

Damage King Rafa

Overview

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**

- **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**

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

Augments

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

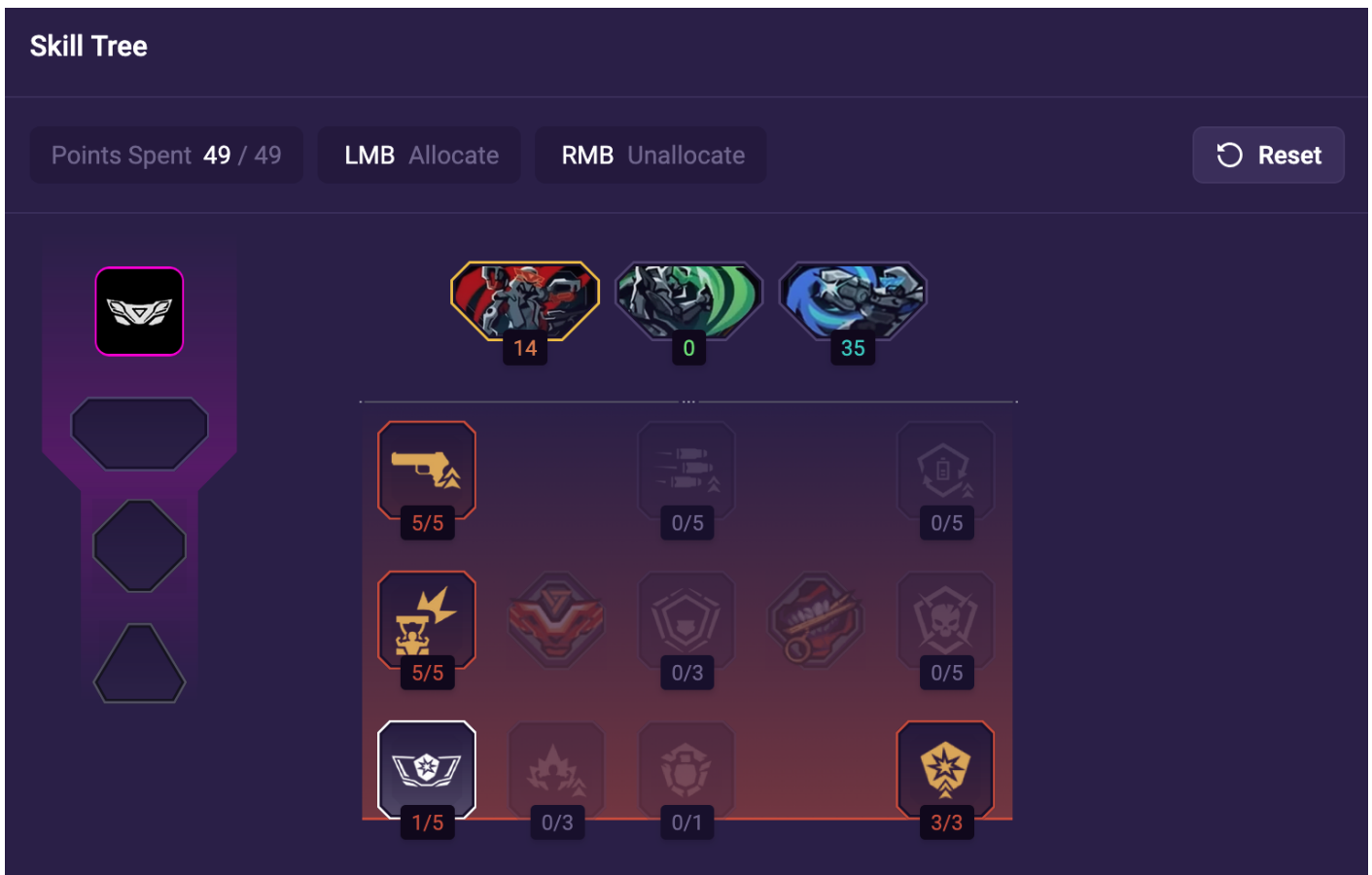
- Regens ammo to magazine.
- On reactivation: 8 seconds of **unlimited ammo**.
- Best synergy with shotguns (Hellwalker, BOD).
- Top bossing augment.

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**

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)

- **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

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

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

- 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

? 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

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