

# Borderlands 4 Rafa

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# Ricochet Rafa

## BUILD OVERVIEW: “Ricochet Rafa”

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A fast, ricochet-focused gun build for **Rafa**, centered on Peacebreaker cannons, shotgun ricochets, and Overdrive scaling through the **Dancer Class Mod**.

Key strengths:

- Excellent mobbing—cannons clear rooms on their own.
- Strong boss damage via TOR stickies, infinite ammo windows, and Overdrive stacking.
- Works without bugs, but allows optional bugged setups.
- Nearly permanent Peacebreaker uptime through skill and augment synergy.

## CORE MECHANICS AND DAMAGE SCALING

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**Overdrive Bonuses (Dancer Class Mod):**

- Base: +10% damage, +25% movement speed.
- Dancer doubles this ? +20% damage, +50% movement speed.
- Sult doubles again on kill ? up to +40% damage, +100% movement speed.

**Gun Damage Scaling:**

- The Tamaro node grants +70% gun damage.
- Doubled by Dancer and again by Sult ? ~280% total.

**Peacebreaker Cannons:**

- Use Double Auto Autoshot mode.
- Treated as indirect projectiles, benefiting from the Ricochet tree.
- Ricochet + shotgun spread enables large-area clears.

# SKILL TREE HIGHLIGHTS

**Skill Tree**

Points Spent 49 / 49    LMB Allocate    RMB Unallocate

The skill tree interface displays a grid of skill icons. At the top, there are three character portraits with progress indicators: 48, 1, and 0. The skills are organized into several groups, some highlighted with red borders. The highlighted skills include: a gun icon (5/5), a lightning bolt icon (5/5), a shield icon (2/5), a flame icon (3/3), a hand holding a gun icon (5/5), a hand holding a gun icon (4/5), a hand holding a gun icon (1/5), a hand holding a gun icon (0/5), a hand holding a gun icon (4/5), a hand holding a gun icon (1/5), a hand holding a gun icon (0/5), a hand holding a gun icon (0/1), a hand holding a gun icon (0/1), a hand holding a gun icon (2/3), a hand holding a gun icon (5/5), a hand holding a gun icon (0/5), a hand holding a gun icon (0/5), a hand holding a gun icon (0/5), a hand holding a gun icon (5/5), a hand holding a gun icon (0/5), a hand holding a gun icon (0/5), a hand holding a gun icon (5/5), a hand holding a gun icon (0/1), and a hand holding a gun icon (0/1).

## Top Part

- Sitar (5): +25% gun damage.
- Juerga (5): refreshes action skill via cannon kills.
- Resilience (2): flat damage reduction.
- Maestro (3): stable baseline damage.

## Left Tree

- Asymetric Warfare (5): Indirect Projectiles: +45% damage to cannons.
- Errant Spark (4): adds incendiary damage bonus.
- Hostile Aquisition (1)
- Lateral Plinking (1): indirect projectiles get ricochet chance (guaranteed on crit).

## Middle Tree

- Vitriol (5): boosts Hot Slugger.
- Pain Reaction (4): increases ricochet chance.
- Concentrated Build Up (1): Bonus Shock while aiming
- Inspirado (2): extends Peacebreaker uptime; essential for the build.



## Right Tree

- Barrage (5) or Everdrive (5): More Splash Damage or increasee Overdrive Duration
- Temerario 5: critical gun damage node.

## From Class-Mode

- Soltado: doubles Overdrive bonuses (activated by Class Mod).

