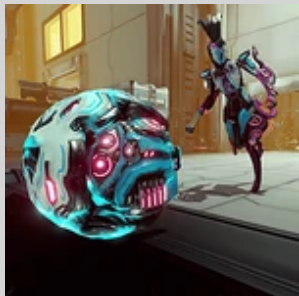in: Warframe Abilities, Octavia, Blast Damage

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Resonator

13   EDIT

Resonator

Launches a rollerball that charms foes to follow it. Combines with the Mallet to create a roving ball of sonic destruction.

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50

Introduced in Update 20.0 (2017-03-24)

Strength:

25 / 50 / 75 / 125 (💥 Blast damage per beat)

Duration:

8 / 12 / 16 / 20 s

Range:

3 / 4 / 5 / 6 m (min charm radius)

8 / 10 / 12 / 15 m (max charm radius)

Misc:

1 (limit of Resonators)

100 % (stagger on expiry)

Subsumable to Helminth

Info   Augment   Maximization

- Octavia expends 🎵50 energy to throw a compact rollerball in an arc toward the direction she aims. Upon impact, the rollerball falls to the ground and deploys into the **Resonator** that lasts for 🕐 **8 / 12 / 16 / 20** seconds. The Resonator is an invulnerable Roller Specter that continuously plays bass music as it roams nearby terrain and seeks out enemies. The Resonator emits a charming aura with a

aggression and follow the Resonator's travel path for its duration; for each enemy charmed, the Resonator's charm radius expands, up to a maximum radius of ⏱8 / 10 / 12 / 15 meters. Charmed enemies rhythmically receive up to ⚡25 / 50 / 75 / 125 💥 Blast damage per beat while they remain in the charm radius.

- Resonator's music is in tune with the **Bass** section of the Mandachord, drawing from the preset musical notes to determine the charm radius' damage strength and intervals.
- Resonator will detect nearby unaffected enemies and roll toward them, charming enemies as it passes by. As charmed enemies catch up to the Resonator it will attempt to outpace them, laying down an invisible path for them to follow.
- A blue waypoint marker centered on the Resonator will be visible to Octavia and all allied players, indicating potential enemy presence near it.
- When the duration expires or the ability is recast, all previously charmed enemies will be 🌐 Staggered
- Charm effect does **not** require Line of Sight.
- The expanded ability radius from charming enemies is permanent for the rollerball's remaining lifetime – it will maintain this larger radius until it expires or is recast. In other words, killing charmed enemies will **not** revert the ability to a smaller radius.

- Up to **1** Resonator can be deployed at a time. Deploying a new Resonator will remove the current one.
- **Ability Synergy:** When ⚙ Mallet and Resonator are both active, Resonator will reroute toward the Mallet and carry it around.

  - When carried by Resonator, Mallet actively inflicts damage per beat that continuously increases and stacks over time against enemies inside Mallet's damage radius. This damage instance is separate from the stored damage portion of the ability.
  - Enemies charmed by Resonator are no longer pacified and will attack a carried Mallet to fuel its damage.
  - Resonator increases Mallet's Threat Level, making enemies outside of Resonator's charm radius more likely to shoot the Mallet instead of the Tenno.
  - If Mallet is placed where Resonator is unable to reach, Resonator will ignore Mallet.
  - Mallet will be dropped to the ground when Resonator expires.

- **Charm Immunity:** Certain enemies are immune to the charm. This includes the following:

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- - Special units such as Executioner units (except for summoned Hyenas), Specters, Kuva Guardian, assassination Bounty targets, etc.
- Casting Resonator is **not** a One-Handed Action, as it interrupts other actions but allows movement.
- Throwing animation speed is affected by Casting Speed.
- Resonator's energy lights will blink to beat-match Bass notes. Blink frequency is also affected by Percussion and Melody music in the environment.
- Resonator's appearance and energy colors are affected by Octavia's chosen Warframe appearance and energy colors respectively.
- Subsuming Octavia to the Helminth will offer Resonator and its augments to be used by other Warframes.

⌃

See Also

- 🛠️ Octavia

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