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v: Sharing For other uses, see Ointment. Anointed beastmaster guns in the vending machine. The anointed items include special effects allowances that can be pronoubriated on items in border regions 3. Review As a fashionable class, some effects apply only to one class, while others are universal. The effects of the massaged item are usually activated for a short period of time at the end of the action capability. Anointable objects include weapons, shields and grenade launchers. The anobriated objects can only be repless as global drops for the character who completed the main story. Before that, they can be purchased at a vending machine outside the gates of Crazy Earl for a large quantity of Eridium. When new content updates are released, they may include new mayer bonuses. They are divided into generations and are as follows: The first generation of the 21st century introduced new smeared effects in The Takedown at the Maliwan Blacksite patch. For universal fashion, they are marked with one star. On April 23, 2020, Mayhem 2.0 introduced additional new anointed effects[1]. For universal fashion, they are marked with two ashteris. The effects of Anointed objects add modifcates to existing weapons that can encourage the vault hunter to take a different approach against their enemies. These modifies are secondary, which means that you should not expect massive changes, for example, if it were a legendary quality element and have their gameplay changing things. All malysed items are divided into three categories: The Trigger For these items includes any element that requires a condition to be triggered once. It does not matter what the cooler is for this trigger, as the only point for this category is that it can be activated when the condition is met. Items that start a timer are not considered Active because they rely on their own independent timer, not whether the ability is still active or not. Although active Similar is as a Trigger category except that it will remain active instead of a one-time activation as long as its criteria are currently met. Passively Independent for conditions, this effect is always and does not require an effect, such as Action Skill, to trigger. There may be some exceptions to the condition that can temporarily voui.m. Siren This is a list of all items that have anointed bonuses that are exclusive to the abilities used by Amara, Siren. Firearm ointment gene condition result once condition trigger – After using Phasecast 250% increased weapon damage. - After using Phasecast 50% increased chance of effect status. After using Phaseslam, there's a 300% major damage to the weapon. - After using Phaseslam 200% increased melea damage. - On action abilities finish 40% radiation damage bonus. While the condition is active – While Phasegrasp is active 71% reduced weapons charging time and 12% increased fire rate. Gen. anointed shields Result One-time condition trigger - After using Phaseslam 200% increased melee damage. - After using Phaseslam 20% increased reduction of damage and 12% increased rate of movement. While the situation is active – While phasegrasp is active Amara is constantly triggered by novas. The Beastmaster This is a list of all items that have ointment bonuses that are exclusive to the abilities used by FL4K, The Beastmaster. Firearms anointing general condition result once condition trigger - After using attack command to gain 30% life steals. - After using attack command 8% increased speed of motion. - After using Rakk Attack 50% increased critical damage. At the end fade away trigger unelemental new. While the situation is active – While Fade Away is active highly enhanced accuracy and handling. While Gamma Burst is active 115% greater radiation damage. Passive - - Enemies damaged by Rakk Attack takes 100% increased damage. I'm granting you a surcharge for a shrimp attack. Shield Anointments Gen Condition Result One-Time Condition Trigger – When you leave Fade Away Create a new one that handles [value] damage. Passive - - Approve additional surcharge Rakk Attack. The Gunner This is a list of all the items that have ointment bonuses that are exclusive to the abilities used by Moze, The Gunner. Firearms Ointment Gen Condition Result One-Time Condition Trigger - After exiting the Iron Bear The following three magazines have a 33% increased load speed and 67% increased handling. The next two magazines have 125% bonus injuries. - After leaving the Iron Bear 160% increased splash damage by 18 seconds. After exiting the Iron Bear, we increase the iron bear cooling rate by 30%. While the status is active – While Auto Bear is an active 130% bonus to rely on injury. Passive 2nd – Elemental critical hits can cause the state effects of this element to explode, creating a new one that addresses the 500% damage status effect shield ointment Gen Condition Result One-time condition Trigger – After exit iron bear 75% increased shield and health for 25 seconds. After exiting the Iron Bear, it kills to increase the cooling of the iron bear by 30%. When entering and leaving the Iron Bear, create a new one that deals with the damage. Grenade Ointment Gen Condition Result While the situation is active – While the Iron Bear is active Having injuries has a 20% chance of grinding grenades. Operative This is a list of all objects that have ointment accessories that are exclusively abilities used by Zane, Operative. Firearms