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Pointed Wind

69 EDIT

Pointed Wind is a [stance mod](#) for daggers that specializes in high damage, sweeping slashes and jumping strikes.

Can be equipped on:

- | | |
|----------------------------------|-----------------------------------|
| Ceramic Dagger ✓ | Karyst Prime ✓ |
| Dark Dagger | Rakta Dark Dagger |
| Heat Dagger ✓ | Rumblejack ✓ |
| Innodem ✓ | Sheev ✓ |
| Karyst ✓ | |

✓ denotes weapon with matching Stance polarity

Drop Locations

Pointed Wind

[Full](#) [Icon](#)

Pointed Wind
Stance: Spiral strikes, lifting combos.

DAGGERS

Tradeable

Can be obtained from transmutation



Spiral strikes, lifting combos.	
General Information ^	
Type	Daggers
Polarity	 Madurai
Rarity	Rare
Compatibility Tags	DAGGERS_STANCE
Max Rank	3
Endo Required To Max	210
Credits Required To Max	10,143
Base Capacity Cost	-2
Trading Tax	 8,000
Introduced	Update 13.0 (2014-04-09)
Vendor Sources ^	
Official Drop Tables ^	
https://www.warframe.com/droptables	

Mission Drop Tables

Mission Type [⬆] [⬆]	Source [⬆] [⬆]	Rotations or Drop Table [⬆] [⬆]	Chance ^[1] [⬆] [⬆]	Quantity ^[2] [⬆] [⬆]	Avg. per roll ^[3] [⬆] [⬆]	Star Chart Nodes
The Circuit	Tier 6 The Circuit (Normal)	A	1.03%	1	0.0103	Accessed through Duviri's The Circuit gamemode
The Circuit	Tier 4 The Circuit (Normal)	A	1.49%	1	0.0149	Accessed through Duviri's The Circuit gamemode
Weekly Conclave Challenge Reward	Weekly Conclave Challenge Reward	A	2.27%	1	0.0227	Complete all weekly Conclave challenges to get this reward in your in-game inbox: • Match Win 6 matches in any game type. • Match Complete Complete matches in any game type. • Condition Complete Daily Challenge

Enemy Drop Tables

Enemy ↕	Drop Table Chance ^[4] ↕	Item Chance ^[5] ↕	Chance ^[6] ↕	Expected Kills ^[7] ↕	Quantity ^[8] ↕	Avg. per roll attempt
Axio Shockwave MOA	3%	1.01%	0.0303%	3300	1	0.000303
Orm Shockwave MOA	3%	1.01%	0.0303%	3300	1	0.000303
Shockwave MOA	3%	1.01%	0.0303%	3300	1	0.000303
Taro Shockwave MOA	3%	1.01%	0.0303%	3300	1	0.000303
Test MOA	3%	1.01%	0.0303%	3300	1	0.000303
Vapos Shockwave MOA	3%	1.01%	0.0303%	3300	1	0.000303
Vorac Shockwave MOA	3%	1.01%	0.0303%	3300	1	0.000303

Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See [Module:DropTables/data](#) to edit on the wiki.

Combos

Default Combos of Stance or Weapon ( [Edit Stance Data](#))

Combo/Attack	Name	Attack Multipliers and Forced Procs			Avg Dmg Multi/s	Length @ 1.0 Attack Speed	Ani
Neutral (While Not Moving)	Parting Edge	200%	100% 300%	300% 300%	774.2%/s	1.6s	

Forward (While Moving)	Viper's Bite	100%	300%	200%	100%	560.0%/s	1.2s	
Forward Block (While Blocking & Moving)	Viper's Bite	100%	300%	200%	100%	560.0%/s	1.2s	
Block (While Blocking)	Parting Edge	200%	100% 300%	300% 300%		774.2%/s	1.6s	
Heavy (Heavy Attack)	Butterfly Slash*	250% 250%	250% 250%			N / A	N / A	
Slide (While Sliding)	Splitting Brush*	200%				377.4%/s	0.5s	
Aerial (While In Air)	Scorpion Fall*	200%	100%			N / A	N / A	
Wall (While Wall Latching)	Fanning Sting*	300%				N / A	N / A	
Finisher (On Knocked Down Enemy)	Relentless Point*	2x 500%				N / A	N / A	
Slam (Looking At Ground While In Air)	Slam Attack*	200%				N / A	N / A	

Default "Sweep" Attack • 360°/Spin Attack • Direct and Radial Slam Attack •
Ranged Attack • "Thrust" Attack

View Full

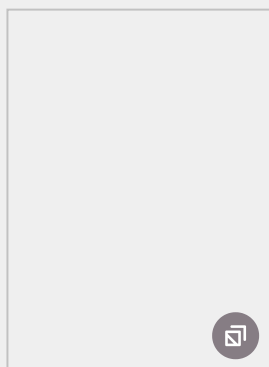
• Average Damage Multiplier per second only applies to single-target DPS calculations.

