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Amp (Ability)



EDIT

For the [Operator](#) weapon, see [Amp](#).



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.

 **4**

 **100**

 **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)



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20 comments

-  [A Fandom user](#) • 11/2/2024

How does this work? I need more range to get more damage?

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-  [A Fandom user](#) • 5/18/2024

Does amp also buff operator amp?

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-  [A Fandom user](#) • 7/13/2023

If my str is 40% and the amp says 0.1-0.8x dmg multiplier would that just make my attacks weaker?

Yes your attacks are weaker. i mean you don't need to be good at math to figure that out.

If it is 2x you are doing twice the damage, if it is .5x you are doing half the damage of whatever the base output is



[A Fandom user](#) • 9/30/2023

Same person as above. Sorry I just had a massive brain fart right there.

NO, your attacks are **NOT** getting weaker.

Yes. your attacks are getting **STRONGER**, just not by much. they are just not being buffed as much at that str lvl

So at minimum buff of .1 or 10% more dmg. So easy numbers base dmg 100

$100 + 10\%$ or 100×1.10 both = 110 dmg



Write a reply



[A Fandom user](#) • 4/28/2023

Is this still accurate?

Does not actually increase the damage of [Mallet](#).



[MORGION](#) • 6/28/2023

It isn't and possibly never was.



[A Fandom user](#) • 6/29/2023

That's weird tested this and it does not double the damage unless I'm doing something wrong here.



Write a reply





A Fandom user • 1/8/2023

What's the max % the AMP can go to?



A Fandom user • 4/12/2023

I have not achieved maximum potential but with 317% ability strength it increases base weapon damage from 79% to 634%. With mallet it stays at max percentage



Write a reply



A Fandom user • 3/15/2022

Ur guys sure that this skill is additive? My chroma with ~900% scorn do 30 million glaive dmg, one day i got a octavia with exact 300% amp buff, and i was doing 90 million glaive hits. If it was additive the dmg shud be way less.



A Fandom user • 3/15/2022

Only scorn 28mi

<https://i.imgur.com/QoHszi9.jpg>

Scorn + amp 94mi

<https://i.imgur.com/DXUF17n.jpg>



A Fandom user • 5/22/2024

Octavia amp double dips glaive heavy explosions



Write a reply



is the dmg amp from this multiplicative or aditive?

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[A Fandom user](#) • 5/13/2023

It's multiplicative.



[A Fandom user](#) • 6/19/2023

It is additive.



[A Fandom user](#) • 7/3/2023

It's multiplicative.



[A Fandom user](#) • 8/25/2023

It's addiplicative.



Write a reply



[Coppertalon](#) • 12/9/2018

What happens when there are multiple amps overlapping on the field?



[A Fandom user](#) • 5/31/2021

Only the strongest one is used, similar to Rhino's Roar.



[A Fandom user](#) • 5/23/2023

They both work



[A Fandom user](#) • 6/2/2024

Edit: only the strongest one is used similar to Rhino's Roar tested 6/2/2024





Write a reply



[A Fandom user](#) • 12/12/2017

Question: Does this affects Operator's Amp?



[A Fandom user](#) • 12/12/2021

No



[A Fandom user](#) • 1/13/2022

Operators can't benefit from warframe buffs, so nope.



[A Fandom user](#) • 7/8/2022

Operators benefit from not warframe buffs, but things like volts shields do affect operator amps by shooting through the shield.



[A Fandom user](#) • 5/23/2023

Yes



Write a reply



[CEOIII](#) • 11/20/2017

So what are the loudest weapons in the game? I guess using Dread or Spira would be a bad idea.



Write a reply



How does dommage buff work ?

In simulacrum with 600% amp buff i only do *3 damage



[Netzwerkfehler](#) • 12/3/2017

Prolly works like serration



[TheLavalampe](#) • 1/10/2018

It works weird the actual buff you get from amp is
Amp buff/(Sum of serration like mods+1)
this is the additional damage you get from amp and if you want the damage
multiplier you add 1



Write a reply



[A Fandom user](#) • 10/18/2017

This should be changed to something like "Amp (ability)" and Operator Amp should be changed to Amp. Honestly, how many people will be looking for just this particular ability instead of an entire modular weapon system?

