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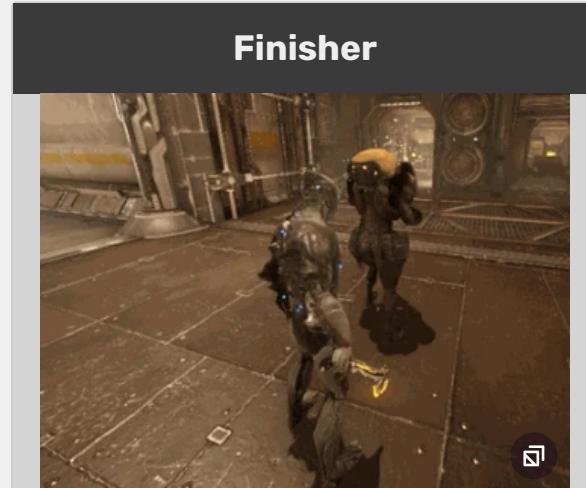
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# Finisher

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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](#), [Quicken](#), [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



*Excalibur performing a Stealth Attack with a Dagger.*



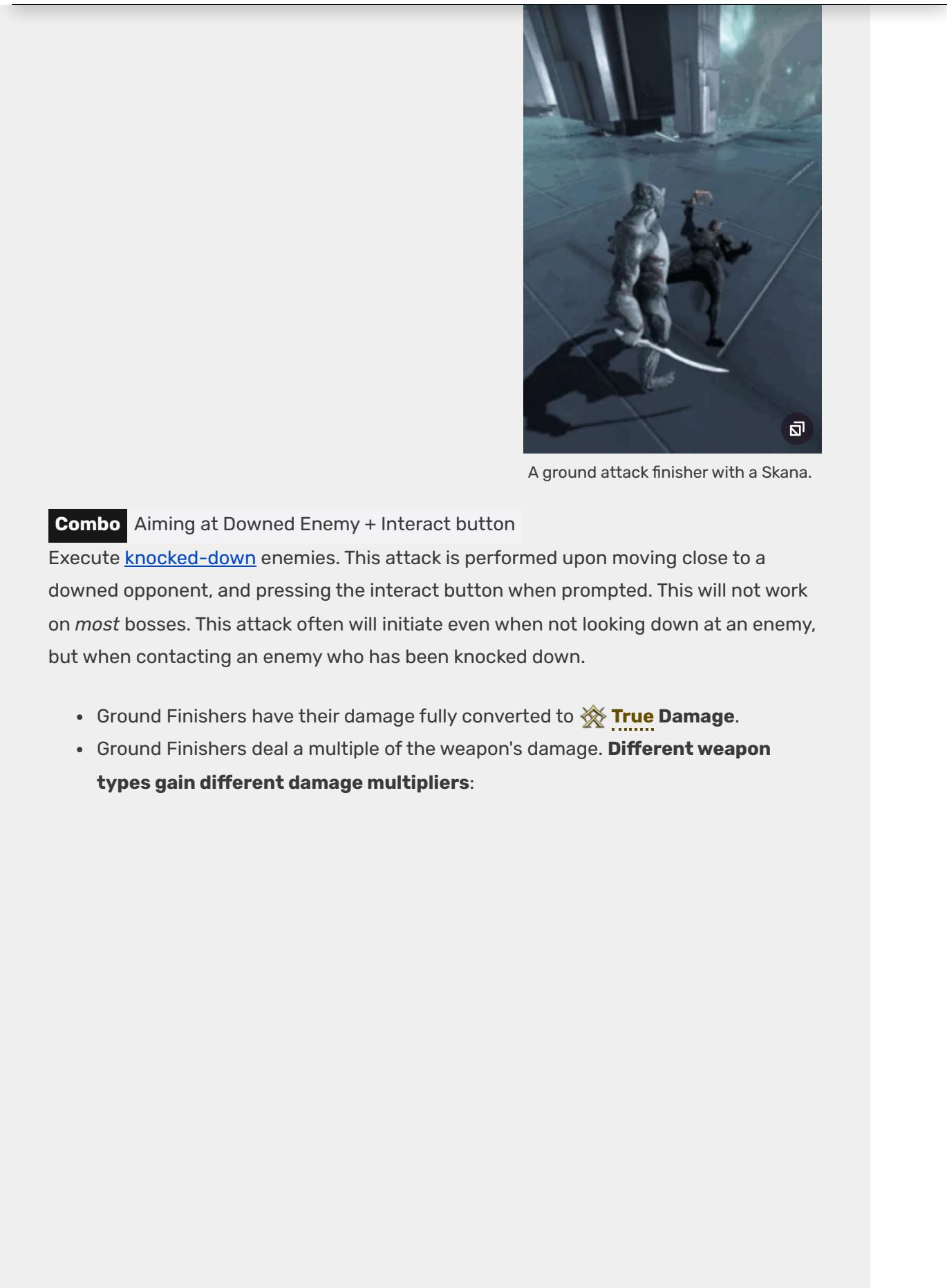
- Damage multipliers from finishers factor total weapon damage, equipped mods (including [critical chance](#) and [critical multiplier](#) mods) will also affect a finisher's final damage.
- On some enemies (particularly non-quadrupedal and nonbipedal enemies) it is not possible to use a finisher, these 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 =  $1 + 0.2 \times \text{Weapon Rank}$**

A stealth attack prompt on an unalerted Lancer

### Rank

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

**Stealth Damage Bonus =  $1 + 0.15 \times \text{Weapon Rank}$**



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  $\times$  Melee Type Damage**

**Multiplier  $\times$  (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  $\times$  Melee Type Damage**

**Multiplier  $\times$  (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.
  - 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



Parrying a Butcher, then executing an impaling finisher.



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



<b>Weapon/Weapon Class</b>	<b>Back Finisher Multiplier</b>	<b>Front Finisher Multiplier</b>	<b>Notes</b>
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	
Rumblejack	10.4x (0.4x + 10x)	10.4x (0.4x + 10x)	Forced Electricity proc on first hit

## Methods to Open Enemies to Front/Back Finishers

### Abilities

Ash Banshee Baruuk Equinox Excalibur Gara Inaros Ivara > |

<b>Teleport</b> Ash teleports towards the target, bringing him into melee range and making enemies vulnerable to finishers. <span style="border: 1px solid black; padding: 2px;">3</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px;">25</span> Introduced in <a href="#">Vanilla</a> (2012- 10-25)	<b>Strength:</b> N/A <b>Duration:</b> N/A <b>Range:</b> 20 / 45 / 45 / 60 m <b>Misc:</b> Stagger on teleport 100 % (energy discount on Blade Storm target)
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### 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



**WARFRAME Wiki**



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](#)



**WARFRAME Wiki**



[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
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Second Ability increases the



**WARFRAME Wiki**



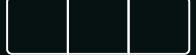
/ 100 / 150 / 200% and enemies hit are vulnerable to Finishers, taking 15 / 20 / 25 / 30% more finisher damage.

- Costs 25 energy to cast.

## All Finishers Multiplier Comparison



<b>Weapon/Weapon Class</b>	<b>Ground Finisher Multiplier</b>	<b>Stealth Finisher Multiplier</b>	<b>Back Finisher Multiplier</b>	<b>Front Finisher Multiplier</b>	
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

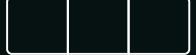
## Hotfix 37.0.9 (2024-11-13)

- 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

Game System Mechanics				<a href="#">Edit</a>	<a href="#">[Collapse]</a>
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