

Ricochet Rafa

BUILD OVERVIEW: “Ricochet Rafa”

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

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 Tamario 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, each with a red highlight. The top part of the tree includes skills like 'Sitiar' (5/5), 'Juerga' (5/5), 'Resilience' (2/5), and 'Maestro' (3/3). The left tree features skills like 'Sitiar' (4/5), 'Juerga' (1/5), and 'Resilience' (0/5). The bottom part of the tree includes skills like 'Sitiar' (5/5), 'Juerga' (5/5), 'Resilience' (0/5), and 'Maestro' (5/5).

Top Part

- Sitiar (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>Instinto 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. 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: +25% Duration Return: +10% on kill Critical Hit Damage: +15% Duration: 8 seconds Duration Rate: 3% after each kill Max Stacks: 10</p>	 <p>Bullet-Buddy Deluxe 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: Up to 20% Ammo Regen: 5% Duration: 8 seconds</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

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)

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

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

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

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

- 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

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

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