Once Human - Doomers Bullds

PVE Best Sets | PVE Bonuses | PVP Bullds Short | Best Hide | Changelog | Crafter | Mods | Suffixes/Isotopes | Jane 10 Ver Bullfs | Nerfs

DMG Calculator is now available for Top Supporters

All changelogs

Click Me

(PVE) updated 7/1/2025

WEAPON TIERLIST HERE

Please DM on patreon for build request
Please don't be afraid to ask questions

You can also click screenshots on mods to see what it does, for the build, Click "CRAZILY" to see the build's crafter.

There are notes on some window cells simply hover your mouse here, you will see "note"

Rest of the sheets are in my https://discord.com/invite/ZeeB9Uz Rules+Guides+Sheets

for HP upgrade armor in order 1>2>3>4>5>6

for PSI upgrade armor in order 1>2>3>4>5>6

Gear Tier
Red mark means it's the main armor for the build (do not change it)

Gear Tier
Cyan mark means it's the key armor required for the build (do not change it)

Yellow mark means it can be replaced with any armor choice of yours (feel free to replace it)

If you have Obsession Suffix mods, use them instead of Hibernit they provide zone rates, and give more damage if nearby creatures.

If you don't have Obsession Suffix mods stick to Hibernit / Fulminor suffix.
If you don't have Lunar Suffix mods stick to Hibernit / Fulminor suffix.

PVE (Crit) — Click for details
(BEGINNER): Kumawink - Violent (7)
A+ Tier — Electrical Discharge | Boundless Leap | Precision Strike | Life Amplifier | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Linewall Cooldown | Linewall Cooldown | Deep Dark Cooldown | Linewall Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

PVE (Crit) — Click for details
(ENDGAME): Kumawink - Violent (1) - Bounce (2) - Lunar (2) - Downstar (2)
S Tier — Electrical Discharge | Boundless Leap | Precision Strike | Cd Boost | Rush Hour Critical | Deadeye Focus | Bandit Cache | Treacherous Cooldown | Treacherous Cooldown | Linewall Cooldown | Deep Dark Cooldown | Linewall Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

PVE (Talents) — Click for details
(BEGINNER): Boom Boom - Talents (5) - Downstar (2)
SS- Tier — Electrical Discharge | Boundless Leap | Precision Strike | Cd Boost | Rush Hour Critical | Deadeye Focus | Bandit Cache | Shadow Cooldown | Shadow Cooldown | Shadow Cooldown | Earthly Bonds Cooldown | Wildness of Jade Cooldown | Shortcut Energy | Hot Dog Work | Lucky Rabbit Work | Deviation

PVE (Talents) — Click for details
(ENDGAME): Boom Boom - Talents (3) - Lunar (2) - Downstar (2)
SS+ Tier — Electrical Discharge | Boundless Leap | Precision Strike | Cd Boost | Rush Hour Critical | Deadeye Focus | Bandit Cache | Shadow Cooldown | Shadow Cooldown | Shadow Cooldown | Earthly Bonds Cooldown | Wildness of Jade Cooldown | Shortcut Energy | Hot Dog Work | Lucky Rabbit Work | Deviation

PVE (Talents) — Click for details
(BEGINNER): Silent Anabasis - Talents (1) - Frost (2) - Downstar (2)
S Tier — Active Cooldown | Boundless Leap | Lunar Cooldown | Cd Boost | Rush Hour Critical | Deadeye Focus | Bandit Cache | Snow Cave Cooldown | Shadow Cooldown | Shadow Cooldown | Linewall Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Lucky Rabbit Work | Deviation

PVE (Talents) — Click for details
(ENDGAME): Silent Anabasis - Talents (1) - Frost (2) - Lunar (2) - Downstar (2)
S++ Tier — Active Cooldown | Boundless Leap | Lunar Cooldown | Cd Boost | Rush Hour Critical | Deadeye Focus | Bandit Cache | Snow Cave Cooldown | Shadow Cooldown | Shadow Cooldown | Linewall Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Lucky Rabbit Work | Deviation

PVE (Weakspot) — Click for details
(BEGINNER): Memento - Precision (5) - Fast Gunner (2)
S+ Tier — Precision Strike | Boundless Leap | Mitigating | Bandition Amplifier | Life Vial x Big | Covered Advance | Bullet Hell Focus | Bandit Cache | Bullet Cooldown | Bullet Cooldown | Bullet Cooldown | Bullet Cooldown | Calibration Jx Weakspot | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

- High damage against bosses
- Very hard to hit weak points
- Low Crit Rate (Use Crit Suffix)
- Low Hp (Use Hp Suffix)

