

Ultimate Vex Trouble Build Guide

Version: Post-Patch (Includes Buffed Red Tree & Trouble Adjustments) **Author:** ChatGPT (based on AbbyHour's detailed build breakdown) **Playstyle:** Hybrid DPS | Minion Focused | Kinetic Build | High Survivability **Difficulty:** Intermediate **Recommended For:** Mobbers, Solo Players, Tanky Hybrid DPS Enthusiasts

1. Build Overview

This Vex **Trouble Build** is designed to leverage the recent buffs to Vex's **Red Tree ("Here Comes Trouble")**, with a heavy focus on **kinetic gun damage**, **lifesteal-based survivability**, and **utility from Trouble** (your minion).

There are **two main variants**:

- **Support Trouble (Recommended):** Trouble marks enemies, boosts gun damage, and acts as a tank. This is the most stable, boss-viable version.
- **Damage Trouble Variant:** Trouble deals more direct damage via illusions, but suffers in bossing and survivability.

This guide focuses on the **Support Trouble** variant with options for hybridization.

2. Skill Trees & Augments

Red Tree – *Here Comes Trouble* (Core Tree)

- **5/5 Enchantment:** Bonus kinetic damage (multiplicative)
- **3/3 Grave Sustenance:** Kill skill that restores action skill duration
- **3/3 Overprotective:** Kill skill granting Overshield on crit
- **5/5 Vorpals Fiends:** Critical hit damage (doubles in formula)
- **Capstone – Unsealed:** Trouble marks target ? you deal +100% gun damage when active

Action Skill: Face Familiar

- **Effect:** Teleports Trouble, dealing AoE, becomes "Big Trouble"
- **Synergy:** Respawns Trouble if dead. Benefits from sustain duration with Mortal Terror.

Augments

- **Beast Mode:** Makes Trouble immune to damage during command skill
- **Optional:** Vorpall Fang or Hexus Nexus for crit chance (if leaning more into damage)

Green Tree – *Kinetic Affinity & Lifesteal*

- **5/5 Leeching Attunement:** Lifesteal + reload speed (kinetic attuned)
- **5/5 Grave Implements:** Kill skill, +60% gun damage (up to 120% with stacks)
- **3/3 Grave Power:** Increases max stacks of kill skills
- **2/2 Channeling:** +10% action skill duration
- **5/5 Drink Full:** +Fire rate
- **4/5 Mortal Terror:** 4% chance to proc kill skills on crit

Blue Tree (Optional – Not Core)

- Optional if pursuing illusions & more active Trouble damage, but not optimal for bossing.

? Specializations

- **Best Defense:** Damage based on shield fullness
- **Riddle You:** Increases gun damage
- **CQC:** Melee damage ? Fire rate bonus (applies via Trouble)
- **One Shot, One Kill:** Stores excess damage into next shot

3. Weapons & Gear

Primary Mobbing Weapon:

- **BOD (COV mag + SMG alt-fire)** – Best-in-slot
 - Try to farm with **COV roll** for synergy with firmware
 - Hard to farm, but worth it

Other Strong Mobbing Options:

- **Madlad** (Kinetic) – Fun, but overheats too quickly with COV perk
- **Hot Slugger** – Reliable kinetic option
- **Wombo Combo / Plasma Coil (Shock)** – For shock-attunement procs

Bossing Weapons:

- **Beam Tossers** – MVP vs. big hitboxes (Vault monsters, Victor, etc.)
- **Taser** – Shock gun for shocking attunement
- **Complex Root (Shock Sniper)** – Viable for sniper users
- **Backup Options:** BOD (still works), Madlad (fire-locked, be careful)

4. Elemental Affinities

Understanding elemental damage is **crucial** to maximizing DPS:

Target Type	Best Element	Bonus (Multiplicative)
Shields	Shock	+75%
Armor	Corrosive	+75%
Flesh (Health)	Fire	+75%

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? Using the **wrong element** results in only **50% effectiveness**.

