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642

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Voruna

Wisp

Wukong

Xaku

Passive

Octavia creates musical masterpieces from the Mandachord affixed to her arms that empowers her abilities. She possesses various passive mechanics highlighted in the tabs below:

Mandachord Inspiration

For an in-depth guide to the Mandachord by the developers, please visit [Update 20.0 \(2017-03-24\) patch notes](#) and scroll to the Mandachord section.

The **Mandachord** is a **step sequencer** that allows the player to compose unique songs and conduct them in full symphony through Octavia's abilities.

- To access the Mandachord menu, open the Arsenal in your ship, equip Octavia, click on the Warframe's Appearance tab, and select Mandachord at the bottom-right of the screen.
- Once inside the Mandachord menu, the player's view will switch to first-person and look downward at the expanded Mandachord on Octavia's left arm.
- The Mandachord menu comprises of all customization options related to Octavia's abilities.
 - Each ability is affected by a section of the Mandachord: **Percussion** ([Mallet](#)), **Bass** ([Resonator](#)), and **Melody** ([Metronome](#)).
 - **Instruments** enable selection of different soundpacks for each section (see [Octavia's media](#) for available purchases). The **Adau** soundpack is available by default, sporting drums for Percussion, violin for Bass, and choir voices for Melody.
 - **Volume Mixer** allows volume adjustments for each section. Volume settings will apply during Mandachord customization and to the appropriate abilities during gameplay.
 - **Track Isolation** enables toggling on or off each section for better audio clarity while composing a song.
 - **Loop** allows selection of bars 1 through 4 to continuously loop for note changes comparison while composing a song. Additionally, a bar's notes can be copied to another bar, or completely cleared from the selected bar.



- The Mandachord may be paused at any time by clicking the **Pause** button at the bottom-right corner. Click again to resume.

Abilities

View Maximization

This section is *transcluded* from *Mallet* . To change it, please *edit the transcluded page*.

1

25

Mallet

Rhythmically beats damage into nearby enemies and draws their fire. Damage inflicted on the Mallet increases its lethality.

Introduced in [Update 20.0](#) (2017-03-24)

Strength:

1x / 1.5x / 2x / 2.5x (damage multiplier)

Duration:

8 / 12 / 16 / 20 s

Range:

5 / 6 / 8 / 10 m

Misc:

1 (limit of mallets)

This section is *transcluded* from *Resonator* . To change it, please *edit the transcluded page*.

2

50

Resonator

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

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

This section is *transcluded* from *Metronome* . To change it, please *edit the transcluded page*.

3

75

Metronome

Grants buffs to those who consistently perform actions in time to Octavia's music. Timed jumps offer the Vivace speed buff. Crouching on the beat grants cloaking with the Nocturne buff. Firing rhythmically bestows Opera multishot buff. Timed melee swings give the Forte damage buff.

Introduced in [Update 20.0](#)
(2017-03-24)

Strength:

10 / 15 / 20 / 35 % (armor bonus)
10 / 15 / 20 / 30 % (speed bonus)
12 / 20 / 25 / 30 % (multishot bonus)
20 / 25 / 25 / 30 % (melee damage bonus)

Duration:

8 / 12 / 16 / 20 s (ability duration)
5 / 8 / 12 / 15 s (buff duration)

Range:

6 / 8 / 10 / 12 m

This section is *transcluded* from *Amp (Ability)* . To change it, please *edit the transcluded page*.

4

100

Amp

Draws power from the decibel level of sound in the area and uses it to amplify a damage buff for Octavia and her allies. It also doubles the damage and range of nearby Mallets.

Introduced in [Update 20.0](#)
(2017-03-24)

Strength:

10% / 15% / 20% / 25% (min damage buff)
125% / 150% / 175% / 200% (max damage buff)

Duration:

30 s

Range:

8 / 10 / 12 / 14 m

Misc:

200% (Mallet damage and range bonus)
1 (limit of Amp fields)

Edit

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