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Note: This is only to be used to report spam, advertising and problematic (harassment, wrestling, or rude) messages. With Borderlands: Pre-Sequel available for Xbox 360, PS3 and PC, players venture to the moon with one of four classes, each running for the villain series Beautiful Jack. Conquering the satellite will not be easy, as you will have to deal with a number of enemies wanting to stop you at all costs. Here, knowing each of the four character classes is helpful. All four mercenaries of Handsome Jack bring something to the table, whether it's strength, speed or something extra. On this note, here's a quick guide that lets you know the best attributes of each character, which will surely prove useful when it comes to choosing the right member for your online squad and conquering the moon one piece at a time. You run wildly at Elpis with prima's Borderlands newcomers and advanced tips. Get a full, official guide to Borderlands Pre-Sequel, available now. Let's start with Athens, which you may have seen in 2009 Borderlands 2 DLC, General Knox's Secret Armory. Athens is more tank-class, which means it can carry an impressive amount of firepower, whether let go with a pair of assault rifles or going with something heavier like a rocket launcher. As for her acting prowess, she uses a kinetic Aspin. In doing so, she creates a shield similar to Marvel superhero Captain America. She is able to use it to deflect bullets (ideally if you are surrounded by enemies or trying to infiltrate a heavily fortified base) as well as lob it to enemies like deadly Frisbee. From there, he will bounce around the targets before eventually disappearing, leaving her to use all the weapons she has on hand until he recharges and is ready to go again. Another veteran who previously appeared in Borderlands 2 (as a Hyperion engineer/loader during the end of the mission line), Wilhelm is a welcome addition to the cyborg type team that has a lot in common with Axton. It can trigger a deployable strike drone at any time, as well as increase its strength by enhancing, which is useful when trying to get a jump on a nearby enemy. With his Cyborg addition, Wilhelm is best suited for those who want to get maximum protection from their tree skills, as players can increase their speed and firepower with a number of boosts, as well as adding changes to make him the best combatant all around. As for William's special abilities, he relies on the Wolf and the Holy. At the same time, two drones (instead of one) provide assistance. The first works as an offensive guard, shooting at opponents, while the other allows him to replenish his energy by keeping his health and shields under control. As a result, it gets the best of both worlds. Those who prefer to build up their skills as Borderlands will do its best to stick with William. Lock and download, partner. This former Lynchwood sheriff, who first appeared in Borderlands 2, is perfect for players who love heavy heavy She has no problem going into the fight and filling the bad guys full of lead. However, with bumped up to the speed of shooting, the speed of reloading and the damage to the gun, that doesn't mean she can't nail someone on a quick draw. In addition to his guns, Nisha can also use the whip to get close to his enemies. It has the best melee range of all four characters (especially when you consider Claptrap's weak distance), even if it can't kill most of its enemies. However, it can distract them long enough for someone to score a fatal blow. Nishi's skill is disassembly. Once activated, you will be able to identify nearby enemies and take them with ease, using the right analog stick to aim at them. The skill lasts about six seconds and you will be able to pull out as many enemies as you can during this time, so we suggest saving it for the crowd. Finally, Borderlands veterans don't need an introduction to Claptrap. Finally, playable for the first time in the series, this talkative little robot packs a wallop on the battlefield, mainly because of the variety of weapons it carries. Claptrap is best when it comes to tactics as he can survey nearby enemies and help ambush them with a group. His hit in melee, which is mostly his comically throwing his robot arm, does little damage, but with others in tow, he can shoot down the most difficult enemies. If you need to see how tactical Claptrap gets, run his action skill, vaulthunter.exe. With it, he can determine which Asylum Hunter is best suited to each situation by providing data such as where the enemy's weak spot is, or where any nearby weapon is. Once some details are highlighted and preserved, Claptrap can mimic the said style of action itself, such as a quick draw of Nishi's capabilities or Athena screening. He will also get a quick recharge of the shield and health, so