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Mordecai skill tree build

Last week I did a review on the Borderlands game. While writing, several times I saw myself wanting to share my techniques to play the game. I wouldn't call myself an expert on the game, but I've played several times, including Playthrough 2, so I've built the characters from each class so they can successfully complete the challenges the game throws at them. It was with this in mind that I decided to share my character building advice with everyone. In the coming weeks, I'll post suggestions on building killing machines for each of the character classes in Borderlands. This is not going to be a character building guide. There are many different styles and tactics to use when playing Borderlands and you can build a character capable of not mater which your style of play. I am writing this guide primarily to illustrate the diversity of the character skills system and share what has worked for me and my style of play. When it comes to first-person shooters, I try not to put myself in a box. I like to try different things and different ways of approaching situations and missions. Obviously, with these games, designers often play in missions that take specific tactics. Although there's a bit of that in Borderlands, most missions are just freestyle combat. So it was nice to have the variety of different skill options available in Borderlands that I mentioned in the review. Now, even though I like to try different styles, I usually gravitate toward the shooter. I don't know why. Maybe it's because I like to take my time and enjoy the game, or show that I have the patience to sit with my eyes at a point waiting for the guard to come around the corner for the third time, or maybe it's just because I like to watch, nice and close, while the head of my enemies explodes (let's call the latter a nasty little habit that I picked up from the GTAIII code). Whatever the case, I like to cut. Now, in all fairness, you can build a shooter from any of the character classes if you choose. The game is so flexible. However, Mordecai the Hunter is the right guy to cut. Therefore, this first building guide will focus on it. ROGUE Leaning towards the sniper class as I do, Mordecai seemed to me the character I wanted to play right away. He has three skill sets; Shooter, Rogue and Gunslinger. Each set has seven abilities. You can see the Mordecai Skill Tree HERE. If you hover over the skills you can read about the benefits each provides (thanks to Gearbox for creating a Flash Skills Tree so I don't have it either). As you can see the sniper set is the first set if you look at it left to right and I thought this would be the branch on which I would focus. However, once I got Bloodwing, I liked his dynamic so I focused on the Rogue branch instead. I found it refreshingly unique to a first-person shooter. Now, I have to say that I was only interested in the blood-ass skills in the Rogue branch, especially the bird of prey skill. I could have gone either way with my auxiliary skills (Sniper or Gunslinger) but I figured since I was focusing primarily on Rogue I would do my Gunslinger helper skills. I thought the bird was going to turn me in while i was cutting without mentioning that Bloodwing has a limited range. So my first build went like this (I picked up the skills in this order as I leveled): Swift Strike level 5 Out for Blood level 5 Now level 3 is open you can work Air Impact to level 5 or go back to level 1 and work Swipe up to level 5 (on my Mac Hunter I went with Swipe and on the PS3 I took Air Impact. Swipe provides more and better deliveries when Bloodwing attacks, but Air Impact makes Bloodwing attacks more powerful. I give AI the advantage since there is no lack of loot in this game, but anyway once you have one of them turned on you will open the skill of 4 bird of prey, which is vital if you are focusing on the dodgy style.) Bird of Prey level 5 (note: i took the shortest path to maximize the Bird of Prey. This should be done regardless of the branch of the skill tree you take. Get to level 4 power as fast as you can.) Now that you have all the important rogue skills you can pick up auxiliary skills from the other trees. In my opinion, The Gunslinger's abilities are the way to go, since Bloodwing can only attack from medium range anyway. In addition, of the two Bloodwing abilities offered by the other trees, the Predator Gunfighter's ability surpasses the Shooter's Carcer Call, as you don't have to do anything to increase Bloodwing's cooldown time. However, Carrion Call reduces cooling for every blow with the sniper rifle, so if you can just blow up hip shots quickly you can have Bloodwing ready to go in no time. For me, though, I went with Predator. I just feel that the closest range skills are more important, since Bloodwing can't attack from the range of the sniper rifle. So I took this way from here: Deadly level 5 (you could do Crazy Gun, but for me it just rips through ammo too fast.) Lethal Attack level 5 Predator level 5 At this point you will probably be near the end of the game. If you haven't played any of the DLC you may not even get