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Bl2 butcher code

Forum Home > Console Gaming > Microsoft Consoles > Xbox 360 > Xbox 360 Gamesaves > Home Forums > Console Gaming > Microsoft Consoles > Xbox 360 > Xbox 360 Gamesaves > print: Pearlescent, Shotguns, Hyperion, Items in Borderlands 2 English Share She seems to like to separate everything so I think I'll do the same with her! Incendiary, Shock, Corrosive, Slag, or None Special Part (s): GD_Gladiolus_Weapons.Shotgun.SG_Hyperion_6_Butcher GD_Gladiolus_Weapons.Shotgun.SG_Body_Hyperion_7 GD_Gladiolus_Weapons.Shotgun.SG_Barrel_Torque_Butcher GD_Gladiolus_Weapons.ManufacturerMaterials.Mat_Hyperion_6_Butcher is a pearl pistol manufactured by Hyperion. Butcher can be obtained randomly from any suitable source of loot, but there is a higher chance to drop from the legendary loot dwarves,0100111010101010101010101010101010101010101000100100100100001000 and Uranus. Reduce the number of tablets. The rate of fire increased significantly. Achieve maximum accuracy much faster than other Hyperion pistols. Every time it is fired, there is a random chance for the magazine to be reloaded with a random amount of ammunition. Constant fire increases the rate of fire. Consume 1 bullet per shot Use & Describe The Butcher as a very powerful shotgun. Despite its low number of rounds (3 in most cases, 5 with a Possible Premedo premedoever), its exceptional rate of fire, reverse recoil and unique bullet regeneration form compensate for this, and as such its damage potential is impressive. Under sustained firepower, it achieves and maintains excellent accuracy for much longer periods than most Hyperion pistols. Note If Butcher recharges while at full magazine capacity, ammo will be added to the character's stock. This does not happen if the character's ammo reserve is full. Although Butcher had a Torgue barrel, which usually caused the shotgun to consume four rounds each, it consumed only one. In addition, no variant of Butcher could fire a variable of four rounds, but the weapon always had four barrels. The combination of this gun with Keep Firing of Salvador, Inconceivable, and/or 5 Shots or 6 skills allows ammunition to be spent in the long run. With Keep Firing and Locked and Loaded, Salvador was able to increase Butcher's rate of fire to over 8.0. Butcher was one of the few weapons returned from the Borderlands with another rarity. Sometimes the special effect may malfunction in the full magazine and the weapon will stop consuming ammunition, maintaining uninterrupted fire just like Infinity. Malfunctions can disappear after death, or use a fast travel station but not while exchanging with a different gun. Sometimes special effects can malfunction at an empty magazine, causing weapon reloads to fail. Malfunctions can disappear after death, using a fast travel station, or unequipping weapons from inventory and refiding it. Krieg great use This gun uses skills such as Blood-Filled Guns, Salt the Wound, and Embrace the Pain to maximize the already good characteristics of this gun. Butcher's random depositing effect gives it an extremely variable magazine size when used. Trivia Name and text taste of this weapon is the reference to a boss monster from the video game Diablo. Butcher is one of the first two Pearlescent weapons to have unique skin, the other being Tunguska. The Butcher has the same effect of Overcompensator. Pearlescent Shotguns Hyperion Items in Borderlands 2 Deutsch Français Русский Украинська Community content is available under CC-BY-SA unless otherwise noted. Pistol'sPurging Stalker: BL2(hwAAAAAOHQiERwAAC9HrHQCMhYEAkAHG//8KGB0w/v9rACSDoQDw)Patriot's Stalker: BL2(hwAAAACsWAiERwAAC9HrHQCMhYEAkAHG//8KGBgw/v9rAKyBoQDw)Righteous Stalker:BL2(hwAAAAAgLgiERwAAC9HrHQCMhYEAkAHG//8KGBkw/v9rAASCoQDw)Resolute Stalker:BL2(hwAAAABZrwiERwAAC9HrHQCMhYEAkAHG//8KGBsw/v9rAJSCoQDw)Unending