Path of exile guide

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Last updated on February 2, 2020, Engineering Eternity We decided to gather all the valuable information for new PoE players. The best tips and tricks included in the beginner's Guide We decided to make this guide for all beginner players who start their adventure in the Path of Exile. In addition, we believe that even experienced exiles can find valuable information here. This guide will include tips and tricks for: Set up your game General Tips Phase Tips Orbs/Currency Management Supplier Recipes Build Card Types If you've already possessed this knowledge and would like to know what our recommended builds check out the link below: Best PoE Builds - a full list of all our Crafty Guide to Exile. Most builds are updated to the latest patches within weeks of launch. If you're new, it's best to choose an assembly that is described as a starter build. This type of builds is powerful while less reliant on expensive Odealo equipment is a safe trading platform for MMO gamers. Here you can buy, sell and exchange PoE currency for real cash. 1. PLAY UP YOUR GAME Lags and freezing can be fatal, and death can completely negate your progress. You can display the overlay with current frame rate and latency by clicking F1. If you have any problems with the performance of the game, try different versions of DirectX components and find out which one works best for you. There were also reports of full-screen window mode to work better than FullScreen mode. Either way, you can always try the following steps to increase the game's performance: add --waitforpreload launch team to your way of banishing the label to edit the production_config.ini file in libraries - my documents - my games - the way of exile and increase the value of the texture_quality option. This will reduce the quality of the texture and should improve the performance of the Download and use the Loot filter (e.g. Neversink's LootFilter from the official gaming forum). You have to eventually figure out for yourself which items are valuable and worth picking up, but until then the loot filter will hide all the useless things. You must download and move the unpacked lootfilter files to the same location as the production_config.ini file (see page 1) and then download them during the game. You can access this feature by opening the user interface settings. Then scroll down to the Filter Items List, select the desired filter and click Reboot 2. GENERAL TIPS Holding a SHIFT button when using currency items (Jeweller's Orbs, Chromatic balls, and fusing balls are used excessively when trying to get the right socket on your items) will allow you to use the ball If you craft an outlet on an item with jeweler balls, you won't be able to use the ball on the item with the maximum number of sockets. However, this rule does not apply to Links. You can remove links to both 3,4,5,5 related gears, even if they are connected by all available outlets. The game will only prevent you from destroying six Left-clicking nest links on items while holding down the CTRL button to automatically buy/sell items to the supplier, or travel them between your Stash, backpack and trade window. This feature, however, does not work with the Stash Pressing CTRL-C Guild, while hovering over the item will copy all the items' data to the clipboard. You can insert it on forums, chat rooms, etc., for example, when you want a more experienced player or friend to rate the item for you (or when you want to post it for sale/trade) Holding the ALT button when hovering over items will show their item level. The level of goods is one of the most important factors when it comes to making expensive equipment and equipment. This is the level of the item that determines what level of affix a particular item can have, and the number of outlets it can have when it has fallen on the slain monster. It's debatable, but it's possible that creating a large number of outlets on low-level items can be trickier than the higher level gear you should always align the gems in the items that you wear in your alternative weapon slots. You can do this for gems that you know you'll be using soon (after you replace the outfit, or reach a certain level) or support gems like Empower/Enlighten/Improvement that require a lot of experience points that will align you have to use different flasks one by one. When you get a flask charge, it is added to each flask, no matter how many flasks you have emptied previously Auras skills should not be on your skill bar to stay active. You can throw them and then be replaced with different skills or abilities in the pan When using skills that say multiple projectiles (or any projectile-based skill that is supported by a small few shells or a large few shells) can either be directed close to your character, Making the projectiles to be more common and cover wide areas or directed further, and the projectiles will be fired in an almost straight line there are several useful chat commands that include: / Asylum - teleporting you to the shelter (works only while in town or another refuge) / passive - shows a summary of all passive reward points, and thugs quests reward character received / remaining - shows the number of monsters remaining in the area. LEVELING PHASE Don't worry about choosing the wrong class of characters if you didn't know for sure what type of build you wanted to play and you