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Roar



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75

Roar

Grants all nearby Warframes increased damage for a short duration.

Introduced in [Update 8.3](#)
(2013-07-04)



Strength:

10 / 15 / 25 / 50 %



Duration:

30 s



Range:

15 / 20 / 22 / 25 m

Subsumable to
Helminth

[Info](#) [Augment](#) [Tips & Tricks](#) [Maximization](#)

- Rhino expends **75 energy** to let out a forceful roar, increasing the damage output of himself and his allies within **15 / 20 / 22 / 25** meters. Rhino and affected allies gain **10% / 15% / 25% / 50%** bonus damage to all weapons and abilities over a duration of **30** seconds.
- The damage buff is considered [Faction Damage Bonus](#), additive with other sources of Faction Damage, and multiplicative with other types of bonus of damage.
 - For example with a Warframe modded with maxed [Intensify](#), and weapon that inflicts 100 damage per shot, a max rank Roar will



WARFRAME Wiki



- With a weapon modded with maxed  [Serration](#), which inflicts 100 damage per shot, a max rank Roar will increase the weapon's total damage to $100 \times (1 + 1.65) \times (1 + 0.5) = 397.5$.
- With a weapon modded with maxed  [Serration](#) and maxed  [Bane of Orokin](#), which inflicts 100 damage per shot, on a [Orokin](#), a max rank Roar will increase the weapon's total damage to $100 \times (1 + 1.65) \times (1 + 0.5 + 0.3) = 477$.
- As faction bonus damage, the bonus is used twice in the calculation of status damage.
 - For example, with a weapon that inflicts 100 damage per shot, that procs a slash status, a max rank Roar will increase the damage per tick from the slash to : $0.35 \times 100 \times (1 + 0.5) \times (1 + 0.5) = 78.75$.
 - With a Warframe modded with maxed  [Intensify](#), and weapon that inflicts 100 damage per shot, modded with maxed  [Serration](#) and maxed  [Bane of Orokin](#), that procs a slash status, on a orokin, a max rank Roar will increase the damage per tick from the slash to $0.35 \times 100 \times (1 + 1.65) \times (1 + 0.5 \times (1 + 0.3) + 0.3) \times (1 + 0.5 \times (1 + 0.3) + 0.3) = 352.6819$.
- The effects of Roar are applied to Rhino, allied [Warframes](#), [Companions](#), [Hostages](#), [Shadows](#), [Specters](#), and [hacked Shockwave MOAs](#).
- Allies only need to be in range at the time Roar is cast to gain its effects.
- Roar **cannot** be recast while active (except with the mod augment  [Piercing Roar](#)).
- Subsuming Rhino to the [Helminth](#) will offer Roar and its augments to be used by other Warframes.
 - However, Subsumed Roar's damage bonus is reduced to  **2% / 9% / 15% / 30%**.
 - When placed on  [Chroma](#),  [Mirage](#),  [Octavia](#), and  [Xaku](#), Subsumed Roar can only replace  [Vex Armor](#),  [Eclipse](#),  [Amp](#), and  [Xata's Whisper](#) respectively.



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-  [Rhino](#)

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[A Fandom user](#) • 9/4/2024

Roar definitely would need a female scream variant for the female Frames.
Nothing more stupid than casting a male sounding Roar with my cute little Nova...



[A Fandom user](#) • 9/7/2024

The same with Nourish. Having a frame like Wisp or Ember suddenly stomp like a Sumo and growling "UWU" in the most masculine demon voice is weird af



[A Fandom user](#) • 9/17/2024

Or you could just cast off the chains of having to see life through lenses of detrimental societal constructs that make no sense.



[A Fandom user](#) • 17h

???



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[A Fandom user](#) • 8/30/2024

For frames like Gyre, is the bonus activated when you use Roar, or do you have to cast Peterswell again while Roar is active to benefit?





