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Metronome

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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



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...ic musical aura with a radius of
...seconds. Octavia and her allies



- Metronome's music is in tune with the **Melody** section of the [Mandachord](#), drawing from the preset musical notes to determine the melodic aura's note intervals.
- While the player and allies can hear the melody, Metronome's aura is considered silent to enemies.
- While inside the melodic aura, Octavia and her allies can perform specific actions in sync to the melodic music to gain various **Sync Buffs** that can be active simultaneously:

Synchronize Vivace Nocturne Opera Forte



How to Synchronize with Metronome:

- Each line of Melody notes is visually represented as a concentric ring of light, which begins at the edge of the melodic aura and shrinks toward Octavia's feet, where the ring disappears as the sound of the notes are played.
- In order to gain buffs, players must time their actions to sync with the moment a concentric ring is centered on Octavia, as the sound of the notes are played. A flash of light will appear below the player upon a successful sync.
 - Synchronize percentages are listed between **0%** and **100%**, and will raise or lower depending on the player's timing. Once the percentage reaches 100%, the player gains the corresponding buff.
 - Synchronize percentage is displayed as an icon with the current stored percentage beside the health and shield indicators on the HUD. Once synchronized, the corresponding buff icon will also be displayed with the remaining buff duration beneath and bonus percentage at the top-right of the icon.
 - Each player must perform actions individually to gain buffs. Sync buffs are gained per-player and are **not** shared between allies in range.
 - If a player does not perform an action when the ring disappears, their existing synchronize percentage does **not** decrease. However, if they do perform an action at the wrong time, their synchronize percentage resets; Meaning that players can skip certain beats and focus on precision if they cannot keep up with the Mandachord's rapid pace. This is particularly



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- Metronome can be recast while active to refresh its duration. On recast, existing synchronize percentages will **not** carry over and will be reset to **0%**.
- Casting Metronome is **not** a [One-Handed Action](#) and interrupts other actions, but allows movement.
- Casting animation is affected by [Casting Speed](#).
- When Octavia is standing on higher elevations or objects, the concentric rings of light from the melodic aura will partially fade depending on the surrounding terrain to allow better visibility.
- Concentric ring color and Nocturne cloak effect are affected by Octavia's chosen Warframe energy color.
- Metronome affects the visuals and audio of any nearby  [Mallet](#) and  [Resonator](#) belonging to Octavia herself.



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