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r/Warframe



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r/Warframe • 7 yr. ago

redka243



Understanding the mess that is "finisher" and "finishing" damage terminology

Resource

So, having recently acquired a riven mod that decreases finisher damage, i began trying to understand exactly what finisher and finishing damage were, hie they really work and how various mods affect each. This thread contains my findings and remaining questions and hope it will be helpful to you.

Summary - We need to distinguish at least 4 different sources of damage :

- Finishers (also called finisher moves or "stealth attacks") - ignores ARMOR
- Finishing damage - Ignore ARMOR AND SHIELDS
- Stealth damage (which is different from finishers and finishing damage) - 8X modifier with a cooldown each time it is used but does not ignore shields or armor
- Standard damage dealt to enemies open to finishers with attacks that are not finishers (and which does not necessarily require stealth) - 8X(?) modifier does not ignore shields or armor - this is actually the same as the

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146



32



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PhreakLikeMe • 7y ago •

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(bypass armour)

29 ...

12 more replies


MagusUnion • 7y ago •

Yeah, this is unnecessarily complicated to understand for game play. If I had to guess, this system was developed to ensure that players pursuing the "ninja" aspects of the game could still apply their damage at a competitive level than people who would straight-up "tank and spank" enemies with superior firepower/armor when using meta-based weapons.

This more-or-less reinforces the notion that end-game scaling is pretty bad. Finishers can stack together to give millions of points of damage, yet certain enemies can have hundreds of thousands of effective Health Points due to Armor mitigation. Which ironically makes such Finisher damaging mechanics a necessity.

6 ...


vagif • 7y ago •

There are only two hard things in Computer Science: cache invalidation and naming things.

5 ...


DapperMuffin • 7y ago •

The way I see it, despite how the wording is confusing, is that if it's a finisher (as in the move, not damage) it goes into this calculation.

$$\text{Effective Damage Multiplier} = 1 + (\text{Finisher Multiplier} - 1) + (\text{Critical Multiplier} - 1) + (\text{Stealth Multiplier} - 1)$$

and is therefore affected by finisher mods.

However, Slash procs are just 'armor/shield pierce', coming from the original source of the proc.

Now, this also means that if you finisher (the move) and get a slash proc, then the slash proc will be amped by finisher mods, simply because of the base damage of the attack that inflicted it was higher.

3 ...

12 more replies


TheMightyMudcrab • 7y ago •

So if I have a Riven with -94% Finisher dmg. Does it affect the final dmg or does it affect the 400% modifier?

[Skip to main content](#)[Log In](#)**Phyrak** • 7y ago •

How does it work with something like {hunters bonesaw} ?

[↑](#) **1** [↓](#) ...**Mentioned_Videos** • 7y ago •

Videos in this thread: [Watch Playlist](#) ▶

VIDEO**COMMENT**

[Warframe: Finishing Touch Mod And Slash Procs](#)

[+2](#) - Simplest way to test this is the ff: Any melee weapon w/ finishing touch & Any melee weapon w/o finishing touch Hit an enemy, if it procs slash and does not crit, look at the damage tick. vs Finisher an enemy with an 'opener' (preferably Ash ...

(1) [Warframe Focus 250.000 Cap in 5 minutes \(Adaro silence banshee\)](#) (2) [Five Minute Focus-Savage Silence Banshee \[PoE 22.8.1\]](#) (3) [Savage Silence Banshee Focus Farming Method](#) (4) [\(WF\) Focus 2.5! - Banshee The Focus Hunter!!!](#)

[+1](#) - Can you explain why every banshee focus video on youtube uses savage silence despite not using finisher attacks? From the wiki descriptions i thought that both savage silence and regular silence would open enemies to finishers and incapacitate them...

I'm a bot working hard to help Redditors find related videos to watch. I'll keep this updated as long as I can.

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[↑](#) **1** [↓](#) ...**CaptainLul** • 6y ago •

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exalted blade (without performing a finisher move) and all my numbers turn yellow.

So, after this post I think this means the following:

Radial blind blinds enemies, thus putting them in a blind status, meaning they don't know where the f I am so I am basically in stealth mode against them. Which gives me the x8 stealth multiplier, so when I attack them with my exalted blade my numbers are yellow and obviously deal more damage.

Is this correct? Also, I didn't quite understand the radiant finish section. So if I equip radiant finish will my exalted blade deal more damage to blinded enemies without finisher animation, or not?

Thank you :)

↑ 1 ↓ ...

⊕ 1 more reply



r/DestinyTheGame

How do you use a finisher on console?

4 upvotes · 15 comments



r/Warframe

Thanks DE support.

1.9K upvotes · 71 comments



r/Warframe

I have created a calculator to check if it's better to use Galvanized or Sacrificial Steel

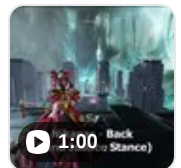
1K upvotes · 143 comments



r/Warframe

What are your favourite melee finishers? These are some of mine :)

559 upvotes · 104 comments



r/Warframe

Dedlok - Grineer heavy sniper rifle

54 upvotes · 46 comments



r/Basketball

What is a finisher in basketball?

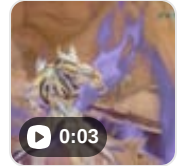
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Need to do 40 finisher to unlock my Riven Mod - But how?

1 upvote · 12 comments

r/Warframe

Is it just me or are "mercy" kills WAY more violent than just getting shot?



1.1K upvotes · 120 comments

r/Warframe

How to effectively trigger finisher attack?

3 upvotes · 17 comments

r/Warframe

What is your favorite melee for finisher attacks (I'm looking for stealth specifically but I'll take any!) and why?

14 comments

r/Warframe

Limbo's Secret stash of cataclysmic stuff. A reveal of a few not so well known Limbo magic tricks and tactics.



172 upvotes · 52 comments

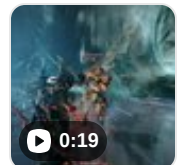
r/Warframe

What's the deal with "mercy" and "secret mercy"

236 upvotes · 89 comments

r/Warframe

Caustacyst is crazy now, even without condition overload



102 upvotes · 23 comments

r/Warframe

Does anybody else feel bad to subsume a Warframe you used a lot?

652 upvotes · 260 comments

r/Warframe

[Skip to main content](#)[Log In](#) r/Warframe**I'm sorry, kill HOW MANY enemies with a finisher???**

553 upvotes · 204 comments

 r/Warframe**Gas damage and the redeemer prime can blow through 19,693,250 EHP in two shots**

225 upvotes · 48 comments

 r/Warframe**Finisher for incarnon unlock**

6 comments

 r/Warframe**What weapon(s) are best for finisher attacks?**

4 comments

 r/Warframe**Testing Mods on the Zenistar**

132 upvotes · 60 comments

 r/Warframe**Are ground finishers bugged or wonky? They are highly inconsistent for me.**

7 comments

 r/Warframe**I want to see some proper Warframe hot takes you people have**

1K upvotes · 2K comments

 r/Warframe**is there an easy way to open enemies up for finishers**

14 comments

 r/Warframe**You are Grineer. Deposit your Grineer HR complaints here.**



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DE, I don't care how it looks to other players... (Volt's/Amir's transformation)

876 upvotes · 116 comments

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