



Amara, The Siren - Borderlands 3 Build

What the build is focused around when reaching Level 50:

-Have Phase Slam as your action skill to have AoE Elemental Status Buffs with *Anima*, AoE Damage Buffs with *Do Harm and Jab Cross*, AoE Lifesteal with *Soul Sap* that is buffed by *Ascendant*, and Cooldown Reduction with *Restless*.

-Use Elemental Shotguns and get up close to deal high damage with *Personal Space*, *Jab Cross*, and *Anima*.

-Utilize Amara's Elemental bonuses to buff her Melee attack and Weapons with *Anima*.

-Buff Melee attacks to the max to be able to allow an alternate playstyle/damage source with *Illuminated Fist*, *Find Your Center*, *Jab Cross*, and *Blitz*.

-Make Amara an unstoppable juggernaut by taking advantage of increased Max Health, Health Regeneration, Improved Shield Regen, Lifesteal, Damage Reduction, and Elemental Resistance with *Root to Rise*, *Clarity*, *Samsara*, *Helping Hands*, *Mindfulness*, *One With Nature*, *Soul Sap*, and *Ascendant*.

-Implement utility and basic buffs into the build such as Additional Damage Sources, Movement Speed, and Base Gun Damage with *Personal Space*, *Samsara*, *Mindfulness*, *Jab Cross*, and *Do Unto Others*.

Summary of what the build is trying to do:

This build is focused on high damage output through Elemental Effects, Melee Attacks, Close Quarters Combat, and Stacking Skills that empower your Action Skill. By focusing heavily on the Brawl Skill Tree we are able to make Amara incredibly tanky and durable throughout extended engagements essentially making her a badass wrecking ball that can move quickly in fights when she is in trouble or needs to move quickly from one enemy to another. The aforementioned combination of skills focuses on allowing Amara to played in various ways in the game while putting high damage numbers and being incredibly hard to kill.



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What to look for in game:

- Items that buff Elemental Status Damage and Duration or Elemental Buffing Skills
- Items that buff Melee damage or Melee Buffing Skills
- Elemental Shotguns, Smgs, Chain Guns, or Rocket Launchers (or any good elemental weapons)
- Items that buff Healing or Heal Buffing Skills
- Items that buff Amara's Phase Slam or Phase Slam buffing Skills
- Items that let us use multiple Elements
- Items that are best in slot and are fun as fuck to use

Loadout Concept:

Weapon Slot 1: Elemental Shotgun
Weapon Slot 2: Elemental Smg
Weapon Slot 3: Elemental Chain Gun
Weapon Slot 4: Elemental Rocket Launcher

Class Mod: Buffs Phase Slam Damage, Elemental Damage, or Melee Damage

Artifact: Buffs same as aforementioned in Class Mod description

Action Skill: Phase Slam

Augment 1: Soul Sap

Augment 2: Elemental Effect (Based on Situation/Enemy Type)

Other Things to Consider:

Use items that are not only good but also fun or interesting, don't limit your build to only using optimal items unless necessary. Look for Anointed gear or items that give unique bonuses or are helpful in ways that we didn't see.

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Skill Tree Exact Points:



In Conclusion: Punch Shit, Shoot Shit, Slam Shit, Burn Shit, Melt Shit, Shock Shit, Tank Shit, and do Fun Shit