

RANGER RAFA - Jack of All Trades Overdrive Build

Overview

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

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

- **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

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

- **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

- **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.
-

Revision #2

Created 2025-11-16 13:09:09 UTC by Carsten

Updated 2025-11-16 13:11:41 UTC by Carsten