PVE (Weakspot) — Click for details
(BEGINNER): Memento - Precision (5) - Fast Gunner (2)
S++ Tier — Precision Strike | Boundless Leap | Mitigating | Bandition Amplifier | Life Vial x Big | Covered Advance | Bullet Hell Focus | Bandit Cache | Bullet Cooldown | Bullet Cooldown | Bullet Cooldown | Bullet Cooldown | Calibration Jx Weakspot | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

- Highest damage out of all bullds
- Very hard to hit weak points
- Low Hp (Use Hp Suffix)
- Low Crit Rate (Use Crit Suffix)
- Low Weakspot Dmg (Use Weakspot Suffix)
- High Crit / Crit Dmg / CM DP

PVE (Crit) — Click for details
(BEGINNER): Memento - Violent (2) - Fast Gunner (2) - Downstar (2)
A+ Tier — Cd Boost | Boundless Leap | Explosive Amplifier | Cd Boost | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Bandits Cooldown | Bandits Cooldown | Bandits Cooldown | Bandits Cooldown | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

- Works against bosses
- Low Damage against bosses
- Low Weakspot Damage
- Low Hp (Use Hp Suffix)
- Low Crit Rate (Use Crit Suffix)

PVE (Crit) — Click for details
(ENDGAME): Memento - Violent (1) - Fast Gunner (2) - Lunar (2) - Downstar (2)
S++ Tier — Explosive Amplifier | Boundless Leap | Explosive Amplifier | Cd Boost | Rush Hour Critical | Deadeye Focus | Bandit Cache | Treacherous Cooldown | Treacherous Cooldown | Linewall Cooldown | Linewall Cooldown | Linewall Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

- Highest Dmg against bosses
- Very hard to hit weak points
- Low Hp (Use Hp Suffix)
- Low Crit Rate (Use Crit Suffix)
- Low Weakspot Dmg (Use Weakspot Suffix)
- Best Hot Dog Work (Hot Dog Work Lunar Lvl 1)

PVE (Crit) — Click for details
(BEGINNER): Corrosion - Violent (5) - Downstar (2)
S- Tier — Death Cache | Boundless Leap | Cd Boost | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Iron Mark Cooldown | Iron Mark Cooldown | Iron Mark Cooldown | Iron Mark Cooldown | Bandits Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

PVE (Crit) — Click for details
(ENDGAME): Corrosion - Violent (3) - Lunar (2) - Downstar (2)
S++ Tier — Death Cache | Boundless Leap | Cd Boost | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Iron Mark Cooldown | Iron Mark Cooldown | Iron Mark Cooldown | Iron Mark Cooldown | Bandits Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

PVE (Weakspot) — Click for details
(BEGINNER): Bingo & Wildfire - Precision (7)
S- Tier — Lonely Hills Amplifier | Boundless Leap | Wind Charged Amplifier | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Calibration Jx Weakspot | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

- For beginners
- Downgrade to Bow Bullds

PVE (Weakspot) — Click for details
(ENDGAME): Bingo & Wildfire - Precision (7)
S+ Tier — Lonely Hills Amplifier | Boundless Leap | Wind Charged Amplifier | Wildness Amplifier | Arched Shield | Rush Hour Critical | Deadeye Focus | Bandit Cache | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Calibration Jx Weakspot | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

- If you're killing Pumpkinhead a lot, Bow is weakspot

PVE (Crit) — Click for details
(ENDGAME): Bingo & Wildfire - Violent (3) - Lunar (2) - Downstar (2)
S+ Tier — Lonely Hills Amplifier | Boundless Leap | Wind Charged Amplifier | Dragon Amplifier | Arched Shield | Rush Hour Critical | Deadeye Focus | Bandit Cache | Linewall Cooldown | Treacherous Cooldown | Treacherous Cooldown | Treacherous Cooldown | Old Hunchback Jx Weakspot | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

- This should be Weakspot Dmg but Bow is only bullds that can hit weak points.