want to maximize your potential. In general Exile provides the highest flexibility when it comes to building your character. You can build powerful witches or duelists that possess bows, spell charmer Berserkers or tank shadow class characters - anything possible in the Path of Exile, and unlike other casters can still remain viable if planned well never consume/use currency items (except portal scrolls, Wisdom Scrolls, Whetstones, Armourer's Scraps, which are fairly inexpensive), while level your character. It it's not the early days of the new league when good alignment elements are hard to get, using balls to upgrade or craft items is extremely expensive to always pick up 3 and four related items during alignment. You can easily turn them into powerful gear using Essence on them. Essences are found throughout Wraeclast, starting from the very first levels and are used to upgrade ordinary items to a rare item with a certain fixed property. The Essence effect is similar to Orb Alchemy, however low-level Essences are much more common and less valuable when you decide that you really need to develop some hardware (this rule also applies to maps later) to use Armourer's Scraps and Blacksmith's Whetstones on normal quality (white) items. This will make 1 balloon improve item quality by 5%, while it's 2% for magical items, and 1% for rare and unique items. You can upgrade your item/card to a higher rarity when it has 20 quality points you should consider buying alignment unique items that are most suitable for your class of characters. As mentioned earlier, if these are not the early days of the new league, most of it should not be expensive and will save you a lot of time. Here you can find a list of the best PoE alignment unique when learning the game and aligning your first character trying to play with different skills and supporting gems. You can pretty much choose any skill that you like for any class of characters, as long as you know what type of skill that is and how to amplify its damage. Try to complete the prophecies while you level up. If you are lucky, you may find some valuable Prophecies you can save for later or sell at a profit. To them are: Touch the jeweler (will create a 5-link item after using the Orb jeweler on it), Fated Connections (will create a 6-link with one Orb jeweler) and a treasure basket (will turn a normal item into a unique item, should only be used on sorcerer's boots to make Skyforth boots) 4. ORBS MANAGEMENT In general, and this is the most important rule, do not use/consume balls when aligning/training the game. Almost all balls have significant value (except for the Wisdom Scrolls, Whetstones Blacksmiths and Armory Scraps). All the balls you collect during the early/medium level must be stored, or used to purchase alignment equipment 1-2 points every ten levels is more than enough to help you progress). Keep in mind that each piece of alignment gear should not cost more than orb alchemy/Orb Fusing each. Only the best alignment elements can cost up to a few balls of Chaos, such as Goldrim, Praxis or Tabula Rasa. However, these elements will work for your entire level level (50 levels) To get rich at the alignment stage, and when playing your first character, you should know and use all the vendor recipes presented in the next section Do not use Chromatic Orbs to change the color of the nest to one that does not correspond to the type of item. Outlets on items requiring strength have the highest chances of being red, Dexterity requirements are green, and exploration requirements are blue. If you're not crafting your end-of-game gear, forcing certain colors is a waste of currency Don't use jeweler's orbs/fusing balls to make sockets on items that you'll only use temporarily (like most weapons). Usually buy items with sockets you want cheaper than crafting them yourself. Again, craft sockets should be made onto items which you'll keep for most of the alignment, or when designing your final gear Never use chance balls and balls of alchemy during alignment - craft gear with low-level Essence instead of Never roll stats on rare items with Chaos Balls - Chaos Balls is extremely valuable, and crafting low-level items with it is a complete waste when using it at high-level items (which you're not likely to have at this time) If you don't know what you're doing, trading it for equipment your best odealo option is the player to market PoE Currency, Balls, and Unique Items. 5. VENDOR RECIPES Supplier recipes are one of the best and most effective ways to become rich until you get the end of the game content, and can farm Atziri and Shaper. There are several recipes that should be used unconditionally all way of expelling beginners and casual players. This: Chromatic Orb recipe: trade any item with red, green and blue outlets linked to each other. This is the most commonly used recipe provider in PoE. During the alignment, each of your visits to the city should result in you getting 2-3 Chromatic Orbs Gemcutter's Prism recipe: trade gemstones with a combined quality of 40% or one gem with 20% quality. Keep in mind that each combination of gemstones must be at least 40% quality. If you have gemstones with a total quality of 80%, but the first group has 42% and the other only 38%, you will only get 1 Gemcutter in Prism in trade. The best solution is to always group gems in exactly 40% quality packages, so you won't lose those extra interest on every