# ACTION SKILL AUGMENTS

Instinto	Bullet Buddy Deluxe
 <p><b>Instinto</b> Augment</p> <p>Rafa's Peacebreaker Cannons gain increased Critical Hit Chance. Pressing F while Peacebreaker Cannons are active causes them to Double their Critical Hit Chance and gain increased Critical Hit Damage, while also causing his Action Skill Duration to drain faster. Kill Skill. Killing an enemy causes Rafa to regain Action Skill Duration, while also causing his Action Skill Duration to drain faster.</p> <p>Critical Hit Chance: <b>+25%</b>            Duration Return: <b>+10% on kill</b>            Critical Hit Damage: <b>+15%</b>            Duration: <b>8 seconds</b>            Duration Rate: <b>3% after each kill</b>            Max Stacks: <b>10</b></p>	 <p><b>Bullet-Buddy Deluxe</b> Augment</p> <p>While Peacebreaker Cannons are active, Rafa and his allies Regenerate Ammo, Rafa's Peacebreaker Cannons deal a Bonus Fire Damage based on how full his Gun is, and his Turrets shoot Exploding Bullets while his magazine is full. Pressing F while Peacebreaker Cannons are active causes Rafa's shots to consume no Ammo, but causes his Action Skill Duration to drain faster.</p> <p>Bonus Damage: <b>Up to 20%</b>            Ammo Regen: <b>5%</b>            Duration: <b>8 seconds</b></p>

## **Instinto (Mobbing):**

- Grants crit chance and crit damage, driving ricochet chains.
- On kill, refreshes action skill duration for constant cannon uptime.

## **Bullet Buddy Deluxe (Bossing):**

- Provides infinite ammo for 8 seconds.
- Enables TOR sticky burst damage for fast boss kills.

# WEAPONS

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## 1. Hot Slugger (Primary Mobbing)

- Shotgun; exceptional ricochet performance.
- Blazing Barrel: +90% stacking damage.
- Works perfectly with Peacebreaker pacing and ignores Tamario's handling penalty.
- Benefits heavily from Vitriol and ricochet nodes.

## 2. The BOD (Bossing)

- TOR stickies variant recommended.
- Scales enormously with Bullet Buddy Deluxe (infinite ammo window).
- Best roll: TOR stickies + sniper ammo.

## 3. Optional Alternatives

- Kickballer (Jakobs) — bugged instant boss kills.
- Disc Fragment Quincseex — bugged purple shotgun.
- Purple stickies + Taser underbarrel — sticky inheritance exploit.
- Spread Launcher + Amp Rep Kit — crit knife one-shot setup (inconsistent).
- Wombo Combo — usable but worse than Hot Slugger.

# REP KIT (MELEE / KNIFE)

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**Recommended:** Shiny War Paint

- Provides fire rate and movement speed.
- Optional variants: Enrage (more damage) or Accelerator (cooldown help).

### **Penetrator Knife:**

- Guarantees crits for ricochet chains.
- Not mandatory but very strong.

## **CLASS MOD**

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### **Dancer Class Mod**

Core bonuses:

- Doubles all Overdrive bonuses.
- +1 to Sult.
- Additional Tamario points recommended.

Ideal secondary stats:

- Action skill duration.
- Gun damage or damage reduction.

Avoid:

- Action skill cooldown (provides no real value).

## **SHIELD OPTIONS**

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### **1. Super Soldier (Recommended)**

- Movement speed and fire rate bonuses.
- Generates +1 ammo/sec.
- Reliable for both mobbing and bossing.

### **2. Pandora Momento (Siphon)**

- Siphon roll offers lifesteal and overshield.
- High-capacity version provides superb survivability.

### 3. Fireworks Shield

- Offers additional splash and crowd control for mobbing.

## ENHANCEMENTS

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### Primary Enhancement

#### **Bounce Pass (Jakobs)**

- Adds ricochet to shotguns, perfectly matching Hot Slugger.
- Ideal rolls: gun damage + shotgun damage, or shotgun crit damage.

### Firmware

- **Trickshot:** crits may refill ammo; works well with Super Soldier.
- **3-piece Dead Eyee:** stacking crit damage.
- **2-piece High Caliber:** improves projectile speed for smoother Slugger handling.

## RECOMMENDED ORDNANCE

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- Riddle You This — strong early option.
- Daredevil + Now With Caffeine — quick Rep Kit uptime.
- I Am a Gun — allows cannons to inherit gun damage; core synergy.
- Honed Vine — improves cannon crit chance and crit damage.
- Optional: In the Zone or Best Defense for boss DPS or defense optimization.

## PLAYSTYLE SUMMARY

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### **Mobbing:**

- Maintain constant cannon uptime (Instinto + Inspado).
- Let ricochets handle groups; use Hot Slugger for targeted support.

