Fusing with repaired parts will require some [Endo](#):

- MK I: 800 Endo
- MK II: 1600 Endo
- MK III: 2400 Endo

 Using with unrepaired parts instead of Endo costs **40%** of the resources and **Endo** that would be used to repair it (Any decimals are rounded up to the nearest



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Upgrades count towards the stat bonus on MKIII turrets and the random stats on other Railjack gear.

- Fusing gear that is the same tier level (e.g. MKIII with MKIII) will yield an increase of stats by **10%**.
 - Example: Fusing together Vidar Photor MKIII with +40% bonus damage with another Vidar Photor MK III with +35% bonus damage, results in one Vidar Photor MKIII with +44% bonus damage.
- Fusing gear that has a lower tier level (e.g. MKII with MKIII or MKII with MKI) will yield an increase of stats by **5%**.
- Fusing gear that has a lower tier level by two (i.e. MKI with MKIII) will yield an increase of stats by **2%**.
- Fusing gear that has a higher tier level (e.g. MKIII with MKII) is equivalent to the same fusion the other way around (Results in MKIII Gear).

Extra Math

For Weapons and same-tier Armaments, maximum % bonus (60%) can be achieved in the following number of fusions:

Minimum Initial Value	Maximum Number of Fusions
58.0%	0 (automatically rounded up to 60.0%)
52.8%	1
48.0%	2
43.6%	3
39.7%	4
36.1%	5
32.8%	6
29.8%	7
27.1%	8



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will need at most 4 Fusions to



Trivia

- Prior to [Update 27.1](#) (2020-02-04), the system was originally titled **Valence Transfer** which would simply replace a Kuva weapon's elemental type and bonus.

Patch History

[Update 36.0](#) (2024-06-18)

- Fixed Valence Bonus stat sometimes rounding up decimals when viewed in the Arsenal or when purchasing from Ergo Glast.
- Kuva and Tenet weapons with 58% Elemental Bonus or above will now automatically round that value up to 60%.
 - Players who have existing Tenet and Kuva weapons (including those pending in the Foundry) with 58%+ Valence Bonus will have this value rounded up to 60% upon logging in after downloading the update.

[Update 30.7](#) (2024-02-08)

See Also

- [Kuva \(Variant\)](#)
- [Tenet](#)
- [Railjack/Components](#)
- [Railjack/Armaments](#)

Game System **Mechanics**

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Currencies		Credits • Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing
General	Basics	Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart
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	Factions	Corpus • Grineer • Infested • Orokin • Sentient • Leaderboards • Trading





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	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect
	Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System
	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
	PvP	Duel • Conclave (Lunaro) • Frame Fighter
	Other	Gravity • Threat Level
Equipment	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom



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