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Finisher

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Finisher attacks are special [melee](#) attacks that have a custom animation and deal a very high amount of damage. For the available types of finishers see below.

- While in [Stealth](#), the weapon's level will affect finisher's damage. See [#Stealth Attack](#).
- All weapon types have individual finisher animations. Heavier weapons tend to perform this action slower than lighter weapons.
- Players performing finishers are **invulnerable** for the duration of the animation.
- Additionally, Finisher attack damage is dependent on the type of melee weapon used and can be increased by  [Finishing Touch](#) as well as several Ability Augments (e.g.  [Excalibur's](#)  [Radiant Finish](#)).
- ( [Primed](#))  [Fury](#),  [Gladiator Vice](#),  [Quickening](#),  [Berserker Fury](#),  [Arcane Strike](#) and the weapon type influence the animation speed of the finisher. This caps at a 33% faster animation with +50% attack speed. The weapon's base

Finisher



Excalibur performing a Stealth Attack with a Dagger.



- Damage multipliers from finishers factor total weapon damage, equipped mods (including [critical chance](#) and [critical multiplier](#) mods) will also affect a finisher's final damage.
- On some enemies (particularly non-quadrupedal and nonbipedal enemies) it is not possible to use a finisher, these include [Rollers](#), [Ospreys](#), [Cameras](#) and [Turrets](#).
- [Garuda](#) overrides Front/Back finishers to use claw animations and their respective damage modifiers, which prevents [Rumblejack](#) and Rapiers(?) from applying their related status effects as well.
- Examples of finisher moves can be found in the [gallery page](#).

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Ground Finisher





A ground attack finisher with a Skana.

Combo Aiming at Downed Enemy + Interact button

Execute [knocked-down](#) enemies. This attack is performed upon moving close to a downed opponent, and pressing the interact button when prompted. This will not work on *most* bosses. This attack often will initiate even when not looking down at an enemy, but when contacting an enemy who has been knocked down.

- Ground Finishers have their damage fully converted to  **True Damage**.
- Ground Finishers deal a multiple of the weapon's damage. **Different weapon types gain different damage multipliers:**

Weapon/Weapon Class 	Ground Finisher Multiplier 
Assault Saw	9x
Dagger	10x (5x × 2 hits)
Gunblade	10x
Whip	10x
Dual Daggers	16x (8x × 2 hits)
Fist	30x (5x × 6 hits)
Hammer	12x
Sparring	30x (5x × 6 hits)
Claws	30x (5x × 6 hits)
Glaive	10x
Heavy Blade	12x
Heavy Scythe	12x
Machete	10x
Nikana	10x
Nunchaku	10x
Polearm	12x
Sword	10x
Two-Handed Nikana	12x
Warfan	10x
Blade and Whip	10x
Dual Swords	16x (8x × 2 hits)
Rapier	10x
Scythe	12x
Staff	10x
Tonfa	20x (10x × 2 hits)
Sword and Shield	8x
Valkyr Talons	54x (10x × 5 hits + 4x)

Stealth Attack

Main article: [Stealth#Stealth Damage Bonus](#)

Combo Approach [unalerted](#) enemy from behind + Interact button

As long as an enemy is unaware of the Tenno presence, a **stealth attack** may be executed on them. To perform a stealth attack, the player must approach an enemy from behind and activate the stealth attack prompt.

- Often called "Stealth Finisher" to differentiate from normal attacks with the [stealth damage bonus](#).



Stealth Damage Bonus = 1 + 0.2 × Weapon Rank

A stealth attack prompt on an unalerted Lancer

- Weapons with a maximum rank of 40 (such as the [Paracesis](#)) instead use the following formula:

Stealth Damage Bonus = 1 + 0.15 × Weapon Rank



A Skana's stealth attack

- Whether a weapon has a max rank of 30 or 40, a fully ranked weapon will have a stealth damage bonus of 7.
- Stealth Attacks have their damage fully converted to **True Damage**.

