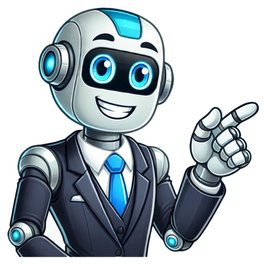
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# Path of exile 2 beginner guide

Looking forward to the new game release on December 6th, 2024. PoE 2 will offer a Desktop App for convenient in-game use. Our beginner guide covers everything you need to know about Path of Exile 2. It's perfect for those who never played the original and includes differences between PoE 1 and 2. We'll also cover some basics first and update the guide as more information becomes available about PoE 2 The game is known for being complex, but don't worry, it's fun to play even without rushing to the endgame or creating OP builds. A build guide can help you get started, taking out most decisions while playing. For PoE 1, this was helpful, but with PoE 2, trying to figure things out yourself is encouraged If you prefer a more relaxed gaming experience, follow a starter or league start build, which are good for beginners and don't require expensive gear There are four base game modes in PoE 2: Standard, Hardcore, Solo Self Found (SSF), and Hardcore SSF (HCSSF). The Standard mode has no extra rules. You can trade items with other players. Other players play separately or join parties. Hardcore mode is similar to Standard, except your character moves to Standard if they die, giving you one life. SSF mode allows only solo play, with all items found by yourself. Hardcore SSF combines the two modes, moving your character to SSF if they die. Ruthless mode reduces drops and increases difficulty. You can migrate characters between game modes, but dying is required for Hardcore transfers. Choose a mode that suits you: Hardcore for a challenge, Trade League for trading and making money, or SSF for solo play. Leagues are seasonal content releases with new features, adding new game modes as separate servers. The eternal leagues, Standard/Hardcore/SSF/HCSSF, serve as resting places for old characters. When a new League starts, you'll create new characters, providing a fresh start. Leagues offer seasonal content and an opportunity to try something new. In Path of Exile 2, there are twelve base classes with two classes representing each Attribute combination. The Passive Tree has six starting locations, with each Attribute combination having its own starting position. In Path of Exile (PoE) 2, the Scion class won't be available, but here's a breakdown of the classes and their signature weapons/specialties: Strength (Marader, Axes; Warrior, Maces), Dexterity (Ranger, Bows; Huntress, Spears), Intelligence (Witch, Minions/Occult Spells; Sorceress, Elemental Spells), and more. Keep in mind that PoE's character customization allows for blending class roles – a Marauder can cast fireballs or a Duelist use arrows. The classes provide a solid foundation, but feel free to experiment with combinations, understanding the game mechanics will be essential for making the most of "off-class" builds. There are 36 Ascendancy Classes in total, which serve as specializations that grant powerful bonuses through their own passive trees. Each class has three Ascendancy options, and players will receive more information about how to ascend during the campaign. The massive Passive Skill Tree remains a defining feature of PoE, with points earned for character development and spent on granting bonuses. The tree's layout is based on classes: Intelligence at the top third, Strength on the left, and Dexterity on the right. Notably, the Scion starts in the middle but won't be available in PoE 2. The tree contains three types of nodes: Small Passives (providing minor bonuses), Notables (larger nodes with similar bonuses for easier identification), and Keystones (large nodes offering powerful effects often with downsides). PoE 2 introduces Dual Specialization, allowing players to allocate points on different nodes, essentially creating two separate passive trees per character. Your character's skills will be automatically matched to either specialization, allowing for flexibility in skill point allocation. For instance, you can allocate points to Cold Damage and Lightning Damage with dual specialization, and then use Weapon Swap to apply bonuses from the tree to your Lightning skills while benefiting your cold skills from Cold Damage bonuses. However, the number of passive points that can be allocated this way is limited and earned through quest rewards in the form of Skill Books. A new mechanic called Dodge Roll is being introduced, which enables characters to roll in a specific direction using the space bar, avoiding projectiles and attacks when timed correctly, although it cannot avoid AoE attacks. The Dodge Roll also allows for cancelling skill animations in bad situations, but rolls themselves cannot be cancelled and are affected by movement speed. Path of Exile 2 uses three resources: Life, Mana, and the newly introduced Spirit. Life keeps your character alive, Mana is used for casting skills, and Spirit is utilized for persistent effects like permanent buffs, auras, and minions. In contrast to the previous game, where auras reserved portions of Life or Mana pools, the