Stalker:BL2(hwAAAACvsgiERwAAC9HrHQCMhYEAkAHG//8KGBwwv9rANyCoQDw)Vengeful Stalker:BL2(hwAAAADAeQiERwAAC9HrHQCMhYEAkAHG//8KGB4w/v9rAGyDoQDw)Dva Stalker:BL2(hwAAADuSgiERwAAC9HrHQCMhYEAkAHG//8KGBow/v9rAEyCoQDw)Bowie Unforgiven:BL2(hwAAAACRigiHhwAAB9HrRQCMheEAEALG/////xgw/v9vAJSBAQHw)Dastardly Unforgiven:BL2(hwAAAABcvAiHhwAAB9HrRQCMheEAEALG/////n0w/v9vAASDAQHw)Two Fer Unforgiven:BL2(hwAAAAC53wiHhwAAB9HrRQCMheEAEALG/////xow/v9vACyCAQHw)Gunstock Unforgiven:BL2(hwAAAAAEUgiHhwAAB9HrRQCMheEAEALG/////xsw/v9vAHSCAQHw)Loaded Unforgiven:BL2(hwAAAAD4JwiHhwAAB9HrRQCMheEAEALG/////xww/v9vALyCAQHw)Trick Shot Unforgiven:BL2(hwAAAACS2AiHhwAAB9HrRQCMheEAEALG/////x4w/v9vAEyDAQHw)Explicit Unkempt Harold:BL2(hwAAAACuiwCFBwVACCGT2cOlhWEQAwLG/////xkw/v8fxPi8cRHj)Straight Shootin' Unforgiven:BL2(hwAAAABAowiHhwAAB9HrRQCMheEAEALG/////xkw/v9vAOSBAQHw)ShotgunPracticable Butcher: BL2(hwAAAAC+wQgCaAAADdHrMQBUg7lAUAEKGxQMKBJQ/v9jABSD8gDw)Restructuring Butcher: BL2(hwAAAAAdfggCaAAADdHrMQBUg7lAUAEKGxQMKAxQ/v9jADyC8gDw)Scalable Butcher: BL2(hwAAAADlLggCaAAADdHrMQBUg7lAUAEKGxQMKA1Q/v9jAByC8gDw)Social Butcher: BL2(hwAAAAAzyAgCaAAADdHrMQBUg7lAUAEKGxQMKA5Q/v9jAPSB8gDw)Potential Butcher: BL2(hwAAAAAC6wgCaAAADdHrMQBUg7lAUAEKGxQMKA9Q/v9jAMyB8gDw)Critical Butcher : BL2(hwAAAADseggCaAAADdHrMQBUg7lAUAEKGxQMKBBQ/v9jAKSB8gDw)Reaction butcher:BL2(hwAAAAABkdQgCaAAADdHrMQBUg7lAUAEKGXQMKBFQ/v9jAFyC8gDw)SnipersBarKing Storm: BL2(hwAAAAB +SgiD6AAAEdHrlQBcAGMCsAWMBZj//2Rg/v+DAHwEMwHw)Barking Storm (shock): BL2(hwAAAADchgiDDD6AAAEdHrlQBcAGMCsAWMBZGBMGRg/v+DAHwEMwHw)Sublime Storm: BL 2(hwAAAAA8igiD6AAAEdHrlQBcAGMCsAWMBZj//15g/v+DAlwDMwHw)Storm sublimation (shock): BL2(hwAAAACeRgiD6AAAEdHrlQBcAGMCsAWMBZgbMF5g/v+DAlwDMwHw)Dandy Storm: BL2(hwAAAACGqQiD6AAAEdHrlQBcAGMCsAWMBZj//19g/v+DALQDMwHw)Dandy Storm (Shock): BL2(hwAAAACZQiD6AAAEdHrlQBcAGMCsAWMBZgbMF9g/v+DALQDMwHw)Gentleman's Storm: Storm (Shock): BL2(hwAAAACCPQiD6AAAEdHrlQBcAGMCsAWMBZgbMGBg/v+DANwDMwHw)Fashionable Storm: BL2(hwAAAAD5JAiD6AAAEdHrlQBcAGMCsAWMBZj//2Fg/v+DAAQEMwHw)Fashionable Storm (Shock): BL2(hwAAAABb6AiD6AAAEdHrlQBcAGMCsAWMBZgbMGFg/v+DAAQEMwHw)Monstrous Storm: BL2(hwAAAAAw7giD6AAAEdHrlQBcAGMCsAWMBZj//2Jg/v+DACwEMwHw)Monstrous Storm (Shock): BL2(hwAAAACSlgiD6AAAEdHrlQBcAGMCsAWMBZgbMGJg/v+DACwEMwHw)Banbury Storm: BL2(hwAAACP+QiD6AAAEdHrlQBcAGMCsAWMBZj//2Ng/v+DAFQEMwHw)Banbury Storm (Shock): BL2(hwAAAAAtNQiD6AAAEdHrlQBcAGMCsAWMBZgbMGNg/v+DAFQEMwHw)Barking Volcano: BL2(hwAAAAB7qACDyINBECGTiYJRAOMKpgVMBRgbMGRg/v+/gnkEowvm)Launcher'sRocket Launcher:Bunny: BL2(hwAAAACJ7wBA54l/DiGTZalIQxGKggCFG4olFBYo/v+LojBCsYri)Derp Tunguska: BL2(hwAAAAAJzwhBBwAACdHrGQAkQwEAsACFGwolFBwo/v9nAExBkQDw)Deep a Tunguska: BL2(hwAAAAAwCghBBwAACdHrGQAkQwEAsACFGwolFBYo/v9nADxCkQDw)gaa dunk ga Tunguska: BL2(hwAAAACLZAhBBwAACdHrGQAkQwEAsACFGwolFBko/v9nABRCkQDw)diippity Tunguska: BL2(hwAAAAA5RAhBBwAACdHrGQAkQwEAsACFGwolFBgo/v9nAOxBkQDw)fwap a Tunguska: BL2(hwAAAACCKghBBwAACdHrGQAkQwEAsACFGwolFBko/v9nAMRBkQDw)fidle dee Tunguska: BL2(hwAAAABNAwhBBwAACdHrGQAkQwEAsACFGwolFBso/v9nAHRBkQDw)SMG'sHefty Avenger: BL2(hwAAAADPAAhEgAAAD9HrjQAkwUICEAFLChYILBRYl/v+LAATClgHw)Perma-Sharp Avenger: BL2(hwAAAACwXwhEgAAAD9HrjQAkwUICEAFLChYILBJYl/v+LAKTBlgHw)Guaranteed Avenger: BL2(hwAAAABhdghEgAAAD9HrjQAkwUICEAFLChYILBNYl/v+LANTBlgHw)Brisk Avenger : BL2(hwAAAAAbHQhEQAAAD9HrjQAkwUICEAFLChYILBVYl/v+LAATClgHw)Avenger Quality: BL2(hwAAAAC6CghEqAAAD9HrjQAkwUICEAFLChYILBZYl/v+LAGTClgHw)Refill Avenger: BL2(hwAAAOOAhEqAAAD9HrjQAkwUICEAFLChYILBdYl/v+LAlzClgHw)Stop Lascaux: (Blue rare drop) BL2(hwAAAABGQABB6AhBBCGTCWlxwQKhRQGLChYGLBRY/v8vY +nBYo3l)Stop Emperor: (Blue rare drop) BL2(hwAAAADAAGBBBBCANBBCGTnWlxwUKLRQGLCHYGLBRYl/vXYunBAozl)Cutting Edge Projectile Convergence: BL2(hwAAAACWQGBCqAJBDCGTPWlpwUKA5QALChYGLBJ Source:Level Upgrade #1Sources & Drop Rates:OMGWTH: 13%Tubbies: 1.7% (OP10) - 0.8% (OP0)Legendary Loot