Stealth Finisher Damage = Melee Weapon Damage × Melee Type Damage Multiplier × (1 + Stealth Damage Bonus)

- Elemental and Physical damage mods only apply half of their bonus before being converted.
- Stealth Finisher Damage can also be crit:

Stealth Finisher Damage = Melee Weapon Damage × Melee Type Damage Multiplier × (1 + Stealth Damage Bonus + Critical Multiplier)

- Damage value pop-ups always appear yellow, identical to critical hit damage values (even if the stealth attack did not crit).



- Special enemies, such as [Targets](#) and [Wardens](#), receive extra damage from stealth attacks.
- Few [Bosses](#) can be stealth attacked.
- Rapier front and back finishers proc [Slash](#).
 - These slash procs only receive a 4x multiplier instead of an 8x.
- Stealth Attacks deal a multiple of the weapon's damage. **Damage multipliers for each weapon type are as follows:**



Weapon/Weapon Class ↕	Stealth Finisher Multiplier ↕	Notes ↕
Blade and Whip	8x	
Claws	8x (0.8x + 1.6x + 5.6x)	
Dagger	6x (2x + 4x)	
Dual Daggers	6x (1.8x + 4.2x)	
Dual Swords	8x (2.4x + 5.6x)	
Fist	8x (1.6x + 6.4x)	
Glaive	8x (1.6x + 6.4x)	
Gunblade	8x	
Hammer	12x (4x + 8x)	
Heavy Blade	12x (4x + 8x)	
Heavy Scythe	12x (4x + 8x)	
Machete	8x	
Nikana	8x	
Nunchaku	6x	
Polearm	6x	
Rapier	8x (0.5x + 1.5x + 6x)	
Scythe	12x (4x + 8x)	
Sparring	8x (1.6x + 6.4x)	
Staff	6x	
Sword	8x	
Sword and Shield	8x	
Tonfa	8x	
Two-Handed Nikana	8x	
Valkyr Talons	4x	
Warfan	8x	
Whip	8x	

Weapon/Weapon Class 	Stealth Finisher Multiplier 	Notes 
		proc on first hit

Front/Back Finisher

Combo Vulnerable enemy + Interact button

Through certain abilities and attacks even alerted enemies can be made **vulnerable** to finisher attacks. Without a prompt the player can perform a finisher on the enemy, if close enough.

- Enemies in this stunned, vulnerable state also take increased damage through the [stealth damage bonus](#).
 - However they do not grant the [affinity bonus](#) of normal stealth kills, if they were alerted beforehand.  Parrying a Butcher, then executing an impaling finisher.
 - If they were unalerted when being affected by these effects, they will stay that way for the duration of the stun or blind even when attacked.
- Damage conversion to **True Damage** applies just as for Stealth Finishers.
- Even if the enemy remains in a stunned or blinded state, a finisher can only be executed **once** per enemy until they are made vulnerable again.
 - [Inaros's Desiccation](#) can attack the enemy **multiple times** during the duration.
 - Stealth Finisher on [Nox](#) can also be multiple times.
- While most melee weapons by themselves cannot open enemies to finishers, all single dagger weapons can after performing a [heavy attack](#).
- Rear finishers use the same animations as Stealth finishers. Front finishers, for enemies who can be targeted with such, have a different animation.
 - [MOAs](#), for example, cannot be attacked with a Front Finisher, only a Rear Finisher.
- The Finisher damage calculation formula is the same as Stealth Finisher.
- Some weapons have different damage multipliers for their Front-Finishers



the Stealth Attack section above. **Multipliers for Back and Front Finishers are as follows:**