Jeweller's Orb recipe trade: supplier any item with 6 outlets. If the outlets are connected to each other, it is not recommended to supplier it at all, however, it would provide a Divine Orb instead Chisel Recipe I: Trading cards with a combined quality of 40% or one card with 20% quality. This is commonly used by players who have already reached the end of the game content (medium/high level cards and bosses) when you are no longer interested in clearing white low-level cards. The recipe, however, does Any quality map is worth Chisel's recipe for Cartographer II: trade any map and 20% quality hammer, Rock Breaker or Gavel (any rarity). This is one of the most lucrative recipes that most players may not know that there is even Glassblower's Bauble recipe: trading flasks with a combined quality of 40% or one flask with 20% quality. Glassblower's Bauble isn't exactly the most sought-after ball in The Way of Exile, but this recipe can still provide some extra profit for newcomers to PoE Orb chance recipes: There are 3 famous recipes that give Orb a chance. This: -trade 2 identified rare with the same name for 1x Orb chance (some prophecies, unique encounters and strongboxes may contain mirror copies of the same rare item) -trading a normal, rare, magical and unique item of the same type of base item (such as a leather belt) for a 5x chance balls. This recipe is basically free money if you have time to do so. Simply select a popular type of base item and collect all the items of this type. You can then turn 1/3 of them into magical items with orbs Transmutations, 1/3 in rare low-level Essence, and then buy matching basic unique items on poe.trade. In most cases, each unique item should not cost more than 1 orb chance or 1 orb of alchemy depending on the type of item you chose previously - through a full recipe for a set of rare items (more commonly referred to as the Chaos Orb recipe) with lower levels of items (with a point level between 1 and 59). It provides 1-3 x balls a chance of Orb alchemy recipes: There are several ways to get Alchemy balls from suppliers that are: -trade 3 identified rare items of the same name and quality 20% for 1x Orb Alchemy-trade normally, Magical and rare, 20% quality item of the same type of base item for 1x Orb Alchemy -trading normal, magical and rare, 20% quality unidentified item of the same basic type item for 2x Orb Alchemy Chaos Orb recipe: also known as a complete rare recipe set item. This is the most profitable recipe in the Path of Exile. Some quick cleaning card builds like Spark Templar or Frostblades Raider can earn over 100 Balls of Chaos per day using just this recipe (plus all directly looted balls and items). It is also recommended to trade only unidentified items in this Chaos Orb double reward recipe. The way under 1% of all rare items that you come across will actually be worth 1 Chaos Orb or higher, and the most expensive ones are usually created anyway. You can get: 1 Chaos Orb to trade a set of rare, point-level 60 or higher gears: - 1x Two Hand Arms/1x One-Handed Weapon - 1x Shield/2x One Hand Weapon/2x - 1x Helmet - 1x Body Armour - 1x Belt - 1x Boots - 1x Amulet - 1x Gloves - 2x Rings 2 Chaos Orbs to Trade All Of The Above, Unidentified Elements 3 Chaos Balls to Trade All Of Above, Above, The quality of 20% items on Odealo dozens of sellers compete for your attention. Buying PoE Currency here guarantees the best prices, fast delivery and the best quality of service. 6. BUILD TYPES When choosing a character, you have to identify two main factors: How are you going to do the damage? And how will you survive most players attacks? There are several main types of characters in the Path of Exile, and to put it simply, we can divide them into: melee fighters: they use melee weapons, with high physical or elementary damage. Even if their name, they can still be quite powerful fighters of long-range action (yes, it is possible in the Path of Exile) and depending on the skill and selected weapons you can amplify the damage: - added flat physical damage from attacks - increased physical damage - increased melee damage - added flat elementary damage attacks - increased elementary damage - added flat chaos damage to attacks - increased damage from the projectile - speed will, as well as increase the number of active auras by using a significant portion of the Enlightenment, and other reduced sources of Mana reservations, including passive points and ascending forces of certain classes - to increase the efficiency and number of curses that you can apply to enemies. This can either increase the damage monsters get (Defensive weakness, etc.), or make kiting and avoid attacks much easier (defensive curses like Enfeeble or time chains) -supporting henchmen with the offer of spells and Vaal Haste mainly) Minions can have either physical or spelling damage (damage inclusive), and depending on the type of Minions caused by totem builds - these are specific types of builds that are believed to be the main types of damage. They can spell or attack any of the previously mentioned types (including calling henchmen). These types of build will benefit from all sources of amplification of damage as an appropriate type of damage. In addition, the Totem builds will also benefit from: - increase totem damage -increasing the speed of placement of totem-enhanced totem cast and the speed of attack totems are not considered henchmen. However, minions caused