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Amanata

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[TENNO](#) [WEAPON](#)

CODEX

Roll Koumei's die with every 30 hits from Amanata to empower yourself with 1 of 5 Koumei's blessings. Roll a 6 to receive all blessings at once.

Amanata is  [Koumei's signature](#) naginata polearm. Swinging the weapon 30 times rolls a six-sided dice to apply a random buff, with roll of six granting all buffs.

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Amanata



Untradeable

[Update Infobox Data](#)

General Information

Type

Polearm

Mastery Rank Requirement

2

Characteristics

- This weapon deals primarily  **Slash** damage.
- Grants **Amanata's Rolls** at the start of a mission, rolling a six-sided dice to apply a randomly selected buff. Buffs last **indefinitely** and are rerolled every **30** hits. Only one buff can be active at a time, each new application replacing the last.
 - 1: **40%** Final **Critical Chance**
 - 2: **30%** Final **Status Chance**
 - 3: **30%** Final **Status Damage**
 - 4: **1m** **Range**
 - 5: **20%** **Attack Speed**
 - 6: All blessings at once.
- Can use the Amanata-exclusive  **Amanata Pressure** mod.
- Innate  polarity.

Advantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Above average crit chance (24.00%)
 - High attack range (3.00 m)

Disadvantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Very low total damage (126)
 - Very low disposition (0.50x)

Slot	Melee
Trigger Type	N/A
Utility	
Attack Speed	1.00x animation speed
Block Angle	55°
Combo Duration	5.0 s
Disposition	●○○○○ (0.50x)
Follow Through	0.6x
Range	3.00 m
Noise Level	Alarming
Sweep Radius	0.25 m
Normal Attack	
 37.8 ( 30%)  88.2 ( 70%)	
Total Damage	126 (70.00%  Slash)
Attack Speed	1.00x animation speed
Crit Chance	24.00%
Crit Multiplier	2.00x
Fire Rate	1.00 attacks/sec
Noise Level	Alarming
Status Chance	24.00%
Heavy Attack	
Heavy Damage	756
Crit Chance	24.00%
Crit Multiplier	2.00x
Status Chance	24.00%
Wind-up	0.9 s
Heavy Slam Attack	
Slam Damage	630
Crit Chance	24.00%



See [WARFRAME Wiki:Stat Comparison/Percentiles](#) for more details.

Acquisition

Amanata's blueprint and components can be obtained from [Shrine Defense](#) on [Saya's Visions](#), [Earth](#). Access requires completion of [Saya's Vigil](#) and [Once Awake](#).

Alternatively they can be purchased from [Koumei's Shrine](#) in [Cetus](#) with [Fate Pearl](#), which are dropped by the [Infested Oni](#) at the end of Shrine Defense in quantities of 14-18 (20-24 on [The Steel Path](#)). Each component blueprint require 45 and the main blueprint requires 135, totaling 270 Fate Pearls for the whole set.

Crafting

Amanata also requires [Fate Pearl](#) to craft; 14 per component (requires two Blades) and 5 for the main blueprint, to a total of 47 Fate Pearls. Assuming that one acquired all of the components and the blueprint by spending Fate Pearls in [Koumei's Shrine](#), the total ammount required for purchase and crafting is 331 Fate Pearls.

Slam Element	Same damage type distribution as normal attack
Slam Radius	9.0 m
Status Chance	24.00%
Slam Attack ^	
Slam Damage	378
Crit Chance	24.00%
Crit Multiplier	2.00x
Slam Radius	7.0 m
Slam Element	Heat
Forced Procs	Heat
Status Chance	24.00%
Slide Attack ^	
Slide Damage	252
Crit Chance	24.00%
Crit Multiplier	2.00x
Slide Element	Same damage type distribution as Normal Attack
Status Chance	24.00%
Miscellaneous ^	
Riven Family	Amanata
Introduced	Update 37.0 (2024-10-02)
Polarities	
Sell Price	7,500
Stance Polarity	
Variants	Amanata
Vendor Sources ^	
Article Categories ^	
- Weapons - Tenno Weapons - Slash Damage Weapons	

