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Focused Defense

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Focused Defense is an [Exilus Weapon Mod](#) for melee that increases [Blocking](#) angle.

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Stats

Rank	Block angle	Cost
0	+5	4



3	+20	7

Drop Locations

Cannot be obtained from transmutation

✎ Update Infobox Data

Max Rank Description ^

+20 Parry Angle

General Information ^

TypeMelee

PolarityVazarin

RarityCommon

Max Rank3

Endo Required To Max70

Credits Required To Max3,381

Base Capacity Cost4

Trading Tax2,000

IntroducedHotfix 18.4.1 (2016-01-25)

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
Necralisk Bounty	Necralisk Bounty Lvl 30-40 Stage 2 & 3	B	6.85%	1	0.0685	Cambion Drift/Nec Deimos; t Mother
Necralisk Bounty	Necralisk Bounty Lvl 30-40 Stage 4	B	5.38%	1	0.0538	Cambion Drift/Nec Deimos; t Mother
Necralisk Bounty	Necralisk Bounty Lvl 30-40 Stage 1	B	12.5%	1	0.125	Cambion Drift/Nec Deimos; t Mother
Spy	Lua Spy	B	7.49%	1	0.0749	Pavlov, Lu

Enemy Drop Tables

Enemy	Drop Table Chance ^[4]	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempt ^[9]
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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.

Trivia

- Prior to [Update 26.0](#) (2019-10-31), this mod provided an [armor](#) bonus while [Channeling](#) at the cost of Channeling Efficiency.
 - Because Channeling while blocking will negate all incoming damage (rendering the Armor increase irrelevant), the effect is only present when [Channeling but not blocking](#). Even with the highest possible Armor before

resistance of 83.61%), a 20% increase to Armor only results in a 2.35% increase to damage resistance. Blocking but *not* Channeling with any melee weapon will reduce damage by a significantly greater amount (the lowest damage block of all melee weapons is 35%).

- As the use of abilities blocks the use of channeling this mod has no effect on Warframe abilities.

Patch History

Hotfix 35.0.1 (2023-12-13)

- Fixed a script error in relation to having the Focused Defense Mod equipped.

Update 35.0 (2023-12-13)

MELEE UPGRADE SEGMENT

Upon completion of the Whispers in the Walls Quest, players will receive a new Melee Upgrade Segment via their in-game Inbox. Installing it will further expand your Melee Arsenal with two new upgrade options:

Last updated: [Update 26.0](#) (2019-10-31)

Melee Mods			Edit	[Collapse]
Damage	Base	Condition Overload • (Primed , Sacrificial) Pressure Point • Spoiled Strike		
	Physical	Auger Strike • Buzz Kill • Carnis Mandible • Collision Force • (Primed) Heavy Trauma • Jagged Edge • Jugulus Barbs • Rending Strike • Saxum Thorax • Sundering Strike		
	Elemental	Fever Strike (Primed) • Focus Energy • Molten Impact • North Wind • Proton Snap • Shocking Touch • Vicious Frost • Virulent Scourge • Volcanic Edge • Voltaic Strike		
	Faction	Sacrificial Pressure • Sacrificial Steel • Smite Corpus (Primed) • Smite Orokin (Primed)		
	Bonus	• Smite Grineer (Primed) • Smite Infested (Primed)		

	Other	Finishing Touch • Seismic Wave
Critical Hits	Chance	Blood Rush • Maiming Strike • (Sacrificial) True Steel
	Multiplier	Gladiator Might • (Amalgam) Organ Shatter • Strain Infection
Status		Carnis Mandible • Drifting Contact • Enduring Affliction • Jugulus Barbs • Lasting Sting • Melee Prowess • Proton Snap • Saxum Thorax • Vicious Frost • Virulent Scourge • Volcanic Edge • Voltaic Strike • Weeping Wounds
Heavy Attack		Amalgam Organ Shatter • Dispatch Overdrive • Killing Blow • Life Strike
Attack Speed		Berserker Fury • (Primed) Fury • Gladiator Vice • Quickening
Combo		Body Count • Corrupt Charge • Covert Lethality • Drifting Contact • Enduring Strike • Focus Energy • Focus Radon • Gladiator Rush • Guardian Derision • Quickening • Reflex Coil • Relentless Combination • True Punishment
Range		Motus Impact • (Primed) Reach • Spring-Loaded Blade
Thrown Melee (Glaives)		Combo Fury • Combo Killer • Mark of the Beast • Power Throw • Quick Return (Volatile) • Rebound (Volatile) • Whirlwind
Tennokai		Mentor's Legacy • Condition's Perfection • Discipline's Merit • Dreamer's Wrath • Master's Edge • Opportunity's Reach
Misc		Focused Defense • Healing Return • Parry • Reflection • Shattering Impact • Tek Gravity

- 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



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