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Onos



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WEAPONS

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Albrecht's Void experiments revealed the true destructive potential of this wrist-mounted cannon. In Incarnon Form, it emits a beam that gradually focuses as it siphons energy from foes, culminating in a final blast.

Onos is an [Entrati](#) wrist-mounted cannon turned into an [Incarnon](#) weapon by [Albrecht Entrati](#). Normally capable of shooting fully automatic [Puncture](#) projectiles, its Incarnon Form transforms into a charging [Arm Cannon](#) that primes a [Radiation](#) wave to discharge [Heat](#) lasers.



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General Information



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Characteristics

- This weapon deals pure  Puncture damage in its normal form and primarily  Heat damage in its Incarnon Form.
- Once Incarnon Form is unlocked, landing [headshots](#) fill the Incarnon Transmutation gauge that transforms the Onos into a charging Arm Cannon via the [Alternate Fire](#) key.
 - The gauge reaches full charge after **12** headshots, and does not require a full gauge to activate. It will also emit a small, ghost-like wail when the gauge is completely full.
 - Additional shots from [Multishot](#) count as separate headshots

Slot	Secondary
Trigger Type	Auto
Utility	
Accuracy	Very High
Ammo Max	210
Ammo Pickup	40
Ammo Type	Secondary
Disposition	●○○○○ (0.60x)
Fire Rate	1.40 attacks/sec
Noise Level	Alarming
Magazine Size	20
Reload Time	2.00 s
Projectile Speed	100.0 m/s
Projectile Type	Projectile
Spread	2.50° (0.00° min, 5.00° max)
Normal Attack	
 220 ( 100%)	
Total Damage	220 (100.00%  Puncture)
Ammo Cost	1
Crit Chance	26.00%
Crit Multiplier	2.40x
Fire Rate	1.40 attacks/sec
Multishot	1 (220.00 damage per projectile)
Noise Level	Alarming
Spread	2.50° (0.00° min, 5.00° max)
Status Chance	22.00%
Projectile Speed	100.0 m/s
Projectile	Projectile
	Auto
Incarnon Form	



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damage that narrows the longer the charge is held. Upon a full charge, it releases a beam that deals  **Heat** damage and status with **5** meter **Punch Through** and explodes in a **3** meter radius.

- Initial hit and explosion apply status separately.
- Explosion does not need direct line of sight to deal damage and will penetrate walls.
- Instead of drawing from the Onos's ammo reserves, Incarnon Form gives the Onos a unique "magazine" from **30** rounds per charge to a maximum of **350**, indicated by the regular ammo HUD and a bar underneath the reticle.
 - If the Alternate Fire key is pressed whether or not the Incarnon magazine is fully expended, the Onos is transformed back into its default state, however this will also fully expend any remaining

Total Damage	30 (100.00%  Radiation)
Ammo Cost	1
Crit Chance	14.00%
Crit Multiplier	1.60x
Fire Rate	2.00 attacks/sec
Multishot	1 (30.00 damage per projectile)
Noise Level	Alarming
Punch Through	5.0 m
Spread	0.00° (0.00° min, 0.00° max)
Status Chance	18.00%
Projectile Speed	40.0 m/s
Projectile Type	Projectile
Trigger Type	Held
Incarnon Mode Charge Attack ^	
2,200 (100%)	
Total Damage	2,200 (100.00%  Heat)
Ammo Cost	50
Crit Chance	38.00%
Crit Multiplier	3.20x
Fire Rate	0.25 attacks/sec
Forced Procs	 Heat
Multishot	1 (2200.00 damage per projectile)
Noise Level	Alarming
Spread	0.00° (0.00° min, 0.00° max)
Status Chance	26.00%
Projectile	Hit-Scan
Charge	
Incarnon Mode Charge Radial Attack ^	



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different perks that allow players to customize their Onos's stats.