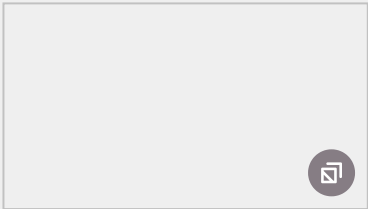


- [Melee Weapons](#)
- [N/A Weapons](#)
- [Weapons With No Trigger Type](#)
- [Base](#)
- [Alarming Weapons](#)
- [Untradeable Weapons](#)

Manufacturing Requirements					
 Edit blueprint requirements					
30,000	2	1	Fate Pearl 5		Time: 12
					Hour(s)
					Rush: 35
Market Price: 180		Blueprints Price:N/A			
Blade					
20,000	Fate Pearl 14	Rubedo 1	Cetus Wisp 1	Sharrac Teeth 3	Time: 12
					Hour(s)
					Rush: 25
Handle					
20,000	Fate Pearl 14	Alloy Plate 150	Polymer Bundle 100	Tear Azurite 10	Time: 12
					Hour(s)
					Rush: 25

Notes

Media



Patch History

- Introduced.

Weapons

Damage

Incarnon

Compare All

Cosmetics

[Collapse]

Primary

Secondary

Melee

Archwing

Robotic

Modular

Railjack

Arm Cannon

Auto

Bubonico

Shedu

Bow

Charge

Cernos

Cernos Prime

Cinta

Daikyu

Dread

Evensong

Kuva Bramma

Lenz

MK1-Paris

Mutalist Cernos

Nataruk

Paris

Paris Prime

Prisma Lenz

Proboscis Cernos

Rakta Cernos

Crossbow

Auto

Attica

Zhuge

Zhuge Prime

Semi / Mag Burst

Nagantaka

Nagantaka Prime

Exalted Weapon

Charge

Artemis Bow

Artemis Bow Prime

Launcher

Active

Carmine Penta

Penta

Secura Penta

Auto

Tenet Envoy

Charge

Ogris

Semi-Auto

Kuva Ogris

Kuva Tonkor

Kuva Zarr

Tonkor

Torid

Zarr

Rifle

Active

Simulor

Synoid Simulor

Auto

AX-52

Acceltra

Acceltra Prime

Basmu

Baza

Baza Prime

Boltor

Boltor Prime

Braton

Braton Prime

Braton Vandal

Buzlok

Dera

Dera Vandal

Gotva Prime

Grakata

Karak

Karak Wraith

Kuva Karak

MK1-Braton

Mutalist Quanta

Panthera

Panthera Prime

Prisma Grakata

Prisma Tetra

Telos Boltor

Tenet Flux Rifle

Tetra

Auto / Active

Alternox

Auto / Charge

Aeolak

Ambassador

Quellor

Stahlta

Auto / Semi

Argonak

Fulmin

Fulmin Prime

Phenmor

Stradavar

Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma • Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime
Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
Burst / Charge	Higasa
Burst / Semi	Hind
Burst / Semi / Auto	Kuva Hind • Tiberon Prime
Charge	Miter • Opticor • Opticor Vandal
Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
Semi-Auto	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astilla • Astilla Prime • Boar • Boar Prime • Kuva Sobek • Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm
Charge	Drakgoon • Kuva Drakgoon
Duplex	Sancti Tigris • Tigris • Tigris Prime
Held	Convectrix • Phage • Phantasma • Phantasma Prime
Semi-Auto	Arca Plasmor • Corinth • Corinth Prime • Exergis • Hek • Kuva Hek • MK1-Strun • Rauta • Steflos • Strun • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale
Charge	Lanka
Semi-Auto	Komorex • Rubico • Rubico Prime • Snipetron • Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar • Vulkar Wraith
Speargun	
Auto	Scourge • Scourge Prime
Auto Charge	Javlok
Charge	Ferrox
Charged	Tenet Ferrox



Categories



Languages



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