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[A Fandom user](#) • 8/21/2024

Does this stack with vaubans overdriver? I'd imagine it stacks multiplicatively because they both are "faction damage"



[A Fandom user](#) • 9/7/2024

"The damage buff is considered [Faction Damage Bonus](#), additive with other sources of Faction Damage, and multiplicative with other types of bonus of damage."



Write a reply



[A Fandom user](#) • 8/7/2024

Whats the best warframe to put this helminth on? I'm thinking saryn?



[A Fandom user](#) • 8/8/2024

Anyone that uses abilities for damage, i use it on Saryn and Volt, great for their nuke builds



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[TrapperCZE](#) • 4/6/2024

What is the "debuff duration multi" the augment gives in arsenal ?



[ArbitraryMary](#) • 4/6/2024





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A Fandom user • 3/28/2024

Man I'd really love to have the Roar vs Eclipse damage boost explained in a way that doesn't make me feel like the math lady meme.

Is it really just; Roar 'double dips' on things like slash/toxic damage ticks, Eclipse doesn't?



A Fandom user • 3/28/2024

Roar is added with faction damage bonus (usually bane mods) and then multiplies with everything else and then applies a second time when status effects do damage.

Eclipse does not add with anything and multiplies at the end and applies to mostly weapons only



A Fandom user • 3/29/2024

Damage number you see:

$(\text{base dmg}) \times (\text{element}) \times (\text{crit}) \times (\text{faction mods} + \text{roar}) \times (\text{eclipse})$

But roar double dips DoTs.

So if you play with a focus on direct damage AND you use faction mods, eclipse is better

If you play on direct damage and do NOT use faction mods, eclipse and roar are equal

If you play with DoT, roar is always better



A Fandom user • 5/9/2024

Remember that Eclipse also interacts with CO and gun CO. The final damage multipliers from CO and gun CO are additive to hitscan weapons and multiplicative to projectile weapons (with some exceptions). These CO multipliers affect Eclipse and applies it either additively or multiplicatively depending on the weapon you're using. CO and gun CO does not apply to AoE weapons, therefore has no interaction with Eclipse; standard Eclipse bonuses still apply to the weapon itself however.

Multiplicative:



Additive:

Damage = Base * (1 + Pure Damage Mods) * (1 + Eclipse) + (Base * CO Mods)



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[A Fandom user](#) • 3/23/2024

Does roar affect thrax? Its a faction damage bonus but thrax is considered unaffiliated so i assume it doesnt work?



[A Fandom user](#) • 3/28/2024

It's technically not 'faction damage', it just behaves the exact same way a faction damage mod would - a final multiplier onto the damage you're dealing to an enemy. In theory, it works on literally everything, even containers I think.



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[Raulbataka](#) • 9/24/2023

Do you need to have the buff on cast of an ability for it to boost damage or can it be applies afterwards?

Say you cast kullervo's 4, that lasts a while, then you get the rhino buff, does the ult now do more damage? or you need to have the buff already when you cast it for it to work.

What happens if you have the 4 active and the rhino buff runs out? do you keep the bonus damage for the duration of your ability or does damage decrease when rhino runs out?



[A Fandom user](#) • 10/19/2023

Roar applies its damage buff even when an ability is already active.



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A Fandom user • 8/5/2023

Can you double stack roar? Like if you have another rhino on your team or a specter and you both use it?



StuffedTurkey007 • 8/13/2023

Multiple Roars do not stack.

- Multiple Roars do not stack. A stronger Roar will overwrite a weaker one.
- However if a weaker is cast, so that it last longer than a stronger (i.e., it is cast right before the stronger ran out or has higher duration due to increased Ability Duration) it will boost the damage after the stronger ran out.



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A Fandom user • 8/1/2023

DE need to allow us to change the ability color



A Fandom user • 1/29/2024

Cant you do that by changing the energy colour in the customization?