## Bossing:

- Switch to Bullet Buddy Deluxe for infinite ammo.
- Burst with BOD stickies during the infinite ammo window.
- Crit knife optional for faster kill sequences.

## General Tips:

- Use Rep Kit when cannons expire.
- Avoid overspamming Instinto to prevent premature action skill drain.
- Pre-activate cannons before engagements to stack Overdrive early.

## TL;DR — Recommended Loadout

Slot	Item	Notes
Weapon (Mobbing)	Hot Slugger	Fast clear, ricochets, high scaling
Weapon (Bossing)	BOD (Tor Stickies + Sniper Ammo)	Infinite ammo burst via Bullet Buddy
Rep Kit	Shiny War Paint (Enrage or Fire Rate)	Penetrator Knife optional
Class Mod	Dancer (+1 Sult, Tamario bonuses, duration roll)	Doubles Overdrive
Shield	Super Soldier / Pandora Momento	Damage vs survivability
Enhancement	Bounce Pass (Gun + Shotgun Damage)	Best ricochet synergy
Firmware	Trickshot / Dead Eye / High Caliber	Utility or damage preference
Ordnance	Riddle You This, Daredevil + Caffeine, I Am a Gun, Honed Vine	Supports uptime and cannon scaling



# Damage King Rafa

## Overview

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**Build Type:** Gun Damage / Overdrive Build **Playstyle:** High mobility, nonstop firing, powerful mobbing & bossing **Key Mechanic:** Overdrive skills amplify all offensive stats while Action Skill is active. **Action Skill:** *Peace Breaker Cannons* **Core Idea:** Stack and multiply Overdrive bonuses for massive gun damage, fire rate, crit chance, and ammo regen — sustaining Action Skill uptime indefinitely.

Video <https://www.youtube.com/watch?v=QWneM6wQ1lw>

## Vault Hunter Trait: **Overdrive**

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- **Base Effect:** +10% damage during Action Skill.
- **Enhanced by stacks & class mod (The Dancer)** to increase gun damage, fire rate, ammo regen, and crit chance massively.
- Stacks are generated via skills and reset when Overdrive ends.
- The Dancer Class Mod **doubles** these bonuses while active.

## Action Skill: **Peace Breaker Cannons**

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Hybrid skill used mainly to trigger Overdrive and synergize with gun damage.

