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Bl2 black hole

In: Legendary Shield Maliwan Comments share the legendary Maliwan community content shield available under CC-BY-SA unless otherwise stated. More BL2reborn English Wiki share for legendary shields in Borderlands 3 See Black Holes (Borderlands 3) Even Light Can't Escape Borderlands 2Borderlands: Special sequels:GD_Shields.A_Item_Shield_Nova_Shock_Singularity GD_ItemGrades.Shields.ItemGrade_Gear_Shield_Nova_S GD_Shields.Accessories Accessories 6_Nova_Singularity GD_Shields.Material5_True_True_Singularity Black Hole is a legendary nova plaque produced by Maliwan in Borderlands 2 black holes to be randomly obtained from proper robbery sources, but there is an increased chance to drop from Foreman Jasper, located on the occasion in Borderlands: Pre-Sequel has been randomly obtained from a proper robbery source, but there is an increased chance to be dropped from Colonel Zarpedon, located in the Eye of Helios and The Empy Sentinel in Eleseer. Pull nearby enemies to the wearer when exhausted, then explode in a large nova. Increases shield capacity and nova damage Reduce the radius of nova The use & description of black holes as a versatile and strategic shield is a singular effect, it is useful for drawing in enemies for a second wind and can often kill common enemies in a single explosion. The singularity of black holes can also be used to destroy enemy attack patterns, drag enemies out of the cover and wipe them out with a combination of novas and guns before they recover completely from the stun effect, making it a nasty shield that works as well. Note Black holes pull enemies to the wearer when they are fully exhausted. This, combined with one of the highest nova damages in the game, makes it very useful when fighting the mob. Black holes can be spawned with Maliwan capacitors, providing prefixes, grounding and immunity shock to the wearer. It can not lay eggs with resistance to other elements, black holes can be extremely effective when used by Mechromancer, invest heavily in trees, little big problems (especially wires, not talking, electric combustion and Myelin) and blood-soaked shields. When the shield is depleted, the singular effect will stun most enemies in the area while pulling them in for a deadly nova explosion. A single kill will immediately charge the shield to its full capacity with another nova. This strategy is especially fatal under heavy fire, where shields are depleted almost immediately after being recharged. Black holes also make a great shield for Deathtrap, with Gaige's Sharing, a singular care skill that will draw enemies into the melee for Deathtrap, black holes are also a great option for Krieg, as he can enter Buzz Axe Rampage when the singular effect of the shield is. Make him able to finish his enemies easily without having to rush to them. The singular effect of black holes can be stuffed caravans towards the wearer and is close to the vehicle when the singularity goes out can cripple the wearer. This does not happen with a singular explosion in the Borderlands: Pre-Sequel black holes can be used for great results by Doppelganger. It's also very effective for hit-and-run tactics, since Digi-Jacks automatically die when Jack moves far enough from them. However, the latter strategy only produces a singular effect. Black holes have some coordination with Maya as pulling enemies closer, she makes good use of her Blight Phoenix skills. The name trivia of the text shield, taste and special effect is a reference to a supermassive black hole that should be at the center of the Milky Way galaxy; most galaxies believe there is a black hole at their center, Français Русский Українська community content is available under CC-BY-SA unless otherwise stated. Share Level Prefix Delayed Charging Capacity Image Note 19 1142 88 3.92 Nova Damage: 1758Nova Radius: 548Releases 21 1133 19 3 3.37 Nova Damage: 2474 Nova Radius: 660 Nova Shock Explosion when out full charge between Novas [Shield 2] 50 36636 5169 2.24 Nova Damage: 95556Nova Radius: 800 Release shock nova explosion when it runs out, need full charge between Novas [Shield 3] 50 34040 4014 1.82 Nova Damage: 105472Nova Radius: 940Releases Nova Shock Explosion when it runs out requires fully recharge between Novas [Nova Shield' 4].50 40097 4616 3.37 Nova Damage: 103489 Nova Radius: 912Releases Nova Shock Explosion when running out requires full charge during Novas [Shield 5] 61 130571 15395 1.82 Nova Damage: 404577 Nova Radius: 940 Nova Shock Explosion when it is fully recharged between Novas [Shield 6] 65 299493 2 1226 4.90 Nova Damage: 659651Nova Radius: 940Releases Nova Shock Explosion When Depleted 70 Grounded 481991 50175 4.06 Nova Damage: 1238218 Nova Radius: 968Releases 70 Earthing Explosion 442102 72332: 1146806 Nova Radius: 856 Explosion Shock Nova, when it runs out, requires a full recharging during Novas, immunity to electrical damage [Shield 9] 70 462047 62759 3.92 Nova Damage: 1169659 Nova Radius: 884 Nova shock explosion when it runs out, need full charge during Novas [Shield 10] 72 780990 49935 5.74 Nova Damage: 1376814Nova Radius: 772releases nova shock When it runs out, it must be fully charged between Novas [Shield 11] 72 577254 53474 3.37 Nova Damage: 1785348 Nova Radius: 1164Releases Nova shock explosion when exhausted requires full charge during Novas [Shield 12] 72 Ground 437185 74024 3.50 Nova Damage: 2106339Nova Radius: 1472Releases 1162231 196789 196789 3.50 Nova Damage: 5599585 Nova Radius: 1472 Nova Shock Explosion When Fully Recharged During Novas Provides Immunity to Electrical