to the Predator before you finish the game, but that's what's great about Playthrough 2, you can just continue on your chosen path. In playthrough 2, I went to Carrion Call in the group leveling caliber and killer along the way. After maximizing Carrion Call I went ahead and leveled Trespass too, since it denies enemy armor for any weapon and not just sniper rifles. Also, something I forgot to mention in the Borderlands review is that there is a level limit of 58 58 that you can accumulate a total of 54 skill points to spend (remember, you don't start collecting skill points up to level 5 and then it's 1 point per level). Now, if you buy and install General Knox's Secret Arsenal DLC, it will increase your level limit to 69 giving you 11 more skill points. These additional skill points make it possible to earn all three level 4 skills, not that I would really worry about doing this, it only brings this within reach if you choose to do so. Personally, I prefer to spend the stitches on other buffs. Now, something that the game allows you to make fun trying other game styles is to respect you from the character's abilities. You can do this by going to any New-U Station and buying a respec (Reset skill points from the New-U menu). This gives you all your skill points back so you can reapply them differently. This is not so expensive, especially if you do this at the beginning of Playthrough 2. SNIPER So let's say I just completed the game using my Rogue build (which I really just did on the Playstation version last night) and now I want to switch to a Sniper build. Start a new game on Playthrough 2 using the same character. At first, you will remember claptrap presents you to The New-U Station. Use this season to respecer your character as follows: Calibre level 5 Killer level 5 Now at level 3 you can go with Carrion Call or Loaded depending on how you plan to play. I went with Loaded because a) I had my fill to trust Bloodwing on my first playthrough and b) because I want to focus on being a real killer shooter. Level 5 transgression. It is noteworthy that the maximum Trespass has no consequence, since bullets have a 100% chance of penetrating the armor (they also receive a damage increase of 5%). Having this maximum skill so early in the game is a huge advantage and you will need it with the toughest enemies. Deadly level five. As I mentioned before, as a shooter, you are constantly shooting yourself in the head, which are always critical blows. So Mortal is definitely worth the points investment for a shooter. Then apply 5 points to any of the level 1 rogue abilities (Swipe or Swift Strike or both). It doesn't really matter, all you're trying to do is open rogue level 2 so you can. . Max off Fast Hands. Sniper rifles are one of the slowest reload weapons. After maximizing it abandon the rest of the Rogue tree. From this point, invest skill points in the Gunslinger's skill tree as you wish until you maximize relentless. Once you have relentless (if you haven't closed yet), you can spend skill points on anything you want. It doesn't matter because you already have all the skills that work to make a killer shooter. I have to mention that, in my opinion, the shooter in this game is best suited for the multiplayer game. There are very close to quarter quarter of the shooter to be really effective during the solo game. that's not to say you can't complete the game with sniper construction, but it's much harder. Save your shooter for multiplayer sessions as a support character. Let the commandos and berserkers take on the enemies as you hang up and take the shots to the head. Also remember that you can respecindo your character at any time and that it is not expensive to do so. So if you want to start a multiplayer session with the rogue you built, don't be afraid to respec it for a shooter for the session and then respec it back when you want to go it alone again. I can't emphasize enough how this guide is just suggestions for you to think about when planning your Mordecai character. There are so many ways to build the perfect character that I'm sure others have their own ideas. In fact, I'd love these ideas here and maybe try them out myself. If you have a character bitekiller killer build, share it in the comments. Thanks for reading. in: Archives Watercooler, All forum threads OK! So far I've been playing borderlands, and I think it's a great game. However, I think playing Mordecai is a bit more challenging than that of other classes. He's mostly far-reaching, which is the kind of class I prefer the most, but his skill tree is very difficult to decide which one to choose. I'm looking for almost all of the long-range gameplay as well as the use of revolvers or machine guns. Another great thing you're up against is that Mordecai's ability is the blood wings. I need to know whether or not to use this damn thing because it seems to have potential, I just don't see it yet. So far, I'm only level 18, and my PLANNED OUT skill tree looks something like this. ____ -- -- . Loaded - 5/5 Great for extended shooting toward crowds. Carrion Call - 5/5 Im looking for the sniper class mod, so yes... = = Invasion - 5/5 100% shield ignore sounds amazing to me. ---ROGUE--- I can't decide whether or not to upgrade the BLOOD ASA or not!!! T.T ---Gunslinger--- Deadly - 5/5 boom... headshot... -TF2 Sniper --I want to get Gun Crazy - 5/5, because this could come in use on.