Destiny 2 Build – High-Energy Fire PvP Hunter

This is a PvP Hunter build that is built many new seasonal mods like **High-Energy Fire**. This mod gives you a general **weapon damage boost** for having **Charged with Light**. **CWL** can be obtained fairly easily with a few other **seasonal mods** that will be described below. This build also takes advantage of the many **seasonal artifact mods** available to **pulse rifles** and **auto rifles** this season. This build is my best Hunter build for Crucible, Trials of Osiris, Iron Banner and general **PvP**. You can use most of this build on **any class**, but there are multiple **subclass perks** from **Way of the Sharpshooter** that are very good for it.

Specs



Class and Subclass

* Hunter, Solar, **Way of the Sharpshooter**
* Swarm Grenade, Marksman’s Dodge, High Jump

Guns

* K: **Vigilance Wing**, Cold Denial, Bygones, Forward Path, Revoker, Bite of the Fox
* E: **Felwinter’s Lie**, Beloved, Gnawing Hunger
* H: **Hammerhead**, Play of the Game, Wardcliff Coil, Truth

Check out my [PvP gun spreadsheets](https://docs.google.com/spreadsheets/d/1e7Q2yW041Wf6AdXRd5ftgmZDE1baeK_rhS_sQ50Zzbk/edit#gid=681683958) for perk recommendations.

Armor

* General: **Recovery**, Mobility, Pulse/Auto/Rifle, Special Ammo Scavenger
* Head: **Knucklehead Radar**, Recovery, Scatter Targeting + x2
* Arms: Recovery, Pulse Rifle Loader + x2, **Stacks on Stacks**
* Chest: Recovery, Rifle Unflinching + x2, **High-Energy Fire**
* Legs: Recovery, Traction(CO), **Taking Charge**, Special Scavenger
* Class: Recovery, Invigoration, Swift Charge

CO = Controller only, + = Enhanced, **Important**, Special ammo, Heavy ammo/Void armor, Arc armor, Seasonal mods, Artifact mods

Your armor mods are standard with a focus on **pulse rifles** and building **Charged with Light (CWL)** for **High-Energy Fire**, which gives about a **20% weapon damage** boost. Make sure you have **high** **recovery** while also having room for the 4 main **CWL** detailed above. This will allow you to get stacks of **CWL** from picking up an **orb of light** or getting rapid kills with **Pulse Rifles**. You can alternatively use **Quick Charge** for shotgun rapid kills or **Precision Charge** for sniper rapid kills for **CWL**. The **artifact mods** are very strong, but are specific to Season of Arrivals and will change next season.

Gameplay

This build is a standard defensive Hunter build that uses **pulse** or **auto rifles** as your main weapon; as such, you must maintain good awareness and use of your surrounding cover while maintaining good **sightlines**. Secondly, this build uses **Charged with Light** to boost weapon damage with **High-Energy Fire**, which gives a significant and long-lasting **weapon damage boost**. Thirdly, it takes advantage of many of the Season of Arrivals **Artifact mods** that help **Pulse** and **Auto rifles**, making them much more **competitive** against Hand Cannons. Fourthly, it uses a few great and synergetic **perks** from the Hunter **Way of the Sharpshooter** subclass; namely **Knock ‘Em Down** for better stability and handling on kills, and **Practice Makes Perfect** that gives super energy on headshots for easily getting **3 supers a match**.

Your specific weapon choice depends on your **level of experience** and **preference**. **Vigilance Wing** is a good middle-ground for close range, long-range, time to kill and ease of use. **Cold Denial** is for high level players for its better potential time to kill, but more punishing misses. **Bygones** is easy to use and controllable, but worse time to kill. **Auto rifles** are a shorter range, better time to kill and easy to use weapon type. The goal is to use guns that use the various rifle based **artifact mods** and give you plenty and consistent headshots to trigger **Knock ‘Em Down** and **Practice Makes Perfect**. Your **special** and **heavy** weapon is your preference and should be weapon combination and map-based. I prefer **72 RPM snipers** as they will 1 shot body shot with **High-Energy Fire**.

**Knucklehead Radar** might seem like an odd choice for an exotic but works very well for this build’s gameplay. Because you are using a **defensive rifle**, you will be aiming down sights a lot. Being able to see your **radar** while aiming down sights will allow you to fully **pre aim** corners and sightlines, which gives you a better chance to hit and control your first shots.

Use you **super** whenever you get it so you can get **3 supers a match**. Remember that you have **no extra resistance** in **Golden Gun**, so use it cautiously.

Alternatives

As I detailed above, there are a bunch of **weapon alternatives**. Use the appropriate **mod changes** where needed. The **subclass** is very important to this build for the subclass perks mentioned above. The **exotic** can be swapped to **Wormhusk** if you prefer the healing over pre aiming corners with your radar up. You can use most of this build on **any class**, but the aforementioned **subclass perks** are very good for it.