Damage [Shield 14] 80 1737055 161197 3.13 Nova Damage: 3505030 Nova Radius: 716 Nova Shock Explosion When Exhausted Requires Fully Recharge Between Novas [Shield 15] ↑ ↑ ↑ ↑ ↑ Community content is subject to CC-BY-SA unless otherwise stated, borders 2 Gaige, mechromancer black hole is the most fascinating thing in the universe, apart from science, then ↑ ↑ ↑ ↑ ↑ Community content is subject to CC-BY-SA unless otherwise stated, borders 2 Gaige Mechromancer black hole is the most fascinating thing in the universe, apart from science, then ↑ ↑ ↑ ↑ ↑ ↑ Community content is subject to CC-BY-SA unless otherwise stated, borders 2 Gaige Mechromancer black holes are the most fascinating thing in the universe, apart from science, then ↑ ↑ ↑ ↑ ↑ ↑ Community content is subject to CC-BY-SA unless otherwise stated, 2 Gaige Mechromancer black hole is the most fascinating thing in the universe, apart from science, then ↑ ↑ ↑ ↑ ↑ Community content is subject to CC-BY-SA, unless otherwise stated. So I messed with Gaige and some unused items and I tried to build her around the black hole shield and I got really great results from it. Unofficial community patches go ahead and buffed DoTs at UVHM and OP levels, making them very effective with a bunch of characters (especially Maya Gaige and Krieg), the play style of this scene revolves around DoTs, elemental damage and crowd control. It's clear that the key to this creation is the legendary Maliwan black hole shield, which emits a singular and highly damaging nova when it runs out. It's a very unused item, but it becomes really good with this build. Specifications: First of all, here is the specification I use for this setting. You can change some things in the function of your playing style (click here) Weapons: Sprinkler: This is probably the only weapon you will need to use for this build, since the rest is up to you. Ruby can work as well, slow hands: not necessarily effective in creating this, but this low-level baby version provides another option to remove your shield other than obvioulsy bombs as well as Moxxi weapons, it will treat you as well, making it a better option for this build. Shock element only Any good weapon: Just look into Gaige's top gear and take what you want. Please note: The accuracy of this scene is not a problem here at all, as you only waste time building an Anarchy stack when you can only trample on DoTs and Novas. Legendary Catalyst Probably the best COM for this build to get the most DoT damage you can get. The basic blue COM catalyst should work well if you don't have a legendary variable. Black Hole: Obviously it's the main item here, it provides critical crowd control with free singularity and a nova that strikes like a truck and a **blood-soaked shield** allows you to spam if you take off your shield and kill someone immediately. Chain Bolt: The best bombs for Shock DoTs, Peeling Shield and Grog Therapy also come with a passive capability that regenerates bombs. Front Storm: It has a lot of DoT stacking and you can still take off your shield with it Quasar: if you want more DoTs and more crowd control, Quasar is for you! Magic Missile: The best way to slap enemies: Throw and forget O-Negative: Blast the great slag, but also treat you and the house as enemies. Bones of the Ancients: Choose between fire and shock depending on how you like it. It's best for DPS and more DoT damage. Blow stock pile relics: Since you don't need 100% full damage, you can use the relic stock to get more bombs, allowing you to take off your shield more often. If you have any suggestions or suggestions, please leave a comment below and tell me what you think of this creation and see you around! Like the Nice One, I used a similar build with a low level slow hand shock to remove my shield. It may be less effective than the Grog Nozzle/Chain Lighting combo, but it adds some variety 1 like I play a lot of sir0 so I feel more at home when peeling a shield with its lightning chain, it might be a good option though. Add to load! Thanks for gaige's comments, as maliwan's agent, I have the luxury of playing a hardcore shield like this, between Blood Soaked Shields, the relentless force and some OP buffs with shields, it is a viable play style. Black holes are an obvious choice, but she also rocks the flames of Firehawk and Impaler if she needs a different element for this. She can tear things up with a shock cape shield (but you want a very good thing with a lot of OP buff behind) for melee enemies, when the killing is on the deck, she is fully protected with unrespable force, spiky, damage will wear with the shield until the next kill, when it resets: full shield and uncontinent force, Bullymongs, Stalkers and Skags are excellent company for this style of play (Shock DoT will hit quite hard and cause electric burns. Like me. To focus on black holes due to its effects. The indirect singularity increases your survival by incredible enemies, and Gaige also has a lot of Electrocute DoT added (triggering electric combustion as well for even more DoT damage), so I think black holes are the best option for creating too many nasty shields besides Firehawk Krieg (which is the most popular). I'm not saying that other shield play styles. It can't work because that's the second shield I posted, it's just I think black holes are her best choice for a nasty shield. It's also easier to use because of the fact that you don't need to get hit to make it work (Impaler) and you don't need to let the shield run out to make it work (Flame of Firehawk)... O.K, it's because black holes are my favorite shield in the game.