A Fandom user • 2/13/2024

No, it's stuck with that yellow-goldish glow



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A Fandom user • 12/28/2022

Does it increase the damage output of other abilities? for example Saryn 4 or Mirage 2 with explosive legordmain?



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[Ladyvan](#) • 5/20/2023

That confuses so many people. I constantly see people claim that Eclipse always gives the max damage boost, but the inconsistency is very often not worth it.

DE should either make the percentage update with the actual value, or just nerf the damage percentage and always make it the exact same, regardless of light level.

(also yea, Eclipse is for weapons, not abilities)



[A Fandom user](#) • 6/5/2023

Even if eclipse is at half its value, its still much more potent than roar. Energy cost is 25 as well. It's worth just to put on all frames for the circuit because its bright everywhere



[A Fandom user](#) • 2/21/2024

Eclipse is so tile dependent it's not worth using on anyone if you have Roar and basic Bane mods...



[A Fandom user](#) • 3/13/2024

This will finally be fixed with Dante update. Rejoice.



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[A Fandom user](#) • 12/12/2022

Does Roar increase Power Strength of other warframes . I wanted to know, an example: does Nekros with Shield of Shadow not at 90% , and after roar is damage reduction increased?



[Cephalon Scientia](#) • 12/12/2022





[A Fandom user](#) • 1/13/2023

Nope, the damage bonus from roar is counted as applying a faction damage bonus, rather than increasing ability strength.



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[A Fandom user](#) • 4/10/2022

Does not double dip for the heat procs of Thermal Sunder



[A Fandom user](#) • 12/31/2022

I wonder why

Almost as if gun damage and melee damage are separate from warframe powers



[A Fandom user](#) • 1/13/2023

Except that Roar boosts all damage, not just weapon damage. So it applies to abilities too. Which is why it's weird that thermal sunder acts differently. Although @ OP, how do you know?



[A Fandom user](#) • 3/22/2023

It definitely should add faction damage to thermal sunder



[A Fandom user](#) • 6/24/2023

OP here. I just tested it again and it's actually double dipping for Thermal Sunder. I doubt it was changed, so I guess I'm just hopeless. This test, I had a 200 str Rhino, Roar giving +100%, single cast tick damage of Sunder went from ~1k to ~4k.



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A Fandom user • 1/5/2022

A shame the piss aura doesn't recolor. Kind of a fashion breaker.



A Fandom user • 12/14/2022

Its a beautiful golden sheen!!!



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A Fandom user • 12/4/2021

Does it affect the user?



A Fandom user • 12/7/2021

"...increasing the damage output of himself and his allies..."



CLExpert • 2/1/2022

I'd like to think OP is referring to the operator.



Write a reply



A Fandom user • 12/3/2021

Does it affect ability strength



Cephalon Scientia • 12/3/2021

No. It is affected **by** ability strength though.



"...bonus damage to **all** sources..."



[CLExpert](#) • 2/1/2022

"While Warframe ability damage is increased, Roar is **not** an increase of Ability Strength."

I think this is what OP is asking.



Write a reply



[A Fandom user](#) • 9/23/2021

Does roar works on melee weapons?



[Cephalon Scientia](#) • 9/23/2021

Yea



[A Fandom user](#) • 12/7/2021

"...bonus damage to **all** sources..."



Write a reply



[A Fandom user](#) • 9/5/2021

Fun fact: the normal version and weakened Helminth version seem to stack with each other, at least in the UI.



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[IceBen](#) • 8/18/2021



When applying to status procs, it looks like roar only adds up with the faction mod once, the numbers were ~1.5% off, so I'm not 100%, but looks like the damage ends up like this:

$X * (\text{roar} + \text{faction mod}) * (\text{roar}) = \text{final}$



Write a reply



A Fandom user • 7/7/2021

Try Helminth's Empower with Roar....Magic....



A Fandom user • 8/30/2021

I wanna test it on Protea's Passive ehehehehe (also to test the DoT of her turrets)



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