Advantages over other Secondary weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - High crit chance (26.00%)
 - High total damage (220)
 - Above average ammo max (210)
 - High crit multiplier (2.40x)
- Incarnon Form (wiki attack index 2)
 - Above average magazine (20)
 - Above average ammo max (210)
- Incarnon Mode Charge Attack (wiki attack index 3)
 - Very high crit chance (38.00%)
 - High magazine (20)
 - Very high total damage (2,200)
 - Very high crit multiplier (3.20x)
- Incarnon Mode Charge Radial Attack (wiki attack index 4)
 - Above average crit chance (38.00%)
 - Very high total damage (1,100)
 - Above average crit

Total Damage	1,100 (100.00% Heat)
Crit Chance	38.00%
Crit Multiplier	3.20x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 1100 damage) Linear Falloff: between 0.0 m and 3.0 m (100% - 70%) Max Damage Falloff: over 3.0 m (70%, 770 damage)
Fire Rate	0.25 attacks/sec
Multishot	1 (1100.00 damage per projectile)
Noise Level	Alarming
Range	3.0 m
Status Chance	26.00%
Projectile Type	AoE
Trigger Type	Charge
Miscellaneous	
Compatibility Tags	PROJECTILE, AOE
Riven Family	Onos
Exilus Polarity	
Introduced	Update 35.5 (2024-03-27)
Polarities	
Sell Price	5,000
Variants	Onos
Vendor Sources	
Article Categories	



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modular weapons):

- Incarnon Form:
 - Explosion inflicts [self-stagger](#).
 - Explosion has a [headshot](#) multiplier of 1x and cannot trigger headshot conditions.
 - Explosion has linear [Damage Falloff](#) from 100% to 70% from central impact.
- Normal Attack (wiki attack index 1)
 - Low reload speed (2.00 s)
 - Very low fire rate (1.40 attacks/sec)
 - Very low disposition (●○○○○ (0.60x))
- Incarnon Form (wiki attack index 2)
 - Below average crit chance (14.00%)
 - Low reload speed (2.00 s)
 - Very low total damage (30)
 - Below average fire rate (2.00 attacks/sec)
 - Below average status chance (18.00%)
 - Very low disposition (●○○○○ (0.60x))
 - Low crit multiplier (1.60x)
- Incarnon Mode Charge Attack (wiki attack index 3)
 - Low reload speed (2.00 s)
 - Very low fire rate (0.25 attacks/sec)
 - Low disposition (●○○○○ (0.60x))
- Incarnon Mode Charge Radial Attack (wiki attack index 4)
 - Low maximum falloff distance (3.0 m)
 - Below average reload speed (2.00 s)
 - Low fire rate (0.25 attacks/sec)

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Acquisition

Onos's blueprint can be obtained from [Disruption Armatus](#) on [Deimos](#), whose access requires completion of [The Deadlock Protocol](#) and [Whispers in the Walls](#), from [Rotation B](#). Alternatively it can be purchased from [Loid](#) in [Sanctum Anatomica](#) for 360 [Vessel Capillaries](#) dropped by Disruption Armatus [Demolishers](#) in quantities of 2-3 (5-7 on [The Steel Path](#)).

Item	Source	Chance	Expected	Nearly Guaranteed
Blueprint	Deimos Entrati	5%	~ 20 B	134 ± 44 B
	Disruption / B		Rotations	Rotations

All drop rates data is obtained from [DE's official drop tables \(https://warframe.com/droptables\)](#). See [Mission Rewards#Standard Missions](#) for definitions on reward table rotations.
For more detailed definitions and information, visit [here](#).

Manufacturing Requirements					
 Edit blueprint requirements					
20,000	Salvage	Necracoil	Argon Crystal	Entrati Lanthorn	Time: 12
	3,000	400	2	6	Hour(s)
					Rush: 50
Market Price:		180	Blueprints Price:N/A		

Notes

- [Yareli](#) is unable to activate nor use the Onos' Incarnon Form if she is mounted on [Merulina](#).
 - Attempting to activate the Onos' Incarnon Form while dismounted, then mounting Merulina immediately afterwards, will force the Onos to revert back to its default form.
 - This causes a bug with Onos' firing SFX, it will not play.
 - The weapon mode indicator at the bottom right will display that the weapon is in Incarnon Form, but this is a bug, as the Onos is actually in



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...t form in this manner **will not**



charges (and any charge you gained firing the Onos in its default form while mounted on Merulina, up to the Onos' Incarnon charge cap).

- It is not known if this specific interaction is intended, or a bug.
- This conflict **does not apply** if using [Loyal Merulina](#).

Evolutions

- When newly acquired from the [Foundry](#), players must acquire **100** kills with the Onos in order to gain access to its Incarnon transformation. The following Evolution tiers, their requirements for unlocking them, and their related perks, are shown below;
- Each challenge additionally grants 5,000 [affinity](#) to the weapon, affected by [Affinity Boosters](#).

