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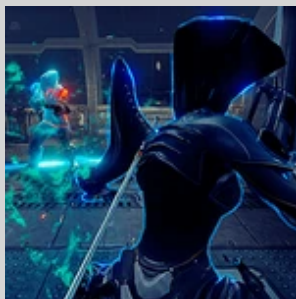
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Sonar

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Sonar

Using acoustic location, Banshee's Sonar power finds and tracks enemies, and exposes critical weak spots to everyone in your squad.



Strength:

2x / 3x / 4x / 5x



Duration:

10 / 15 / 20 / 30 s



Range:

20 / 25 / 30 / 35 m

Introduced in [Update 7.0](#)
(2013-03-18)

[Info](#) [Augment](#) [Tips & Tricks](#) [Maximization](#)










- Banshee expends **50 energy** to emit a sound wave and reveals the location of every enemy within **20 / 25 / 30 / 35** meters. Tracked enemies will be visible on every player's mini-map, and each enemy will have a [body part](#) highlighted. These effects last for **10 / 15 / 20 / 30** seconds. Hitting the highlighted [body part](#) causes the inflicted damage to be multiplied by **200% / 300% / 400% / 500%**.
 - Enemies typically have **6** different body parts that can be highlighted: The head, torso, arms (left and right), and legs (left and right). Each part



WARFRAME Wiki



not visually cover it. Conversely, each highlight only affects one body part, despite visually reaching other body parts.

- Damage can also be increased by [body part multipliers](#) such as the head or unprotected body parts.
-  [Slash](#),  [Toxin](#), and  [Heat](#) damage over time status effects are not affected by damage multiplier.
-  [Electricity](#), and  [Gas](#) damage over time status effects can be affected by damage multiplier, as they are able to target specific body parts.
- Has a cast delay of about **0.8** seconds and a recast time of about **2.4** seconds.
- Recasting Sonar while it's still active will cause additional body parts to be highlighted.
 - The same body part can highlighted up to **2** times for most enemies.
 - Certain non-humanoid enemies such as  [The Anatomizer](#) and  [The Hollow Vein](#) can stack more than 2 Sonar spots on the same body part.
- Multiple Sonar spots on a single body part stack multiplicatively with each other.
- Sonar does not highlight all enemies within its maximum area of effect immediately, instead the effect propagates outward from the caster's position, traveling at a fixed pace irrespective of [Ability Range](#) mods, similar to the mechanics of  [Nova's](#)  [Molecular Prime](#).



See Also

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Languages



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47 comments



A Fandom user • 9/29/2024

I feel that explosive weapons (Lenz/Tonkor/Zarr/Bramma) would be good to use with sonar since you don't need to aim as precisely because splash, but I'm unsure if they'll hit the spots consistently enough to be worth



Write a reply



Aminisi • 4/17/2024

The claim that Banshee's Sonar multiplier is capped at the square of the base value does not seem to be accurate. From what I have observed, the multiplier appears to be limited to the square for humanoid enemies. (In other words, with the default ability strength, the maximum multiplier is 25 times.) However, for non-humanoid enemies, multipliers of up to the cube or even the fourth power have been observed. Particularly, for The Anatomizer in Anotomica, the multiplier seems to increase exponentially with each Sonar cast. (This is despite the fact that he appears to have multiple parts.) Conversely, for very small enemies or those with only one part, such as rollers, only a first-power multiplier has been observed.

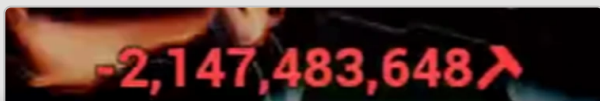
It is possible that even for non-humanoid enemies, there is a maximum exponent set for each body part. While I do not know the internal workings, it can be said that the multiplier is at least dependent on the enemy's body parts.



Write a reply



Lpzdorodo • 4/14/2024





We do a little trolling



Write a reply



A Fandom user • 3/2/2024

It does not highlight enemies on map now.



Write a reply



A Fandom user • 1/31/2024

Some uncommon enemies are totally immune to sonar for some reason



Write a reply



DioBaffo • 2/2/2023

Damage over time is not affected by Sonar, may someone add this relevant note, please.





