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Nataruk

111 EDIT

SENTIENT WEAPONS

CODEX

Hunhow's gift, carved from the bones of his kin. Shots can be charged and held; release them just before the full charge for maximum effect.

A weapon as old as those you hunt. Nataruk.

Nataruk can fire fast and true... But you will need to time your release with the weapon's rhythm if you hope to pierce the blighted skin of an [Archon](#).

—Hunhow

Nataruk is [Hunhow](#)'s bow, forged from [Sentient](#) remains. It has infinite ammo, and releasing the shot just before a full charge will perform a "perfect shot" that is more effective.

Nataruk

Untradeable

Hidden from Codex

Update Infobox Data

General Information

Type Bow

Mastery Rank 0

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Characteristics

- This weapon deals primarily  Puncture damage.
- Releasing the shot after 70% of a full charge, indicated by white brackets and the reticle turning yellow, will perform a "Perfect Shot", with higher **critical chance** and **critical multiplier** over a fully Charged Shot.
 - Both Charged and Perfect Shots feature a significantly larger projectile and **Infinite Body Punch Through**.
- Four innate  polarities.
- Quick shots have a forced  **Impact** proc.

Advantages over other Primary weapons (excluding modular weapons):

Max Rank	30
 Slot	Primary
Trigger Type	Charge
Utility 	
Accuracy	N/A
Ammo Max	0
Ammo Pickup	0
Ammo Type	None
Disposition	●○○○○ (0.65x)
Fire Rate	0.67 attacks/sec
Noise Level	Alarming
Magazine Size	1
Reload Time	0.60 s
Projectile Speed	140.0 m/s
Projectile Type	Projectile
Spread	6.00° (0.00° min, 12.00° max)
Quick Shot 	
 405 ( 90%)	 45 ( 10%)
Total Damage	450 (90.00%  Puncture)
Ammo Cost	1
Crit Chance	20.00%
Crit Multiplier	1.80x
Fire Rate	0.67 attacks/sec
Forced Procs	 Impact
Multishot	1 (450.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Spread	6.00° (0.00° min, 12.00° max)
Status Chance	30.00%
Projectile	140.0 m/s



- Very high reload speed (0.60 s)
- High total damage (450)
- Above average status chance (30.00%)
- Charged Shot (wiki attack index 2)
 - Very high crit chance (50.00%)
 - Very high reload speed (0.60 s)
 - Very high total damage (900)
 - Very high status chance (50.00%)
- Perfect Shot (wiki attack index 3)
 - Very high crit chance (60.00%)
 - High reload speed (0.60 s)
 - Very high total damage (900)
 - High status chance (50.00%)

Disadvantages over other Primary weapons (excluding modular weapons):

- Quick and Perfect Shots have a **headshot** multiplier of 1x.
- Quick Shot (wiki attack index 1)
 - Below average crit chance (20.00%)
 - Very low magazine (1)
 - Very low ammo max (0)
 - Very low fire rate (0.67 attacks/sec)
 - Very low disposition (●○○○○○)

Projectile Type	Projectile
Trigger Type	Semi-Auto
Charged Shot ^	
648 (72%)	252 (28%)
Total Damage	900 (72.00% Puncture)
Ammo Cost	1
Charge Time	1.0 s
Crit Chance	50.00%
Crit Multiplier	2.20x
Fire Rate	0.67 attacks/sec
Multishot	1 (900.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Status Chance	50.00%
Projectile Speed	70.0 m/s
Projectile Type	Projectile
Trigger Type	Charge
Perfect Shot ^	
648 (72%)	252 (28%)
Total Damage	900 (72.00% Puncture)
Charge Time	0.7 s
Crit Chance	60.00%
Crit Multiplier	2.40x
Fire Rate	0.67 attacks/sec
Multishot	1 (900.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Status Chance	50.00%

- **Charged Shot** (wiki attack index 2)
 - Very low magazine (1)
 - Very low ammo max (0)
 - Very low fire rate (0.67 attacks/sec)
 - Very low disposition (●○○○○ (0.65x))
- **Perfect Shot** (wiki attack index 3)
 - Very low magazine (1)
 - Very low ammo max (0)
 - Very low fire rate (0.67 attacks/sec)
 - Very low disposition (●○○○○ (0.65x))

See [WARFRAME Wiki:Stat Comparison/Percentiles](#) for more details.

Acquisition

Nataruk is given upon completion of [The New War](#), complete with a free weapon slot and a pre-installed [Orokin Catalyst](#).

Additional copies of Nataruk can be bought from [Cephalon Simaris](#) for **100,000**.

Notes

- Charged and perfect shot arrows are coated with Void-like trails and "explodes" on impact.
 - However, despite the visuals, the weapon has no area of effect properties.
- The projectile hitbox of both the perfect shot and the charged shot is quite large,

Projectile Speed	70.0 m/s
Projectile Type	Projectile
Trigger Type	Charge
Miscellaneous ^	
Compatibility Tags	PROJECTILE, OMICRUS, BATTERY
Riven Family	Nataruk
Exilus Polarity	
Introduced	Update 31.0 (2021-12-15)
Polarities	
Sell Price	7,500
Variants	Nataruk
Vendor Sources ^	
Vendors	
Cephalon Simaris	100000 for x1
Article Categories ^	
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be perfectly precise.