- Combo animation lengths are approximate and are only accurate within a few tenths of a second.
- Each tile marking in stance preview gifs are 2m apart.
- Combos labeled with an asterisk (*) are shared between weapons within the same weapon type.

Notes

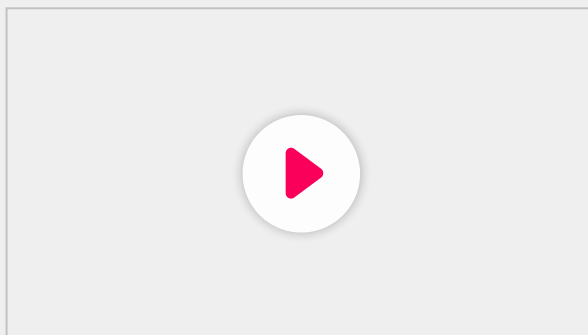
- The first attack of **Viper's Bite** does **100%** bonus Puncture damage.
- The second attack of **Viper's Bite** does **100%** bonus Slash damage.
- The last attack of **Viper's Bite** does **50%** bonus Slash damage.
- First attack of Butterfly Slash will open enemies up for finishers

Gallery



Old appearance

Media



Warframe - All Melee 3.0 Combos (Part 1 of 3)



Update 29.10 (2021-03-19)

- Removed the forced Impact proc on the first hit of Parting Edge's third attack.
- Changed the forced knockdown on the second hit of Parting Edge's third attack to an Impact Proc.
- Removed the forced Impact proc from the third attack of Viper's Bite.

Stances				Edit	[Collapse]
PVE		PVP			
Swords					
Blade-Whip	Defiled Snapdragon				
Dual Nikanas	Mountain's Edge				
Dual Swords	Crossing Snakes	Swirling Tiger	Carving Mantis		
Machete	Cyclone Kraken	Sundering Weave			
Nikana	Blind Justice	Decisive Judgement	Tranquil Cleave		
Rapier	Vulpine Mask				
Single Sword	Iron Phoenix	Crimson Dervish	Vengeful Revenant		
Sword-Shield	Swooping Falcon				
Two-Handed Nikana	Eleventh Storm	Final Harbinger			
Warfan	Slicing Feathers	Votive Onslaught			
Daggers					
Single Dagger	Homing Fang	Pointed Wind	Stinging Thorn		
Dual Daggers	Gnashing Payara	Sinking Talon	Spinning Needle		
Brawler					
Claws	Four Riders	Malicious Raptor	Vermillion Storm		
Fist	Seismic Palm	Fracturing Wind	Gaia's Tragedy		
Sparring	Grim Fury	Brutal Tide			
Pole					
Polearm	Shimmering Blight	Bleeding Willow	Twirling Spire		
Scythe	Reaping Spiral	Stalking Fan			



Heavy	
Assault Saw	Butcher's Revelry
Hammer	Shattering Storm • Crushing Ruin
Heavy Blade	Cleaving Whirlwind • Rending Crane • Tempo Royale
Heavy Scythe	Galeforce Dawn
Miscellaneous	
Glaive	Astral Twilight • Gleaming Talon
Gunblade	Bullet Dance • High Noon
Nunchaku	Atlantis Vulcan
Tonfa	Gemini Cross • Sovereign Outcast
Whip	Burning Wasp • Coiling Viper
Other	
Exalted Stance	Exalted Blade • Hysteria • Primal Fury • Ravenous Wraith • Razorwing • Serene Storm

1. Chance to roll item within drop table
2. Amount rewarded on successful roll
3. (Quantity × Chance)
4. Chance to roll drop table
5. Chance to roll item within drop table
6. (Drop Table Chance × Item Chance)
7. (1 / Chance), see [WARFRAME Wiki:Expected & Nearly Guaranteed Numbers](#) for more details
8. Amount rewarded on successful roll
9. (Quantity × Chance), average item quantity on a roll attempt (successful or not)

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