(Edited by FANDOMbot)



[A Fandom user](#) • 12/12/2021

Your wish has been granted



Write a reply



[A Fandom user](#) • 10/15/2017

Need a separete page for Operator Amps, or a redirect

(Edited by FANDOMbot)





A Fandom user • 10/17/2017

There's an Operator Amp page now for anyone wondering

(Edited by FANDOMbot)



Write a reply



A Fandom user • 9/19/2017

does this mean you can have a massive ranged way to decrease your teams damage output, or am I misunderstanding this?

(Edited by FANDOMbot)



A Fandom user • 10/14/2017

no thats a massive ranged way to increase your teams damage output

(Edited by FANDOMbot)



Write a reply



A Fandom user • 8/24/2017

Does this ability buff ally warframe power damage?

(Edited by FANDOMbot)

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RequiredSpam • 10/1/2017

I really, really hate how poorly documented these mechanics are...

(Edited by RequiredSpam)





A Fandom user • 1/1/2018

a rbino used roar once when i had amp active it was over 200% for his roar, after my amp ended it was 140 ish when he cast roar again, i can confirm that yes it DOES INDEED buff ally warframe power strength



A Fandom user • 1/18/2018

No, it does not. The only abilities than can be buffed by weapon damage (octavias amp, mirage augment etc.) are ones with IPS stats. Any ability that does not use IPS stats is not affected by this (Banshee 4, Saryn 4 etc) which is why the only frames used for buffering are ones which increase pwr strength such as rhino or equinox.



Cebian i • 1/18/2018

^Rhino does not buff ability strength, rhino's buff is unique in the fact that it buffs **damage done** by **Both** weapons and warframe abilities



Write a reply



A Fandom user • 7/31/2017

It seems like the sound from Octavia's abilities don't actually affect the multiplier at all, just the sound of the ability being cast. If you cast Amp, then an ability and just stand still, eventually it will go down to the minimum multiplier even though you have an ability producing constant sound.

(Edited by FANDOMbot)



Write a reply



A Fandom user • 6/12/2017

Amp's bonus will not work properly (gives minimum bonus, as if there were no sound) if the in-game Master Volume is set to 0. It will work for 1-100.





Write a reply



[A Fandom user](#) • 4/18/2017

I think Amp's weapon damage bonus is Additive Bonus. I test the weapon damage bonus in Simulacrum with the slash D-O-T of Braton Prime. If Amp damage bonus is Multiplication, slash Dot damage would multiply with Amp buff's percentage, like the Chroma's Fury buff, but it does not.

(Edited by FANDOMbot)



[A Fandom user](#) • 1/13/2022

Chromas buff is additive, not multiplicative.



Write a reply



[A Fandom user](#) • 4/13/2017

So the loudest weapon will provide maximum buff while firing? which weapon have the loudest sound i wonder.

(Edited by FANDOMbot)



[A Fandom user](#) • 12/12/2021

Anything which is not silent, tho higher ROF weapons will uppeke the buff better



Write a reply



[A Fandom user](#) • 3/25/2017



(Edited by FANDOMbot)

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[A Fandom user](#) • 3/25/2017

You can tell that Amp has higher buff potential when you look at the base numbers.

Amp's base boost is 100%

Roar's base boost is 50%

(Edited by FANDOMbot)



[A Fandom user](#) • 3/29/2017

so rhino buffers on suicide watch?

(Edited by FANDOMbot)



[A Fandom user](#) • 3/31/2017

stronger in terms of it buffing weapon dmg ... yes

stronger in terms of buffing warframe abilities ... no

(Edited by FANDOMbot)



[UNeaK1502](#) • 9/9/2017

to the first answer, Those frames arent better buffs than rhino.

With Roar you buff the damage output, which involves all kinds of damage (weapons AND abilities). Whereas the Augment for said frames only buff certain abilities and weapon.

E.g. Equinox's maim cant be buffed by said frames, but by roar.

Just wanted to correct this :)

(Edited by FANDOMbot)



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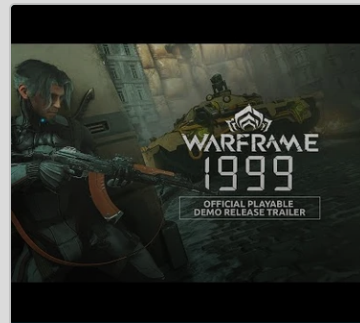
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