- Arrows do not arc while travelling.
 - Arrows also have infinite travel distance, traveling in a straight line until they hit an obstacle or go out of bound.
- Charged shots and perfect shots have infinite [Punch Through](#) against bodies.
- Quick shots deal forced [Impact](#) procs.
- Not [Silent](#), making it ill-suited for stealth.
- No [headshot](#) multiplier on charged or perfect shots. Quick shots will still benefit from headshots, however.

Tips

- The larger projectiles and lower Fire Rate (each shot is a more significant portion of the damage) make ([Primed](#)) [Shred](#)'s Punch Through a good choice to ignore small pieces of terrain and corners that it might otherwise clip.
- Equipping mods that boost fire rate such as [Speed Trigger](#) can make it harder to fire a perfect shot.
 - This makes it an excellent candidate for using [Critical Delay](#) over [Point Strike](#).
 - Be also mindful when in a squad with allied Warframes that have base or augmented abilities boosting fire rate (such as [Wisp](#)), and the respective adjustment needed to still land perfect shots.
- The perfect shot's large hitbox and ease in achieving headshots benefits from headshot-focused mods and arcanes such as ([Galvanized](#)) [Argon Scope](#), [Arcane Rage](#) and [Primary Deadhead](#), as well as Warframe abilities like [Covenant](#).
- Due to charged and perfect shot having large and long lasting visual effects, it is recommended to use darker energy colours to reduce screen noise.
- The size and intense glow of the Perfect Shot projectile can make it difficult to control if combined with [Ivara](#)'s [Navigator](#), so if both are going to be used together, darkening the energy color will be beneficial.
- [Nidus](#) can make devastating use of this weapon in conjunction with [Teeming Virulence](#); cluster enough enemies with [Larva](#) and use [Virulence](#) to trigger the augment's effects, then finish off any surviving targets caught in the mass.

Known Bugs



- [Galvanized Aptitude](#) is multiplicative to base damage sources on direct hits from perfect and charged shots.

Trivia

- *Nataruk* is an archeological excavation in Kenya where the remains of 27 people were found, all of whom have died 10,000 years prior to their discovery in 2012. The choice of name reflects how the bow was forged from Sentient remains by Hunhow, much like [War](#) before it.
- The name could also be a reference to [Natah](#), as the bow was forged by Hunhow to help the [Drifter](#) save her life.
- With the inclusion of this bow, there is now at least one bow representing every major faction in WARFRAME; [Tenno](#) ([Paris](#), [Cernos](#), and [Daikyu](#), among others), [Orokin](#) ([Paris Prime](#) and [Cernos Prime](#)), [Infested](#) ([Mutalist Cernos](#) and [Proboscis Cernos](#)), [Corpus](#) ([Lenz](#)), [Grineer](#) ([Kuva Bramma](#)), and [Sentient](#) ([Nataruk](#)).
- As indicated by its game files, Nataruk was originally called **Omicrus**.

Nataruk Skins

[Edit](#)


Causta



Dryad



Oscira



Cattaril Arrows





Eros Arrows
Seasonal



Ki'Teer Arrows



Meer Arrows

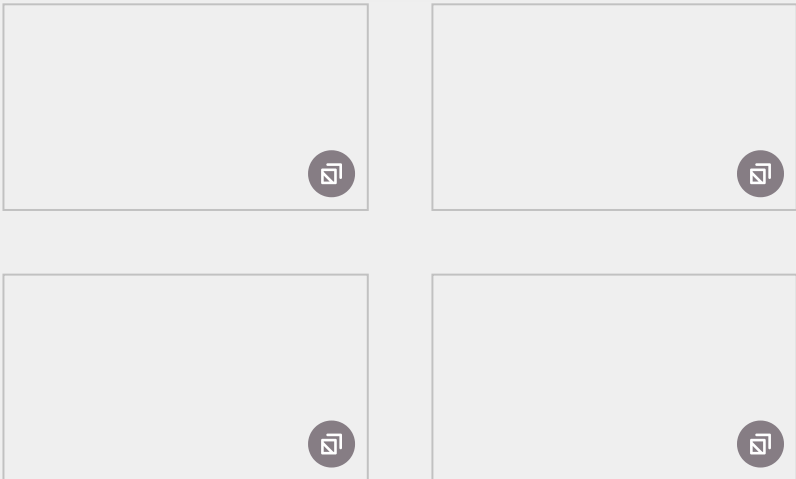


Prisma Arrows



Sylus Arrows

Gallery



Patch History

- Update 35.6 (2024-05-15)
- Fixed Nataruk’s Magazine stat (and by relation, its secondary Reload Time stat) not being visible in the Arsenal.
- Hotfix 35.5.7 (2024-04-17)
- Fixed Wukong’s Celestial Twin indicating it needs ammo while using the Nataruk (silly monkey the Nataruk has infinite ammo).
 - Fixed issue with Valkyr Prime not holding Nataruk’s arrow in her hand while her Noble Animation Set is equipped.

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					

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 • Mutalist Quanta • Panthera • Panthera Prime • Prisma Grakata • Prisma Tetra • Telos Boltor • Tenet Flux Rifle • Tetra
Auto / Active	Alternox
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 / Charge	Higasa
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	Astilla • Astilla 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
Speargun	
Auto	Scourge • Scourge Prime
Auto Charge	Javlok
Charge	Ferrox
Charged Auto	Tenet Ferrox
Semi	Afentis

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