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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

- By synchronizing with crouching (default **Ctrl**) or sliding (default **W** + **Ctrl**), Octavia and her allies can gain the **Nocturne** buff which grants [Invisibility](#) for **5 / 8 / 12 / 15** seconds.
- 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.



## See Also

-  [Octavia](#)

## Categories



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otherwise noted.



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Add a comment about Metronome

## 19 comments

[A Fandom user](#) • 10/26/2023

Overloaded kit, it does multiple things and those things are good.

[A Fandom user](#) • 1/27/2024

Revenant is immune to enemy damage, status effects, dying, and stuns attacking enemies with one ability. That can also be given to teammates. for 50 energy.

Ash can full armour strip at about 140 strength, can go invisible, and can oneshot anything capable of being targeted by blade storm.

Rhino exists.

I'm sure you can see where this is going. Octavia is great, but nothing so far as overloaded or broken.

[A Fandom user](#) • 2/4/2024

Being immune to damage, status effects and dying are all one thing in the mechanics of Warframe. The game can't make you invulnerable without also giving you status immunity. You could claim the same thing of Nyx.

Ash needs an Augment to strip and even if the mod became part of the base ability, it would still be the worst armour strip in the game on a frame that does True damage so doesn't need it.

Plus, his invisibility has a sucky duration and most people use an Arcane to replace it.

AND all three things you mentioned for Ash are separate abilities

Every single ability for Rhino does one thing - move/gain overguard/damage



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OP only said the things  
n compete with their full kit





Dovivi • 5/22/2023

Objectively one of the most poorly designed abilities in the entire game.



A Fandom user • 1/27/2024

Which one



Dovivi • 1/27/2024

Metronome.

I wrote that comment on this page:

<https://warframe.fandom.com/wiki/Metronome>



Metronome

WARFRAME WIKI

Can you see these comments of mine on her overall ability page as well?



Write a reply



A Fandom user • 12/30/2021

Since a measure is 2 seconds and the notes are 16ths, a full-auto at 8.0 rounds a second is the exact same rate as the notes of a saturated song and procs Opera extremely well. An Azima with Creeping Bullseye hits the number on the nose to trigger multishot for your Bramma, Zarr, Nataruk, what have you. A Tenet Tetra with Speed Trigger also hits 8.0 exactly if you want a primary to feed your



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not if you're on the beat...or appears to be uncommon.

) works well enough. Keep in  
ork slowly because you're not



itself decently because its fire rate of 3.83 is close to 4.0, which is every other note.



Write a reply



[A Fandom user](#) • 8/3/2021

Affects exodia contagion?



[A Fandom user](#) • 8/3/2021

With multishot\*



Write a reply



[A Fandom user](#) • 6/7/2020

Anyone know how the Melee damage is calculated?

Is it +30%+ Total Melee damage after mods etc

Or is it calculated like an extra Physical damage mod like Pressure Point?



[A Fandom user](#) • 8/3/2021

I hope its multiplicative because her 4 already gives additive and another very low additive from 3 makes less sense



[A Fandom user](#) • 11/8/2022



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the damage is too for





A Fandom user • 3/19/2020

If the "song" is one beat whenever possible, I think the Telos Boltor has the perfect fire rate for the multishot bonus.



Write a reply



A Fandom user • 2/27/2020

Needs an augment so she can transfer the buffs from herself to other players. The way it is now, Metronome requires a bunch of space ninjas to stand next to the person making all the racket...so they can be stealthy.



Write a reply



A Fandom user • 6/22/2019

So the Opera Multishot buff boosted scanner speed based of power strength! So if you need symarus rep, go to pluto, scan corpus bums and do spy vaults or something, be sure to kill scanned enemies so they spawn scannable enemies.



Write a reply



A Fandom user • 5/27/2019

If only Narta Dance Emotes works with metronome instead of crouch, jump, shoot, melee. You simple have to dance a specific narta inorder to activate the buffs.



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Write a reply



A Fandom user • 1/14/2019

The crouching and everything is so messy, and it doesn't work great with good music. I would be cool if it was more involved and fun.

