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r/pathofexile



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r/pathofexile • 1 mo. ago

D3tect1v3



Poe 1 vs Poe 2

Game Feedback (POE 2)

I don't know if it's just me but I can't play poe 2 for long compared to poe 1 because I don't feel like I'm making much progress, the campaign is quite repetitive. I still quite enjoy poe 2 but not as much as the first one and also I'm not a big fan of the combat and having to use more than one ability. I don't like the idea of dodge roll, it reminds me more of elden ring, I prefer the janky combat in poe 1. I like the power fantasy aspect of poe 1 that is not as apparent in poe 2. But I just want to hear yall's opinion on this topic.



0



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BrandonJams • 1mo ago

The key difference in PoE 1 is the build variety and creativity. This is the biggest weakness in PoE 2 because the game gives you problems to solve, with few tools to solve them.

PoE 1 is like a Swiss Army knife, you have every tool imaginable available to fix any problem with your build. There's a thousand different obscure interactions between the passive tree, ascendancies and uniques + unique jewels.

The passive tree is superior in about every way. Much of your initial build power comes from the tree, making early league starts a lot easier to put together with basic gear.



13



Reply



Low-Foundation4270 • 1mo ago

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the passive tree and the socket gem system is just.. i cant give it up. knowing poe2 doesnt have it is the single only thing keeping me away from it now that i dont care about the price

like, just seeing that like the entire playerbase is using a total of 3 builds (seriously it's the monk using that pokemon move sonic boom, the fucking sorceress squiggly lightning and wtv the fuck crossbow dude), on an early access game, with supposedly "so many possibilities and combos", is disheartening.

then you see the skill gem system thing and it's like..... it looks like sekiro. or ghost of tsushima.. or god of war. or any other fucking game where you have linear boring upgrades.

i realize it's not fully like that, but tinkering with skill gems in this armor piece or this weapon or changing these sockets to get a 4 link is legit half the fun in the entire game

poe2 went like "what if we made a 0 jank modern poe2, that.... played like dark souls?"

↑ 9 ↓ ○ Reply ...

(+) 15 more replies

(+) 3 more replies



pattisbey8 • 1mo ago

i was expecting a harder more meaningful combat yada yada but its just poe 1 again i one shot everything and there is not really difficulty scaling like poe 1 so its actually easier and 0 meaning combat

⊖ ↑ 39 ↓ ○ Reply ...



perfectpencil • 1mo ago

Endgame is just a (early) poe1 walking simulator. They got the campaign right in most cases but mapping isn't the same game at all.

Some things they added are in the right spirit like proximity modifiers, eternal knights and river hags/Frost spirits to a lesser extent. The problem is 1shots out of nowhere that makes engaging these kinds of mobs in earnest a losing battle. The eternal knight isn't mixing me up and causing me to change strategy when a random arrow from off screen instagibs me. I just can't engage the knight how the design wants, i need to also 1shot the screen or die.

If healing potions were slower/worse you could lower the 1shot damage from trash mobs and be fine. This would open room for more engaging combat. But if a healing pot can instantly bring you to full from near death, then monsters need to be able to 1 shot to offset. It's a design philosophy I don't think GGG is going to fully embrace. Frankly...they like 1 shots.

↑ 9 ↓ ○ Reply ...

(+) 3 more replies



Biflosaurus • 1mo ago

📬 Top 1% Commenter

[Skip to main content](#)[Log In](#) 16   Reply ... 18 more replies**SolidMarsupial** • 1mo ago

I prefer the janky combat in poe 1

nothing janky about it, it's just better

  23   Reply ...**SamuraiJack0ff** • 1mo ago

Oof man i love poe1 but after experiencing wasd movement, handling shit like Uber exarch meatballs or final phase maven memory games with mouse only would be hard to go back to.

 12   Reply ... 2 more replies 6 more replies**sackmatt** • 1mo ago

I think normal acts 1-3 are actually one of the few things that poe2 currently does better than poe1. It's what has me excited for the future of the game. It's obviously nowhere near the game poe1 is yet, but I see enough potential to be optimistic, which isn't a popular viewpoint around here.

 4   Reply ...**angrytroll123** • 1mo ago

The campaign in poe2 if you've run through it should go by very quickly.

I like dodge roll. Wasd is freaking awesome. I wish it was in poe1. At this point, it's the only thing keeping me from going back and forth.

  8   Reply ...**Vlatsis** • 1mo ago

Yesss the WASD is such a game changer

 5   Reply ...

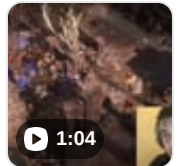
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[r/PathOfExile2](#) • 3 mo. ago

poe 1 vs poe 2

8.4K upvotes · 1.1K comments

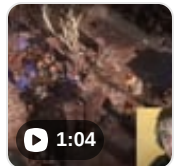


1:04

[r/pathofexile](#) • 3 mo. ago

poe 1 vs poe 2

2.8K upvotes · 405 comments



1:04

[r/pathofexile](#) • 4 mo. ago

Poe1 vs poe2

1.9K upvotes · 152 comments

[r/zocken](#) • 3 mo. ago

POE 2 mit massiven Schwachpunkten

55 comments

[r/pathofexile](#) • 1 mo. ago

POE1 - Two Possibilities

2K upvotes · 444 comments

[r/pathofexile](#) • 2 mo. ago

If someone were to ask me if PoE 2 was a good game, i'd answer that it is probably a great game. If they ask me if PoE 2 was a fun game, i think that i would say that PoE 2 is a frustrating experience

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Disappointed in the PoE community - regardless of which game you prefer, this is unacceptable.

138 comments



r/pathofexile • 27 days ago

Between POE1 & POE2, POE1 is the one supposed to follow a timeline

387 upvotes · 103 comments



r/pathofexile • 2 mo. ago

POE 1 is... amazing

1.6K upvotes · 595 comments



r/pathofexile • 1 yr. ago

Is Poe truly as complicated as people say?

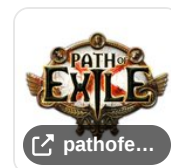
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r/pathofexile • 20 days ago

State of Early Access Update POE 2

75 comments



r/pathofexile • 9 days ago

Going to POE1 after POE2 (BUILD RECS)

9 comments



r/pathofexile • 6 days ago

How it feels to play PoE1 after playing PoE2

2.1K upvotes · 282 comments



r/pathofexile2builds • 19 days ago

Building a tanky blood mage

8 upvotes · 13 comments



r/pathofexile • 2 mo. ago

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Path of Exile 1 or 2?

58 comments

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Path of Exile 2 - Ascendancy Classes in Early Access

4.2K upvotes · 2K comments

 r/pathofexile • 3 mo. ago

Path of Exile 2's Early Access Start Times

693 upvotes · 131 comments

 r/PathOfExileBuilds • 1 yr. ago

Where do you guys find builds?

16 upvotes · 52 comments

 r/ShouldIbuythisgame • 2 mo. ago

Should I buy Path of Exile 2?

13 upvotes · 40 comments

 r/pathofexile • 1 mo. ago

Poe 1 craft X Poe 2 craft in a nutshell

1.2K upvotes · 252 comments

 r/pathofexile • 23 days ago

I like PoE 2, but we need so much time to fill it with content to match the poe1

2.3K upvotes · 457 comments

 r/pathofexile • 3 mo. ago

The PoE2 experience





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It's better for my mental to just assume PoE 1 is completely dead

573 upvotes · 80 comments



r/pathofexile • 3 mo. ago

POE 2 Atlas reminds me about...



1.3K upvotes · 134 comments