PVE (Crit) — Click for details
(BEGINNER): SOCR The Last Valor - Violent (6) - Downstar (2)
A+ Tier — Electrical Discharge | Boundless Leap | Valiant Valiant Valiant | Cd Boost | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Gas Tight Valiant | Treacherous Cooldown | Treacherous Cooldown | Linewall Cooldown | Deep Dark Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

PVE (Crit) — Click for details
(ENDGAME): SOCR The Last Valor - Shrapnel (1) - Violent (4) - Lunar (2) - Downstar (2)
A++ Tier — Electrical Discharge | Boundless Leap | Valiant Valiant Valiant | Cd Boost | Rush Hour Critical | Deadeye Focus | Bandit Cache | Gas Tight Valiant | Treacherous Cooldown | Treacherous Cooldown | Linewall Cooldown | Deep Dark Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

- High damage
- Very high Crit Rate
- Weaker Lvl 1

PVE (Crit) — Click for details
(ENDGAME): SOCR The Last Valor - Shrapnel (1) - Violent (4) - Lunar (2)
MAXIMUM POWER SS++ Tier — Electrical Discharge | Boundless Leap | Valiant Valiant Valiant | Cd Boost | Rush Hour Critical | Deadeye Focus | Bandit Cache | Gas Tight Valiant | Treacherous Cooldown | Treacherous Cooldown | Linewall Cooldown | Deep Dark Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

- This bullds is for Maximum Damage Crafted Firearms

PVE (Talents) — Click for details
(BEGINNER): Scorched Earth - Talents (1) - Burn (2) - Lunar (2) - Downstar (2)
A+ Tier — Burning Cooldown | Boundless Leap | Lunar Cooldown | Cd Boost | Rush Hour Critical | Deadeye Focus | Bandit Cache | Shadow Cooldown | Shadow Cooldown | Hardy Gloves Cooldown | Treacherous Cooldown | Treacherous Cooldown | Linewall Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Lucky Rabbit Work | Deviation

PVE (Weakspot) — Click for details
(BEGINNER): Dusty - Precision (7)
A+ Tier — Lonely Hills Amplifier | Boundless Leap | Sniper Amplifier | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Gas Tight Valiant | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Calibration Jx Weakspot | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

PVE (Crit) — Click for details
(ENDGAME): Dusty - Violent (1) - Shrapnel (2) - Lunar (2) - Downstar (2)
A+ Tier — Electrical Discharge | Boundless Leap | Valiant Valiant Valiant | Cd Boost | Rush Hour Critical | Deadeye Focus | Bandit Cache | Gas Tight Valiant | Treacherous Cooldown | Treacherous Cooldown | Linewall Cooldown | Deep Dark Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

PVE (Talents) — Click for details
(BEGINNER): Little Jaws - Talents (3) - Unstable Bomber (2) - Downstar (2)
A- Tier — Gun | Dynamo Cooldown | Mark | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Shadow Cooldown | Shadow Cooldown | Shadow Cooldown | Shadow Cooldown | Pumpkinhead Cooldown | Wildness of Jade Cooldown | Shortcut Energy | Hot Dog Work | Lucky Rabbit Work | Deviation

PVE (Talents) — Click for details
(ENDGAME): Little Jaws - Talents (1) - Unstable Bomber (2) - Lunar (2) - Downstar (2)
A+++ Tier — Gun | Dynamo Cooldown | Mark | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Shadow Cooldown | Shadow Cooldown | Shadow Cooldown | Shadow Cooldown | Pumpkinhead Cooldown | Wildness of Jade Cooldown | Shortcut Energy | Hot Dog Work | Lucky Rabbit Work | Deviation

PVE (Weakspot) — Click for details
(BEGINNER): Predator - Precision (7)
S- Tier — Precision Strike | Precise Hollow Amplifier | Mitigating | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Calibration Jx Weakspot | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

- High damage against bosses
- Very hard to hit weak points
- Low Hp (Use Hp Suffix)
- Low Crit Rate (Use Crit Suffix)

PVE (Crit) — Click for details
(BEGINNER): Predator - Violent (3) - Fast Gunner (2) - Downstar (2)
S+ Tier — Sniper Strike | Precise Hollow Amplifier | Mitigating | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Treacherous Cooldown | Treacherous Cooldown | Linewall Cooldown | Deep Dark Cooldown | Linewall Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

- Low DMG against bosses
- Low Hp (Use Hp Suffix)
- Low Crit Rate (Use Crit Suffix)
- Low Weakspot Dmg (Use Weakspot Suffix)
- Generally good against bosses with no weakspot

PVE (Crit) — Click for details
(ENDGAME): Predator - Violent (1) - Fast Gunner (2) - Lunar (2) - Downstar (2)
S++ Tier — Sniper Strike | Precise Hollow Amplifier | Mitigating | Cd Boost | Rush Hour Critical | Deadeye Focus | Bandit Cache | Treacherous Cooldown | Treacherous Cooldown | Linewall Cooldown | Deep Dark Cooldown | Linewall Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

- Low DMG against bosses
- Low Hp (Use Hp Suffix)
- Low Crit Rate (Use Crit Suffix)
- Low Weakspot Dmg (Use Weakspot Suffix)
- Generally good against bosses with no weakspot