by the Totems (e.g. Spell Totem associated with the Invocation Skeleton Spell) will benefit from increased Minion damage and speed bonuses. Totems also benefit from auras and can generate endurance/madness/power charges on their own (charges generated by Totems will not apply to the player's character) traps and mine builds - these are very specific and niche types of assembly. Traps can be laid anywhere on the screen (they are thrown by the character of the player), but take a moment to be armed. Once the trap is armed, it can be caused by monsters. On the other hand, mines can only be installed under the character of a caster, but can be blown up instantly, and even remotely. When using trap support or remote support for mine gems, basically any spell can be cast by any of them. It looks like the way that the Totem builds - spells and abilities, discarded traps and mines will benefit from appropriate support gems, while traps and mines' damage can also be globally enhanced by the following statistics.:-increasing traps/mines damage-increase / Mina stacking speed-increase traps / Mines duration -increase the maximum number of traps/ mines that can be laid It is very important to understand that certain works have their damage calculated. All skills cause a certain amount of physical/elementary or chaos. While most spells it is determined by the skill of the gem itself, melee and range of attacks tend to deal with a certain percentage of your weapons' base damage (whether physical or elementary). Both spells damage to the skill of gems, and damage to your weapons is increased by flat added damage spells and attacks (damage values are added to that of the skill gem and weapon). Later, the damage is converted, and finally it is multiplied by all the relevant damage-type bonuses, from your items, skill tree, and domination points. To understand how damage conversion works, you need to know that there are two main types of damage conversion: % of the type of damage is converted to damage type - damage is converted to a different type. For example, your skill does 2-4 physical damage. With 50% conversion damage from the fire, it will deal with 1-2 physical damage and 1-2 fire damage. Increased Melee/Physical Damage affixes will apply to 1-2, while fire/element damage bonuses will apply to 1-2 fire damage. Adds a % to the damage type as an additional injury type - basically, it means that the initial damage from your skill remains the same, while a certain % of it is added as additional damage. For example, your skill causes 5-10 physical damage, and 20% of them are added as additional cold damage. This means that your skill will still deal with 5-10 physical damage as well as 1-2 cold damage, greatly increasing the overall DPS. This type of conversion makes the damage gain applicable to both types of damage. Melee/Physical Damage bonuses will apply to physical damage, while cold/elementary damage will be applied to 1-2 cold damages. With these types of skills, it is usually the basic idea to stack as many flat physical damage bonuses on your subjects because damage is not only added in the form of physical damage, but also some of it is added to other types of damage (usually elementary) Any damage can also be increased: Increased critical impact chance - most abilities and weapons have a basic critical chance of hitting (e.g. 5%) By increasing the critical Strike Chance, you increase the base chance of a critical hit on the enemy. This value is not an add-on, but multiplied - if your increased critical chance of hitting the attribute is 200%, it means that the ability with a 5% base critical strike chance will have 15% critically Increased critical strike multiplier - determines the increase in damage to your critical Strikes Frenzy Charges - the type of charges associated with the Dexterity attribute. This increases the speed of attack, attack speed, and damage behind The Frenzy Charge Power Charges - a type of charge associated with the intelligence attribute. This increases the critical chance of a strike by 40% for the chage of power in a nutshell, it's this give you a basic understanding of how the damage works in the Path of Exile. Often players assign certain passive points and buy expensive items, while falsely thinking that they will affect their current skills. Let's now embark on basic defensive mechanics in the Path of Exile. There are three main types of builds in the Path of Exile: life builds - these are the most common and popular types build in the Path of Exile. They are based on a high standard of living pool - which should be increased on almost every item, except for some unique items that may be required in your build that simply don't have this attribute. As a beginner, you should be more than fine just using life-based builds during your adventure. It is easy to restore life directly with the help of life Flasks, Life Leech or the regeneration of life. Energy Shield builds - usually more suitable for advanced PoE players. Restoring the energy shield works in a completely different way. After not taking damage for a short time, Energy Shield will recover its own, at the pace of installation that can be increased by certain items or passive points. This means that some meetings and struggles, in general, can be troublesome for beginners. It is also impossible to restore the Energy Shield with flasks, and Life Leech requires a passive zelot oath to be active