Cephalon Scientia • 4/10/2023

Slash, Toxin, and Heat DoT hit the center of mass of the enemy correct?



Tiltskillet • 4/10/2023

"Slash, Toxin, and Heat DoT hit the center of mass of the enemy correct?"

I'd say yes, but somebody with understanding of the way it works under the surface might have a different and technically accurate answer. The reason I hesitate is these procs do benefit from the headshot multiplier if the original hit was a headshot. This is different from Sonar weakpoints, where hitting the spot won't affect a slash/heat/toxin dot at all. Effectively it's like the proc damage is calculated after headshot damage is multiplied, but before Sonar damage is multiplied.



DioBaffo • 4/19/2023

Sorry for not thinking about electricity and gas status procs being local, I should have considered it.



Tiltskillet • 4/19/2023

Electricity and Gas: the Forgotten DoTs :P



Write a reply



A Fandom user • 10/19/2022

Does anyone know if sonar can affect archons



A Fandom user • 12/28/2022

Nah



Momongos • 3/25/2024

What is the point of skill like this if it is not gonna affect bosses. glass





Write a reply



Tiltskilllet • 9/7/2021

Old news, but I just confirmed that the overlapping weakspots only multiply damage twice maximum. i.e., base strength Sonar on its own can multiply damage only 25x. I'd heard this was a nerf that happened several years ago, specifically in regard to the weakspots generated by the augment. In any case, the base ability has the same limitation.

I'm still curious about some of the details though.

- Does the game try to avoid overlapping weakspots more than twice, or does it just do it randomly and cap the resulting damage multiplier?
- Can multiple Banshees circumvent the limit?



A Fandom user • 9/23/2021

Yeah, looks like casting manually only generates a max of 2 spots per target. Resonance will let you get around the max number of spots/areas but isn't able to get past the stack limit. Probably for the best, as its still an absolutely ridiculous damage multiplier.

I doubt it was "years" ago, though, as I'm pretty sure this was still possible after the launch of Deimos/Cambion Drift as I pretty regularly did negative billions of damage to the purple centipedes just about every other run...and that came out 8 Aug. 2020.



Tiltskilllet • 10/20/2021

- I doubt it was "years" ago, though, as I'm pretty sure this was still possible after the launch of Deimos/Cambion Drift as I pretty regularly did negative billions of damage to the purple centipedes just about every other run...and that came out 8 Aug. 2020.

Just noticed this now, lol.

I'm 99% sure it was when I was first getting into Banshee, which would have been well before Deimos. And at the time, he referred to it as a feature that had existed for a long time already. Of course, I didn't actually test it until September 2021, but it would be very odd if he just happened to state a



mechanic as fact long before it actually happened. I also see one comment here from 2016 lamenting the lack of overlap.

Some other possibilities. It was specifically in regard to augment, and I noticed you didn't specify what you used on Deimos, so maybe DE made that mechanic universal some time more recently. Or, more likely, there are units or situations where more overlaps can happen, or where additional factors can result in negative billion damage popups.



Write a reply



Szaszy • 8/18/2021

So at minimum strength it can make the target take less damage, right?



A Fandom user • 9/24/2021

You'll still do more damage than you would normally, but only by a very small amount.



Robertobear • 10/31/2022

Minimum strength is currently 10%(-60% with overextended and -30% with Power donation), which leads to a 0.5x multiplier. Testing it myself it doesn't reduce the damage of your weapons, so it's likely that the minimum multiplier is capped at 1x. No troll builds this time sadly.



Write a reply



A Fandom user • 5/28/2021

Does it work on idolons? Coz i know it buffs my 223 which deals 3,500 dmg to 53000 crit dmg . Can this be used to one shot idolon shields?



A Fandom user • 7/7/2021





Write a reply



A Fandom user • 9/2/2020

does it affect DoT procs ? It doesn't seem so, but I'd like someone else feedback



A Fandom user • 9/2/2020

Same anon here.

I tested in simulacrum against lv160 corrupted gunner, with a baza, a riven - SC, and hunmun. 3 dmg for crit, 18dmg for crit on weakspot. Both yields slash procs of 40dmg.