Kinetic Damage – Why It's Core:

- **Neutral** against all health bars (100%)
- No penalties or bonuses = **Consistent DPS**
- Synergizes with **Enchantment, Leeching Attunement, and Lifesteal loops**

Secondary Elements:

- **Radiation** (up to +50% on shields)
- **Cryo** – Neutral-ish, decent utility

5. Rep Kits

Recommended Mods:

Use Case	Rep Kit	Effect
Bossing	Order (Amp + Overshield)	Two charges, instant overshield + amp burst
Mobbing	Killspring	Heals you with orbs (doesn't heal Trouble)
Utility	Warp Paint	Fire rate + Movement speed
Burst DPS	Amp + Enrage	Great burst at cost of increased damage taken

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? **Support Drone (Tediore)**: Heals you **and** Trouble – ideal if he keeps dying.

6. Enhancement & Firmware

Enhancement Mod:

- **COV + Duct Tape**: 100% crit chance while overheating
- **Stats to Look For**:
 - Gun Damage
 - Magazine Size (Shotgun/Sniper Mag = works on BOD)
 - Shotgun/SMG Damage

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Bonus: Overheat = guaranteed crits ? Procs kill skills (e.g. Grave Implements)

Firmware:

- **3/3 Heating Up**: Reload speed + overheat shot cap + 25% gun damage

- **2/2 High Caliber:** +10% gun damage + projectile speed (boosts beam tossers)

7. Shield & Class Mod

Shield: Amp Shields

- **Top Choice:** *Watts for Dinner* with Amp + Siphon
 - +25% bonus Shock (own bucket!)
- **Backup Options:**
 - *Sparky Shield:* AoE shock effect
 - *Super Soldier:* Fire rate & utility
 - Look for: Low shield drain %, high amp %, fast recharge

Class Mod: **Teen Witch**

- **Drops from:** Radics
- **Stats to Look For:**
 - Kinetic Damage
 - Damage Dealt
 - Highest possible points in:
 - **Corporal:** Damage while Overshielded
 - **Conjunction:** Gun damage based on shield fullness

Passive Effect:

- At max health ? lifesteal applies to shields
- At max shield ? lifesteal applies to **overshield**
- **Synergizes perfectly** with lifesteal and amp damage for **infinite uptime**

8. Playstyle Guide

1. **Activate Face Familiar:** Trouble becomes "Big Trouble" and marks enemies
2. **Follow Trouble:** He marks targets ? You get +100% damage
3. **Pop Rep Kits** (Order or Killspring):
 - **Amp for burst** (but makes you squishier)
 - **Killspring** for sustain
4. **Maintain Shock Attunement:**
 - Swap to shock gun to activate *Shocking Attunement*
 - Then return to kinetic weapon for full damage
5. **Crits = Kill Skills:**
 - Overheat COV weapons or use crit knife to **guarantee crits**
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Procs: Lifesteal, Overshield, Grave Implements

9. Bossing vs. Mobbing Tips

Bossing:

- Use **Beam Tossers** or **BOD**
- Maintain uptime on kill skills
- Use **Order Rep Kit** for amp burst
- If Trouble dies: use action skill to respawn

Mobbing:

- Use **Madlad** or **Hot Slugger**
- Keep critting ? Infinite uptime
- Switch between kinetic & shock weapons to refresh attunements

10. Build Variants

1. Support Trouble (Recommended)

- Trouble marks enemies
- You deal amplified damage
- Better for bosses & general play

2. Damage Trouble Variant

- Trouble becomes main DPS via illusion damage
- Needs points in Blue Tree
- Suffers from:
 - No healing from Killspring
 - Trouble dies faster
 - Doesn't work well on bosses

11. Summary

Aspect	Rating
Bossing	?????
Mobbing	?????
Survivability	?????
Ease of Use	?????
Scaling	?????
Fun Factor	?????

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? With high uptime on lifesteal, powerful kill skill chaining, and one of the most satisfying Trouble-based synergies, this is **Vex's best hybrid build** post-patch.

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