PVE (Talents) — Click for details
(ENDGAME): Outer Space - Talents (1) - Power Surge (2) - Lunar (2) - Downstar (2)
A++ Tier — Static Shock | Boundless Leap | Electrical Discharge | Cd Boost | Rush Hour Critical | Deadeye Focus | Bandit Cache | Pacifist Cooldown | Pacifist Cooldown | Pacifist Cooldown | Pacifist Cooldown | Pacifist Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

PVE (Talents) — Click for details
(BEGINNER): Abyss Glance - Talents (3) - Frost Vortex (2) - Downstar (2)
B- Tier — Active Cooldown | Boundless Leap | Lunar Cooldown | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Shadow Cooldown | Shadow Cooldown | Shadow Cooldown | Shadow Cooldown | Pumpkinhead Cooldown | Wildness of Jade Cooldown | Shortcut Energy | Hot Dog Work | Lucky Rabbit Work | Deviation

PVE (Talents) — Click for details
(ENDGAME): Abyss Glance - Talents (1) - Frost Vortex (2) - Lunar (2) - Downstar (2)
A Tier — Active Cooldown | Boundless Leap | Lunar Cooldown | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Shadow Cooldown | Shadow Cooldown | Treacherous Cooldown | Shadow Cooldown | Treacherous Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Lucky Rabbit Work | Deviation

PVE (Crit) — Click for details
(BEGINNER): Jaws - Violent (5) - Downstar (2)
S Tier — Electrical Discharge | Boundless Leap | Valiant Valiant Valiant | Life Amplifier | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Bandits Cooldown | Bandits Cooldown | Bandits Cooldown | Bandits Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Lucky Rabbit Work | Deviation

PVE (Crit) — Click for details
(ENDGAME): Jaws - [illegible] - Violent (2) - Lunar(2) - Downstar (2)
S++ Tier — Electrical Discharge | Boundless Leap | Valiant Valiant Valiant | Life Amplifier | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Treacherous Cooldown | Treacherous Cooldown | Shamar Cooldown | Linewall Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Lucky Rabbit Work | Deviation

PVE (Crit) — Click for details
(BEGINNER): Doombringer - Violent (5) - Downstar (2)
A+++ Tier — Electrical Discharge | Boundless Leap | Valiant Valiant Valiant | Life Amplifier | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

PVE (Crit) — Click for details
(ENDGAME): Doombringer - Violent (3) - Lunar (2) - Downstar (2)
S+ Tier — Electrical Discharge | Boundless Leap | Valiant Valiant Valiant | Life Amplifier | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Treacherous Cooldown | Treacherous Cooldown | Linewall Cooldown | Deep Dark Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

PVE (Crit) — Click for details
Primal Rage - Violent (1) - Fast Gunner (2) - Lunar (2) - Downstar (2)
SS+ Tier — Electrical Discharge | Boundless Leap | Mitigating | Cd Boost | Rush Hour Critical | Deadeye Focus | Bandit Cache | Charged Top Cooldown | Charged Top Cooldown | Charged Top Cooldown | Charged Top Cooldown | Charged Top Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

PVE (Crit) — Click for details
Primal Rage - On Mannheim Spam Farm - Violent (1) - Fast Gunner (2) - Lunar (2) - Downstar (2)
HOVER ON ME — Electrical Discharge | Boundless Leap | Mitigating | Cd Boost | Rush Hour Critical | Deadeye Focus | Bandit Cache | Charged Top Cooldown | Charged Top Cooldown | Charged Top Cooldown | Charged Top Cooldown | Charged Top Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

- For weakspot bullds, same as Primal Rage - Violent (1) - Fast Gunner (2) - Lunar (2) - Downstar (2) - Weakspot Dmg (Use Weakspot Suffix)

PVE (Weakspot) — Click for details
Primal Rage - Precision (5) - Fast Gunner (2)
HOVER ON ME — Precision Strike | Boundless Leap | Mitigating | Charged Top Amplifier | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Charged Top Cooldown | Charged Top Cooldown | Charged Top Cooldown | Charged Top Cooldown | Calibration Jx Weakspot | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

- For weakspot bullds, same as Primal Rage - Violent (1) - Fast Gunner (2) - Lunar (2) - Downstar (2) - Weakspot Dmg (Use Weakspot Suffix)

PVE (Talents) — Click for details — [illegible] Lvl 1 Only Bullds
(BEGINNER): G17 Hazardous Object - Talents (5) -
B++ Tier — Gun | Dynamo Cooldown | Mark | Electrical Discharge | Cd Boost | Rush Hour Critical | Deadeye Focus | Bandit Cache | Shadow Cooldown | Shadow Cooldown | Shadow Cooldown | Shadow Cooldown | Shadow Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Lucky Rabbit Work | Deviation

