





Top Builds

**Tier List** 

Player Sync

**New Build** 

**GUIDE** 

**3 COMMENTS** 

TRINITY PRIME BUILDS

**BUILDS BY AUGOEIDES32** 

# **Avenging Archangel**

This my much sturdier take on the following build, which gave me the inspiration to play Trinity again, despite all the current undeserved hate on her:

https://overframe.gg/build/242612/trinity-prime/avenging-angel-trinity-100-armor-strip-red-crits-champions-blessing-updated-for-veilbreaker/

My take on this build, was to make her more survivable, as the above original version was just far too squishy for my taste. If you want to play her a bit more fast as loose, or generally want to speed up her Critical gain from [Champion's Blessing], you could take off Adaption and swap it for more Duration, or even more Strength, so you wouldn't have to rely on [Archon Intensify]. This is also possible with a couple of Tau Red Shards set to +30 Strength. Should you do something like this, you could just remove [Combat Discipline] entirely (since you won't need it to trigger [Archon Intensify]), but you'll also have a harder time building Critical through [Champion's Blessing], so you may as well remove that too, and just play her as a straight up Health Tank with CC.

#### **GAMEPLAY**

Basically, just keep up Link and Blessing as much as possible, while making sure to use Energy Vampire to keep your Energy level at around half or higher. Silence and Link are perfectly set at the same Range, so if something is hit by your Armor stripping line, you know that their abilities are being suppressed as well. Keep in mind that Silence will also stun enemies who enter your Range for the first time, and that this may hinder your growth through [Champion's Blessing]. If that's something your worried about, it may be best to activate Silence once you've built a respectable buff.

I strongly recommend your Archon Shards or swapped mods be geared towards Duration. While 20 seconds is a decent amount of time for any buff, it can be annoying to constantly keep watch over your buff timers, your Energy levels, Health,





Top Builds

Tier List

Player Sync

**New Build** 

when you do pull it all off.

#### **AFTER THOUGHTS**

As you can see, [Trinity] is still relevant in the current game! Too many people are focused on getting "the big damage numbers". There's a lot more to this game, like CC and playstyles. The original build presented by @ninjase (and this version of it) are proof of that.

## MAGIC FIND OUR COMMUNITIES

SOCIAL MEDIA





My Account Support

**RESOURCES** 

Terms of Privacy Policy Service

MMO-Champion

BlueTracker

HearthPwn

Minecraft Forum

Minecraft Station

Overframe

MTG Salvation

**DiabloFans** 

### MOBAFIRE NETWORK

MOBAFire.com Teamfight Tactics SMITEFire.com

WildRiftFire.com DOTAFire.com Leaguespy.gg

CounterStats.net RuneterraFire.com ArtifactFire.com

HeroesFire.com

VaingloryFire.com

MMORPG.com