or provided by objects or flasks. In general, having a high Energy Shield pool requires a huge investment in equipment, and staying alive can be a challenge for beginners. These types of constructions are usually based on the passive inoculation of Chaos, which turns the life of the character into one, but makes the character immune to the damage of Chaos. Hybrid builds are a mixture of Life and Energy Shield. They are not as widely popular anymore, as they are still used in some builds. Hybrid build picks are usually made because of the need to use certain elements of a high energy shield, and keeping the ES symbols level high enough to make it more efficient to spend a few extra points on Energy Shield nodes rather than following the usual life route for assembly. Low life builds - this very niche types builds now because of the patch 3.0 nerfs to the Energy Shield. They are based on Shavronn's body armor, which does not cause any damage to Chaos bypassing the Energy Shield. Providing a similar effect to Chaos Vaccination, but allowing players to reserve available lives for additional auras on top of the above types, The Path of Exile has introduced several other defensive mechanics that include: Armor - mitigates incoming physical damage from strokes (e.g., bleeding deals are physical but not So your armor won't reduce bleeding damage) Dodging - provides a chance to avoid enemy attacks (chance to hit is calculated based on the opponent's accuracy rating of player evasion ratings). Only melee and range of attacks can be avoided, while spells will be Dodge hit - looks like dodging. However, both attacks and spells can dodge avoiding - it's a mechanic that avoids damage from hits. For example, you were attacked, but avoided its damage. It is still, however, considered a hit and can be applied to hit effects (such as bleeding) block - a mechanic that provides the ability to prevent damage from attacks while wielding personnel, shield or with dual-wielding weapons. The chance to block can also be applied to spells by certain subjects or abilities of the Immunity - certain objects and abilities can provide permanent or temporary immunity. The most common stuff that uses this defensive mechanic is the Immortal Call, which provides brief immunity to any damage. Various items, including flasks, can provide immunity to certain types of damage or negative status of Endurance Charges diseases - this is a defensive type of fees associated with the attribute of force. Endurance fees are generated using a variety of skills and abilities and last only for a short period of time. Each charge provided physical mitigation and increased all elementary resistance. Some elements, liabilities, and abilities can increase the maximum number of charges your character can have at a time. 7. MAPS In this section we will cover only the most basic and important information about mapping. This will include the main valuable information for new Players of the Path of Exile who have just started their adventure. We could write a more detailed and in-depth guide to mapping and atlas if we see a lot of you guys interested in this topic :) Leave it in the comments below and we'll get right to it ;) Maps are the content of the end of the game in The Ways of Exile. They are regular looting of items that begin to fall from slain monsters at area 60 and above (this is a score, it's possible you can find maps on slightly lower level areas) you can use a map in a mapping device that will open portals to specific areas inhabited by monsters, rogue exiles, and unique area bosses you can access with the maps have the lowest level of 68 (Tier 1 maps) map six cards. You can enter each portal only once, meaning you only have a farm card you are comfortable with. Dying too much will make it impossible to complete the card and get the most valuable loot from their bosses Each card has a certain layout, monster types, monster density, and bosses. Try to explore the different types of cards and find out which one works best for you (clear speed and death on the map should be your main concern) Magic, And unique cards have different fashions affecting monsters or the player's character. You have to make sure that you can complete the cards with their mods before you open it. For example, elementary/physical resistance cards are extremely difficult for many popular builds Cards can be modified with balls, thus similar to crafting/reforging reforging First, you can upgrade the low/medium-level cards to magical rarity, and higher-level cards to rare maps with orbs of alchemy. Increases the number of items and the rarity of the killed monsters, but makes the difficulty level higher before opening unique maps to make sure the type of encounters are ahead. Some unique maps may require a certain set of skills or elements to complete (such as motion skills, or specific status of disease immunity items) Fast map cleaning builds usually allow you to clear the cards in 2-3 minutes each. You can use this as a reference to measure the effectiveness of the current build. The photos used in this article are the intellectual property of Grinding Gear Games. Games. path of exile guide 2020. path of exile guide reddit. path of exile guide to mapping. path of exile guide to crafting. path of exile guide beginner. path of exile guide book. path of exile guide build. path of exile guide ps4

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