On non weakened parts, my baza did 3dmg on both crit and standart hit, wich I found weird since I'm supposed to have x7 CD. So I tried again with serration and vital sense on top of the riven and hunmun. Same results. The direct damages bennefit from sonar, yet the slash procs don't.

I don't think I need someone else feedback anymore.



A Fandom user • 2/1/2021

Slash proc's should only be amplified provided the weakspot is on the torso as that's the part of the body the DoT is applied to. The amplified damage of the hit to a weakspot is not used to calculate the DoT, just whatever that hit's damage without the weakspot would be.

After all, Sonar is working on the enemy to increase how much damage they take on the hit to the weakspot area, not empowering your own damage.



Write a reply



A Fandom user • 5/26/2020

If the same body part is highlightened 2x with a 10x damage multiplier will I deal 20x?

"Because of its multiplicative nature, Sonar is arguably the most potential damage booster currently in the game. A fully modded Banshee combined with a fully modded [1] [Equinox](#) can increase the damage multiplier to 18.95, so a single overlapping area will multiply the damage 359 times. For example: a single rifle shot of 5000 damage on a doubled-weakspot on an unarmored target would deal 1.8 million damage."

No. You will deal 100x damage. It's insane.



Write a reply



[A Fandom user](#) • 12/7/2019

using this with an expert ivara player and you will need a 128 bit variable to hold the damage...



Write a reply



[ScorchedIce](#) • 9/15/2019

I found something interesting. The Sonar's FX "spot" doesn't actually show you where you need to shoot, it shows very literally what body part to shoot.

An example: Sonar shows a spot on the hip, top of the left leg. But it won't grant bonus damage when shooting there. It's actually highlighting the top of the leg hitbox.

All that means is that, that leg is taking extra damage. You could shoot the lower leg which isn't even close to the highlight and it would take extra damage.

Another example: Spot shows up on the right shoulder. You can shoot the right hand, which again, is nowhere near the actual center of the spot, and still get extra damage.

No wonder sometimes i'd shoot a spot near a Gunner's hips / stomach and get no boost. It might even be a bug considering that Helios's Detect Vulnerability can highlight the top of the legs properly.

(Edited by ScorchedIce)



[LilPisces](#) • 9/16/2019



Another shot, far away from marked point by Sonar. 5825 damage, showing that Sonar's multiplier kicked in.



414 damage without any buff.



Write a reply



Alangme • 3/13/2019

Found that using Exodia Epidemic along this is really awesome to get enough time to blast the sonar spots till enemies are dead.



Write a reply



A Fandom user • 8/9/2018

What about weapons that damage the whole body like Ignis? If there is only 1 weakspot Ignis will always hit it, right?
But will the complete hit be multiplied or only the part that hit the weak spot?
Dunno if I'm clear. If flamethrower hits for 10 damage, is that divided between the body parts or is it a flat amount for the WHOLE body at once? And would 10 be multiplied with the Sonar bonus even if only 1 weak spot exists on the body?



Darthmufin • 8/26/2018

The ignis does not hit the whole body, it shoots out a stream of damage with a flame visual effect. when firing the Ignis, imagine the weapon firing out many little bullets out at once that rotate around a central point randomly, that is how the Ignis fires it's damage. You still have to aim at the sonar blips to gain the bonus damage.



Write a reply



A Fandom user • 7/11/2018

Is the highlighting visible through walls?



LilPisces • 3/14/2019

really late reply, but no.



Write a reply



A Fandom user • 5/4/2018

I started using sonar several times and then resonating quake after 3 casts, it looked like it was dealing more damage per RQ cast.

Based on this, it seems sonar can affect the damage of other abilities as long as the abilities target the torso. I'm hoping this is true, so I can spam sonar instead and let enemies move to where allies can help kill them if I don't do enough RQ damage.



A Fandom user • 5/4/2018

Sorry, I meant assuming that the spots from sonar appear on the torso and the abilities target the torso for damage.



Write a reply



A Fandom user • 3/30/2018

Does sonar effect the eidolons?



They don't seem to be affected by it similar to how they aren't affected by m.prime. If it did, I wonder if the size of the highlighted parts will be increased to fit the eidolons' size.



Write a reply



A Fandom user • 3/25/2018

does this ability boost the damage reflected from trinity's link??



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