new Spirit resource allows characters to use their Mana as intended and gain buffs through Spirit. Each character has a set amount of Spirit that can be increased through boss rewards or item modifiers, such as those found on the Sceptre weapon. For example, a Witch build focusing on Summoning may use the Sceptre to increase their Spirit and summon more permanent minions. Skill gems are unique items that represent skills in Path of Exile, ranging from summoning skeletons to casting defensive auras. These gems are broken down into 12 subcategories, one for each class, but characters are not limited to using skill gems matching their class. As you progress through the game, you'll find Uncut Skill Gems that allow you to pick any Skill Gem in the game, provided it's high enough level, giving access to skills regardless of class. In Path of Exile 2, your character's build can be tailored to suit your preferences by combining various skills in creative ways. Every character has access to nine slots for equipping Skill Gems, which can be further enhanced using Support Gems. These upgrades allow for a "6-link" configuration, where each Skill Gem can have up to five Support Gems attached. As you progress through the game, you'll discover new currency that enables upgrading the available Support sockets from two to three, three to four, and finally to five. This upgrade process comes with its own set of currencies, with the final tier being the rarest. Support Gems grant additional effects to your skills, offering a wide array of possibilities when the game enters Early Access. Skill and Support Gems have distinct colors: red for Strength, blue for Intelligence, and green for Dexterity. The color of a Gem affects its Attribute requirement, which increases as you add more Support Gems or upgrade them. This flexibility is further enhanced by the ability to change Gem Colors using a Currency Item known as the Chromatic Orb. Path of Exile 2 also introduces a dual specialization system, allowing your character to switch between two weapons and assign specific skills to each. This setup automatically triggers the Dual Specialization tree, offering greater versatility in skill selection and bonuses. Another notable feature is Meta Gems, or Trigger Gems, which can be supported by both Skill and Support Gems. These gems have conditions that need to be fulfilled before they cast the supported Skill Gems. The game also retains its Flasks system from Path of Exile 1, where characters have five slots for various types of flasks: Life, Mana, and Utility. While details about new aspects of this system are limited, it's expected that much will remain consistent with the original game. Utility Flasks provide buffs for your character, whereas Explainers regenerate resources. Flasks have charges that deplete when used, but regain charges by killing specific monsters and interacting with Town wells. Crafting can also add new effects. Items/Gear/Equipment contribute greatly to your character's strength. Each item has a set list of possible modifiers, such as bonus Movement Speed or high Armour stats. Modifiers come in three forms: Implicit (base item), Prefixes, and Suffixes. There are four tiers of Item Rarity: Normal, Magic, Rare, and Unique. Rare items can have up to 3 Prefixes and 3 Suffixes, while Uniques grant powerful effects but cannot be crafted. Important stats include Resistances, which are crucial for defense. Resistances are a crucial aspect of the game, providing a significant reduction in damage taken from specific sources. Each character starts with up to 75% Resistance, which can be increased over time to maximize its effectiveness. It's essential to cap these stats, especially before facing challenging bosses or endgame content. While it may seem insignificant at first, a 5% difference in Resistance can lead to substantial damage increases. For example, having 75% Resistance means taking only 25 damage from a hit of 100, whereas 70% Resistance would result in 30 damage. This highlights the importance of maintaining optimal Resistances. Capping Resistances doesn't need to be done immediately, but rather as part of an ongoing process. Keep an eye on your character's Resistances, especially if you're experiencing excessive damage or dying frequently. Prioritize capping Chaos Resistance when approaching challenging bosses or the endgame, as it can be more difficult to achieve early in the game. The game also provides alternative methods for mitigating damage from non-elemental sources, such as Physical hits. Each Attribute brings its own defensive solution: * Strength: Life and Armour * Dexterity: Evasion * Intelligence: Energy Shield Life is a universally applicable stat that can mitigate all sources of damage. Energy Shield (ES) offers similar benefits but regenerates differently and bypasses Chaos Damage. Chaos Inoculation, a Keystone, allows immunity to Chaos Damage at the cost of reduced Life. Armour and Evasion provide additional defensive options: * Armour: Mitigates Physical damage based on the amount of damage and Armour. * Evasion: Provides a chance to evade