For instance, Octavia can initiate a buff dance that goes with the music. If you choose to, join the buff by some mechanic (like join by following the initial steps, like jump duck duck slide) and do a really short dance minigame (like dance dance revolution or the many deviations of it) to have the buff for a good while. It can use good music and even procedurally generate the dance steps. And it would be freaking awesome to have everyone in the party stop, groove, and move on all buffed.



A Fandom user • 1/27/2024

And the level cap apollo demolyst is free to batista bomb the conduit while you're busting it down sexual style



Write a reply



A Fandom user • 7/12/2018

Does the Nocturne buff give stealth damage multipliers?



A Fandom user • 8/24/2018

No. only cloaks you



Write a reply



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Not much info on the armor buff. I wonder if it stacks additively like most armor buffs or if it multiplies the final amount like Chroma's Vex Armor. My money is on it stacking like most armor buffs but if not it could be decent buff with a few frames.



**RiskyRaccoon** • 5/4/2019

i'm curious as well



Write a reply



**A Fandom user** • 11/17/2017

Yeah its pretty useless if you want to create a real good song, or if you want only beat without melody



Write a reply



**A Fandom user** • 10/30/2017

I believe and nothing will change my mind. Octavia's 'dancing' should affect everyone nearby, and not have everyone wildly shooting and/or crouching like a mad man. This would make for a great heavy-buffer type of class that this game doesn't have yet. Sure, we have some buffs and such, but I mean a really buffing heavy class. She does have five different buffs to distribute.



Write a reply



**GAMINGMASTER210** • 6/11/2017



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A Fandom user • 5/11/2017

Yea, this is kinda shit.



Write a reply



A Fandom user • 3/30/2017

i'm genuinly dissappointed in this ability, it's practically useless if you want to make a real song.



Write a reply



Ace of Gods • 3/29/2017

For Vivace Buff, wallruns and wallclimbs apply/remove a percentage at the time the feet strike the surface.



WarpFactor • 3/29/2017

Thanks, added to the page. I tried this in-game and these actually work better than normal or double jump!



Write a reply



A Fandom user • 3/22/2017

This looks cool. And kinda complicated.



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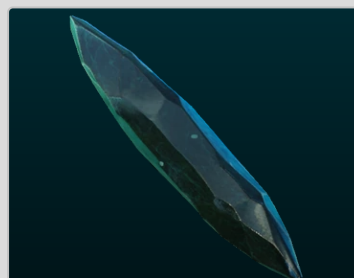
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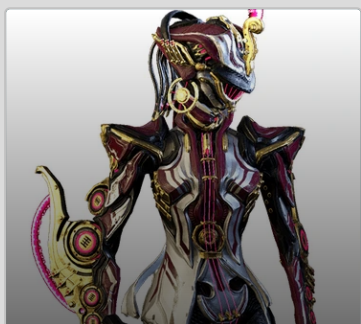
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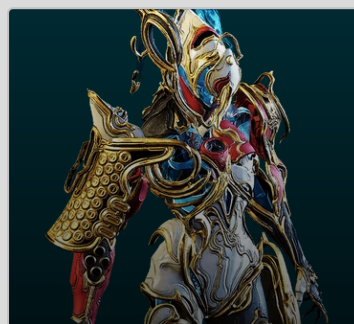
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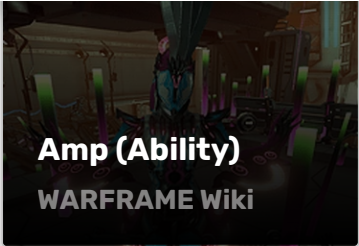


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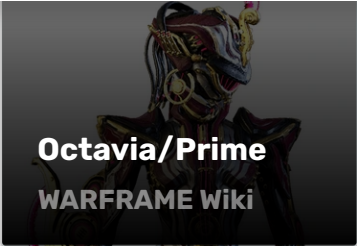


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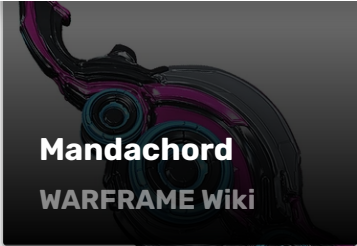




**Amp (Ability)**  
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