-- Lethal Strike - 5/5 We all come across desperate situations (since every monster rushes you into the game...) I see it as being very helpful... After all, who doesn't love all the melee bonuses included in such a deadly package? Remedy Riotous - 5/5 Now this skill will be great. Healing crazy if killing an enemy is right in my book. Hair Trigger - 5/5 Bonus in clip speed and size... so yes if anyone has any comments or suggestions, feel free to post them. Thanks again! DesertVulpine 00:17, December 10, 2009 (UTC) ____ Wylde bil 00:49, December 10, 2009 (UTC) ____ respecting is CHEAP, plan to do it several times. For example, if you really want a higher line skill, but not so much the line before it, use the 1-5 points elsewhere for at least those 5 levels, then change. Second, it depends on what weapons you find. If you don't have a competitive sniper rifle, then drop your shooter in the same way for pistols. As a general rule, do not specify for both at the same time. Skills: Sniper Caliber: Must have sniping Killer: always wanted Focus: wanted to cut yourself, but -sway becomes less necessary as you receive proficiency. When you have a specially accurate main weapon, specify a few points for more damage. Cary Call: Not useful unless you have points in Rogue. A maximum point to sowe the sniper mod. Uploaded: Marginal. If you must take a few stitches, make sure that the latter actually increases the magazine of the weapon you use: it rounds down. Tresspass: Good, but overrated, except against Eridians. You want if you're going to sniper, and the 5% is always good, but don't stretch for it. It is also a total waste whenever your best weapon is elementary. Rogue The Bloodwing is not for killing things. Start a threat and lose ground as you level up and get decent weapons, and never reach. Also, you may have noticed that it doesn't really fly that far from you, useless for attacking enemies in sniping ranges. The tree still has its place. For agriculture: Cleanup: useful for cleaning. The classmod gives you a bonus, so you only need 1 or 2 points. You will not want to ever specify for the farm before the end of the game anyway. To fight: fast hands are not useless, but a little marginal. It's just for shooters, pistols and revolvers to reload fast anyway and proficiency makes them even faster. Swift Strike: It's exactly what you take in the front row. It makes Out For Blood better, but it's not worth it alone. Out For Blood: Help at close combat festivals, but need Birds of Prey as well as Swift Strike to be good. Aerial Impact: A good skill, makes the tree, but if you get it you have to take 5/5 and you will want 2 points minimum in Birds of Prey to really make it stick. Bird of Prey: as above So here's the thing: Rogue is really worth killing things. Allows you to ruin stunned guys with their guns at close range, whether you're a shooter or a gunman. But you want your points at shooter or gunman first to do and then to rogue itself you want to sink 17-20 points into it or none at all. Rogue is useless up to level 30+, when if you want to specify everything at once. Deadly Gunslinger: Required for any Mordecai construction. Take it early, even for pure cutting. Lethal attack: Mord's melee is lame. This skill is worthless on paper, but it doesn't matter: you'll always have something better to spend the points. 0/5. MAYBE as a 100% pure shooter with Relentless, and it would still be a throw between that and Predator as the disposable skill. Remedy Riotous: always good Crazy Gun, Relentless: when your best gun is a revolver or pistol you want both very bad. When you can afford it, Relentless and Assassin together are good times. Hair Trigger: If you are going pistols hard, get it after deadly /crazy gun /riotous/relentless remedy. It has a real bonus so it's not as lame as Loaded, but still make sure you're actually getting an extra bullet. For 3/5 point revolvers makes six shooters out of seven. There's no joy for two cameras. --Raisins 3:17, December 10, 2009 (UTC) ____ The only thing I see as a problem is that buff only skills last 7 SECONDS!! That, imo, is a pathetic waste to upgrade. Another thing I see being a bit of a problem is that, yes, Bloodwing doesn't have good upgrade capabilities. Since I'm able to reach level 30, I'm hoping not to use it except in super terrible situations. Lethal Attack now seems a little stupid, but... ldk. I need more gameplay experience before I decide what to do. The dishonest class I wasn't really looking forward to; I mean ammo, money... it's not really that hard to find. Daze maybe and hitting various enemies... Meh. But I'm still looking for an almost all sniping and using revolvers and machine guns to help, so I'm sorry if I decline some good ideas. DesertVulpine 23:10, December 10, 2009 (UTC) ____ Saquear, Deadly, and Relentless are GREAT for item drops. As for the Riotous Remedy, it is more of a skill of convenience for me, since