## Augments

### 1. **Bullet Buddy Deluxe** (*Bossing*)

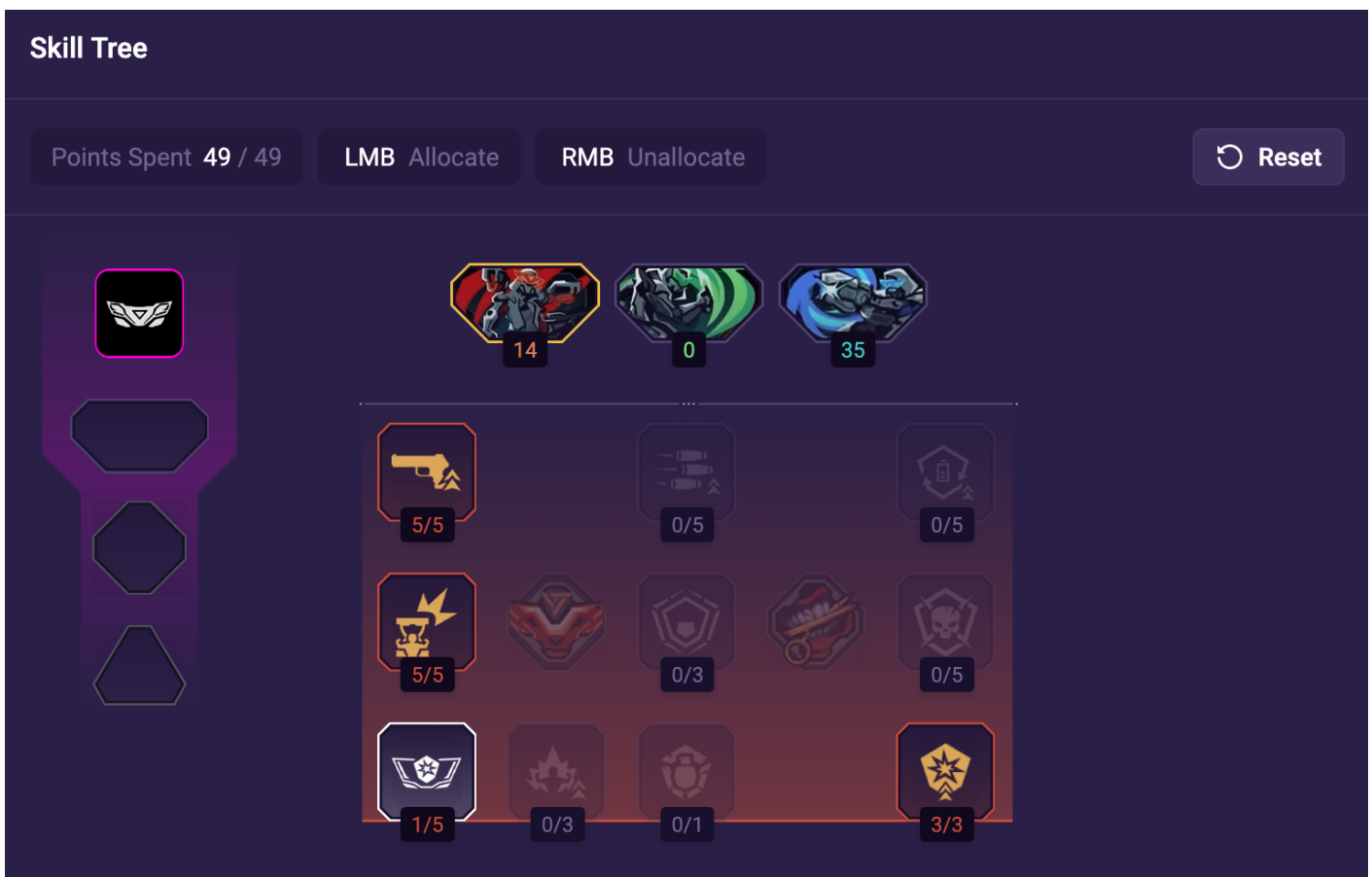
- Regens ammo to magazine.
- On reactivation: 8 seconds of **unlimited ammo**.
- Best synergy with shotguns (Hellwalker, BOD).
- Top bossing augment.

## 2. Instintia (Mobbing)

- Boosts cannon crit chance/damage.
- Extends Action Skill duration on kill.
- Keeps Overdrive nearly permanent during mobbing.

## Skill Trees

### Red Tree (Damage Core)



- **5/5 SITIAR Gun Damage (+25%)**
- **5/5 JUERGA Crit Hit = Extend Action Skill Duration**
- **3/3 EL VOLIENTE Shield-Full Damage Buff (+up to 30%)**
- **1/5 RESILIENCIA Damage Reduction (scales with Overdrive bonuses)**

### Blue Tree (Overdrive Focus)

## Skill Tree

Points Spent 49 / 49

LMB Allocate

RMB Unallocate

Reset



- 5/5 LAS JARAS Ammo Regen (2.5% ? 12.5% w/ stacks)
- 5/5 THE THRILL Fire Rate (? +65%)
- 4/5 AL CENTRO Gun Handling (cancels negative effects from other skills)
- 1/1 METAL MANAGEMENT Infinite Ammo for 2s on Action Skill activation
- 5/5 BRAIN DUMP Crit Chance (15% ? 75%)
- 5/5 EL SOLDADO Gun Damage (30% ? 150%)

- **5/5 JAQUE “Jack” Skill** – increases Overdrive bonuses per stack (20 stacks, +2.5% each)
- **5/5 DEADLINE** – Fire Rate + Reload Speed (+25%)

## Class Mod: **The Dancer**

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### Essential for the build.