damage completely. By combining defensive stats, players can create an extremely resilient character. However, this approach requires careful consideration and strategic planning. Survivability in Path of Exile (PoE) is crucial for success. While utilizing stats or passive tree points on more offensive stats may seem appealing, there are more advanced methods to increase survivability. The approach outlined here serves as a baseline for avoiding death. Damage types in PoE include: - Attacks: Primarily based on the weapon's damage and scales with modifier values. - Spells: Damage is mainly influenced by the Gem level and type, providing substantial potential for enhancement. - Damage over Time (DoT): Similar to spells, scaling is largely dependent on the Skill Gem itself. - Secondary Damage: This type of damage requires specific modifiers or nodes to be enhanced. Attacks are crucial for dealing damage in PoE. The weapon's base damage contributes significantly to overall damage output. Modifiers on the weapon, such as increased physical damage, can scale the base damage multiplicatively, emphasizing the importance of understanding how these values impact overall damage. Consider a scenario where a weapon has a base physical damage of 100 and no modifiers increasing its damage. A passive tree with 100% increased physical damage would result in a total damage value of 200. If the weapon already has a 50% increase in damage, this value escalates to 225 due to multiplicative scaling. Spells, on the other hand, have their own base damage and critical strike chance. The presence of certain modifiers affects spell damage significantly. Unlike attacks, spells often scale with modifications that provide an additional level to the Gem, amplifying overall damage output. Damage over Time (DoT) works similarly to spells in PoE, relying heavily on the Skill Gem's characteristics for scaling. However, DoT deals are not subject to the same constraints as spell damage and can be influenced by specific modifiers or nodes. Secondary Damage presents a unique scenario where certain Skill Gems require distinct modifications to enhance their effects. This type of damage is often independent of spell or attack-based enhancements and requires targeted node upgrades to amplify its impact. PoE 2 Campaign Details Revealed The PoE 2 Campaign is a crucial aspect of the game, serving as the main storyline that every character must progress through to access endgame systems. It will consist of six acts and will feature optional quests that grant permanent bonuses such as attributes or more Spirit, which must be completed on each character played. In the campaign, there are no penalties for dying, but an XP penalty applies in endgame situations. Bosses in the campaign require a single attempt completion, with no option to portal back to town and refill flasks to resume fighting. If defeated, the boss will reset. Path of Exile 2: A Guide for Starting Out Don't be afraid to experiment with different builds and strategies in Path of Exile 2 by taking advantage of the respec feature, which allows you to change your entire skill tree for a reasonable price. This is especially useful if you're not sure what nodes are working best for you, as it gives you the freedom to try out new combinations without being locked into one particular build forever. When it comes to gear, don't just buy whatever catches your eye - instead, take some time to understand how the crafting system works and use it to your advantage. This involves mastering multiple currencies called Orbs, which are used to upgrade equipment in different tiers, as well as navigating Affixes, which refer to mods attached to a piece of gear. One simple way to determine what gear is best for you is to focus on your most important Attributes and choose items that amplify those stats. For example, items that boost Strength usually have Armour Affixes, while those that enhance Dexterity or Intelligence will have Evasion or Energy Shield Affixes respectively. It's also worth noting that Act 1 of Path of Exile 2 is relatively linear, but side quests do start opening up after you've reached the town of Clearfall. Completing these quests can provide valuable experience, loot drops, and rewards, as well as open up new areas to grind for rare drops. By taking the time to understand how these systems work and experimenting with different builds and strategies, you can set yourself up for success in Path of Exile 2 and make the most of your gameplay experience. The Devourer, located in Clearfall's caves, is the first challenging boss encounter in Path of Exile 2 that requires players to memorize and adapt to its aggressive attack patterns, which involve explosive bursts and poison globs. This fight will test players' skills in utilizing dodge mechanics and managing their resources effectively, such as Life and Mana flasks. As players progress through the game, encounters like this will become increasingly difficult, making it essential to develop strategies and techniques for overcoming them.

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