Weapon/Weapon Class ↕	Back Finisher Multiplier ↕	Front Finisher Multiplier ↕	Notes ↕
Blade and Whip	8x	8x	
Claws	8x (0.8x + 1.6x + 5.6x)	8x (0.8x + 1.6x + 5.6x)	
Dagger	6x (2x + 4x)	6x (2x + 4x)	
Dual Daggers	6x (1.8x + 4.2x)	6x (1.8x + 4.2x)	
Dual Swords	8x (2.4x + 5.6x)	8x (4x × 2 hits)	
Fist	8x (1.6x + 6.4x)	8x (1.2x + 1.2x + 5.6x)	
Glaive	8x (1.6x + 6.4x)	8x (1.6x + 6.4x)	
Gunblade	8x	8x	
Hammer	24x (12x × 2 hits)	12x	
Heavy Blade	8x (2x + 6x)	2x	
Heavy Scythe	6x (2x + 4x)	2x	
Machete	8x	8x	
Nikana	8x	16x (8x × 2 hits)	
Nunchaku	8x	8x	
Polearm	6x	6x	
Rapier	24 (8x × 3 hits)	8x	
Scythe	16x (8x × 2 hits)	8x	
Sparring	8x (1.6x + 5.4x)	8x (1.2x + 1.2x + 5.6x)	
Staff	6x	6x	
Sword	8x	8x	
Sword and Shield	8x	8x	

Weapon/Weapon Class 	Back Finisher Multiplier 	Front Finisher Multiplier 	Notes 
Two-Handed Nikana	8x	8x	
Valkyr Talons	16x	16x	
Warfan	8x	8x	
Whip	8x	8x	
<u>Rumblejack</u>	10.4x (0.4x + 10x)	10.4x (0.4x + 10x)	Forced <u>Electricity</u> proc on first hit

Methods to Open Enemies to Front/Back Finishers

Abilities

[Ash](#) [Banshee](#) [Baruuk](#) [Equinox](#) [Excalibur](#) [Gara](#) [Inaros](#) [Ivara](#) >

3 25	Teleport Ash teleports towards the target, bringing him into melee range and making enemies vulnerable to finishers.		Strength: N/A Duration: N/A Range: 20 / 45 / 45 / 60 m Misc: Stagger on teleport Melee finisher prompt 100 % (energy discount on Blade Storm target)

Mods

[Aero Agility](#) (Set effect)

[Aero Periphery](#) (Set effect)

[Aero Vantage](#) (Set effect)

[Fatal Teleport](#)

[Savage Silence](#)

[Radiant Finish](#)



[Retribution](#)'s damage produces a stun, opening enemies to finishers.

[Reflection](#)'s stun effect opens enemies to finishers, stagger does not.



[Dizzying Rounds](#)

[Paralytic Spores](#)

Weapons



Enemies are vulnerable upon being hit by a Heavy Attack with **any** [Dagger](#) weapon.

Enemies are vulnerable upon touching the wave trail produced by [Caustacyst](#)'s Heavy Attack.

Enemies are vulnerable upon being hit by a shield-throw from [Sigma & Octantis](#)'s Air Attack.

Enemies are vulnerable upon being hit by a [Zakti](#) dart's explosion.

Enemies are vulnerable upon being hit by a projectile emitted from [Tatsu](#)'s Slide Attack after at least one kill.

When using [Baruuk](#), enemies are vulnerable upon being hit by [Cobra & Crane](#)'s first attack.

Steel Meridian's Justice Effect

Mods Weapons



[Justice Blades](#)

[Neutralizing Justice](#)

[Scattered Justice](#)

[Shattering Justice](#)

Zaw Arcane Enhancement

Enemies affected by [Exodia Hunt](#)'s pull upon melee [slam attack](#) are staggered and opened up to finishers.

Focus School Void Sling

This section is [transcluded](#) from [Focus/Naramon § Sling Stun](#). To change it, please [edit the transcluded page](#).

Sling Stun	Warframe	60,000 / 105,000 / 215,000 / 400,000
<i>Second Ability increases the</i>		

hit are vulnerable to Finishers, taking **15 / 20 / 25 / 30%** more finisher damage.