Midgets: 0.17%World DropMayhem 4+ Items only drop while Mayhem 4 or higher is active. All Mayhem 4+ items have a small chance to drop from some bosses in Maliwan Takedown.Mayhem 6+ Weapons can only drop while Mayhem 6 or higher is active. All mayhem 6+ weapons have a small chance to drop from some bosses in the Guardian Takedown.None of the items are already temporarily available during a seasonal event. They can come back. Datamined items cannot be achieved with legitimate methods. They can only be obtained by using bugs or Cheat Engine on the computer. World drops are items that fall from any suitable Loot Source in addition to their other sources. World drops are items that fall from any suitable Loot Source in addition to their other sources. Upgrades #1 world drops are items that drop from appropriate Loot period in the DLC #1 Upgrade Program, in addition to their other sources. Proper loot source: most enemies: bosses, badass or badass enemies, ... Red cabinets, lockers, garbage containers, cardboard boxes, garbage /skag/... pilesSlot MachinesAll Enemies:Bosses, Crew Challenges, Generic Enemies,... All Kinds of ChestsVending MachinesSlot MachinesEridian Fabricator All Enemies:Bosses, Crew Challenges, Generic Enemies,... All ChestsIn Borderlands 3 Quest Reward Items are rewarded after or during a mission. After the mission is completed there are 2 ways to farm base game items: Eridian FabricatorOn legendary shooting mode, Eridian Fabricator occasionally drops quest reward items from Base Game.Crazy Earl's Veteran Rewards machine in Sanctuary has a Quest Reward Item from the basic game as item of the day. DLC task items cannot be fed using these methods. Quest Reward Items in Borderlands 2 can be bred on pc by read-only farming. How to farm read only: Go to the position where you hand in the task. Save the game by switching your Badass Rank on/off. Then go into the file discoverer on your computer. Go to the file path:C:\Users\NAME\Documents\My Games\Borderlands 2\WillowGame\SaveDataGo to your most recent Save File (.sav) and:right-click the → Salcense tick the Read-Only box. Exit the main menu, then return to the game. Now you will be able to hand in the task again. Tip: Store items in Claptrap's Secret Stash.This way you can get task reward items multiple times since they are saved on a different SaveFile.Quest Items are items that are only used in a task. They adapt to your level. After the task is completed the item is removed from your inventory. If you want to keep the item, you cannot complete the task. Quest Items are items that are used only in a task. They adapt to the level of players. After the task is completed the item is removed from your inventory. Basic Game items can be bred in 2 ways even after the mission is over: Eridian Fabricator: On legendary shooting mode, Eridian Fabricator occasionally drops mission rewards items. Crazy Earl's Veteran Rewards Machine in the Sanctuary has a Quest Reward as item of the day. Dedicated drops are items that can only be bred at one or rarely multiple sources with items assigned to them. Crew Challenge Rewards are sent to you when you reach a certain % of that challenge. External Sources items are sent to you to participate in activities or make purchases outside the game. This item can be purchased from Seraph supplier in upgrade #1 DLC. If the desired item is not to reload and try again. Seraph Suppliers Sell Cakes in Exchange Seraph crystals can be obtained by killing Seraph Guardians (Invincible Bosses). The Torgue automated sales machine can be found throughout Mr. Torgue's Carnage Campaign. All cakes can be use of Torgue Tokens that can be obtained throughout the campaign. Legendary Gear may appear as item of the Day. If the desired item is not to reload and try again. Again.

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