try to keep it when it's low. Although Claptrap is the weakest character in the group, he should not be ignored. Borderlands: Beautiful Collection Beautiful Collection Shared Discussion Hello, a simple request - help mi choose the most powerful class to play with just one. Thanks They are all pretty even except for claptrap. Claptrap's big attack is random and very hilarious. It's not reliable though so it's a bad choice for easy mode. Athena is probably the most surviving and later on her shield does crazy damage. I would avoid Wilhelm, if only because there are so many reports of him getting stuck early in the game. The niche probably does the most damage flat out. Aurelia is an easy regimen early on, but in the long run not much. I've never played Clone 1 How to Play like a beautiful nest is the best once you get it, so it generates its badasses characters. He's the best solo on it. Wilhelm Find, if you remember borderlands 1 and 2, sets of gears and stats, from Roland and Axe. And bricks. 1 As Athena is good solo and very powerful with her elementary damage and melee. They're all good solos though. 1 As I played solo at 70 level with Athena, yes, this shield saved me a lot. 2 2 I play exclusively solo, and Wilhelm was my first choice. There was never a problem with it. It's hard to kill him. Jack is also fun and clones come in handy. Athena and her shield are pretty awesome. 1 As Wilhelm is scary, in my opinion, of course, your style of play will affect which character is best for solo. I've played ok on all of them and my opinion is Athena if you want a strong defensive player (later it gets pretty well rounded), Jack is an offensive player. Wilhelm is just bored, in my opinion, and dies quite easily. I struggled with him on a normal passing and his acting skills are surprisingly boring. Niche is a strong offensive player, but it is weak initially and a glass gun. Aurelia is a strong character in normal mode. In fact I think she is the strongest, but once past the normal mode her acting skill power wanes. 2 Loves Nisha is my favorite... You just can't beat auto targets and crazy fast to restart the speed which then buffs your damage to wicked levels with auto crit. 1.Nisha 2.Jack 3.Athena 4.Clappy 2 loves How you can see OP there is a big difference in opinion about who is the best solo it all comes down to your game preferences about who is the best. Which class is the easiest to play at the highest level? Athena or Nisha. Claptrap is a pretty useles solo and Wilhelm is hard to use for bosses. Athena is good for melee damage like a killer or a psycho in bl2. The niche is best for solo because it does a ton of damage every second and is a very op-ed 1 As my Claptrap can handle solo and get a quick second wind though. Its action Skill completely restores health too. It's convenient when things are a thing of the past. His only problem is that he's got too many useless skills. I personally think Jack and Claptrap are really good solos. 1 As a personally I would choose Claptrap or Athena because Athena melee as borderlands 2 zero. Claptrap is very mysterious and fun to play, but it's good at a spilled screen or co-op. For me I'll go with Claptrap because it does a crazy amount of damage when its level 25 or higher go with the first skill tree if your game is solo. I play Aural, and she can defiantly keep her own. Her skill of action is great for getting a second wind, and a massive styling I never miss... makes her crits do so much harm. Plus she's a bitch with both bonus points. 2 Loves Niche Killer. Shots or guns. I prefer the former. Take the Jacobs and destroy them. Athena will also destroy. Aurelia will also destroy. Jack's going to ruin it. Not bothered with Wilhelm or Clappy, but it's a time thing. Don't use Aurelia because it's very focused on gameplay with others. Jack is a very normal character and so is Athena. I prefer William as the best starter, because he is a very light character to Not so sure about Stuart the bot or the law bring, but I know the law bring won't be better off starting with when running the game. 2 Loves No dude you're dead wrong about aurlia. She's an amazing solo chracter and only in Shes amazing sniper and crit hit the damage killing machine. I'm guessing you didn't even play it. It freezes everything in sight and can just destroy mobs like they are nothing. I seriously can't believe you even wrote that next --> borderlands the pre sequel best class for beginners. borderlands the pre sequel best class for solo. borderlands the pre sequel best class reddit. borderlands the pre sequel best class mod for jack. borderlands the pre sequel best class mod for nisha. borderlands the pre sequel best class mod. borderlands the pre sequel best sniper class. borderlands the pre sequel best raid boss class

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