- Doubles all Overdrive bonuses (+100%).
- Overdrive ends with Action Skill.
- Try to roll:
  - **+5 to Red Tree Gun Damage skill**
  - **+1 to Kill Skill that doubles Overdrive bonuses for 8s**
- Great passives: **Action Skill Duration, Gun Damage, Crit Damage**

## Specializations (Perks)

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- **Riddle You This:** +50% stacking gun damage.
- **In The Zone:** +Gun & Crit Damage while ADS.
- **Now With Caffeine:** Action Skill cooldown reduction per Rep Kit use (maintains uptime).
- **I Am A Gun (Recommended):** 50% of gun damage bonus applied to Action Skill damage.

## Equipment

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### Rep Kits

1. **Triple Bypass** – 3 charges, instantly restores Action Skill.
2. **Shiny Wall Paint** – +30% Fire Rate & Move Speed (great for bossing).
3. **Killspring** – Converts excess damage into healing orbs; great sustain for mobbing.

### Ordinance

- **Slippy** – Great utility and crystal breaking (leveling).
- **Crit Knife** – Not necessary (already 75%+ crit chance).

## Shields

- **Super Soldier:** +25% Fire Rate & Move Speed if full, +Ammo Regen.
- **Fireworks:** Adds explosions for mobbing (optional).
- **Onion Shield:** Grants 2s immunity on segment break (huge survivability).

## Enhancements

- **Vlad License Plants:** +20% Fire Rate & Mag Size, with strong passives:
  - Double Gun Damage
  - Gun Crit Damage
- Choose enhancements mainly by their **passives**.

## Firmware

- **3 pts Dead Eye:** +25% accuracy, +15%×5 stacks crit damage.
- **2 pts Bullets to Spare:** +20% Mag Size, +Fire Rate.

## Weapons

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### Best for Bossing

1. **BOD Shotgun** – Every gun type in one; stickies detonate for massive burst.
2. **Golden God** – *Top-tier weapon in build.*
  - Infinite fire during Action Skill.
  - Never runs out of ammo due to regen.
  - Perfect accuracy + melts all bosses and mobs.

### Excellent Alternatives

- **Hellwalker:** Infinite 8s fire = brutal burst.
- **Phantom Flame:** Best against flesh targets.
- **Lucian's Flanks:** Huge mag, fast fire, great all-rounder.
- **Midnight Defiance / Triple XL:** Ricochet snipers; high DPS.
- **Wombo Combo:** Splash weapon for groups/vile enemies.
- **Seven Sense (Jakobs Pistol):** Reload homing orbs = big burst.
- **Convergence:** Great mobbing weapon (especially with Jakobs parts).
- **Onslaught / Madlad SMG:** Insane fire rate (17–22 rounds/sec).
- **Rowan's Charge / Chuck AR:** Niche but strong variants.

## Playstyle & Tips

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- Keep Action Skill **always active** (Instant Tito + Rep Kit + Caffeine).
- For mobs: focus on chaining kills to extend duration.
- For bosses: swap to Bullet Buddy Deluxe for 8s unlimited ammo and melt phases.
- Maintain full shield for +30% damage bonus.
- Prioritize **Overdrive uptime and stacking** – that's your main power source.
- With Dancer mod active, total Overdrive bonuses can reach:
  - +150% Gun Damage
  - +75% Crit Chance
  - +125% Reload
  - +65% Fire Rate
  - +12.5% Ammo Regen

## Summary – Why This Build Works

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? Near-permanent Action Skill uptime ? Infinite ammo loops ? +500%+ effective DPS during Overdrive ? Strong in both mobbing and bossing ? Simple to play, extremely high reward ? Synergizes with nearly every weapon archetype

# RANGER RAFA - Jack of All Trades Overdrive Build

## Overview

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### Build Overview

This neutral gun build turns Rafa into an unkillable damage machine that works with *any* weapon. By maximizing Overdrive bonuses via the Dancer class mod, you hit 75% base crit chance (95% with Jakobs parts), massive fire rate (75% from Deadline + 65% from The Thrill), 150% gun damage from El Soldado, infinite ammo sustain, and near-permanent shields. It's tanky, versatile for mobbing/bossing, and deletes UVHM5 content. Keep Peacebreaker Cannons up 100% of the time—your guns do the heavy lifting.