Evolution I

- *Unlock Challenge:* Kill **100** enemies with the Onos.
- Headshots charge Incarnon Transmutation; Alt Fire transmutes. Switching back will expend any remaining charge.
 - Incarnon Form changes the weapon from an automatic hand cannon to charging [Arm-Cannon](#). Holding down the trigger releases a wide beam that inflicts [Radiation](#) damage. The beam narrows and increases in damage the longer the charge is held. Once fully charged, the Arm Cannon releases a powerful [Heat](#) shot with guaranteed status, **5** meter [Punch Through](#), and explodes in a 3 meter radius.
 - Damage scales linearly up to **3x** damage. Resets after releasing the trigger or firing a charged shot.
 - Incarnon Form uses Arm-Cannon animations. Contrary to its appearance, the Onos is still considered a Secondary weapon.
- Mode switching is **not** instantaneous and has an animation equal to the weapon's [reload speed](#).
- Incarnon Form is activated by filling the Incarnon Transmutation gauge that appears under the reticle by achieving [headshots](#) and then pressing the [Alternate Fire](#) button. **12** headshots will completely fill the gauge. A full gauge is not required to activate Incarnon Form.



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not other weakspots, such as the shooting weakspots generated by in places other than heads will



- Headshots on corpses do **not** build charges.
- Headshots must do damage to the enemy to build charges. invulnerable targets such as [Well of Life](#) and [Lantern](#) targets do **not** build charges.
- Individual [Multishot](#) bullets can build charges.
- Instead of drawing ammunition from its reserves, the Onos's Incarnon Form uses a separate "magazine" with each charge producing **30** rounds to a maximum of **350**. Once all ammunition is expended, the Onos reverts to its normal form.
 - Onos consumes **1** round per tick of damage, then **50** rounds upon releasing the [Heat](#) beam. the charged beam will deal full damage even if there's less than 50 charges remaining.
 - Incarnon Form's magazine is **not** affected by mods.
 - Incarnon Form is **not** affected by [Ammo Efficiency](#) (such as [Energized Munitions](#)).
 - Charges and Incarnon Form persists through all activities, such as holstering, [bleedout](#), or being [disarmed](#). However, charges and Incarnon Form are removed upon [death](#).

Evolution II

- *Unlock Challenge:* Kill **8** [Eximus](#) with this weapon's Incarnon Transmutation
- Perk 1: **Marksman's Hand:**
 - **-30% Recoil**
 - Affects both modes.
- Perk 2: **Rapid Wrath:**
 - **+25% Fire Rate**
 - Affects both modes.
- Perk 3: **Swift Deliverance:**
 - **+50% Projectile Speed**
 - Affects both modes

Evolution III

- *Unlock Challenge:* Get **5** headshots on [Scathing](#) and [Mocking Whispers](#) in [Albrecht's Laboratories](#) with Primary fire without reloading.
- Hits landed from multishot count towards this challenge.



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ward this challenge.
er will waypoint its location.



- **+10 Magazine Capacity**
 - Only affects untransformed Onos.
- Perk 2: **Rapid Reinforcement:**
 - **+30% Reload** Speed
 - Affects untransformed Onos and transformation into Incarnon mode.
- Perk 3: **Hunter's Rearmament:**
 - On kill: **10%** chance to replenish 10 **Ammo**
 - Only affects untransformed Onos.
 - Ammo is replenished to the reserve pool, not to the magazine.

Evolution IV

- *Unlock Challenge:* Open **20** Conduits in **Disruption** on **Armatus**, **Deimos**.
- Perk 1: **Lethal Lance:**
 - On Kill: **+2.5 Punch Through** for **20s**
 - Affects both modes.
- Perk 2: **Incarnon Efficiency:**
 - Headshots Build **+50%** more Incarnon Transmutation charge.
 - Only affects untransformed Onos.
 - Reduces the number of headshots required to fully charge Transmutation to 8.
- Perk 3: **Elemental Excess:**
 - **+20% Status Chance**
 - **-10% Critical Chance**
 - Affects both modes.
 - Effects are added last after mods as a flat number.