- Highest Hp?
- Low Dmg
- Low Crit
- Low Crit Dmg

PVE (Weakspot) — Click for details — Bullds beginners
(BEGINNER): Brahmimy - Precision (7)
S Tier — Dark Shamar | Boundless Leap | Precision Sniper | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Calibration Jx Weakspot | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

- Only Aoff
- Low Hp
- Low Crit Rate
- Low Weakspot Dmg (Use Weakspot Suffix)

PVE (Weakspot) — Click for details
(BEGINNER): Brahmimy - Precision (7)
S+ Tier — Dark Shamar | Precise Hollow Amplifier | Precision Sniper | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Pumpkinhead Cooldown | Calibration Jx Weakspot | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

- Highest Sustained DMG
- Low Hp
- Low Crit Rate
- Low Crit Dmg
- Low Weakspot Dmg (Use Weakspot Suffix)

PVE (Crit) — Click for details
(ENDGAME): Brahmimy - Violent (3) - Lunar (2) - Downstar (2)
S++ Tier — Dark Shamar | Boundless Leap | Precision Sniper | Cd Boost | Rush Hour Critical | Deadeye Focus | Bandit Cache | Treacherous Cooldown | Treacherous Cooldown | Linewall Cooldown | Deep Dark Cooldown | Linewall Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

- Highest Burst Dmg
- Low Hp
- Low Crit Rate
- Low Crit Dmg

PVE (Crit) — Click for details
(ENDGAME): Brahmimy - Violent (1) - Bounce (2) - Lunar (2) - Downstar (2)
SS Tier — Dark Shamar | Boundless Leap | Precision Sniper | Cd Boost | Rush Hour Critical | Deadeye Focus | Bandit Cache | Treacherous Cooldown | Treacherous Cooldown | Linewall Cooldown | Deep Dark Cooldown | Linewall Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

- Highest Burst Dmg
- Low Hp
- Low Crit Rate
- Low Crit Dmg

PVE (1) (Talents) — Click for details — [illegible] Lvl 1 Only Bullds
(BEGINNER): Critical Pulse - 2 Arrows - Talents (5) - Power Surge (2) — < FOR BEGINNERS
A Tier — Static Shock | Boundless Leap | Electrical Discharge | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Shadow Cooldown | Shadow Cooldown | Shadow Cooldown | Overheated Cooldown | Linewall Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Lucky Rabbit Work | Deviation

- Low DMG
- Low Hp
- Low Crit Rate
- Low Crit Dmg
- Low Weakspot Dmg

PVE (2) (Talents) — Click for details
(ENDGAME): Critical Pulse - 3 Arrows - Talents (6) - Power Surge (1)
A+ Tier — Static Shock | Ping Amplifier | Electrical Discharge | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Shadow Cooldown | Shadow Cooldown | Shadow Cooldown | Overheated Cooldown | Shamarrow Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Lucky Rabbit Work | Deviation

- 3 Arrows
- Same as Aoff

PVE (3) (Talents) — Click for details — [illegible] Lvl 1 Only Bullds
(ENDGAME): Critical P - 2 Arrows - Talents (1) - Power Surge (2) - Lunar (2) - Downstar (2) — < RECOMMENDED
A+++ Tier — Static Shock | Boundless Leap | Electrical Discharge | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Treacherous Cooldown | Treacherous Cooldown | Treacherous Cooldown | Treacherous Cooldown | Overheated Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Lucky Rabbit Work | Deviation

- Highly more DMG
- Low Hp
- Low Crit Rate
- Low Crit Dmg

PVE (Crit) — Click for details
(BEGINNER): Div Evo - Violent (7)
A+ Tier — Electrical Discharge | Boundless Leap | Shrapnel Top | Life Amplifier | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Cage Cooldown | Cage Cooldown | Cage Cooldown | Cage Cooldown | Cage Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation

PVE (Crit) — Click for details
(ENDGAME): Div Evo - Violent (2) - Shrapnel (1) - Lunar (2) - Downstar (2)
A+ Tier — Electrical Discharge | Boundless Leap | Shrapnel Top | Life Amplifier | Life Vial x Big | Covered Advance | Deadeye Focus | Bandit Cache | Cage Cooldown | Cage Cooldown | Cage Cooldown | Cage Cooldown | Cage Cooldown | Calibration Jx Cd Gain | Shortcut Energy | Hot Dog Work | Golden Wind Work | Deviation