### Playstyle

- Activate **Peacebreaker Cannons** and stay in Overdrive.
- Mobbing: Use **Instinto** augment for crit chance + kill-based action skill restore. Spam any gun—everything feels godlike.
- Bossing: Swap to **Bullet Buddy Deluxe** for infinite ammo; stack Torque stickies.
- Action skill down? Triple-pop **Triple Bypass** repkit for instant refresh via **Now With Caffeine**.
- Survive forever with **Shield Barrier + Resiliencia** DR. Crits from **Juerga** extend uptime.

## Skill Tree

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Focus **People Person (Blue Tree - APOPHIS Lance)** for core Overdrive buffs, with **Remote Agent (Red Tree - Peacebreaker Cannons)** for crit/survivability. **No points in Green Tree (Arc-Knives)**. Skip deep splash—El Soldado full bonus via class mod. Get 5/5 **Temerario** via class mod.

**Remote Agent (Red Tree - Peacebreaker Cannons) Skills:**

- Shield Barrier (3/3): 200% shield recharge/delay + DR in Overdrive.
- Juerga (3/3): Crits restore action skill duration.
- Resiliencia (5/5): Near-immortal on UVHM5.

### People Person (Blue Tree - APOPHIS Lance) Skills:

- Las Jaras: Ammo regen.
- The Thrill (5/5): +65% fire rate.
- El Centro: Gun handling.
- Metal Management (5/5): Infinite ammo w/ Instinto.
- Brain Dump (5/5): +75% crit (eliminates Crit Knife need).
- El Soldado (5/5): +150% gun damage.
- Jaque: Overdrive bonuses.
- Deadline (5/5): +75% fire rate / +125% reload.
- Temerario (5/5 via class mod): Fixes negative handling.

### Green Tree (Arc-Knives):

- None.

### Action Skill

**Peacebreaker Cannons** (mobbing: Instinto augment; bossing: Bullet Buddy Deluxe).

## Gear

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- **Class Mod: Dancer (Legendary)**  
+100% Overdrive bonuses (doubles w/ Soltado). God roll: 1/1 Soltado + 5/5 Temerario.  
Crit Damage or Gun Damage anoint. Farm Idolator Sol in Fortress Indomita.
- **Shield: Super Soldier**  
Fire rate + move speed on full shields (always full here). Alt: Watts 4 Dinner (shock bonus).

- **Repkit: Triple Bypass (Legendary)**

3 charges = 75% action skill restore w/ Now With Caffeine. Rolls irrelevant—pure cooldown engine. Farm post-campaign bosses.

- **Ordnance: Vivisecting Knife**

3/3 Deadeye for crit damage stacking. Never throw it.

- **Firmware: 3 Deadeye + 2 High Caliber**

+Crit damage (must-have). High Caliber: Multiplicative 10% gun damage + fixes positive handling projectile slow.

- **Grenade/Enhancement: Quint (Jakobs crit) or Gun Fire Rate/Crit/Reload**

Flexible—swap per gun. Jakobs parts = 95% crit. General COV anoints for versatility.

## Weapons

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**Any gun works**—75% crit + fire rate/reload makes trash legendary. Potato thrower shreds!

Favorites:

- **Bossing:** Ceramic BOD (Torque stickies; scales insane on gun damage, +42% from buffs). G.M.R., KON, or any Torque sticky launcher.
- **General:** Wombo Combo, Jakobs weapons.

Infinite ammo via Metal Management + Instinto/Bullet Buddy.

## Specializations

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- **Riddle You This:** Stacking gun damage.
- **In the Zone:** +Gun/crit damage.
- **Now With Caffeine (Daredevil):** 25% action skill restore per repkit—Triple Bypass = permanent uptime. **MUST-HAVE.**
- **I Am A Gun:** Action skill scales w/ gun damage (chunks too!).

## Final Notes

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- **Strengths:** Versatile, tanky, braindead mob clear, boss-melter. No weapon feels bad.
- **Weaknesses:** Loses buffs if action skill drops (mitigated by repkit).
- **Leveling:** Prioritize People Person (Blue) + Remote Agent (Red) survivability. Respec at 50 for Dancer.
- **Farming:** Idolator Sol in Fortress Indomita (Dancer), post-campaign for Triple Bypass.