Evolution V

- *Unlock Challenge:* Complete a solo mission with an Incarnon Weapon equipped in every slot.
- Perk 1: **Sequential Skullbuster:**
 - On Consecutive Headshots: **+30%** Headshot Damage. Stacks up to **4x**



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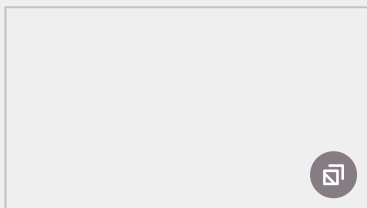
- Bonus is additive to other base damage mods like [Hornet Strike](#) (May be a possible bug)
- Perk 3: **Devastation Cascade**:
 - Hitting enemies in Incarnon Form increases the [Critical Chance](#) and [Critical Damage](#) of the fully charged blast by **+5%**. Stacks up to **50**.
 - Bonuses are additive to mods.

Trivia

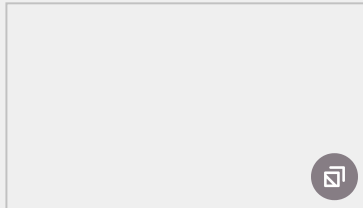
Bugs

- Evolution V, Sequential Skullbuster, does not affect Incarnon mode.
- [Galvanized Shot](#) is multiplicative to base damage sources on direct hits from primary fire.
- Non-incarnon projectiles bounce off [Scourge](#)'s bullet attractor.
- Killing enemies with the Onos' Incarnon Form will give bows ammunition and an ammo capacity of 210.
- Hitting Zephyr's tornadoes will cause it to gain increased critical rate against enemies with primary fire.

Gallery



[Excalibur](#) with the Onos



Patch History

Update 36.0 (2024-06-18)

- Fixed the Onos Evolution V challenge (Complete a solo mission with an Incarnon Weapon equipped in every slot) not completing when entering



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emies that are directly behind



- Fixed cases of the Onos' Incarnon Form beam being misaligned from the reticle.

See Also

- Incarnon

Weapons • Damage • Incarnon • Compare All • Cosmetics

[Collapse]

Primary

Secondary

Melee

Archwing

Robotic

Modular

Railjack

Arm Cannon

Auto

Bubonico

Shedu

Bow

Charge

Cernos

Cernos Prime

Cinta

Daikyu

Dread

Evensong

Kuva Bramma

Lenz

MK1-Paris

Mutalist Cernos

Nataruk

Paris

Paris Prime

Prisma Lenz

Proboscis Cernos

Rakta Cernos

Crossbow

Auto

Attica

Zhuge

Zhuge Prime

Semi / Mag Burst

Nagantaka

Nagantaka Prime

Exalted Weapon

Charge

Artemis Bow

Artemis Bow Prime

Launcher

Active

Carmine Penta

Penta

Secura Penta

Auto

Tenet Envoy

Charge

Ogris

Semi-Auto

Kuva Ogris

Kuva Tonkor

Kuva Zarr

Tonkor

Torid

Zarr

Rifle

Active

Simulor

Synoid Simulor

Auto

AX-52

Acceltra

Acceltra Prime

Basmu

Baza

Baza Prime

Boltor

Boltor Prime

Braton

Braton Prime

Braton Vandal

Buzlok

Dera

Dera Vandal

Gotva Prime

Grakata

Karak

Karak Wraith

Kuva Karak

MK1-Braton

Tetra Prime

Prisma Grakata

Stux Rifle

Tetra

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X

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Tetra Prime • Prisma Grakata • Stux Rifle • Tetra

WARFRAME Wiki

https://warframe.fandom.com/wiki/Onos

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Auto / Charge	Aeolak • Ambassador • Quellor • Stahlta
Auto / Semi	Argonak • Fulmin • Fulmin Prime • Phenmor • Stradavar • Stradavar Prime • Tenet Tetra • Trumna • Zenith
Auto Burst	Battacor
Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma • Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime
Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
Burst / Semi	Hind
Burst / Semi / Auto	Kuva Hind • Tiberon Prime
Charge	Miter • Opticor • Opticor Vandal
Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
Semi-Auto	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astillia • Astillia Prime • Boar • Boar Prime • Kuva Sobek • Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm
Charge	Drakgoon • Kuva Drakgoon
Duplex	Sancti Tigris • Tigris • Tigris Prime
Held	Convectrix • Phage • Phantasma • Phantasma Prime
Semi-Auto	Arca Plasmor • Corinth • Corinth Prime • Exergis • Hek • Kuva Hek • MK1-Strun • Rauta • Steflos • Strun • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale
Charge	Lanka
Semi-Auto	Komorex • Rubico • Rubico Prime • Snipetron • Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar • Vulkar Wraith



Charged	Tenet Ferrox
Auto	
Semi	Afentis

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