I use a Scavenger Mod that has a good attribute of health regeneration. I usually start by throwing a couple of Elemental MIRV grenades to wear health towards various enemies (corrosive my personal favorite... depending on the enemy type). So I end up with an explosive weapon (usually with the Detonating Snake). I kill every five seconds, on average. By killing Badasses, I splinter down the health, so there is little health enough for the final shot, kill a smaller enemy, then wipe out the Badass. Works for -UnKel 1.20, December 11, 2009 (UTC) Some notes: I never use Lethal Attack and/or Loaded and stopped using... Lethal Attack because I barely ever melee though it is useful with the right modifiers, loaded because there are other more useful and Deadly skills because the bonus is too low to be worth putting work on. In fact, I use different constructions depending on what I'm doing, here they are: Main Build: Promotory Template Promotory: Switch Deadly for Out for Blood Hunter Class Mod or Sniper Class Mod: Sniper Crit Dmg, Sniper Ammo Regen Weapon: Volcano 509 x 4 - 98.6 - 0.9 Scavenging: Switch Trespass c/ Carrion Call, Switch Aerial Impact w/ 3 points in Ransack, 2 in Swipesack, Deadly c/ Out for Blood/ Scavenger Class Mod: Extra Items, Extra Rare Weapon: Volcano Up or Penetrator 456 - 96.0 - 4.3 OR BUILD NOTE THIS BUILD HAST HAS BEEN EXTENSIVELY TESTED Gunslinger: Deadly Switch c/ Riotous Gunslinger Class Mod: Pistol RoF, Pistol Ammo Regen Armas: Pestilent Defilador, Malivan Firehawk, TMP8 Cold/Mean Torment and/or Static Equalizer. (Regarding TMP >> at least 180 dmg w/80 acc and 9.0 fire rate) (Be sure to put static on your blood wing when you see shields) --Doctorgray 6:00 pm, December 11, 2009 (UTC) A note on Bloodwing: This is one of the most embarrassing action skills in the entire game. Mordecai's buildings are great when they focus on revolvers and snipers, and for a long time they don't have the skill points to invest in Bloodwing. Your pet doesn't get too good until you have the ultimate skill where it gets tons of bonus attacks. Fully upgraded, and when facing enemies slightly below your level, Bloodwing can whip around an entire crowd of enemies in seconds. The best part is that you can get the cooling for like 1 second, so it is active almost 100% of the time. My personal feelings for Mordecai? Invest heavily in snipers or pistols as you increase your levels. Don't worry about much more, since Bloodwing is some kind of skill tree, if you ask me. Later, when you reach level 40-45 you can maximize both trees and be very effective. Your 5 skill endpoints can go wherever you are, and give you some points on everything you feel you're missing. -Wang Foolio 18:46, December 11, 2009 (UTC) I highly suggest you experience this construction ive used since playthrough 1 and it has served me very well, making my sniper rifle is an unforgettable force, combined with a cyclops sniper or a volcano shooter this build enemies pwns, let alone the fact that ALL your bullets will ignore shields, making these guardians look like groans waiting to be slaughtered. Toolazytomakeaconta 09:42, December 20, 2009 (UTC) It is practically criminal to get Hair Trigger, but not Gunslinger. Gunslinger is one of the best damage bonuses in the game (in levels, is close to ~+80% DPS) for pistols. Here's what I would do for a pure gunfighter: You can dump the points on Caliber and Riotous Remedy and put them elsewhere if you want. Here's what I would do for a Ranger build (1 second cooling Bloodwing): using a Ranger mod (+4 Predator, +3 Bird of Prey) and Revolvers.--Ocdscale 17:14, December 20, 2009 (UTC) Best Sniper/Pistol DPS build as loot, health and XP are basically non-problems. The saque can be grown. Health is rarely touched and after getting shields and regency items, it will quickly top-off while you're managing your inventory and missions between battles. XP can be boosted to all subsequent characters after you clean the house for the first time and where is the sport in overcoming the crowds in their first run-through? The blood specification with the sniper specification is deadly good, especially at level 50. Blood wings, if the specification correctly can tear up all the smaller enemies and damage the biggest enough so that you only have to use a couple of shots to clean up. I use Scavenger mod, so that increases the damage of blood wings a little more and allows it to attack more enemies. Combined with Carrion Call, you can keep throwing your blood wings several 10 and almost even have to fire a shot. Now, the blood wings do not pass through shields, but meh, the drops of item are worth IMO. I recommend not to forget the lethal attack. Although it doesn't look so great if you focus on long-distance combat (which, admittedly it isn't), if you're a gunfighter/rouge you can be a savior. You actually make a lethal attack a bit even with your low chance of happening (has a 35% chance, but I understand about 75% of the time) it still happens a lot and can eliminate most enemies on 1-3 hits. Community content is available in CC-BY-SA unless noted otherwise. Noted.

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