- ## All Finishers Multiplier Comparison

Weapon/Weapon Class ↕	Ground Finisher ↕ Multiplier	Stealth Finisher ↕ Multiplier	Back Finisher ↕ Multiplier	Front Finisher ↕ Multiplier
Assault Saw	9x	10x	10x	10x
Blade and Whip	10x	8x	8x	8x
Claws	30x (5x × 6 hits)	8x (0.8x + 1.6x + 5.6x)	8x (0.8x + 1.6x + 5.6x)	8x (0.8x + 1.6x + 5.6x)
Dagger	10x (5x × 2 hits)	6x (2x + 4x)	6x (2x + 4x)	6x (2x + 4x)
Dual Daggers	16x (8x × 2 hits)	6x (1.8x + 4.2x)	6x (1.8x + 4.2x)	6x (1.8x + 4.2x)
Dual Swords	16x (8x × 2 hits)	8x (2.4x + 5.6x)	8x (2.4x + 5.6x)	8x (4x × 2 hits)
Fist	30x (5x × 6 hits)	8x (1.6x + 6.4x)	8x (4x × 2 hits)	8x (1.2x + 1.2x + 5.6x)
Glaive	10x	8x (1.6x + 6.4x)	8x (1.6x + 6.4x)	8x (1.6x + 6.4x)
Gunblade	10x	8x	8x	8x
Hammer	12x	12x (4x + 8x)	24x (12x × 2 hits)	12x
Heavy Blade	12x	12x (4x + 8x)	8x (2x + 6x)	2x
Heavy Scythe	12x	12x (4x + 8x)	6x (2x + 4x)	2x
Machete	10x	8x	8x	8x
Nikana	10x	8x	8x	16x (8x × 2 hits)
Nunchaku	10x	6x	8x	8x
Polearm	12x	6x	6x	6x
Rapier	10x	8x (0.5x + 1.5x + 6x)	24x (8x × 3 hits)	8x
Scythe	12x	12x (4x + 8x)	16x (8x × 2 hits)	8x
Sparring	30x (5x × 6 hits)	8x (1.6x + 6.4x)	8x (1.6x + 5.4x)	8x (1.2x + 1.2x + 5.6x)
Staff	10x	6x	6x	6x



Weapon/Weapon Class ↕	Ground Finisher ↕ Multiplier	Stealth Finisher ↕ Multiplier	Back Finisher ↕ Multiplier	Front Finisher ↕ Multiplier	
Sword and Shield	8x	8x	8x	8x	
Two-Handed Nikana	12x	8x	8x	8x	
Valkyr Talons	54x (10x × 5 hits + 4x)	4x	16x	16x	
Warfan	10x	8x	8x	8x	
Tonfa	20x (10x × 2 hits)	8x	8x	8x	
Whip	10x	8x	8x	8x	

Mercies

Main article: [Parazon](#)

Combo

Marked enemy + Interact Button

Mercies are special finishers that can be performed using the [Parazon](#) on weakened enemies marked by a Parazon symbol. Players can gain a buff upon performing mercies based on the [mods](#) equipped on their Parazon. The trigger and animations for Mercies are completely independent of melee weapons, and do not require having a melee weapon equipped.

When a Mercy opportunity has been triggered, a red Parazon symbol will appear above the target for 10 seconds. This indicates that a Mercy Finisher can be performed. The Parazon mark and Mercy opportunity will disappear after 10 seconds.

- Mercy opportunities can trigger up to **twice** on the same target, but the second instance will have a much shorter duration.

Like Stealth and Front/Back Finishers, Mercies also deal [True](#) Damage, consisting of two parts: **Mercies Damage = Enemy residual health + 1**

Increasing Finisher Damage

[Covert Lethality](#) (Daggers
only)

[Fatal Teleport](#)

[Finishing Touch](#)

[Radiant Finish](#)

[Savage Silence](#)

Bugs

- Weapons with [Valence Bonuses](#) seem to deal exactly half as much damage as expected. For example, a rank 18 [Kuva Shildeg](#) with a valence bonus of 25% has a base damage of 256.3, and on a front finisher should deal **$[256.3 \times 12 \times (1 + 3.7)] = 14,455$** damage, but instead only deals 7,226 damage. This issue appears specific to weapons with Valence Bonuses, as the Paracesis- another weapon with a maximum rank of 40- does not suffer from this halved finisher damage.



Patch History

Hotfix 37.0.9 (2024-11-13)

- Fixed Finishers and Mercy kills being enabled on Synthesis Targets. Despite how your squad mates treat them, these targets are intended to be Synthesized instead of killed.

Update 37.0 (2024-10-02)

- Ferocity (SAHASA Kubrow):
 - Greatly reduced cooldown, but now can only target enemies open to finishers

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