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Focus Energy

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Focus Energy is a [mod](#) that increases [Heavy Attack Efficiency](#) and ⚡ [Electricity](#) damage on [melee weapons](#) by 10% and 15% per rank, at a maximum of 40% and 60% at rank 3, respectively.

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Focus Energy

Full Icon



Stats

 **Update Infobox Data**

Max Rank Description

+40% Heavy Attack Efficiency

+60%  Electricity

General Information

Type

Melee

Polarity

 Madurai

Rarity

Rare

Incompatibility Tags

SENTINEL_WEAPON,
HOUND_WEAPON

Max Rank

3

Endo Required To Max

210

Credits Required To Max

10,143

Base Capacity Cost

6

Trading Tax

 8,000

Introduced

Update 9.0 (2013-07-13)

Vendor Sources

Official Drop Tables

<https://www.warframe.com/droptables>

Rank	Melee Combo Efficiency	 Electricity Damage	Cost
0	+10%	+15%	6
1	+20%	+30%	7
2	+30%	+45%	8
3	+40%	+60%	9

Drop Locations

Mission Drop Tables

Mission Type ↕	Source ↕	Rotations or Drop Table ↕	Chance ^[1] ↕	Quantity ^[2] ↕	Avg. per roll ^[3] ↕	Star Chart Nodes ↕
Nightmare Mode	Nightmare Mode Rescue	C	15.49%	1	0.1549	See in-game World State Window for active Nightmare Mode nodes
Nightmare Mode	Nightmare Mode Missions	C	15.49%	1	0.1549	See in-game World State Window for active Nightmare Mode nodes

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.

Notes

- Obtained from [Nightmare Mode](#) mission rewards.
- Stacks with  [Reflex Coil](#), capped at 90% Heavy Attack Efficiency.
- The electricity damage stacks with  [Shocking Touch](#) and  [Voltaic Strike](#), and will also combine to form  [Magnetic](#),  [Radiation](#) or  [Corrosive](#) if their respective elements ( [Cold](#),  [Heat](#),  [Toxin](#)) are added.

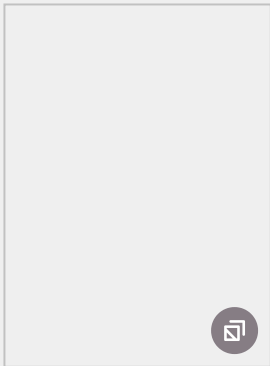
Trivia

- Previously, the in-game description of this mod incorrectly stated:

+0.2 Bonus Damage

- This was fixed in [Update 9.3](#) (2013-07-26).
- Prior to [Update 26.0](#) (2019-10-31), this mod increased [Channeling](#) efficiency and [Electricity](#) damage on melee weapons.

Gallery



Old appearance

Patch History

[Update 26.0](#) (2019-10-31)

- Channeling Efficiency changed to Melee Combo Efficiency (previously +40% Channeling Efficiency, +60% Electricity).

[Update: Recurring Nightmares](#) (2016-10-27)

- Focus Energy added to nightmare missions

[Update 13.0](#) (2014-04-09)

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

Melee Mods			Edit	[Collapse]
Damage	Base	Condition Overload • (	Primed ,	Sacrificial)
		Pressure Point •	Spoiled Strike	
		Auger Strike •	Buzz Kill •	Carnis Mandible •
		Collision Force • (	Primed)	Heavy Trauma •



Elemental Damage Mods		Edit	[Collapse]
Cold		Heat	Electricity
Toxin		Radiation	
Cold Damage Mods			
Rifle	Cryo Rounds (Primed) • Rime Rounds		
Shotgun	Chilling Grasp (Primed) • Chilling Reload • Frigid Blast		
Pistol	Deep Freeze • Frostbite • Ice Storm		
Melee	North Wind • Vicious Frost		
Archgun	Hypothermic Shell • Polar Magazine		
Archmelee	Cryo Coating • Glacial Edge		
Beast	Frost Jaw		

Nightmare Mode Mods		[Collapse]
Warframe	Armored Agility • Constitution • Fortitude • Streamlined Form • Vigor	
Rifle	Hammer Shot • Shred • Wildfire	
Shotgun	Accelerated Blast • Blaze • Chilling Reload • Seeking Fury	
Pistol	Ice Storm • Lethal Torrent • Stunning Speed	
Melee	Drifting Contact • Focus Energy • Rending Strike	
Companions	Animal Instinct	

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)

Categories

Languages