anointed gene condition score once condition trigger - After replacing sites with Digi-Clone 130% increased damage to the weapon. - After the digi-clone. Your weapon is loaded. While the situation is active – While digi-clone is actively regenerate 12% of the ammo magina per second. - While the Barrier is active 60% increased accuracy and 70% greater critical injury hit. - when Barrier Barrier The chance of a state effect increases by 50%. - While SNTNL is active 9% increased fire rate and 23% increased reload speed. - While SNTNL is active 100% the damage considered is added as cryo damage. Shield Anointments Gen Condition Result One-time condition Trigger - Once the barrier is activated immediately start filling the shields. While the condition is active – While digi-clone is active regeneration 3% max health per second. - While SNTNL is active 15% increased motion rate. Universal Weapon On action skill end - 100% major damage to the weapon. On the action skill end - The next two magazines have a 100% elemental damage bonus. On action skills end - Gain 15% life to steal. On action skills end - 75% increased weapon effect effect and damage. On the action skills end - a 100% increased melee injury. At the end of action skills - 20% increased level of cooling action skills. On action skills end - 125% increased damage against Badass, Named, and Boss enemies. On the action skill end – Splash Damage is increased by 200%. This also includes grenades and action skills such as Rakk Attack! Successive Hits increase weapons injuries by 1% per hit, misses remove all bonuses. \* The maximum damage to the weapon is ~250% increase on gun damage. Do not do damage for one second also removes this bonus completely. Shooting is not necessary if some form of damage over time maintains a bonus during reloads. Missing does not remove all bonuses. Killing the enemy approves 5% weapon damage and re-loads speed for 25 seconds, this effect stacks. \* While enemies are below 25% health, gain 50% increased weapon damage. \* While the action skill is active, the damage to the weapon is increased by 200%.\*\* While the action skill is active, constantly activate novase sa X sa sa X sastecenjem \*\* While a Skill is Active, Deal 75% more Weapon Damage to Badass, Named and Boss confusing enemies.\*\* Gain 300% increased Weapon Damage against enemies 90% health.\*\* This way the bonus is applied is applied. For example, imagine a character shooting an enemy with a shotgun with 10 pellets. One of these pellets will first get a bonus, dealing with a 300% injury bonus. If this pellet does not reduce the enemy's health to less than 90%, the next pellet will receive a reward for damage. It's repeated for every pellet. However, since it is unlikely that one pellet with a 300% injury bonus will not reduce the health of the target to less than 90%, the weapon that fires multiple bullets/missiles effectively have this bonus only valid for one bullet. This includes grenades, melee injuries and action skills. While under 50% health, the deal is a 150% radiation damage bonus.\*\* It also includes grenades, melee injuries and action skills. Critical element hits can cause the status effects of that element to explode, creating a new one that addresses 500% of the damage to the status effect. Shield On Action end - Regeneration 5% maximum health per second. At the end of the action skills - 20% increased level of cooling skills. At the end of the action - the damage that has been accepted is reduced by 13%. On the action skills end - 50% bonus elemental damage (specific element) with weapons for 10 seconds. \* If used in combination with a grenade testicles with the same ointment, the effect does not stack if they are the same element. Thus, the vault hunter should use items with different bonus elements. This bonus also applies to melee attacks, action skills and grenades; but it is mostly treated as gun injuries for calculation, so it will affect most gun injury bonuses, but not most melee, action skills or grenade damage bonuses. At Action Skill Start - Activate all effects that trigger a shield break or charge.\*\* On Shield suspension, the next shot treats 100% shield performance as a bonus Amp Damage.\*\* Grenade Mod On action skill launch - Regenerate one grenade. While the action skill is active, the damage of grenades is increased by 150%.\*\* At the end of the action capability - 50% bonus element element with weapons for 10 seconds. (see Shield above) On grenade thrown - Weapons, grenade, and action skill damage is increased by 25% for 6 seconds. Resources After completing the main story, the manied objects will appear in all random plunder, including prey, breasts, shops and enemies. Quest rewards can also be obtained with ointments. The anointed objects fall randomly with increased options in mayhem mode, further increased by each sequential level. At Mayhem level 8 and over, all objects that can be anointed are guaranteed to fall with the anointing. Anointed items can be purchased with Eridium from Crazy Earl aboard Shrine III. This allows ointments to be obtained much earlier and at lower levels than usual. It can be created by the Eridian Fabricator. There are several anointings exclusively for a bloody harvest event, which have almost all the effect only when the character has terror. References Community content is available under CC-BY-SA, unless otherwise stated. Noted.

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